

this issue's  
Historical  
Wargame  
includes  
rulebook  
22" x 34" map  
176 counters

# CHENNAULT'S FIRST FIGHT

the Japanese campaign to capture Burma



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## ORDER OF APPEARANCE

Works in Progress  
by Paul Rohrbaugh, ATO Staff Developer

Our next issue, number 13, will feature Hjalmar Gerber's game on the Boer War, *Bittereinder*. Hjalmar has crafted a design that elegantly deals with both the "conventional" early war period as well as the guerrilla war that evolved out of it that handed the British Empire their first defeat. The Boer player has a finite number of armed forces; once a Kommando is eliminated it is gone for good (barring a fortuitous and rare random event). Going for a quick win in a conventional war before the bulk of Her Majesty's forces arrive is possible, but dangerous. The key for the Boer player to staying alive is building up a store of War Commitment Points (WCP), garnered by keeping the provinces within the two Boer Republics safe and sound for as long as possible. Boer field armies engaging in set-piece battles burn these WCP up at a prodigious rate. Going for a long-term, protracted campaign is more commonly played, but also fraught with danger. The transition to an unconventional guerrilla war is risky, but can lead to extreme frustration for the Commonwealth player. As the British blockhouses and concentration camps go up, and Kitchener unleashes his men to raze the countryside and reduce the Boer's WCP, the Imperial willingness to continue this war eventually sees its bottom falling out. Both players will have their hands full for each and every turn. The relevancy of this conflict, the last of the 19<sup>th</sup> and first

of the 20<sup>th</sup>, to those currently being waged about the world is well shown in *Bittereinder*.

The main-issue game for Issue 14 is *War in Aegean* by Perry Moore. This is Perry's third game to appear in *ATO*, and deals with the 1943 Allied offensive into this segment of the "soft underbelly" of Europe. The problem for the Allies was that the defending Axis forces weren't that soft. The design features air, naval, and land units in a unique paper/scissors/rock-like campaign. The Royal Navy rules the waves, but the Luftwaffe, when it shows up, rules the air. There is little room to maneuver on the small and numerous islands, so the ground combats are furious and deadly. The game has a variable length turn with the number and type of impulses (day or night, rough or normal seas) determined on a turn-by-turn basis. Players also vie for the initiative, so games rarely play out exactly the same way each time.

A second game to be featured in issue 14 is Andrew Mulholland's *Assault on Narvik*. This is a bonus mini-game composed of one 11" by 17" map, 140 half-inch counters (half sheet) and 8 pages of rules. The topic of the game complements very well the one covered by *War in the Aegean*. The Allies succeeded tactically in 1940 in driving back the Germans from the crucial Norwegian port, but were eventually forced to withdraw as the Nazi successes to the south made holding Narvik untenable. Three

years later the situation worsened as Allied failures at both the tactical and operational levels led to defeats in the Aegean and an Allied strategic withdrawal. The Allied expenditure of men and material in 1940 and 1943 in what many historians viewed as "sideshows" to the main theaters of WWII led to much debate over the decades since the war's end.

A revised version of the *Big Push* Demo article that appeared in *Against the Odds* #11 is available for downloading from the Against the Odds web site, at [www.atomagazine.com/errata](http://www.atomagazine.com/errata). The original was incorrect in several areas, and I deeply regret any confusion this may have caused. You can receive a hard copy by sending a stamped self addressed envelop to: *ATO Magazine*, PO Box 165, Southeastern PA 19399-0165.

Be sure to check the Against the Odds web site for news about the magazine, downloadable game variants and errata, previews of upcoming game graphics, as well as to vote for future games that are being considered for publication ([www.atomagazine.com/pipeline](http://www.atomagazine.com/pipeline)). You can also discuss with others the games and articles that appear in *Against the Odds* by visiting our folders at [www.consimworld.com](http://www.consimworld.com). Should you have any questions regarding any *ATO* game, please contact [support@atomagazine.com](mailto:support@atomagazine.com).

Let the dice fly high!