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Cover image:



A cavalry charge by former allies breaks the wagon wall at Lipany, 1434 Věnceslav Černý



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

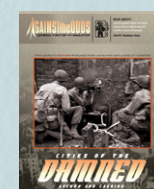


**2021 Annual: Operation Roundup: The Allies Invade France in 1943**

This "what-if" look at an Allied invasion of France in 1943 by Ty Bomba showcases the challenges of getting ashore in enough strength to stay ashore. Multiple German responses, from using whatever troops are in the area to all-out stripping of the Eastern Front for troops, are embedded within the system with enough variability to provide significant replay value. Of course, victory condition-wise, the more German troops assigned to crush the invasion, the higher the expectations for success from OKW. The OOB is fairly locked-down and first draft of the map is being double-checked against 1943 maps of the area roughly between Dunkirk and Boulogne. There may not be *bocage*, but marsh generates its own challenges for both sides.

**ATO 60: Cities of the Damned**

In ATO #60 we explore some of the most intense urban combats of WWII with a special pair of solitaire games inside the issue.



**Aachen:** From Mike Rinella, *Aachen* shares the same game mechanics as the designer's well-received *Stalingrad Advance to the Volga, 1942*. The Germans switch from the solitaire player to the game automata player. The American OOB is two battalions of infantry and supporting halftracks and armor, including 155mm M-12 self-propelled artillery in a bizarre direct fire infantry support role. The German automata player units, when revealed, vary in strength and effect: Sniper, Barrage, Elite, Ambush, and Fanatic. Playtesting is most concerned with leveling victory conditions and flushing out gamey US tactics. The game can be played to a conclusion in less than 1 hour.

**Cassino:** A design by Paul Rohrbaugh that sets up the Commonwealth as the game player and the Germans as the automata player. The Commonwealth player (Indian, New Zealand, and British units) are poised to attack the completely bombed-out town of Cassino from the east, and if successful, clear the approaches to the Abbey of Monte Cassino, in preparation for an assault on the Abbey itself. Both sides have armor units that can be critical to success. Playtesting is focusing on two game mechanics that are unusual and innovative: Allied conquered areas are not immune from recapture by the German automata player, and the German OOB exists in a fluid state, as units drawn from a cup generally return to the cup after combat.

**ATO 61: Rome, Inc.**

Phillip Jelley's sequel to the award winning *Rome, Inc.* brings the same system forward to cover the period of Emperors Diocletian to Heraclius. Anyone who has played *Rome, Inc.* will note similarities in the design, but there are some changes, notably that Rome has been splintered into two empires, not unlike modern businesses that sometimes have to divest some of their assets or merge. Whatever it takes to survive the competition. It's the same with *Rome, Inc.*, where the business of Rome is threatened by competitors, namely barbarians, who are literally at the gates. Is the business of Rome "Too big to fail?" Or can it survive from internal and external threats? The game can still be played solo, or with two players. Regardless, this time Rome has a serious challenge to avoid bloody bankruptcy. If you already own *ROME, Inc.* you can extend the game into *ROME, Inc.* for a truly epic 90-turn extravaganza charting the rise and fall of one of the greatest empires in history.



**The Usual Suspects**

Now that you have *Blind Faith* 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](http://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](mailto:gamesupport@atomagazine.com). If you have **non-game** related questions, like a customer service issue, send an e-mail to [admin@atomagazine.com](mailto:admin@atomagazine.com).

-Russ

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