

THIS ISSUE'S HISTORICAL WARGAME

INCLUDES:

Rulebook

22"x34" Map

280 Counters

THE BIG PUSH

THE BATTLE OF THE SOMME



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ABOUT THE DESIGNER
The game in this issue of *Against the Odds* is *The Big Push*, by Roger G. Nord. Mr. Nord has designed two other games set in the Great War: *Belleau Wood* (1980, published by His-

torical Alternatives) and *Lawrence of Arabia* (1983, published by World Wide Wargames). Other games he has designed are *Grand Army of the Republic* (Task Force Games, 1988), *Okinawa* (*Wargamer* magazine,

also reprinted by a Japanese company in 2002), and *Shot and Shell* (3W, 1987). Roger has earned a Bachelors Degree from the University of Wisconsin and Jurisprudence Degree from the University of

Minnesota. Besides games, he has written reviews on several games for *Wargamer* magazine (now out of publication), and has attended several Origins conventions as well as presenting in the War College Seminars.

ORDER OF APPEARANCE

WORKS IN PROGRESS AT
AGAINST THE ODDS MAGAZINE

by Paul Rohrbaugh
ATO Staff Developer

Chennault's First Fight (issue 12) Designed by Paul Rohrbaugh, developed by Hjalmar Gerber. Players will take to the air in the skies over Burma with the Royal Air Force, the Chinese Air Force and Claire Chennault's newly-formed American Volunteer Group, better known as the Flying Tigers, to combat the Japanese aerial armada. The ground campaign is covered somewhat abstractly as the focus is clearly on the air battles that decided this campaign. Players deploy and move their squadrons and air-wings about an area map, but the air battles are resolved on a hex map "battle board." Air units represent groups of 10 to 15 aircraft while ground units are mostly brigades or regiments. A wide variety of aircraft types are represented, from the famed P-40s of the Flying Tigers, Brewster Buffaloes, Bristol Blenheims and Hawker Hurricanes flown by the RAF, Chinese Air Force P-36 Hawks and Russian-built SB-2 bombers, to the Sallys, Lilys, Nates, Oscars, Anns, Dinahs and Tojos of the Japanese Army Air Force. Rules include Aces, Random Events, variable reinforcements and optional rules for more detailed play.

Bittereinder: the Second Boer War, 1899-1902 (issue #13) Designed by Hjalmar Gerber and

developed by Paul Rohrbaugh. Formerly published as a well-received and reviewed desktop published (DTP) game by the Microgame Design Group, the ATO rendition will include random events and limited intelligence. The game covers not only the "conventional war" waged by the Commonwealth against the residents of the Orange Free State and Transvaal Republics, but the bitter guerilla war that raged for years that ultimately changed the British campaign into a costly defeat. The game uses an area movement map. Rules include Boer commitment, Acts of Barbarism, as well as the effects of the various military leaders from both sides had on the conflict.

By the way, both games in issues 12 and 13 will also feature our new 5/8" die-cut counters. We look forward to hearing from our gamers about these larger gaming pieces.

War in the Aegean (issue #14) Designed by Perry Moore and developed by Paul Rohrbaugh. The third game by this designer to be featured in ATO, this one looks at the 1943 campaign by the Allies to wrest control of the Aegean from the Axis in the wake of Italy's surrender. Yet another example of Churchill's insistence that this theater would

be another "soft underbelly" for German-controlled Europe, the historical campaign resulted in an ignominious Allied defeat on the islands and waters surrounding Leros and Kos. The game deftly combines the naval, air and ground campaigns into one ambitious design. Units represent individual ships, 6 to 10 aircraft and battalions or companies for the ground units. Rules include German remote-controlled bombs (among the first precision guided munitions), dive versus level bombing, Turkish neutrality, submarines and even a German helicopter (carried on board the minelayer *Drache*). Besides being able to re-fight the historical campaign, the Allied player can attempt to stage an invasion of Rhodes, something that was contemplated by the Allied High Command but ruled out at the last minute. Perhaps you can do better.

Also in the works are variants for *Kesselschlacht*, *Fortress Berlin* (and its variant *On to Berlin*), demonstration and mini-game scenarios for *Suleiman the Great*, *War in the Aegean* and *Bittereinder*. David Boe is also working on a similar article for my game *A Dark and Bloody Ground*.

Let the dice fly high!

