

1 THE WHIFF OF GRAPESHOT BY THE EDITOR

TARNISHED MAGNIFICENCE BY ANDY NUNEZ



4

The Ottomans tried to spread their Empire further into the West, a West which had been unsuccessful in stopping them in the past. How did they finally halt the Ottomans' advance?

14 THE 1683 CAMPAIGN FOR VIENNA BY ANDY NUNEZ The Crescent Crests

15 AND THE DATA SHOWS BY ED HEINSMAN Why is the West obsessed by Eastern Barbarians?

22 ON GUARDS BY ANDY NUNEZ The elite military of the Ottoman Empire: the Janissaries.

25 BUILDING BIAFRA! BY JASON JUNEAU Designer's Notes (Biafra! published in ATO Annual 2007)

26 DESIGNING FOR CAUSE VS. DESIGNING FOR EFFECT IN HISTORICAL GAMES BY LEWIS PULSIPHER

34 THE FORLORN HOPE OF THE LOST CAUSE: THE SOUTHERN CONFEDERACY'S CAPACITY TO WIN THE CIVIL WAR BY JOHN D BEATTY

39 SINGULAR WRETCHEDNESS: THE BURMA THEATRE BY DAVID W. TSCHANZ The jungle was perhaps a greater enemy than any armed force.

42 OP ED: (DON'T) REMEMBER THE CHENOAN! BY ED ERKES What lessons can be learned from the sinking of this South Korean ship?

44 PLAY BALANCE BY ROB BEYMA What is Play Balance?

47 SIMULATION CORNER BY JOHN PRADOS How changing military technology is represented in game design.

complete simulation in this issue

THE LASH of the TURK

AGAINSTtheODDS

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COA

ORDER OF APPEARANCE WORKS IN PROGRESS Lembit Tohver Staff Developer

Now that you have this issue in your hands, our next item being released will be the 2010 Annual *Four Roads to Moscow*. The 2010 Annual will have four games included. John Prados had designed a game that deals with the lead up to Barbarossa starting after the 1940 French Campaign. There will be rules provided in the issue which link the results of this game to the other three games. Roger Nord, Ted Raicer and Mike Rinella have each designed unique games dealing with the initial (June 1941- Early 1942) part of the Barbarossa



Campaign against Russia. Each game is different (one point to point, one hexes, and one with "oxes" and "diamonds") for you to see their different viewpoints of this large Campaign of WWII. If you are an East Front aficionado, or just interested, this is a great set of games to



army and launches his Seven Days Campaign to attempt to bag the Union Army in the Peninsula area. Based on the *Not War But Murder* game system, Michael Rinella has designed a medium level, challenging new game to recreate this decisive campaign of the American Civil War. The game comes with a 22 x 34 inch map, 176 counters, 10 pages of rules, and 2 pages of charts and tables.

Make sure that you check out our *In the Pipeline* section of the *Against the Odds* website at www.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!!

induce you to play/analyze this part of the epic struggle between the Axis and the Soviet Union.

Issue #32 takes us back to late June of 1862 in the Richmond area of Virginia with the game *Birth of a Legend*. General Robert E. Lee is taking over command of the Confederate

NEXT ISSUE

Issue #31 has us in Eastern Europe, late December of 1944, with the game *Hungarian Nightmare*, designed by Mark Stille (*North Wind Rain*, *Imperial Sunset* and *Wintergewitter*). This game deals with the defiant stand of the surrounded Germans and Hungarians around the twin cities of Buda and Pest against two Soviet Army Fronts and a corps of Rumanians. Both sides are challenged to do better than their historical counterparts (performing equal to them is a draw). Game turns are weekly and the map is divided into areas approximately 1 kilometer square in size. The game comes with a 34 x 34 inch map, over 300 counters, 12 pages of rules and 4 pages of Player Aid Charts. **Secure your copy today at www.atomagazine.com**

