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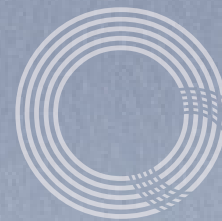
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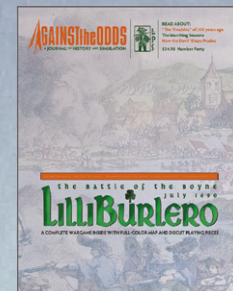
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ORDER OF APPEARANCE
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LEMBIT TOHVER,
STAFF DEVELOPER

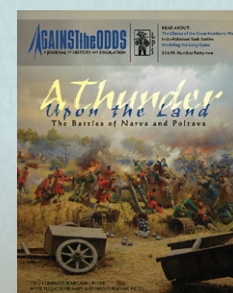
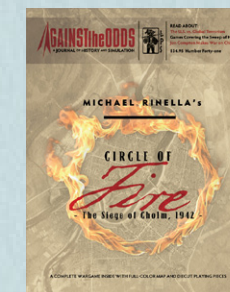


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Issue #40 has us travelling farther back in time to July 12th, 1690 in the land of Ireland with Philip Jelley's game on the Battle of the Boyne titled *Lilliburlero*. The game uses an area movement system, with units representing the regiments, battalions, squadrons, and batteries that fought at this battle. There are scenarios that represent the full battle and smaller (shorter playing time) sections of the battle for historical gamers to play. Turns represent 1 hour of time. Command, weather, and battle conditions (smoke) are all reflected in the game's rules. Optional rules provide variants to have commanders and units possibly not be at the battle, or for some, who did not participate, to decide if they join the fight. This is both fun to play and an interesting study of the battle.

Issue #41 places us in the snowy winter of 1942 at a little town north of Velikiye Luki with Mike Rinella's design *Circle of Fire: The Siege of Cholm*. The game deals with the first 10 days of this battle as advancing Soviet forces encircle the town and attempt to eliminate the German occupiers there. Using an area movement system derived from Avalon Hill's *Storm over Arnhem*, each turn represents one day of time with a variable number of impulses. Units represent the battalions that fought there. Can you as the Russian player keep the Germans encircled and perform better than your historical counterparts? Can you as the German player keep the Soviets out of Cholm and keep the supply route open to your army's forces to the west?



Issue #42 travels back to the Great Northern War between Sweden and Russia in a game that has both the battles of Narva and Poltava with Paul Rohrbaugh's design *A Thunder Upon the Land*. The Battle of Narva (1700 AD) has the Swedish forces of Charles XII arriving to relieve their besieged brethren in Narva. Poltava, three years later, is the battle in which Peter the Great defeats the Swedish forces of Charles while defending his newly built northern city of St. Petersburg on the Baltic Sea. Game turns are an hour in length. Ground scale is approximately 500 yards to a hex. Forces represent regiments of infantry/cavalry, batteries of artillery, and the important leaders in the battles. The game uses a chit pull activation system. Can you as Charles XII defeat the Russians and maintain your status as an Empire? Can you as Peter the Great bring down the armies of Charles and end his hopes for Swedish Imperial domination?

And there are more interesting items coming up. Make sure that you check out our **In the Pipeline** section of the *Against the Odds* website at 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*.

-Lembit

Engage NOW!!

