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by John Prados

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Issue #49 takes us to A Gate of Hell, literally, as we go to 1863 and the climactic battle for Charleston, South Carolina. As Pierre Gustav Toutant Beauregard, can you keep this strategic Confederate port out of Union hands? As General Quincy Adams Gilmore, can you successfully smash Confederate defenses and conquer one of the South's lifelines to Europe? One map and 180 counters allow you to recreate the siege with all the land and naval forces available to both sides. The battle for the Confederacy's last lifeline to the world begins here.





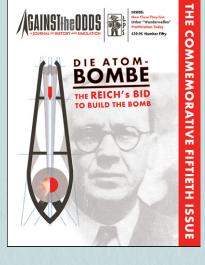












Issue #50 Imagine, we've reached our 50th issue! To make it special, we reached out and asked designer Steven Cunliffe to create something unique. And he did! Die Atombombe is a card game for 2 to 5 players. Players represent a faction inside German government, military, or industrial circles, seeking the "wonder weapon." Progress is slow at first—the Russians are far away and the enormity of the effort is daunting. And there are always other weapons more desperately needed now. As the tide of war turns, players may see more official support thrown their way, or bicker fruitlessly over the theories and resources required to succeed. Their finest scientists may even be drafted to be simple soldiers at the front! Can you succeed against the increasing rain of Allied bombs and the looming Soviet menace?

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*.

-Lembit

**Engage NOW!!**