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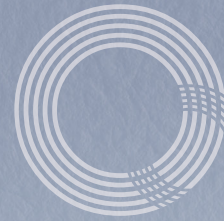
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ABOUT THE COVER

Dahl Taylor's painting depicts Benedict Arnold conferring with Daniel Morgan on Bemis Heights during the 1777 Saratoga campaign.

(courtesy Arthur Lefkowitz)



ORDER OF APPEARANCE WORKS IN PROGRESS RUSS LOCKWOOD, STAFF DEVELOPER

We're publishing some great games this year to amaze, challenge, and entertain you across all eras of history. Next up:

Issue 52: *Operation Ichi-Go*
This two-player game covers the 1944 offensive as the Japanese start strong and try to maintain the offensive against growing Chinese forces and opposition. Better yet, untested Chinese forces increase the fog of war for both players. Tactical airpower, Japanese armor, and the threat of B-29s plastering an area add to the decision-making dilemmas facing both players.

Ichi-Go also includes the possibility that the US launches a planned, but never implemented, Operation Causeway, bypassing the Philippines to invade Formosa and mainland China. If that gets triggered, both sides will be scrambling to alter their plans for victory!

A bonus solitaire game, using the same 22x34-inch map and 252 counters but variant rules, pits your speed of attack against possible losses, gambling you will retain enough Japanese strength to capture all US airbases.

2018 Annual: *Sea Monsters!*

Our Annual provides four challenging naval-themed games: two two-player and two solitaire. Map size and counter mix varies, but all include optional rules and play balance rules to boost replayability and detail. As always, the Annual features an "extra-size" magazine.

Iron and Fire: The ironclads and wooden ships of Peru and Chile clash during the 1879 War of the Pacific. The Peruvian ironclad *Hudscar* outclasses all other ships one-on-one, but when the Chileans finally concentrated their ships, the *Hudscar* was in for the fight of its life. Two-players.

First Strike: The British launch the first ever air strike by aircraft brought by "aircraft carriers" (seaplane tenders) on Christmas Day, 1914. The target: Zeppelin sheds and factories at Cuxhaven defended by anti-aircraft guns, with the possibility that the German High Seas Fleet will sortie against the British Fleet. Solitaire.

Under Ten Flags: In 1939, the German merchant raider *Atlantis* traveled into the South Atlantic to prey on Allied shipping. Over the course of 100,000 miles and 602 days, she sank 22 ships, evading Allied warships and aircraft with guile and panache. Two-players.

XXI: The Naval Wonder Weapon 1943-1945: How do you build radically new Type XXI U-Boat flotillas while Allied bombers pound your cities and Allied armies constrict your resources? When do you send them out to attack Allied shipping to prevent D-Day? As a combo of Speer and Dönitz, you race the clock to build the "wonder weapons" that could turn the tide. Solitaire.

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FURTHER OUT

These two wargames are being put through their paces. Our atomagazine.com website contains preliminary info.

Issue 53: *Rome, Inc:* Hail, Caesar; now, let's see you run this economic and military colossus...and keep your throne from rivals. Solitaire. 22x34-inch map and 280 counters.

Issue 54: *Monty's D-Day:* Reworked companion game will also attach to *Bradley's D-Day*. Two player, with added solitaire rules. 22x34-inch map and 280 counters.

WHO'S RUSS LOCKWOOD?

As the new ATO Staff Developer, I was introduced in Issue 50, with *Ichi-Go* as my first project. Raised on AH, SPI, GDW, ATO, and other companies' wargames, and a professional life filled with technology writing and editing, I hope to extend Lembit's legacy of developing excellent wargames with unambiguous rules, clean sequences of play, historical insight, and superb play balance.

As always, game questions to gamesupport@atomagazine.com.

Volunteer Playtesters Wanted

Here's your chance to torture-test rules, concepts, and game mechanics ahead of everyone and impact the finished product. To me, wargames need some TLB (tender lovin' bashin') to balance complexity, objectives, and attention to historical detail.

Interested? E-mail: atolockwood@comcast.net and we'll talk about playtests, preferences, inspirations, and expectations. A good playtest, solo or multi-player, can liven up your evenings and help create better wargames – and offer a perk or two for the truly dedicated.

