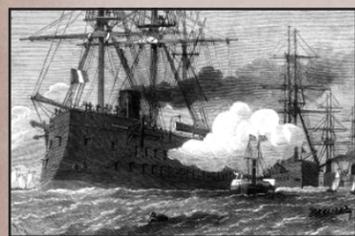


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THERE MUST BE A VICTORY

Complete simulation in this issue

The "Seven Weeks War" of 1866. The Italians want Venice. The Austrians have it. But the Italians are allied with up-and-coming Prussia, and the Austrians have a hard time on land. On the Adriatic, the Austrian fleet is outnumbered and outgunned, more to 2-1 in both categories. But they have aggressive commanders and a willingness to "Ram anything painted grey!", the color of the Italian ships.

AGAINST THE ODDS

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ORDER OF APPEARANCE WORKS IN PROGRESS

Lembit Tohver *Staff Developer*

Coming up in issue 26 we move to the Normandy area of WWII with Ted Racier's game *The Pocket at Falaise*. As the German player, you will be endeavoring to escape the tightening noose of the Canadian and Polish forces moving in from the north and the Americans coming up from the south with as much of your army as possible while holding off the British and American units pushing from the north, south and west. Some will make it out, but will it be enough? Ted has designed a great game here which nicely reflects the the Allies' air superiority and the unique dynamics

of this operation. It captures the desperation of the Germans trying to exit, and as the Allied player you feel the angst of trying to both close the hole and keep your other forces in contact with the withdrawing Germans. The game comes with a 22" x 34" map, 218 9/16" counters (a new size for our company) and 16 pages of rules and charts.

Issue 27 has us looking at the American Revolution in the south with Mike Joselyn's game *Tarleton's Quarter*. The game comes with a 22" x 34" map, 280 1/2" counters and 20 pages of rules and charts. The game deals with the British campaign from 1778 to 1781 in monthly turns to bring the four Southern colonies of Georgia, North Carolina, South Carolina and Virginia back under British control. Each one month turn of *Tarleton's Quarter* is basically divided into two parts. The first half of the turn is devoted mostly to those things

which either build-up or break down an army. Losses from disease, lack of supply, and desertion are determined in the Attrition Phase. Reinforcements, supplies, and the construction of forts also occurs in this half of the turn during the Logistics and Engineering Phase. The last half of the turn concentrates on the actual campaigning where the troops move, fight battles, and lay siege to cities and forts. Battles and sieges not only produce casualties, but prisoners of war which can be exchanged later in the game.

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.

Engage NOW!!

NEXT ISSUE

Twenty-five German divisions raced for survival, while the Allied armies aimed to turn Hitler's delayed counterattack on Normandy from failure to war-ending disaster. In one sense, neither side succeeded. But the devastation was something unprecedented. *The Pocket at Falaise* puts each player in the difficult position of trying to overcome the obstacles, both human and mechanical, tactical and operational, that interfered with success in 1944.

Award-winning designer Ted Racier explains: *The story of the Falaise battle is that of two German armies trying to escape a trap set for them by their own high command, and of the Allied armies trying to close the trap, despite the hesitations and divisions of their own higher commanders.*

Eisenhower called it, "The Great Killing Ground." What the Germans called it cannot be printed. What you will call it depends on how well you do. Secure your copy today at www.atomagazine.com

