

own failures as they achieved in victory. The game will provide insights into how narrowly the Americans succeeded and how close the British came to their own victory.

"Almost a Miracle!" and issue #51 of ATO:

Map - One full color 22" x 34" mapsheet.

Counters - 280 full color die-cut pieces

Rules length - 12 pages

Charts and tables - 2 pages

Complexity - Medium

Solitaire suitability - Average

Playing time - Up to 8 hours

Design - David Jones

Development - Lembit Tohver

Graphic Design - Mark Mahaffey