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Cover photography courtesy of Mr. Oleg Bezverkhni at the Poltava Battle Museum. DIORAMA "THE BATTLE OF POLTAVA." 1959. GREKOV ART STUDIO



**ORDER OF APPEARANCE**

WORKS IN PROGRESS

LEMBIT TOHVER,  
STAFF DEVELOPER



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**Issue #43** takes us forward to the Pacific Theater of WWII in a package titled *Islands of the Dammed* 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.



**Issue #44** drops us back to the Gallic area of Europe in the 1st Century B.C.E. with Richard H. Berg's *Vercingetorix: Twilight of the Gauls*. This is a 2-4 player game in which each player attempts to control (unify) as much of Gaul under his banner as they can while the Roman forces (controlled for the turn by the player who draws the Roman activation chit) continuously march into Gaul attempting to disperse (conquer) the area's tribes. Each turn a player gains VPs for the number of areas they control or have subjugated with a bonus if they fully control one of the three main tribal divisions that Caesar had divided the Gauls into (Aquitani, Belgae, or Celti). The game takes approximately 2 hours to play.

**Issue #45** brings us to China in 1948-49 and the Huaihai Campaign, with Earl Dixon's design *Red Dragon/Blue Dragon*. This is the campaign that effectively won the war for the Communist Chinese. The game uses a chit-draw mechanism for each command's activation. Infantry units are either columns of 20-40 thousand men for the PLA (People's Liberation Army, the Communists) or Corps for the GMD (Guomindang, or Chinese Nationalist Party). Artillery units (regiments) represent 36-54 guns. Armor units are battalion-sized (18-30 tanks). Turns represent 1 week of time and the map's ground scale is 12.5 miles (20 km) per hex. Random events occur when the random event chit is drawn during the turn. Special rules cover the various actions that one side or the other could or did perform. The game takes about 2-3 hours to play by experienced players.

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!!**

