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# INTRODUCTION

Welcome to our latest *Annual!*

Once more, as we do periodically, we give you four games instead of one, all with a central theme. This time our common denominator is sea warfare and sea control. The selection this time around ranges from the late 1800s up to the end of World War II. We travel from South America around the Cape of Good Hope and back in our eclectic look at some of history's naval milestones.

Ironclads clash in our look at the amazing career of the monitor *Huáscar*, a ship whose career went from one side in a border war to the other, with some piracy thrown in for good measure. Then we skip up to World War I, where the British concoct a bold scheme to take out the German zeppelin works at Cuxhaven by sending off seaplanes from their tenders on Christmas to take the Kaiser by surprise. After that, we go to the early months of World War II and the German auxiliary cruiser *Atlantis*. Come aboard to see if you can do better than her crafty captain who sailed his raider under ten flags.

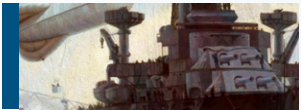
Finally, and perhaps the most intriguing, is a "what if" concerning the type XXI U-boat. Over one hundred were produced before the end of the war. What would their effect have been if the war was extended or if the design was produced quicker? Here is your chance to command the final wonder weapon of Nazi Germany and see what you can do against the mighty armadas of the Western Allies.

If you enjoy this issue and are not a subscriber, what's holding you back? We have been consistently putting out first-class wargames with a magazine for over 20 years now, several of which have won awards. We regularly feature articles by John Prados, J.D. Webster, Ed Heinsman, John Burt, Lew Pulsipher and many other established wargame designers and writers. Check us out online and you will see that subscribing to our magazine gives you a huge value for your money.

Meanwhile, thanks for picking up this issue, whether as a standalone or part of your subscription; we have lots more great games lined up in the future.

Andy

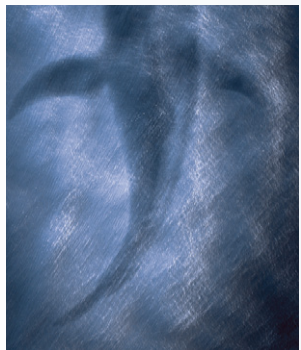
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