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ORDER OF APPEARANCE
WORKS IN PROGRESS
Russ "ATO" LOCKWOOD,
STAFF DEVELOPER



After a great November 2021 HMGS (Historical Miniatures Gaming Society) convention hanging at the ATO booth with Steve and Andy, albeit with masks, I can report I have not heard of any cases of Covid from the convention. Yet a month later, despite both vaccinations, a booster, and being the Masked Wargamer in public, I got nailed with a mild case...methinks from the grocery store... that lasted through New Year's. I canceled all my social games through the end of January. After reading a lot on new historical topics, I'm fully recovered, thanks, and back to wargaming with my "pod."

If you find yourself seeking a new topic, I'd invite you to head over to BGG and scroll down boardgamegeek.com/wiki/page/Against_the_Odds_Article_Index for a look. Also, now that you have *Breslau 1945* in hand, please take a look at "In the Pipeline" on the website and vote for a game that you want to see published in our pages. As always, if you have any rules questions, drop me an e-mail at gamesupport@atomagazine.com and I'll see it gets addressed. That goes for all of ATO's games.

ATO 57: A Crowning Glory



This entry-level, grand-tactical wargame by designer Ty Bomba covers the Battle of Austerlitz. It features an interactive design that stacks one brigade-sized counter per hex and with players alternating counter-by-counter moves. Each brigade uses multiple counters to represent declines in strength. Zones of control are semi-locking and artillery support is a simple addition of combat factors. Both sides will feel the thrill of attack and counterattack as they advance their own plans or counter enemy plans. Demoralization rules play a strong role in determining victory—that is, unless a player achieves a sudden death victory. To help players learn the game mechanics, a short, four-turn, limited-counter scenario covers the initial Austro-Russian Southern Attack in the vicinity of the villages of Tellnitz, Sokolnitz, and the so-called Sokolnitz "Castle," as the French scramble to mount a defense and counterattack.

ATO 58: Clash of Carriers



The Battle of the Philippine Sea, perhaps better known as the Great Marianas Turkey Shoot, receives an in-depth look by designer Mark Stille, who brought us *Imperial Sunset* (ATO 17). *CoC* represents the largest carrier action of WWII, with a total of 24 carriers. Initiative is uncertain as activation is by task group and dummy task group counters offer fog of war. But just because you see a counter on the map doesn't mean your scouting aircraft will actually find the group and vector in torpedo planes and dive bombers. But once found, individual ship counters (except for destroyer squadrons) and aircraft squadrons use a tactical map, allowing you to vary ship placement with each airstrike. The Japanese possess longer-ranged aircraft than the Americans and a considerable number among their carriers and island bases. Coordinating attacks to avoid devastating US combat air patrols is a challenge, not to mention avoiding the US submarines lurking about and the AA. The US supremacy in aircraft and pilot quality can decimate an IJN attack and deliver crippling strikes, but it's certainly not an automatic result. US submarine attacks resolve on the operational map. It's a big ocean, but maybe there's a chance for a surface action...

ATO 59: Blind Faith



We're just getting started with this operational look at the Hussite Wars, where wagon laagers triumphed over traditional forces for a time. The irresistible force of the Holy Roman Empire seeks to quell the immovable object of the Hussites...until all those wagons, their occupants, and allied forces move to siege towns and cities. A whole host of commanders, known and obscure, lead factions from across Europe in a bid to remake the Empire...or at least a central portion of it.

—RUSS