

WAR IN THE AEGEAN

September to November 1943

BONUS GAME
ASSAULT ON
NARVIK

AGAINST the ODDS

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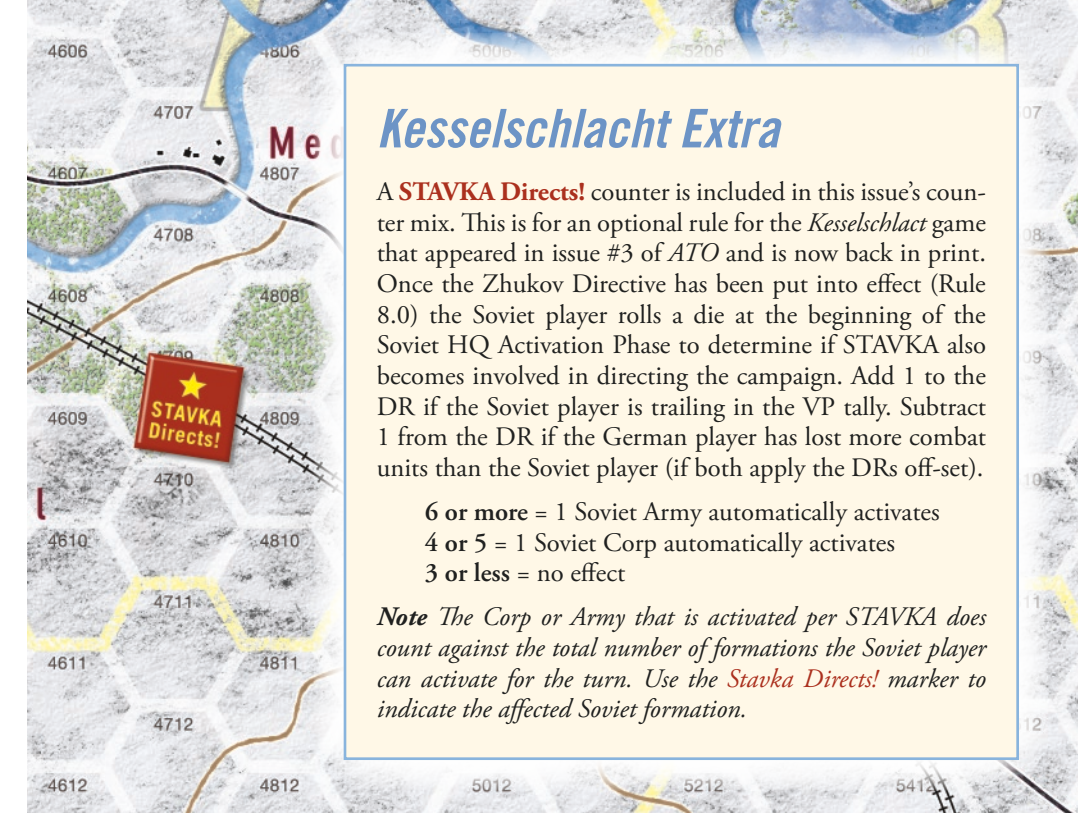
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This is the third Perry Moore game to appear in the pages of *Against the Odds*. The first, *Kesselschlacht* from issue 3, took us to the eastern front of WWII (and was recently reprinted after it sold out). His second *ATO* game appeared issue #10, *Into a Bear Trap*, one that dealt with the battle for Grozny on New Year's 1995.

Andrew Mulholland is the designer of the other game in this issue, *Assault on Narvik*, and is his first published game. Mr. Mulholland is a doctoral student in history, and his Assault on Narvik game was created as part of his course work at King's College of London taught by Dr. Philip Sabin. We are pleased to bring his very creative game to you.



Kesselschlacht Extra

A **STAVKA Directs!** counter is included in this issue's counter mix. This is for an optional rule for the *Kesselschlacht* game that appeared in issue #3 of *ATO* and is now back in print. Once the Zhukov Directive has been put into effect (Rule 8.0) the Soviet player rolls a die at the beginning of the Soviet HQ Activation Phase to determine if STAVKA also becomes involved in directing the campaign. Add 1 to the DR if the Soviet player is trailing in the VP tally. Subtract 1 from the DR if the German player has lost more combat units than the Soviet player (if both apply the DRs off-set).

6 or more = 1 Soviet Army automatically activates
4 or 5 = 1 Soviet Corp automatically activates
3 or less = no effect

Note The Corp or Army that is activated per STAVKA does count against the total number of formations the Soviet player can activate for the turn. Use the *Stavka Directs!* marker to indicate the affected Soviet formation.

ORDER OF APPEARANCE

Works in Progress
by Paul Rohrbaugh, *ATO* Staff Developer

I am writing this column less than a week after returning from my third gaming conference of the year. The summer of 2005 started off by attending the Consimworld Expo in Tempe, AZ. The pre-4th of July holiday weekend saw me in relatively nearby Columbus, OH for Origins 2005. A few weeks later saw the World Boardgaming Conference in Lancaster, PA. It was at this event *ATO* won the CSR Award for Best Wargaming Magazine, and the game *Fortress Berlin* (from issue #8) won for the Best Magazine Wargame. A personal highlight for me was meeting so many gamers, designers, developers and publishers as well as being able to sit and visit with Andy and Steve (one day we'll get Craig there, too). Sharing ideas and constructive criticism is always energizing and invigorating, especially when it involves games and history. One aspect of

the hobby that has struck a worrying chord with me, however, is the demographic of our hobby's designers. There is too much gray hair amongst us. In the past many have commented about the aging players in wargaming, and that this would be the downfall of the hobby. However, I'm seeing more and more young people and family members of all ages attending, and playing together at, these conferences. Many of the younger gamers, and this is the case with my nieces and nephews, have come to wargames via computer and "Euro" games (they now are looking for "more" intellectually as well as socially). I don't see the same occurring right now with the folks who create and help craft those works that we all so much enjoy. With this issue *ATO* hopes, albeit to a small degree, to start a change in this trend with the publication of *Assault on Narvik*. While I have not actu-

ally met Mr. Mulholland, nor seen his picture, I know from our frequent correspondences over the last year and a half that he is indeed "young at heart" and is more than likely a decade or two younger than moi. Enjoy his game; we have!

Next issue features another debut design by our very own Andy Nunez, *Cactus Throne: the Mexican War, 1862-1867*. This game took off like wildfire with the play testers, and has been a joy to develop. Knut Grunitz, one of the play testers, was so taken with the game that he created a gorgeous play test map and enhanced the counters. These not only served to inspire all involved to partake of even more gaming sessions than what would've been expected, but the interest and conversations these components generated when displayed at the three conferences was very gratifying. *Cactus Throne* features three scenarios, as well as the campaign

game, one full size map, and 320 counters.

We have many other games and projects in the works, including additional optional rules for *Kesselschlacht*, *Fortress Berlin*, *Into a Bear Trap*, and *Chennault's First Fight*. Please check our "In the Pipeline" section of the *ATO* web page to see what is being worked on and considered. Don't be shy in emailing me about what you'd like to see us do for the magazine or with future Annual or Special issues. If you haven't already done so, make sure as well that you get a subscription. You can do so by going to our web site at www.atomagazine.com. Not only do subscribers get their issues each year at a substantially reduced cost in comparison to purchasing each issue individually, but we have some other incentives and "pleasant surprises" for these loyal customers coming up as well.

Let the dice fly high!