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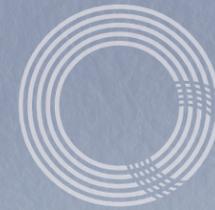
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ORDER OF APPEARANCE WORKS IN PROGRESS RUSS "ATO" LOCKWOOD, STAFF DEVELOPER

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After six months of social distancing and on-again/off-again dalliances with lockdowns and closures, we here at *ATO* continue to evaluate and publish wargames covering all eras of history to amaze, challenge, and entertain you. Since the coronavirus pandemic cratered a lot of face-to-face gaming, not to mention conventions, we're ensuring that our games receive a little extra attention regarding solitaire play. As always, if you have any rules questions or comments, drop me an e-mail at gamesupport@atomagazine.com and I'll see it gets addressed. That goes for all of *ATO's* games.

ATO 54: Monty's D-Day

This reworked and updated companion game from John Prados about the WWII British/Canadian invasion of Normandy will physically link to *Bradley's D-Day* (from *ATO's* Campaign Study #3, available for order as a back issue if you want to get the jump on Monty).

Mark Mahaffey's wonderful graphics in *Bradley's D-Day* extend into *Monty's D-Day* for a seamless pairing. Play as a stand-alone game or link the two for all of D-Day.

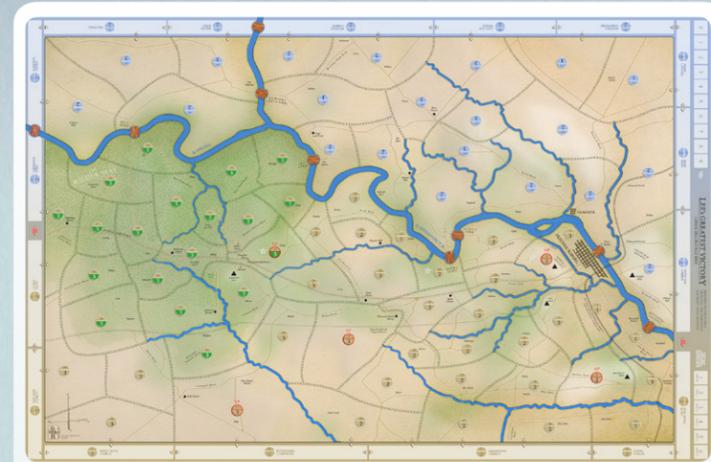
Counters, rules, and the map are well-advanced.

This two-player game includes parachute landings, new German alternative responses, and solitaire rules. Of medium complexity, playing time can take 8 to 15 hours. Counters represent mostly battalions and companies, with each hex on the full-size map representing 800 meters.

A daylight turn is two hours and a night turn represents four hours.

The Day 1 objective on June 6, 1944, for the British 3rd Infantry Division was Caen, about nine miles from the beach, but it only fell on July 19. The game, like history, offers considerable opportunity for attack and counterattack.

A variety of campaign game variants are available to explore historical options.



ATO 55: Lee's Greatest Victory

Work progresses on the area-impulse game covering the 1863 Battle of Chancellorsville during the American Civil War, with playtesting in full swing. This is Mike Rinella's third area/impulse ACW game for *ATO: Not War But Murder* (Cold Harbor) was in *ATO* # 19 and *Birth of a Legend* (Peninsula Campaign) was in *ATO* # 32.

Units are mostly Union divisions and Confederate brigades, with historical leaders present to provide a combat boost, but with the risk of being wounded or killed. Pontoon bridges and entrenchments are part of the basic rules, while optional rules incorporate weather and additional units. Each turn represents one day of time and an inch on the map represents 1.5 miles.

The game lasts six turns.

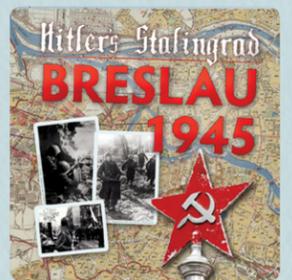
The most significant change from previous designs is his new "Momentum" rule and the discarding of the "sunset" rule. Players must maximize their "momentum" to make the most of their activations and to exploit opportunities that come their way. Both players will be compelled to make hard choices each and every activation and turn.

Historically, both sides divided their forces in the face of a determined enemy, gambling their men's lives and opportunities in their bids for a victory. Hooker's plan was audacious and nearly succeeded; Lee came away victorious, but just barely, and at great cost.

ATO 56:

Hitler's Stalingrad

Development is starting to turn this two-player game about the Soviet siege of Breslau in 1945 from alpha mode into a beta version. The well-researched OOB is complete, the map is coming along, and the rules have gone through a variety of revisions to accommodate optional rules such as Luftwaffe supply, Tabun nerve gas, command interference, special city terrain effects, and more.



2019 Annual: La Vendée

Finally, with the recent publication of the 2018 *Annual (Sea Monsters!)*, development work has started on the 2019 *Annual, La Vendée*, about the 1793 counter-revolution by Royalist forces in western France against the French Revolutionaries in Paris.