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ORDER OF APPEARANCE

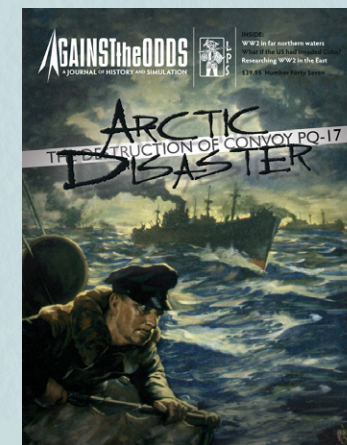
WORKS IN PROGRESS

LEMBIT TOHVER,
STAFF DEVELOPER

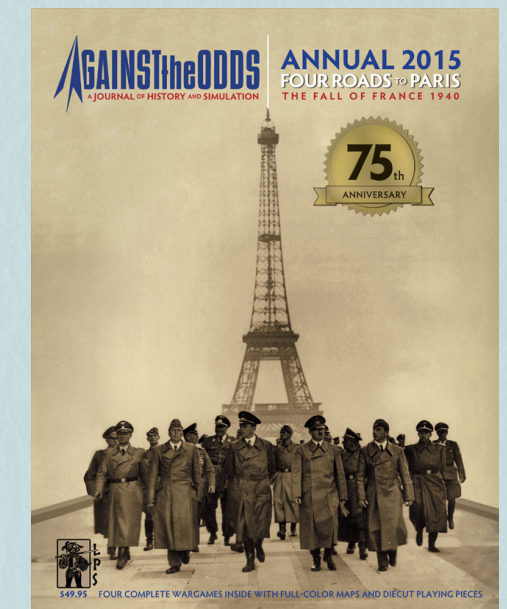


Issue #46 brings us to the Middle East in 1973 with Paul Rohrbaugh's design *No Middle Ground* on the Syrian Front of the Yom Kippur (October) War. The game portrays the entire front of this war from the initial Syrian attack to the end of Operation *Shocktroop* by the Israelis. Smaller scenarios portray the different sections of the war (Initial Attack, Operation *Shocktroop*). Units in the game are brigade size for the Syrians and their allies, while the Israeli's are battalion sized. Hexes are 4 kilometers across on the 22"x 34" map and each turn represents 8 hours of time. The chit-pull formation activation system keeps the game dynamic and enhances replayability. Airpower, artillery, and commando/airborne units as well as rules for combined arms attacks are represented within the game. Gameplay length is from 2-6 hours depending on the scenario chosen.

ATO Annual 2015 has us move to the European theater with four games designed on the invasion of France in 1940. John Prados has again designed a 2-player card-assisted game, *Seeds of Disaster*, that starts us in the lead-up to the 1940 attack and then the campaign itself with the forces as you have built them. Michael Rinella's design *Springtime for Hitler* and Roger Nord's design *Betrayal* present us with 2-player games of the campaign itself as viewed from different perspectives. Steven Cunliffe gives you a solitaire game, *Strange Victory*, in which you take on the role of the Germans and have to accomplish your success as quickly as possible, otherwise Hitler puts his fingers into the mix and starts to hamper your abilities to perform to your optimum. Each game has a 22"x17" map and a half sheet of counters.



Issue #47 finds us in the cold, 24-hour-daylight, northern Arctic waters in July 1942, in Mark Stille's detailed design *Arctic Disaster*, which simulates the disastrous voyage of Convoy PQ-17 on its way to Murmansk. The game system is based on Mark's earlier published game *Imperial Sunset* in *ATO* Issue #17, and those familiar with that game should find it very easy to get right into this game. Units are individual ships/submarines and groups of aircraft. Each turn represents 8 hours of time. The game uses a randomly drawn activation chit system, There are 3 different tactical displays: Surface to Surface, Air to Surface, and Convoy PQ-17. The game takes about 4-8 hours to play.



And there are more interesting items still coming up (*Apocalypse in the East*)! 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*.

Engage NOW!!

-Lembit