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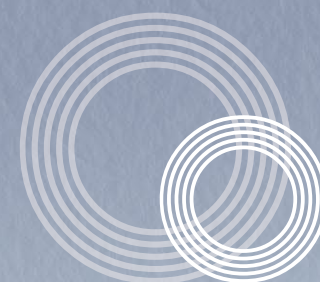
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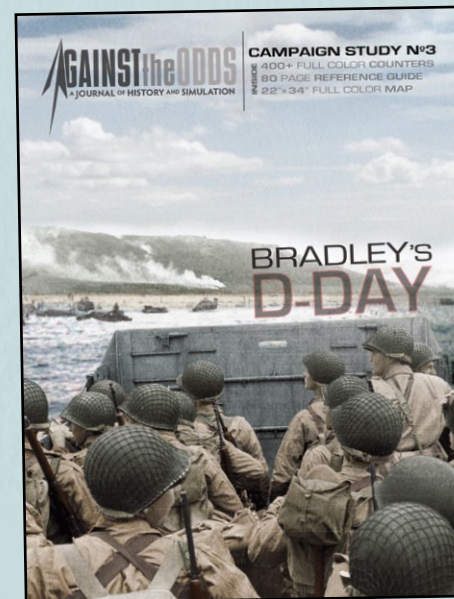
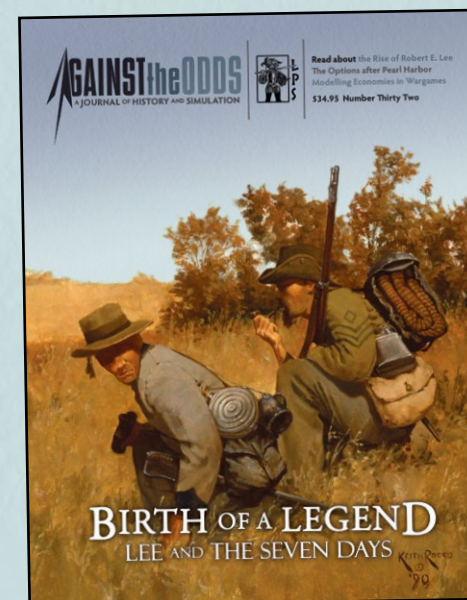


ORDER OF APPEARANCE WORKS IN PROGRESS LEMBIT TOHVER, STAFF DEVELOPER

Issue #32 takes us back to late June of 1862 in the Richmond area of Virginia with the game *Birth of a Legend*. General Robert E. Lee is taking over command of the Confederate army and launching his Seven Days Campaign to attempt to bag the Union Army in the peninsula area. Based on the *Not War But Murder* game system, Michael Rinella has designed a medium level challenging new game to recreate this decisive campaign of the American Civil War. The game comes with a 22"x 34" map, 176 counters, 10 pages of rules, and 2 pages of charts and tables. Included with this issue will be the last part of the Peiper Pocket Battle Games, *A Peiper Dream?*—to finish the "quad" set. Also included will be an expansion kit with counters for *There Must Be a Victory*.



After Issue #32 we will be heading to the American beaches of Normandy with John Prados' game *Bradley's D-Day* in our **Campaign Study #3**. The game is a companion game to his earlier release in the 80s of *Monty's D-Day*. The game has a 22"x 34" map, 400 1/2" counters, 16 pages of rules and 2 Player's Aid Charts. The system is of medium complexity and is based on his earlier *Monty's D-Day* with adjustments for the American Sector.



Issue #33 moves us to the year 1975 and within 60 miles of Saigon. The end of South Vietnam is near, but the 18th ARVN Division decides to show the NVA and VC what they are made of. The game in this issue deals with their heroic defense at Xuan Loc, which held up the North Vietnamese advance. *Meatgrinder: The Battle of Xuan Loc* comes with a 22"x 34" map with oversized hexes, 240 1/2" counters, 12 pages of rules and 2 Player Aid Charts. Perry Moore has designed a medium complexity level operational/tactical simulation that will allow you to explore if you could have done better than the historical commanders. Also included are an expansion kit with counters for *The Pocket at Falaise* and a small solitaire game called *Bloody Hunlikely!* designed by Neil Zimmerer and myself. It covers Attila the Hun's Frankish and Italian Campaigns of 452 and 453.



And there are more interesting items coming up. Make sure that you check out our **In the Pipeline** section of the *Against the Odds* website at www.atomagazine.com to see our current game proposals and then vote on the ones you would like to see appear in a future issue of *ATO*.

-Lembit

Engage NOW!!