

EDITOR
Andy Nunez

ART DIRECTOR
Mark Mahaffey

PUBLISHER &
ADMINISTRATIVE
C. Rawling

PROOFREADER
Jack Beckman

PRINTING COORDINATION
Phoenix Printers

DIE-CUTTING
Sure Fold Company Inc.
Philadelphia PA

AGAINST THE ODDS MAGAZINE
is copyright © 2012 by LPS, Inc.
All rights reserved. Printed in the USA.



All editorial and general mail should be sent to *Against the Odds Magazine*, PO Box 165, Southeastern, PA 19399-0165 USA or e-mail us at: admin@atomagazine.com.

Against the Odds magazine does not usually consider unsolicited games and/or articles submitted to us for publication. Please contact us first before making any submission. In all cases, *Against the Odds* magazine cannot assume responsibility for such unsolicited material.

Four-issue domestic subscriptions are \$75.00 (PA residents please 6% sales tax), Canada/Mexico \$100.00, International \$125.00. Please send checks or money orders only made payable to "LPS Inc" or log on to our website at atomagazine.com if ordering using a credit card. Basic full-page color ad rate is \$100 per thousand. The publication of paid advertisements in *Against the Odds* magazine does not constitute an endorsement by us of the goods or services offered. We do, however, attempt to prevent misleading or fraudulent paid advertisements from appearing. *Against the Odds* magazine reserves the right to reject any paid advertisements it considers misleading, or harmful, or offensive. Advertisements of our own products are backed by a guaranteed credit, cash refund or replacement of product (upon prompt return of the product) if the product is damaged or missing in transit.

TABLE OF CONTENTS

THE WHIFF OF GRAPESHOT 1
by Andy Nunez

ORDER OF APPEARANCE: Works in Progress 3
by Lembit Tohver

ON GUARDS
The American Expeditionary Force in North Russia 4
by Andy Nunez

FOR BLOODY HONOR: The Russian Civil War 10
by Mark Woloshen

FOR BLOODY HONOR - Rules of Play
by Mark Woloshen

Northwest Pakistan's Collapse: Ineptitude or Appeasement? 28
by Perry Moore

AND THE DATA SHOWS
Foreign Intervention: Golden Opportunity or Siren Song? 32
by Ed Heinsman

The End of the P500 System 38
by Michael Rinella

Mao's "Secret" Victory 40
by Earl Dixon

A Matter of Deception: The Suez Crisis 42
by David March

SIMULATION CORNER
Have Boardgames Arrived? 46
by John Prados

OP-ED
The Ali Scenario: Simulating a Sunni-Shia War in the Middle East .. 48
by Ed Erkes

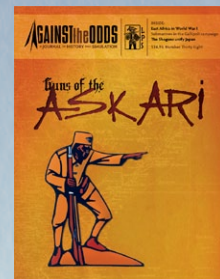
FIND US ON FACEBOOK



[facebook.com/ATOMagazine](https://www.facebook.com/ATOMagazine)



ORDER OF APPEARANCE WORKS IN PROGRESS LEMBIT TOHVER, STAFF DEVELOPER



Issue #38 places us back into World War I. The area is Eastern Africa where the Entente and the Central Powers are fighting with their African allies. John Gorkowski has designed *Guns of the Askari* as an interesting but challenging game for you to play about this undergamed theater of action. The game covers the land battles, naval engagements (between lake flotillas, with cruiser duels at sea) and finally hit and run guerrilla engagements of this sideshow theater of WWI. As the game progresses, the changing tactics of both sides are nicely reflected in the game. The supply system of native carriers is simply and accurately portrayed within the rules. There are four scenarios in the game ranging through the years of the conflict.

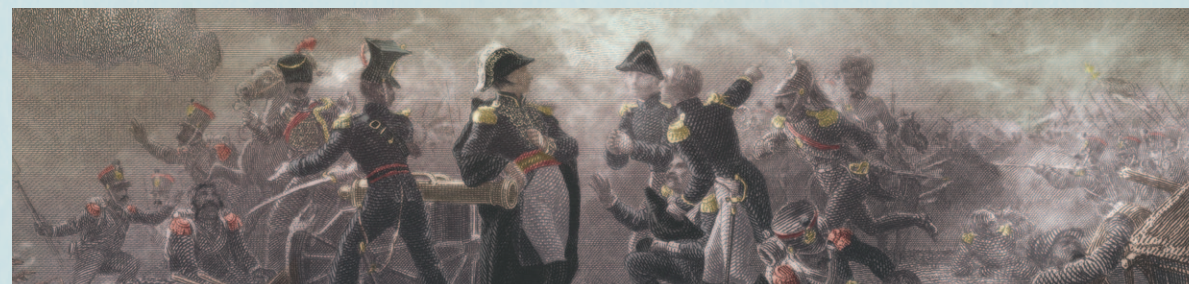


GUNS OF THE ASKARI MAP IN-PROGRESS



FORLORN HOPES

The **2012 Annual** takes us to the Pacific Theater of early WWII with Paul Rohrbaugh's game *Forlorn Hopes*. This game deals with the two month campaign by the Japanese in the Dutch East Indies. It uses the very well received air/sea/land operations system that was used in Paul's earlier games *Chennault's First Flight* and *Operation Cartwheel*. Players familiar with this system should have very little time learning and getting right into this game. Turns represent a week of time. Units represent the aerial and naval squadrons that fought or could have fought during the campaign. There is an Operational map and a Tactical Battle Board (where air battles are fought). The game has an introductory scenario (Battle of Java Sea) of two turns' length and also the full campaign game of 8 turns. Can you as the Allied "ABDA" (American, British, Dutch and Australian) command hold off the Japanese better than your historical counterparts or, as the Japanese, sweep through the Dutch East Indies in better time than your historical counterparts?



Issue #39 puts us into the cold mid-November of 1805 as Russian General Kutuzov launches his forces, along with the Austrians, to strike a blow against Field Marshall Mortier's newly formed Corps that is spread out and advancing along the Danube River. Andy Nunez's new game *These Brave Fellows* portrays this engagement at Dürenstein where the forces met in this mountainous area. The rules are easy to learn and reflect the fatigue that both sides suffered and the rapidly changing fortunes of the battle. Unit scale is basically battalion, with a ground scale of approx 350 yards across for a hex. Can you as General Kutuzov crush the French forces against the Danube, or as Marshall Mortier, hold the line and stave off the Allies' attempt to annihilate you?

And there are more interesting items coming up. 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*.

-Lembit

Engage NOW!!