

this issues game

NOT WAR BUT MURDER.



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EDITOR
Andy Nunez

PUBLISHER
C. Rawling

ART DIRECTOR
Craig Grando

PROOFREADING
Jack Beckman

ADMINISTRATIVE
C. Rawling

GAME EVALUATION AND RESEARCH ASSISTANCE
Marty Arnsdorf, Brian Brennan, Steve Bucey, Philip Cunningham, Brian Datta, Jeff Gaydish, Hjalmar Gerber, Knut Grünitz, Mike Murfin, Cam Moir, John Nebauer, George Rawling, Paul Rohrbaugh, Bob Runnicles, Randall Shaw, Paul Schill, Alan Snider, John Teixeira, Mark Van Roekel, Vaughn Thorsteinson, Mal Wright and Anthony Young

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The Rowland Group
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Against the Odds Magazine, PO Box 165, Southeastern PA 19399-0165 USA
Email: admin@atomagazine.com

THE designer of *Not War But Murder: the Cold Harbor Campaign* is Mike Rinella. Mike has made a reputation with his area movement games *Monty's Gamble: Market Garden* and *Shifting Sands: The Campaign for North Africa, 1940-1943* (both published by Multi-Man Publishing). We are very pleased that our first game set in the American Civil War is by this very talented designer. Mark has a PhD in Political Science and has also published articles on ancient Greek philosophy. We had a lot of fun during developmental playtesting of *Not War But Murder*, and we trust you will as well.

ORDER OF APPEARANCE Works in Progress

by Paul Rohrbaugh, ATO Staff Developer

Next issue will take our readers and gamers to WWI. *A Fatal Attraction: the Gallipoli Campaign* uses an area map, 280 half inch counters and the usual rules and charts to portray the Allied naval and land offensive against Turkey. Hoping to improve sea and land communications with their Russian ally, as well as knocking this "newly minted" Central Power from the war, the ambitious and daring French and Commonwealth offensive devolved into an epic campaign that has come to symbolize much in war: nobility, sacrifice, courage, tenacity, as well as folly, waste and cowardice.

The coming of a new year also means that decisions were made regarding games that will be published in *Against the Odds* during this and in 2008. Check the ATO web site (www.atomagazine.com) for news of upcoming

titles, as well as those that were added to the "In the Pipeline" section that you can vote upon. The first ATO Campaign Study should be at the printers and ready to assemble/ship as you're reading this: *Operation Wintergewitter: the Stalingrad Relief Attempt* by designer Mark Stille (designer of *North Wind Rain* and *Imperial Sunset*). This intensive look at a single key campaign has its articles devoted entirely to the Stalingrad campaign. The game itself is composed of two sheets of half-inch counters, a "wall to wall" 22" by 34" hex map, sixteen pages of rules, and the usual charts and tables. The design is elegantly simple, but very challenging for both sides. The Soviets have a preponderance of force, but need to keep the fascist beasts in the Stalingrad Pocket bottled up while also fending off a very powerful, but outnumbered, relief force comprised of some

of the best (and highly motivated) mobile forces gathered from all over the *Ostfront*.

The 2007 Annual Edition of ATO will be released near the World Boardgaming Championship (August), and is *Look Away: the Fall of Atlanta* by John Prados. John has applied his very popular and well-received *Army of the Heartland* design (other games in the series are published by Clash of Arms) to this epic and decisive American Civil War campaign. *Look Away* will have a 22" by 34" map with most of the game's tables and tracks printed along the edges, two sheets of half-inch counters, as well as an extensive rule book with many examples of play and designer notes. The focus of the Annual Edition will be on civil wars, with articles on the causes and effects that these especially tragic and often-decisive wars had in a number of countries and civilizations. In addition, the

In the next issue...

The Gallipoli Campaign of WWI is brought to life with brigades, batteries, ships, supply shortages, command difficulties and random events.

Annual includes a raft of bonus material we just can't get into a normal ATO issue anywhere else and is well worth having. Reserve your copy today when subscribing or renewing!

Finally, enjoy the second of our *Pocket Battle Series* of games, *Some Poles Apart: the Battle of the Westerplatte*. This is the first game on the first battle of WWII, and I am very proud of these little works. We at ATO are delighted with the reception *Stand at Mortain*, the first *Pocket Battle* received (you can download a variety of translations for the first off of our website). As with the earlier game, players can acquire die cut counters to play *Some Poles Apart* by asking for them with their next purchase or renewal. Please let us know how you like these little games. We'll make more!

Let the dice fly high!