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Lord Cornwallis thought he had the perfect plan to subdue the American South, but he never reckoned with the personalities he had to deal with, including the brash Banastre Tarleton.

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Complete Simulation in This Issue

"Tarleton's Quarter!"

Swamps, disease, and uncertain allies, these are some of the challenges facing British efforts to bring the four southern colonies—Georgia, North Carolina, South Carolina and Virginia—back under His Majesty's sway after almost four years of uninterrupted Continental control.

AGAINST the ODDS

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ORDER OF APPEARANCE WORKS IN PROGRESS

Lembit Tohver *Staff Developer*

Well, here we are in a new year. We are looking forward to a full year of interesting gaming topics in *ATO* and I am certain our customers will enjoy the products we will be putting out this year.

Issue #29 takes us to the skies over Finland with J.D. Webster's *Buffalo Wings*. There are 20 scenarios covering actions from both the Winter War and the Continuation War with the Russians. The rules are the new up-to-date introductory rules for JD's *Fighting Wings* series and will hopefully show non-aerial enthusiasts this great aerial combat system. The

game will have a 22" by 34" map, 12 pages of rules and charts, data cards for the aircraft involved, plane turn information record sheet master and more than 139 aircraft counters. There will also be some additional extras for the Paukenslag game in this issue.

Issue #30 moves us to Eastern Europe in the 16th and 17th centuries with Andy Nunez's game *The Lash of the Turk*. The game covers the tenuous period in history when all of Christian Europe felt threatened by Suleiman the Magnificent, Turkey's greatest sultan. Would Hungary be the next prize for the Ottoman Turks? Would Vienna follow, and the dam of resistance collapse entirely? *The Lash of the Turk* features 176 3/16" size counters and a 22" by 34" map covering the area from Graz to Bucharest. Units in the game represent various columns of infantry, artillery, and cavalry. The game rules stress

ease of play, but give players lots of options, including river movement and combat, siege rules, forage, and political turncoats. Four different scenarios let you juggle the strengths and weaknesses of the principle leaders for both sides, along with Austrian, Hungarian, Transylvanian, Tartar, Turk, Bavarian, Polish, and Franconian troops, and appearances from other nationalities. You can decide the fate of Christendom with this game. Also included in this issue will be a small 8.5" by 11" map, 32-counter solitaire game about the First Crusade designed by Niel Zimmerer.

Make sure you check out our *In the Pipeline* section of at atomagazine.com to see our current game proposals and vote on the ones you would like to see appear in a future issue of *ATO*.

ENGAGE NOW!!

NEXT ISSUE

Buffalo Wings is a stand-alone game of tactical air combat over Finland in WWII, and an expansion module for the *Fighting Wings* series (the series of WWII air combat games by J.D. Webster and Clash of Arms Games).

The simplified version of the *Fighting Wings* rules in *Buffalo Wings* focuses only on flying and air-to-air combat, introducing players to the concept of 3D WWII aerial combat. However, the aircraft cards and scenarios are fully compatible with the rest of the series. Pit Brewsters, Hawks and other Finnish planes against a diverse sample of the 1939 Soviet air force, from MiGs to Yaks and more, with a map inspired by aerial photography and ultra-detailed 1/2" counters, complete with insignia.

The air war over Finland was a true David and Goliath struggle where opponents battled each other—and the elements—for control of skies... Secure your copy today at www.atomagazine.com

