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

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Annual 2023: *La Bataille de Kulm*

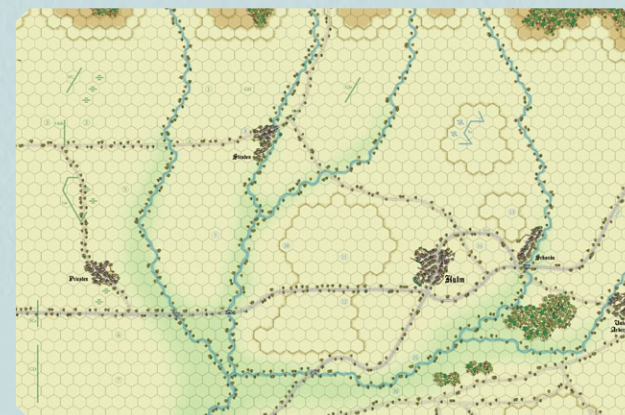


After Napoleon's 1813 victories at Lutzen, Bautzen, and Dresden, Kulm was a French defeat when a pursuing I French Corps under Vandamme was stopped, surrounded, and mauled by combined Russian, Austrian, and Prussian forces. *La Bataille de Kulm*—a Lembit Tohver design—covers the battle using a streamlined *La Bataille* system originally made popular by Clash of Arms Games.

The counters include individual leaders and regimental and battalion-sized units. The fronts of the counters display a stylized uniform, strength points, unit designation, and movement rate. A colored bar helps to identify the upper command for organization. The backs of the counters show the unit's melee, fire value, range, and morale ratings. A hex is approximately 100 meters across.

Scenarios include August 29 (Day 1), August 30 (Day 2), Days 1 & 2 together, and finally a 3-player scenario for Day 2.

The annual will also include a clever mini-game—*Empire's End*—covering the 1814 campaign that can be played in 15 minutes with minimal counters and considerable decision making. Also included will be an 1815 variant for *La Vendee* (the 2019 Annual game) with additional cards. Magazine articles support the games.



The Usual Suspects: As always, if you have any **rules questions** for any *ATO* game, you can post them on ConsimWorld and/or BoardgameGeek 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.

ATO 63: *Trying Men's Souls*



Coming in time for the 250th anniversary of the American Revolution, this Paul Rohrbaugh design covers the August to October 1776 British campaign to capture New York City. The Battle of Brooklyn, sometimes called the Battle of Long Island, is a distinct possibility depending on American responses to British maneuvers.

Units are mostly infantry regiments or battalions with each infantry combat factor representing 80 to 150 men. Unit quality is embedded within the combat 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.

Force activation is by chit pull, with the proviso that players need to allocate their initiative points to place a chit in the pool and initiative points can be saved from turn to turn. Hence the decision-making process of picking the right time to use or save such points and, of course, there are never enough initiative points. Thus, holding a line against an outflanking force versus an amphibious force or 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. Decisions, decisions.

Annual 2024: *Domesday*



Domesday is a card-driven game depicting the Norman Conquest of England and invasions of Wales and Scotland from 1066 to 1106 in five scenarios which may be combined into a grand campaign scenario. Contains map, rules, charts, two counter sheets, 108 event cards, and

a magazine with accompanying articles.
For two to four players.

Factions represent the Normans, Barons, Saxons, Scots, Welsh, Irish, Danes, Norse, and Fyrd. They use cards to resolve Events and Action Points, and move counters representing leaders, castles, knights, huscarls, longships, archers, javelin men, and spearmen. Players win by earning the most Victory Points through Controlling, Contesting, and Wasting areas, building Cathedrals, Great Towers, and Westminster Hall, and seizing the crown of England.

