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Issue #45 brings us to China in 1948/49 and the HuaHai campaign with Earl Dixon’s design Red Dragon/Blue Dragon. This is the campaign which 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 36-94 guns. Armor units are battalions (18-30 tanks). Turms represent one 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.

Issue #46 brings us to the Middle East in 1973 with Paul Rohrbaugh’s design No Middle Ground on the Syrian Front of the Yom Kippur (October) War. The game portrays the entire front of this war, from the initial Syrian attack to the end of Operation Shocktroop by the Israelis. Smaller scenarios portray the different sections of the war (Initial Attack, Operation Shocktroop). Units in the game are brigade size for the Syrians and their allies, while the Israelis are battalion sized. Hexes are 4 km across on the 22″ x 34″ map and each turn represents 8 hours of time. The chit-pull formation activation system keeps the game dynamic and is great for replayability. Airpower, artillery, and commando/airborne units as well as rules for combined arms attacks are represented within the game. Gameplay length is from 2-6 hours depending on the scenario chosen.

And there are more interesting items still coming up (Apocalypse in the East, Four Roads to Paris)! 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 Tohver
STAFF DEVELOPER

COVER ARTWORK: Évariste-Vital Luminais’ ‘Les éclaireurs Gaulois’ (The Gaol Scouts)
Musée des Beaux-Arts de Bordeaux

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