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The Ottomans tried to spead their Empire further into the West, a West which had been unsuccessful in stopping them in the past. How did they finally halt the Ottomans' advance?

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ORDER OF APPEARANCE WORKS IN PROGRESS Lembit Tohver Staff Developer

Now that you have this issue in your hands, our next item being released will be the 2010 Annual Four Roads to Moscow. The 2010 Annual will have four games included. John Prados had designed a game that deals with the lead up to Barbarossa starting



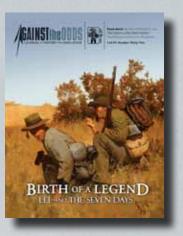
after the 1940 French Campaign. There will be rules provided in the issue which link the results of this game to the other three games. Roger Nord, Ted Raicer and Mike Rinella have each designed unique games dealing with the intial (June 1941- Early 1942) part of the Barbarossa

NEXT ISSUE

Issue #31 has us in Eastern Europe, late December of 1944, with the game Hungarian Nightmare, designed by Mark Stille (North Wind Rain, Imperial Sunset and Wintergewitter). This game deals with the defiant stand of the surrounded Germans and Hungarians around the twin cities of Buda and Pest against two Soviet Army Fronts and a corps of Rumanians. Both sides are challenged to do better than their historical counterparts (performing equal to them is a draw). Game turns are weekly and the map is divided into areas approximately 1 kilometer square in size. The game comes with a 34 x 34 inch map, over 300 counters, 12 pages of rules and 4 pages of Player Aid Charts. Secure your copy today at www.atomagazine.com



Campaign against Russia. Each game is different (one point to point, one hexes, and one with "oxes" and "diamonds") for you to see their different viewpoints of this large Campaign of WWII. If you are an East Front aficionado, or just interested, this is a great set of games to



induce you to play/analyze this part of the epic struggle between the Axis and the Soviet Union. Issue #32 takes us back to late June of 1862 in the Richmond area of Virginia with the game Birth of a Legend. General Robert E. Lee is taking over command of the Confederate

army and launches his Seven Days Campaign to attempt to bag the Union Army in the Peninsula area. Based on the Not War But Murder game system, Michael Rinella has designed a medium level, challenging new game to recreate this decisive campaign of the American Civil War. The game comes with a 22 x 34 inch map, 176 counters, 10 pages of rules, and 2 pages of charts and tables.

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!!



