

PAY OF THE CHARIOT

KADESH

AGAINSTtheODDS

A Journal of History and Simulation
Against the Odds Vol. VI Nr. 1
published January 2008

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PRINTING COORDINATION

The Rowland Group
Phoenixville PA

DIE-CUTTING

Sure Fold Company Inc.
Philadelphia PA

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THE designer of this issue's game is Gene Dickens. Gene had another game version of this battle, entitled *Kadesh*, in *Command* magazine (long out of print). That "first edition" was also Gene's first publication in wargame design and won him a Charles S. Roberts Award for best pre-modern era wargame. The version you have now before you is the product of many additional years of research and design experience.

Gene has a degree in Art from Jefferson Community College (part of the University of Kentucky), and a 27 year career in the US Army (4 years Active and 23 Reserve). Besides ancient Egypt, the designer has interests in the Vikings, pirates (not the sports teams), as well as the Napoleonic era, including an unpublished game on the 1813 Leipzig campaign. In addition to work on his games and interests, Gene has served as a playtester for many of Vance Borries' games such as those in the East Front Series and *Bataan* (GMT).

ORDER OF APPEARANCE

Works in Progress

by Paul Rohrbaugh, ATO Staff Developer

Next issue will feature Perry Moore's *Paukenschlag: the U-boat Offensive Against America, 1942* (paukenschlag is German for "drumbeat"). The historical campaign caught the US flat-footed and resulted in heavy losses off America's shores and beaches during the summer many U-boat crews dubbed "the happy time." The US learned hard lessons that summer, but within months would sweep the Atlantic of the dreaded German submarines. This is a true come-from-behind campaign against incredible odds that saw US technology and resolve tested in winner-take-all battles. Perry's game also includes variant counters and scenarios that allow players to explore the contemplated but not executed raids by German long-range bombers against the US.

Some of these aircraft were built and used elsewhere in the war, while others never got beyond the prototype stage. Recent publications and released documents show, however, that such an effort only lacked the resolve and foresight at the enemy's highest command levels. Players can see for themselves whether this was a realistic gambit, or another fantastic "what if" of WWII.

Finally, the summer's conferences turned up new titles now under consideration for publication in future issues of *Against the Odds*. Be sure to check out the "In the Pipeline" section of our website and vote for those works you'd like to see on your game table: www.atomagazine.com/pipeline.cfm

Let the dice fly high!

IN THE NEXT ISSUE

It was sort of like "Pearl Harbor" all over again, but worse. Twice as many allied deaths, 400 ships lost, while the authorities resisted both the proven convoy system and the common-sense approach of simply turning the lights out on coastal cities.

It could have been much worse. While Stalin knew about Pearl Harbor in advance, Hitler did not. The Kriegsmarine started Operation Drumroll with just five submarines and were navigating with US tourist guide books.

Paukenschlag ("Operation Drumroll") covers Germany's attack on America, from January to June 1942, using the historical U-boat capabilities and optionally adding the German long-range bombers which could have taken part. The game board is based on the sea maps the U-boat commanders actually used themselves, covering the East Coast, Gulf, and Caribbean. Key elements like radar, "Huffduff," German "Milkcows," and a carrier task force are included.

