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Sure Fold Company Inc.
Philadelphia PA

AGAINST THE ODDS MAGAZINE
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All editorial and general mail should be sent to
LPS, Inc. · 425 Steeplechase Lane ·
Pottstown, PA 19464 · USA
or e-mail us at: admin@atomagazine.com.

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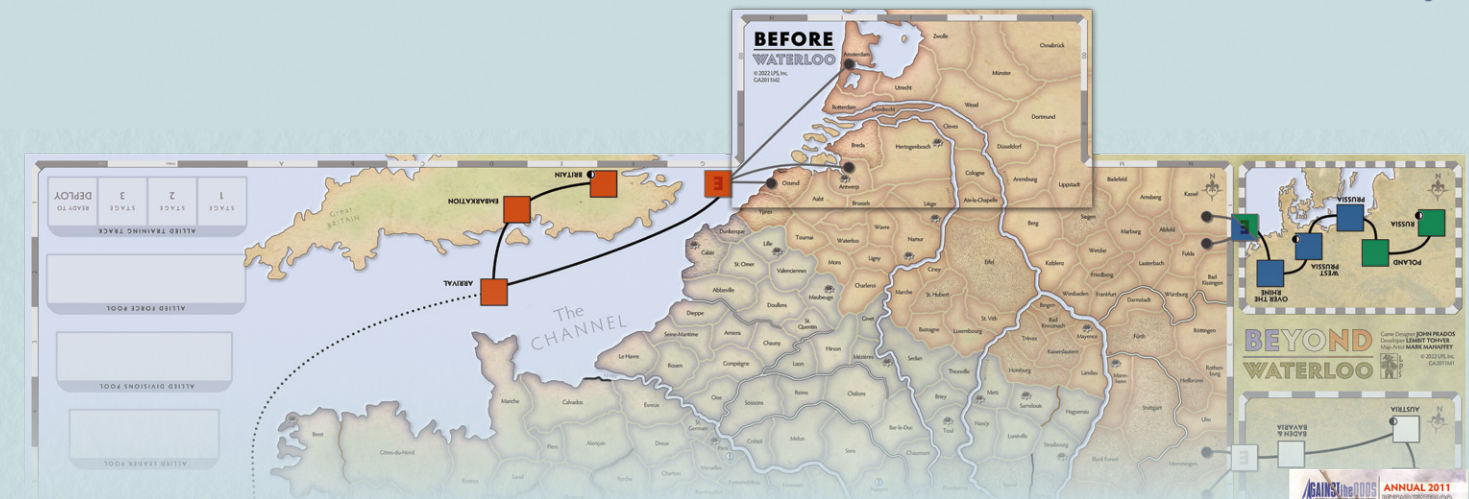
Cover Painting by John Hamilton

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

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ATO Annual: Beyond Waterloo

Our successful Kickstarter of this John Prados updated design continues to make progress. The 22" x 34" map for 1815 will allow smaller half-size 1814 extension map to be attached for greater play area. All the major Kickstarter stretch goals were funded, including the Advanced Combat System, Battle Board, extra half sheet of counters, and 12 more Tactics Cards.



ATO Annual: Cruellest Month

The Air War over Arras in 1917 brings WWI into focus with a Paul Rohrbaugh design that focuses on air operations and abstracts the ground war similar to his *Chennault's First Fight* (Burma 1941) system published in ATO 12. Players plot air missions, not whirl individual fighters, over the front using the major aircraft types deployed by both sides. Rules include balloon busting, aces artillery spotting, and photo reconnaissance missions. Strategic reserves also play a part in this campaign.

ATO 59: Blind Faith

The Hussite Wars come to ATO with a cornucopia of named contingents, including those wagon lagers eventually commanded by Jan Žižka. The Holy Roman Empire seeks to contain and destroy the Hussites before they can establish their own mini-empire in the middle of Europe. This clever Jason Juneau design rewards speed and a clear strategy. The field battle combat rules offer a nice counterpart to the siege rules—you'll likely need to master both to achieve victory.



The Usual Suspects

Now that you have *Clash of Carriers* 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. If you find yourself seeking a new topic, I'd invite you to head over to BGG and scroll through: boardgamegeek.com/wiki/page/Against_the_Odds_Article_Index

As always, if you have any **rules questions** for any ATO game, you can post on Consimworld and/or Boardgame Geek or drop me an e-mail at gamesupport@atomagazine.com. If you have **non-game** related questions, like a customer service issue, send an e-mail to admin@atomagazine.com.

-Russ