

A FATAL ATTRACTION

THE GALLIPOLI CAMPAIGN

AGAINSTtheODDS

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THIS issue's game is by our in-house designer, Paul Rohrbaugh. This is the fourth game of his to appear in *Against the Odds*; the previous games were *A Dark and Bloody Ground* (issue 7), *Chennault's First Fight* (issue 12, winner of last year's CSR Award for Best Magazine-Published Boardgame), and *La vallée de la mort* (issue 16). Paul has also designed the two Pocket Battle Games, *Stand at Mortain* and *Some Poles Apart*. Besides working on the games for *Against the Odds*, Paul has also designed games and scenarios for L2 and Wizards of the Coast's *Axis and Allies* Miniatures. Paul's "day job" is teaching education and technology courses in the Beeghly College of Education at Youngstown State University.



In the next issue...

5000 chariots in a twisted, confused, and bloody battle, fought to determine the borders between Egypt and the Hittite confederacy...

ORDER OF APPEARANCE Works in Progress

by Paul Rohrbaugh, ATO Staff Developer

Issue 21 takes us to the battlefield of Kadesh with Gene Dickens' game on the epic battle between the Pharaoh Ramses the Great's Egyptians vs. the Hittites and their allies under King Muwatallish. *Day of the Chariot* features over 300 half-inch counters, a "wall to wall" 22 by 34 inch hex map, and rules with three scenarios. This is probably the largest known chariot battle in ancient history, and Gene's extensive research and love of this era shows. Both sides will be engaging in cut and slash chariot charges, desperate defenses, and swarms of archery fire. Much of the map will be seeing action as the battle seesaws between the foes. Most playtest sessions have come down to the final turn with white-knuckle die-rolls putting the finishing touches on the battle. Historically, Ramses was nearly killed and was lucky to keep his army intact. Because he survived and was able to keep his army together he claimed victory and then went home.

The many statues and obelisks erected to commemorate this "victory" may also be one of the first propaganda campaigns in recorded history. Can you do better?

Just to make sure we've packed enough gaming history into this issue, a bonus mini-game, *Desert Duel: the Battle of First Alamein* by Mike Rinella will also be included as a subscriber-only bonus. This little gem has 88 5/8" counters, an 11 by 17 inch map, and 4 pages of rules. Rommel came close to gaining another win here, while the Allies were hard-pressed in drawing this line in the sand and defending it. Perhaps you can do better?

Also coming up soon is our second Annual Edition. The focus on this year's issue is on civil wars and rebellions. The feature game is *Look Away!: the Fall of Atlanta* by John Prados. Based upon his outstanding *Campaigns of Robert E.*

Lee (Clash of Arms), John takes the series south to cover this epic American Civil War campaign. Two sheets of half inch counters, a 22 by 34 inch map, a rule book with extensive examples of play, and six scenarios make up *Look Away!*. To again make sure we pack in as much gaming as possible, this year's Annual will feature a mini-game by Jason Juneau on the Nigerian (Biafran) Civil War. A very interactive and competitive work, the game has 88 5/8" counters, an 11 by 17 inch map, and 6 pages of rules and tables.

Don't forget to check out the many other games we have under consideration. You can review descriptions of these titles and vote on those you'd like to see in *Against the Odds* by checking the "in the pipeline" section of www.atomagazine.com. Be sure to get a subscription, or renew one about to expire, so you don't miss out!

Let the dice fly high!