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

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ATO 62: *Strike of the Heron*



Playtesting and fine tuning of the rules continue for this Perry Moore game covering the August 1942 drive to Stalingrad. It's a long way from the Don River to the Volga River, so the map will also be long and narrow. Our team continues to scrutinize period maps to capture the key terrain points and nuances that interact with the design to provide challenges for both sides.

The three German panzer and motorized divisions pack a considerable qualitative punch and possess the speed to meet a Victory Point timetable. However, the accompanying infantry divisions struggle to maintain pace and secure the rapidly extending flank.

The Soviets, surprised and struggling to form a coherent defense and counterattack, can and do hit the flanks to cut the German supply line. Yet the Soviet headquarters activation rules reflect command confusion and form an important part of the defensive challenge. Likewise, German supply rules, which include the Luftwaffe flying supplies into isolated panzer pockets, form an important part of the offensive challenge.

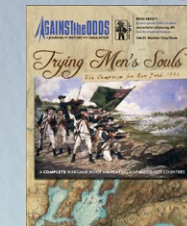
The steppes, hills, towns, and ravines can form key defensive terrain to slow and sometimes halt the German attacks as well as helping isolated German units defend against Soviet counterattacks.

Three scenarios cover the initial German surge, the beginnings of a Soviet response, and the final desperate battles to keep or cut the Panzer corridor.



Although Stalingrad is certainly on the map, it was not the main objective of this German offensive. If you are looking for a game on the battle for the city, ATO's recently published *Verdun on the Volga* will fill your needs.

ATO 63: *Trying Men's Souls*



The American Revolution and the August to October 1776 campaign for New York City takes center stage. Units are mostly infantry regiments or battalions, with each infantry combat factor representing 80 to 150 men; unit quality is accounted for in the factors. Each cavalry factor represents about 100 troopers. British artillery units represent concentrations of 50-60 guns. American fortress garrison units represent about 100 men and 10-15 cannon and their crews. A hex is approximately a third of a mile across. A full turn, with multiple operations phases, represents a week.

Playtesting continues on this Paul Rohrbaugh design. Force activation is by chit pull, with the proviso that players need to allocate their initiative points to place a chit in the pool in the first place, and initiative points can be saved from turn to turn. Hence the decision-making process of picking the right time to use or save them...and of course there are never enough initiative points to attend to everything that needs to be done. Thus, holding a line versus an outflanking force versus an amphibious force and/or versus a frontal assault becomes tricky. Likewise, coordinating all those types of attacks with the right combination of units without being defeated piecemeal is also tricky.



The Usual Suspects

Now that you have *Rome IInc.* 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 first 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 them on Consimworld and/or Boardgame Geek or drop 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.