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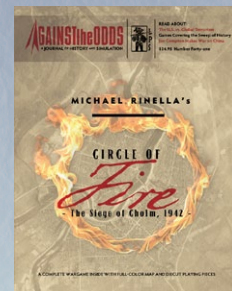
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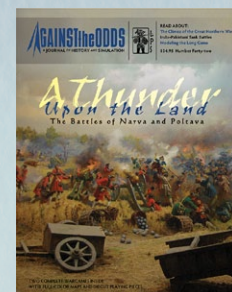
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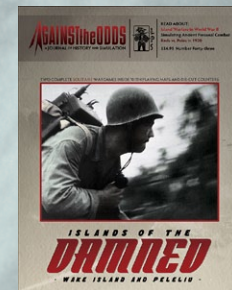
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Issue #41 places us in the snowy winter of 1942 at a little town north of Velikiye Luki with Mike Rinella's design *Circle of Fire: The Siege of Cholm*. The game deals with the first ten days of this battle as advancing Soviet forces encircle the town 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 visits 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?



Issue #43 takes us forward to the Pacific Theater of WWII in a package titled *Islands of the Damned* with two solitaire games designed by Steve Cunliff. The first game deals with the Japanese invasion of Wake Island, titled *Pacific Alamo*, in which you act as the American defender and try to inflict as much damage on the invading Japanese before their forces finally achieve the landing force value needed to take the island. The second game deals with the American invasion of the Japanese-held island of Peleliu, titled *Hell's Cauldron*. In this game the player takes on the active role of the Americans and is under the pressures of time and loss limits to conquer the island and achieve victory. These two games have independent game designs, which elegantly use easy-to-play systems to reflect the different dynamics of each battle. Each game takes approximately 45 minutes to 1 hour to play once a player is experienced with the individual game's system.

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!!