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Cover Artwork: Based on the original edition of General von Lettow-Vorbeck's memoir, *Heia Safari*. We have been unable to locate the name of the illustrator.



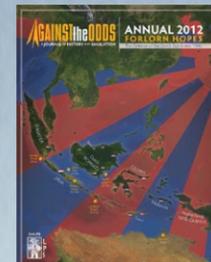
## ORDER OF APPEARANCE

### WORKS IN PROGRESS

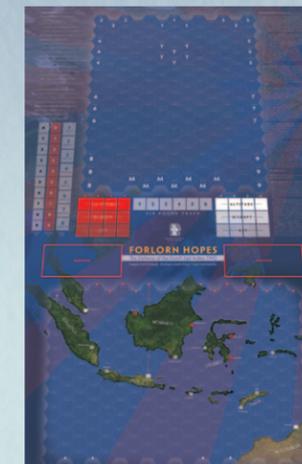
LEMBIT TOHVER,  
STAFF DEVELOPER



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The **2012 Annual** takes us to the Pacific Theater of early WWII with Paul Rohrbaugh's game *Forlorn Hopes*. This game deals with the 2-month campaign by the Japanese within the Dutch East Indies. It uses the well-received air/sea/land operations system that was used in Paul's earlier games *Chennault's First Flight* and *Operation Cartwheel*. Players familiar with this system should need very little time learning and getting right into this game. Turns represent a week of time. Units represent the aerial and naval squadrons that fought or could have fought during the campaign. There is an operational map and a tactical battle board (where air battles are fought). The game has an introductory scenario (Battle of Java Sea) of two turns' length and then the full campaign game of 8 turns. Can you as the Allied ABDA (American, British, Dutch, and Australian) command hold off the Japanese better than your historical counterparts or as the Japanese sweep through the Dutch East Indies in better time than your historical counterparts?



**Issue #39** puts us into the cold mid-November of 1805 as Russian General Kutuzov launches his forces along with the Austrians to strike a blow against Field Marshal Mortier's newly formed corps that is spread out and advancing along the Danube river. Andy Nunez's new game *These Brave Fellows* portrays this engagement at Dürenstein where the forces met in this mountainous area. The rules are easy to learn and reflect the fatigue that both sides suffered as well as the rapidly changing weather during the battle. Unit scale is basically battalion, with a ground scale of approximately 350 yards across a hex. Can you as General Kutuzov crush the French forces against the Danube, or, as Marshal Mortier, hold the line and stave off the Allies' attempt to annihilate you?



**Issue #40** has us travel further back in time to July 12th, 1690 in the land of Ireland with Philip Jelley's game on the Battle of the Boyne titled *Lilliburlero*. The game uses an area movement system with units representing the regiments, battalions, squadrons, and batteries that fought at this battle. There are scenarios that represent the full battle and smaller (shorter playing time) sections of the battle for historical gamers to play. Turns represent 1 hour of time. Command, weather, and battle conditions (smoke) are all reflected in the games rules. Optional rules provide variants to have commanders and units possibly not be at the battle, or for some, who did not participate, to be at the battle. This is both a fun-to-play and interesting study of the battle portrayed.

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 [atomagazine.com](http://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!!**