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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EDITOR Andy Nunez

PUBLISHER C. Rawling

ART DIRECTOR Craig Grando

MAGAZINE MAPS Eric Hotz

PROOFREADING Jack Beckman

ADMINISTRATIVE C. Rawling

GAME EVALUATION AND RESEARCH ASSISTANCE Marty Arnsdorf, Brian Brennan, Steve Bucey, Philip Cunningham, Brian Datta, Michael Detwiler, Kim Meints, Mike Murfin, Cam Moir, John Nebauer, George Rawling, Randall Shaw, Sam Sheikh, Paul Schill, John Teixera, Mark Van Roekel, Markus Stumptner, Vaughn Thorsteinson and Mal Wright

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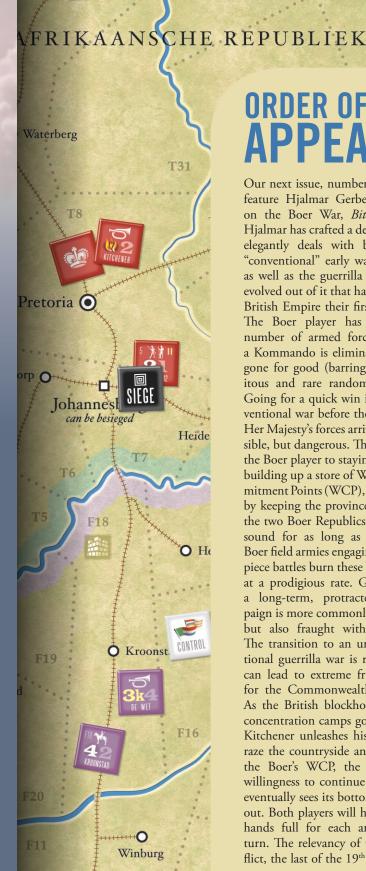
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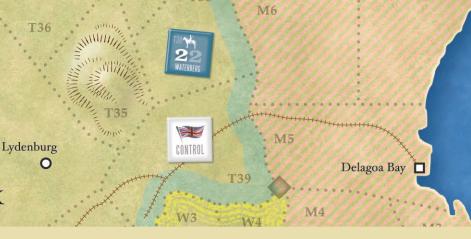
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# **ORDER OF**

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of the 20<sup>th</sup>, to those currently Our next issue, number 13, will feature Hjalmar Gerber's game being waged about the world is on the Boer War, Bittereinder. well shown in *Bittereinder*. Hjalmar has crafted a design that The main-issue game for elegantly deals with both the Issue 14 is War in Aegean by Perry "conventional" early war period as well as the guerrilla war that to appear in ATO, and deals with evolved out of it that handed the the 1943 Allied offensive into this British Empire their first defeat. segment of the "soft underbelly" The Boer player has a finite of Europe. The problem for the number of armed forces; once Allies was that the defending a Kommando is eliminated it is gone for good (barring a fortudesign features air, naval, and itous and rare random event). land units in a unique paper/ Going for a quick win in a conventional war before the bulk of Royal Navy rules the waves, but Her Majesty's forces arrive is posthe Luftwaffe, when it shows up, sible, but dangerous. The key for rules the air. There is little room the Boer player to staying alive is to maneuver on the small and building up a store of War Comnumerous islands, so the ground mitment Points (WCP), garnered combats are furious and deadly. by keeping the provinces within The game has a variable length the two Boer Republics safe and turn with the number and type sound for as long as possible. of impulses (day or night, rough Boer field armies engaging in setor normal seas) determined on a piece battles burn these WCP up at a prodigious rate. Going for vie for the initiative, so games a long-term, protracted campaign is more commonly played, way each time. but also fraught with danger. A second game to be featured The transition to an unconvenin issue 14 is Andrew Mulholland's Assault on Narvik. This is tional guerrilla war is risky, but can lead to extreme frustration a bonus mini-game composed for the Commonwealth player. of one 11" by 17" map, 140 As the British blockhouses and half-inch counters (half sheet) concentration camps go up, and and 8 pages of rules. The topic Kitchener unleashes his men to of the game complements very well the one covered by War in raze the countryside and reduce the Boer's WCP, the Imperial the Aegean. The Allies succeeded willingness to continue this war tactically in 1940 in driving back eventually sees its bottom falling the Germans from the crucial out. Both players will have their Norwegian port, but were evenhands full for each and every tually forced to withdraw as the turn. The relevancy of this con-Nazi successes to the south made flict, the last of the 19<sup>th</sup> and first holding Narvik untenable. Three Let the dice fly high!



### APPEARANCE Works in Progress by Paul Rohrbaugh, ATO Staff Developer

Moore. This is Perry's third game Axis forces weren't that soft. The scissors/rock-like campaign. The turn-by-turn basis. Players also rarely play out exactly the same

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. 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). You can also discuss with others the games and articles that appear in Against the Odds by visiting our folders at www.consimworld.com. Should you have any questions regarding any ATO game, please contact support@atomagazine.com.