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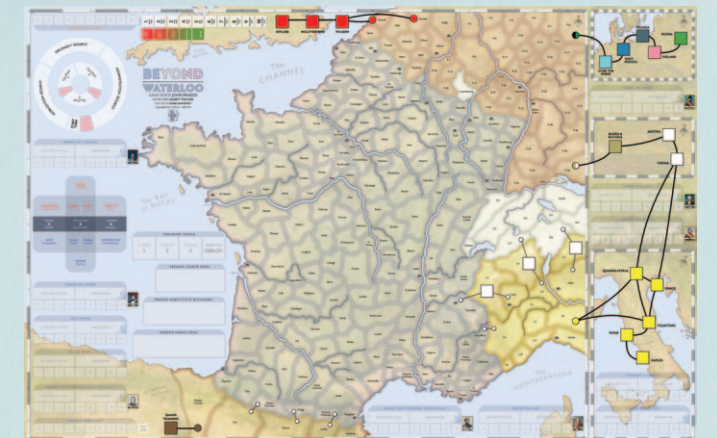
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ORDER OF APPEARANCE WORKS IN PROGRESS LEMBIT TOHVER, STAFF DEVELOPER



The 2011 Annual places us in the year 1815 with John Prados' design *Beyond Waterloo*. Napoleon has returned to Paris and endeavors to revive his country's role as a major force to be contended with. The Allies are not fully ready for this. Can you bring back the might of France through political maneuvering, which delays the individual Allied powers from declaring war on France, and thus giving you the time to have the French land forces meet and be victorious against those Allies you choose to fight? Can you as the Allies force Napoleon's hand and bring to bear the forces needed to defeat him again? This game is an in depth design that looks at the broader aspect of this campaign. Troop sizes are corps and divisions with individual counters representing army leaders. There is a 22" x 34" map that encompasses all of France, western Prussia and Switzerland, northwestern Italy, the southern Dutch and Belgian areas, and northern Spain, 360 1/2" counters, 20+ pages of rules, two player aid charts (PACs) and 24 Tactical Battle Cards (12 each side). Players will find this game both rewarding and informative with its grander picture of the conflict.



BEYOND WATERLOO MAP IN-PROGRESS

Issue #36 moves us forward to the 1944 Burma area of the Pacific Theatre of World War II with Paul Rohrbaugh's game *Defeat into Victory*. This game uses an interactive chit draw activation system that integrates the supply situation into the level of activity of the formations that fought. The map spans from Dimapur in the north down to Rangoon in the south. Air transport/power plays an important part in game. A low counter density on the board makes each unit important and keeping them in supply vital.



Issue #37 transports us back to Russia at the end of WWI. It is the time of the Russian Revolution. Mark Woloshen has designed *For Bloody Honor: Civil War Russkaya*, a relatively easy game on this topic that handles two to seven players. If the Reds are defeated early in the game, the White players carry on to decide which one of them is the victor. The game captures the interactions of political influence, railways, foreign intervention (the whole Western alliance: British, French, Canadian, Australian, Indian, Japanese, and U.S. troops that fought in Russia), and the discord there was amongst the White factions. Each one of the 10 turns represents 4 months of real time from the end of 1918 to the end of 1921. The game uses a chit pull system which determines when players can move and when they can fight. Each area of the game has a value, which will influence their recruitment of forces and determine victory. If you lose a battle, defection of your troops can occur. Can you, as the Reds, repeat history and form a Union of Soviet Socialist Republics? Or can you, as the Whites, change the course of events in the 20th century?

And there are more interesting items coming up. Make sure that you check out our **In the Pipeline** section of the *Against the Odds* website at www.atomagazine.com to see our current game proposals and then vote on the ones you would like to see appear in a future issue of *ATO*.

-Lembit

Engage NOW!!