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Can students still appreciate history?

complete simulation in this issue

THE POCKET AT FALAISE

The Allied armies are aiming to turn Hitler's delayed counterattack on Normandy from failure into war-ending disaster. Two German armies are trying to escape a trap set for them by their own high command. In one sense, neither side succeeded. But the devastation was something unprecedented.

AGAINST the ODDS

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ORDER OF APPEARANCE WORKS IN PROGRESS

Lembit Tohver *Staff Developer*

The next item to be released will be the 2009 ATO Annual. This year's large game is Roger Nord's *Verdun: A Generation Lost*. The game has a 22" x 34" map, 352 counters, approximately 24 pages of rules and scenarios, and a set of player aid charts. This game is based on the popular system that was first presented in ATO #11's game *The Big Push*. Will you as the Germans be able to capture and hold Verdun, or as the French commander hold back the German forces? As our theme for the Annual this year is "grinding sieges," also included is a second bonus mini-game on the Siege of An Loc which occurred during the later stages of the Vietnam War. As the NVA player you are trying to capture and hold An Loc while as the ARVN player you use your ground forces with US air to stop the NVA.

Issue #28 has us looking at the American Revolution in the south with Mike Joslyn's game "*Tarleton's Quarter!*". The game comes with a 22" x 34" map and 280 1/2" counters and deals with the British campaign from 1778 to 1781 in monthly turns to bring the four Southern colonies of Georgia, North Carolina, South Carolina and Virginia back under British control. Each one month turn of "*Tarleton's Quarter!*" is basically divided into two parts. The first half of the turn is devoted mostly to those things which either build-up or break down an army. Losses from disease, lack of supply and desertions are performed in the Attrition Phase. Reinforcements, supplies and the construction of forts also occur in this half of the turn during the Logistics and Engineering Phase. The last half of the turn concentrates on the actual campaigning where the troops move, fight battles, and lay siege to cities and forts. Battles and sieges not only produce casualties, but prisoners of war, which can be exchanged later in the game.

Issue #29 takes to the skies over Finland during WWII with J.D. Webster's *Buffalo Wings*. There are 10 scenarios covering actions from both the Winter War and the Continuation War with the Russians. The rules are the new quick play introductory rules for JD's *Fighting*



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Wings series and will hopefully show non-aerial enthusiasts this great aerial combat system. The game will have a 22" x 34" map, 12 pages of rules and charts, data cards for the aircraft involved, a plane turn information record sheet master and, of course, numerous aircraft counters.

Make sure you check out the *In the Pipeline* section of our website at atomagazine.com to vote on the game proposals that you would like to see appear in a future issue of ATO. And don't forget to enter the "Jubilee" promotional code and get our special gift game when you place any order this year.

ENGAGE NOW!!

NEXT ISSUE

"*Tarleton's Quarter!*" simulates the British attempt to win the American Revolution by invading the Southern colonies—Georgia, North Carolina, South Carolina, and Virginia—after almost four years of uninterrupted Continental control.

The game highlights salient aspects of this campaign. Both sides had difficulty finding leaders who were bold without being rash. Water, in the form of rivers and swamps, is the dominant feature, particularly in the Carolinas.

Most important of all was the continuing British belief in an untapped reservoir of loyal, but previously suppressed, subjects who would take control of those provinces swept of Continentals. Indulge them, in as much over-confidence as your red coat will allow. Secure your copy today at www.atomagazine.com

