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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

**A GATE OF HELL:  
The Campaign for Charleston, July-September 1863** ..... 4  
Appendix 1: Dramatis Personae ..... 16  
Appendix 2: Military Technology and the Charleston Campaign ..... 18  
by Paul Rohrbaugh

**ON GUARDS  
The Fortifiers** ..... 21  
by Andy Nunez

**A GATE OF HELL  
Rules of Play**  
by Paul Rohrbaugh

**All or Nothing:  
The Fight for Fort Mercer, October 22, 1777  
Rules of Play**  
by Paul Rohrbaugh

**AND THE DATA SHOWS  
All Ashore That's Going Ashore** ..... 26  
by Ed Heinsman

**THE FIFTH COLUMNIST  
Book Reviews: Uranium Wars and Time Bomb** ..... 37  
by John D. Burt

**Louis XVIII's Dream:  
A New Scenario for Beyond Waterloo** ..... 39  
by John Prados

**SIMULATION CORNER  
What's With Modern Games?** ..... 42  
by John Prados



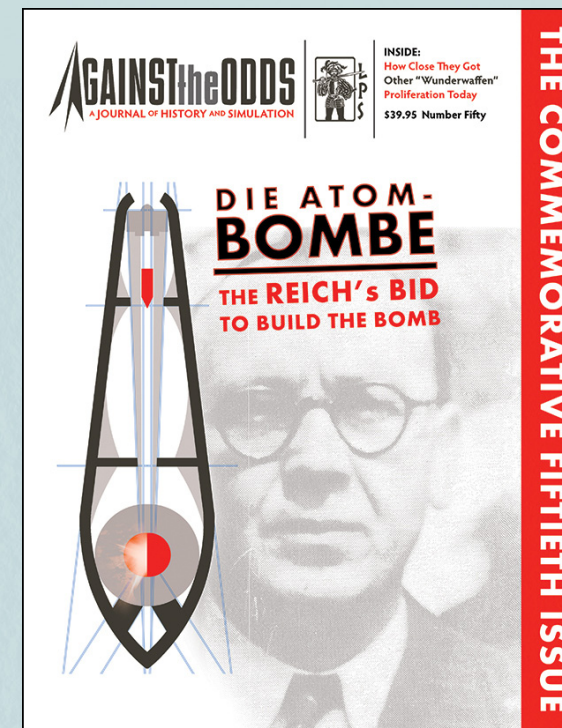
**ORDER OF APPEARANCE**  
WORKS IN PROGRESS  
LEMBIT TOHVER,  
STAFF DEVELOPER

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**Issue #50** takes us to World War II and into the Reich's scientific development of the Atomic Bomb with Steve Cunliffe's card game for 2 to 5 players: *Die Atombombe*. Players are the directors of different German departments that had interests in producing the atomic bomb. The game contains 108 cards, 64 counters, 10 pages of rules, and a Player Aid Card. This is a quick-playing game (1-2 hours) that shows just how easy it was to be bewitched by the idea, and how hard it really was to mount an effective nuclear program under the increasing rain of Allied bombs and the Soviet menace looming to the east.



**Issue #51** has us head back to the American Revolution with David Jones' game *Almost a Miracle*. This game deals with the Northern theatre and is based on the popular system introduced with *Tarleton's Quarter*. The game will have a 22" x 34" map, 280 1/2" counters, 12 pages of rules, and a 2-page PAC. The game will take 3-8 hours to play, depending on which scenario players choose. Special rules will cover the short enlistments of the Continentals, the uncertainty of French support and entry, prisoner exchanges, and the variable support of Loyalists and Native Americans.



And there are more interesting topics still 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.

It has been an honor, privilege, and enjoyable experience for me to work for Landsknecht Publishing. It has also been great to work with this fine team of ladies and gentlemen. I personally have been elated to be able to work on game designs by designers whose games I have played since I was a teenager in the 70s. Unfortunately, my health condition means I am no longer able to keep up the required pace needed for this publication. My various health problems have delayed production of the magazine, and for this I am truly sorry to all concerned. I will still be performing some limited design/development work for *ATO* in the years to come, but at a leisurely pace for me. I would like to thank all those subscribers and purchasers that have made this possible for me and hope that everyone has both fun times on their gaming table and an enjoyable life ahead.

*-Lembit*

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