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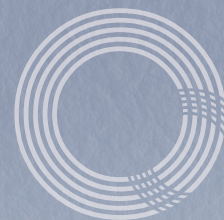
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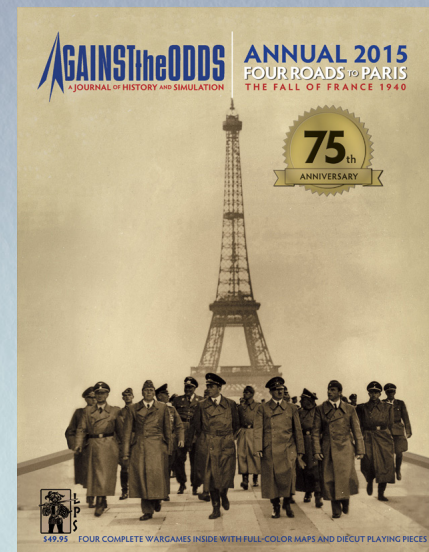
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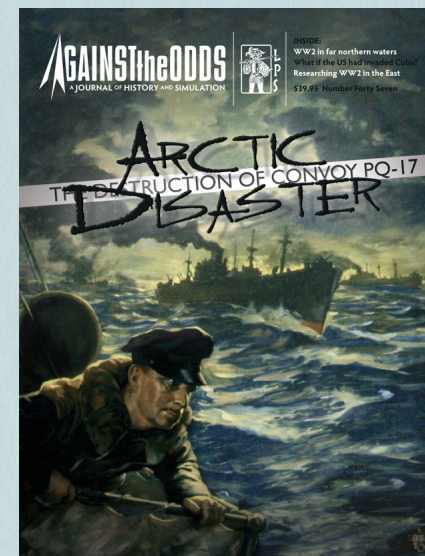
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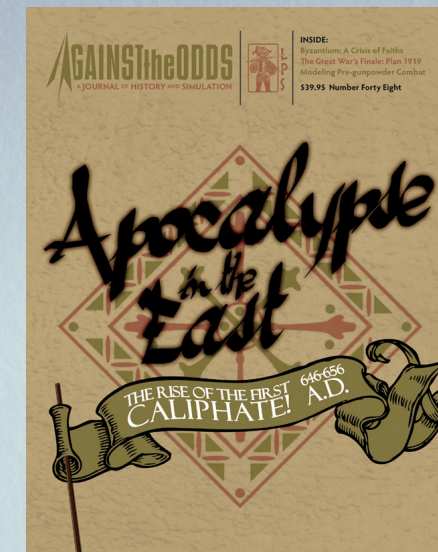
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ATO Annual 2015 has us move to the European theater with four games designed on the invasion of France in 1940. John Prados has again designed a 2-player card-assisted game, *Seeds of Disaster*, that starts us in the lead-up to the 1940 attack and 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.



Issue #48 ports us back to the years 646 to 656 A.D. and the Syrian Muslim assault on Byzantium with Jason Juneau's game *Apocalypse in the East*. The full-color 22"x 34" mapsheet portrays the theater of action. There are 280 1/2" counters that represent the forces (regimental size units) and markers to play the game. Turns represent 1 year of time. There are random events that include the Monothelete Controversy, earthquakes, nepotism by Caliph Uthmān, purges in the Byzantine high command, and the introduction of Greek Fire. Can you hold out against the onslaught as Byzantium and maintain Christendom's eastern march? Or as the Syrian player in control of their army and navy storm the greatest citadel on earth? The game takes 3-5 hours to play.

And there are more interesting items still 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*.

Engage NOW!!

-Lembit