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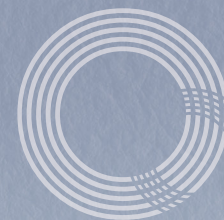
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ORDER OF APPEARANCE A RETROSPECTIVE

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SURVEYING THE PAST...

Wow! Has it really been 50 issues ago that I wrote some brief words in the back of our first issue to explain my philosophy behind creating *Against the Odds*? Despite the march of time, I still believe some of my past thoughts are true today: that one cannot simply read history to comprehend it, rather one needs to do history, visit the actual sites that have come down to us, recreate them through the medium of games and simulations, and share those experiences with other enthusiasts. Similarly, I spoke of having assembled a great team to actually produce the magazine, and while there are new names in those positions today, their dedication to producing one of the finest magazines in the hobby remains unchanged.

Then, what's different? Well, the magazine grew from being mostly a black and white publication to being full color throughout. Typos diminished, and the writing became more powerful. The counters are now thicker and a bit easier to punch out. The games became bolder in scope, and larger. Run your finger across the cover images below and reflect how the components grew over time with extra counters, extra mini-games, and even double games in some issues. And thanks to the internet, we're all more accessible and quicker to respond to suggestions. It's been a blast, and an honor, to have created so much with your support. We all look forward to the next 50 issues! —Steve Rawling, Publisher, *Against the Odds* Magazine



AND FORESEEING THE FUTURE...

To quickly introduce myself, I'm Russ Lockwood, long-time wargamer and now the new developer for *ATO*. Some may know me as the founder of MagWeb.com (1996-2009), others from the series of booklets I've edited called *Secrets of Wargame Design*, and maybe some from my various hobby writings. After accepting the job, the process of transferring all of the development files and game prototypes is underway. I'm using this brief gap between issues to get up to speed on all projects here, and help in *Against the Odds*' transition between former developer Lembit Tohver and myself.



Look for my own full OOA column here next issue where I'll talk more about my first full project, *Operation Ichi-Go* ("Number One"), by Ty Bomba, appearing in *ATO* #52. For now, just know that it took place in China, 1944, and was the largest ground offensive in Japanese history, with 500,000 troops, 800 tanks, and massive logistics and artillery support. They used their tanks in armored divisions – the only time in the war they deployed such concentrations.

Last, I look forward to helping bring all of *ATO*'s future designs from initial prototypes into polished games. But I'd also like to hear from you, the readership, both with your suggestions to improve our games, and if you want to playtest for us. Write me at gamesupport@atomagazine.com —Russ