



A Journal of History and Simulation
Against the Odds №44
published March 2015

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PRINTING COORDINATION
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DIE-CUTTING
Sure Fold Company Inc.
Philadelphia PA

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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.

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TABLE OF CONTENTS

THE WHIFF OF GRAPESHOT 1
by Andy Nunez

ORDER OF APPEARANCE: Works in Progress 3
by Lembit Tohver

GAUL STONES 5
by Richard H. Berg

ON GUARDS
Caesar's Own: The 10th Legion—The "Twins" who became Knights... 18
by Andy Nunez

VERCINGETORIX: Twilight of the Gauls — Rules of Play
by Richard H. Berg

FIRSTTEST WITH THE MOSTEST:
Reinforcements in Conflict Simulation Design 26
by Sam Sheik

THE MAPOLOGIST
Encompassing Gaul 30
by Mark Mahaffey

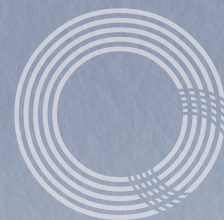
AND THE DATA SHOWS
Ring Around the Besieger 32
by Ed Heinsman

Leadership and Simulations: The Story of Lloyd Fredendall 43
by Lee Enderlin

A Variant Random Event Table for *Surrender Unto Caesar* 46
by Paul Rohrbaugh
"Charge!" Markers for *La Bataille de Vauchamps* 46
by Lembit Tohver

SIMULATION CORNER
Designer Profile: The Pantzooka Man 47
by John Prados

Cover Artwork: Évariste-Vital Luminais' *Les éclaireurs gaulois* (The Gallic Scouts)
Musée des Beaux-Arts de Bordeaux



Issue #45 brings us to China in 1948/49 and the Huaihai Campaign with Earl Dixon's design *Red Dragon/Blue Dragon*. This is the campaign which effectively won the war for the communist Chinese. The game uses a chit-draw mechanism for each command's activation. Infantry units are either columns of 20-40 thousand men (PLA communist) or corps (GMD Nationalist). Artillery units (regiments) represent 36-54 guns. Armor units are battalions (18-30 tanks). Turns represent one week of time and the map's ground scale is 12.5 miles (20 km) per hex. Random events occur when the chit is drawn during the turn. Special rules cover the various actions that one side or the other could or did perform. The game takes about 2-3 hours to play by experienced players.

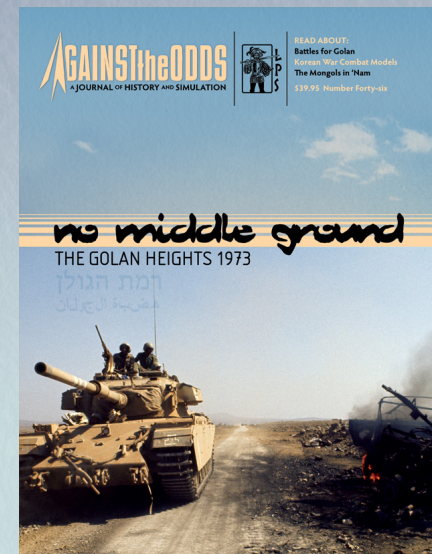
And there are more interesting items still coming up (*Apocalypse in the East, Four Roads to Paris*)! Make sure that you check out our **In the Pipeline** section of the *Against the Odds* website at atomagazine.com to see our current game proposals and then vote on the ones you would like to see appear in a future issue of *ATO*.

Engage NOW!!

ORDER OF APPEARANCE
WORKS IN PROGRESS
LEMBIT TOHVER,
STAFF DEVELOPER



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Issue #46 brings us to the Middle East in 1973 with Paul Rohrbaugh's design *No Middle Ground* on the Syrian Front of the Yom Kippur (October) War. The game portrays the entire front of this war, from the initial Syrian attack to the end of Operation Shocktroop by the Israelis. Smaller scenarios portray the different sections of the war (Initial Attack, Operation Shocktroop). Units in the game are brigade size for the Syrians and their allies, while the Israelis are battalion sized. Hexes are 4 km across on the 22" x 34" map and each turn represents 8 hours of time. The chit-pull formation activation system keeps the game dynamic and is great for replayability. Airpower, artillery, and commando/airborne units as well as rules for combined arms attacks are represented within the game. Gameplay length is from 2-6 hours depending on the scenario chosen.



Issue #47 finds us in the cold, 24-hour daylight, northern Arctic waters of July 1942 in Mark Stille's detailed design *Arctic Disaster*, which simulates the disastrous voyage of Convoy PQ-17 on its way to Murmansk. The game system is based on Mark's earlier published game *Imperial Sunset* in *ATO* Issue 17, and those familiar with that game should find it very easy to get right into this one. Units are individual ships/submarines and groups of aircraft. Each turn represents 8 hours of time. The game uses a randomly drawn activation chit system. There are 3 different tactical displays: Surface to Surface, Air to Surface, and Convoy PQ-17. The game takes about 4-8 hours to play.

-Lembit