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ORDER OF APPEARANCE WORKS IN PROGRESS LEMBIT TOHVER, STAFF DEVELOPER



The 2014 Annual visits occupied France, Belgium, and Holland in WWII with John Prados' *Set Europe Ablaze*. This two-player game focuses on the economic and political factors of the Resistance against the Germans. The German player is trying to extract as much raw and manufactured resources from these countries as possible while the Resistance player attempts to prevent this. The map depicts the three occupied countries, which are sub-divided into regions and rated for economic value. Each player has their own set of cards (27 each) that will influence their gameplay or hinder their opponent. Units in the game are not specific units, but represent capabilities and force presence in a region. An average game takes about 2.5 to 4 hours to play.

Issue #44 drops us back to the Gaulic area of Europe in the 1st Century B.C.E. with Richard Berg's game *Vercingetorix: The Twilight of the Gauls*. This is a 2-4 player game in which each player attempts to control (unify) as much of Gaul under their banner as they can while the Roman forces (controlled by a



player for their impulse of a round if they draw the Roman activation chit) continuously march into Gaul attempting to disperse (conquer) the area's tribe. Each turn a player gains victory points for the number of areas they control or have subjugated with bonuses if they fully control one of the three main tribal groups that Julius Caesar divided the Gauls into (Aquitani, Belgae, and Celti). The game takes approximately 2 hours to play.



Issue #45 brings us to China in 1948/49 and the Huaihai Campaign with Earl Dixon's design *Red Dragon/Blue Dragon*. This is the campaign that effectively won the war for the Communist Chinese. The game uses a chit-draw mechanism for each command's activation. Infantry units are either columns of 20-40 thousand men (PLA—Communist) or corps (GMD—Nationalist). Artillery units (regiments) represent 36-54 guns. Armor units are battalions (18-30 tanks). Turns represent 1 week of time and the map's ground scale is 12.5 miles (20 km) per hex. Random events occur when the chit is drawn during the turn. Special rules cover the various actions that one side or the other could or did perform. The game takes about 2-3 hours to play by experienced players.

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 to see our current game proposals and then vote on the ones you would like to see appear in a future issue of *ATO*.

Engage NOW!!

-Lembit