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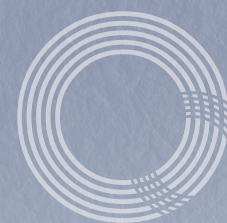
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## ORDER OF APPEARANCE

### WORKS IN PROGRESS

Russ "ATO" LOCKWOOD,  
STAFF DEVELOPER

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Coronavirus forced most of us to hit the "pause" button. Yet behind the scenes, we at *Against the Odds (ATO)* continued to work on previously-submitted wargames as well as evaluating a considerable number of new designs, apparently completed during our enforced social distancing. It reminded us to take the time to update the Game Submission guidelines on our website so be sure to check them out. Our goal is to continually bring you a line-up of great wargames covering all eras of history to amaze, challenge, and entertain you. As always, if you have any rules questions or comments, drop me an e-mail at [gamesupport@atomagazine.com](mailto:gamesupport@atomagazine.com) and I'll see it gets addressed. That goes for all of *ATO's* games.

#### 2018 Annual: Sea Monsters!

This new Annual provides four naval-themed games: two two-player and two solitaire. Map size and counter mix varies among the four [see the ad on the inside cover of this issue], but all are challenging and include optional rules and play balance rules to boost replayability and detail. As always, the Annual features an "extra-size" magazine, with an in-depth look at the history behind the games, plus other articles. Counters and maps are at the printers as you read this. A four-game Annual is four times the workload, but also delivers four times the insight and fun.

#### Iron and Fire

The ironclads and wooden ships of Peru and Chile clash during the 1879 War of the Pacific. The Peruvian ironclad *Huáscar* outclasses all other ships one-on-one, but when the Chileans finally concentrated their ships, the *Huáscar* was in for the fight of its life. Includes five scenarios. *Two-player.*

#### First Strike

The British launch the first ever strike by aircraft brought by "aircraft carriers" (seaplane tenders) on Christmas Day, 1914. The target: the Zeppelin sheds and factories at Cuxhaven, defended by anti-aircraft guns, with the possibility that the raid might lure out the German High Seas Fleet to meet the British Fleet. *Solitaire.*

#### Under Ten Flags

In 1939, the German merchant raider *Atlantis* traveled into the South Atlantic to prey on Allied shipping. Over the course of 100,000 miles and 602 days, she sank 22 ships, evading Allied warships and aircraft with guile and panache. *Two-player.*

#### XXI: The Naval Wonder Weapon 1943-1945

How do you build radically new Type XXI U-Boat flotillas while Allied bombers pound your cities and Allied armies constrict your resources? When do you send them out to attack Allied shipping to prevent D-Day? Now you can face the challenges of Speer and Dönitz as you race the clock to build the "wonder weapons" that could turn the tide on the Western Front. *Solitaire.*



#### ATO 53: ROME, INC.

Counters and map are hitting final preparation, so this is looking good. This solitaire game by Philip Jelley covers the economic and military colossus that was the Roman Empire...and the political aspects that allow you to keep your throne.

The map consists of provinces grouped into military commands such as Britannia and Syria, each commanded by a governor. Provinces may be controlled by barbarians, allies, or insurgents, which can be conquered and developed into peaceful taxpayers. Beyond these are the homelands from where barbarian wars and enemy leaders pillage their way from province to province until defeated. Four scenarios: 27 BCE, 70 CE, 138 CE, and 222 CE, which may be combined into campaign games. Each turn represents 5-10 years, with 10 turns in each of the four scenarios.

#### ATO 54: Monty's D-Day

This reworked and renewed companion game from John Prados about the WWII British invasion of Normandy will physically link to *Bradley's D-Day* (from *ATO's Campaign Study #3*). This two-player game includes added solitaire rules.