



A Journal of History and Simulation  
 Against the Odds Annual 2022  
 published August 2024

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DIE-CUTTING  
 Sure Fold Company Inc.  
 Philadelphia PA

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# INTRODUCTION

Welcome to another great Annual! This one contains the updated and re-released version of Michael Rinella's *Stalingrad: Verdun on the Volga*, originally produced by our sister, Last Stand Games. If you missed out on the original release, you're sure to enjoy this version. We've restored the original article by noted Eastern Front expert and retired US Army Colonel David Glantz and brought along a trove of other articles to boot.

Jason Juneau ponders the role of leadership in wargames, harking all the way back to designs from the 1970s, while Phil Jelley gives us a new scenario for *Bittereinder*, the game from issue 13, along with a dandy historical background piece. Paul Rohrbaugh gives us an overview of the Tanker Wars of the 1980s during the Iran-Iraq conflict and new-to-us, but a familiar name to international gamers, Paul Comben lays out all the controversies surrounding the battle of Hastings, compares them with Alfred the Great's victory at Ethandun, and tells us what a game on the defining conflict of 1066 should look like.



Hastings, like Stalingrad, was a pivotal battle in history, and we have both of them included in our Turning Point Simulations line. Be sure to check them out. Paul Comben's article was so full of interesting options for wargamers that I pulled out and read my copy of the just-released *Battle for the Island Kingdom* by Don Holloway, available from Osprey Books. It covers the period 1000 CE to 1066 CE in an

easy to read narrative. I compared his version to events to the article's and he takes a far tamer view of some of the controversies, but generally agrees on the main points of the battle. It does make a great companion to the article, however, and I recommend it.

OK, that's enough from me and I know you are dying to jump into the issue, so I'll end by saying thanks for buying this issue and remember, we publish regular issues several times a year, so please check out our website and see all the great games we have to offer. So now, as they say, on with the show!

*Andy*

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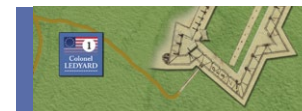


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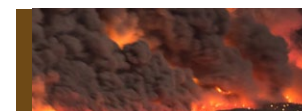
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