A Journal of History and Simulation Against the Odds Vol VI No. 4 published December 2008

PUBLISHER
C. Rawling

EDITOR
Andy Nunez

ART DIRECTOR
PROOFREADING
Craig Grando
Jack Beckman

ADMINISTRATIVE
COVER DESIGN
C. Rawling
Terry Leeds

GAME EVALUATION AND RESEARCH ASSISTANCE
Brian Brennan, Steve Bucy, Philip Cunningham, Brian Datta, Jeff Gaydish, Harry Goulden, Kurt Grittinka, Mike Murfin, Cam Moir, John Nebauer, Bob Rummicles, Randall Shaw, Paul Schill, Alan Snider, John Tetera, Mark Van Roeckel, Vaughn Thoesteen, Mal Wright and Anthony Young

PRINTING COORDINATION
RoyerComm
Philadelphia PA

DIE-CUTTING
Sure Fold Company Inc.
Philadelphia PA

Order of Appearance
Works in Progress

Against the Odds Magazine, PO Box 165, Southeastern PA 19399-0165 USA

Editor
Andy Nunez

Managing Editor
Terry Leeds

Contributing Editors
John Prados, C. Rawling, Ed Heinsman

Against the Odds Magazine is copyright © 2008 by Landsknecht Publishing, Inc. All rights reserved. Printed in the USA.

All advertising and generallaus should be sent to: Against the Odds Magazine, PO Box 165, Southeastern PA 19399-0165 USA or e-mail at admin@atomagazine.com. Four issue domestic subscription rates are $70.00, Canada/Mexico $95.00, International $110.00. Please send check or money order only made payable to “L2 Publishing Inc.” or log on to our website at www.atomagazine.com if ordering using a credit card. Rates for page color ad rates in $100 per thousand.

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

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 advertisement it considers misleading, or hateful or obscene.

Advertisements for our own products are backed by a guaranteed credit, cash refund or replacement of product guaranteed credit, cash refund or replacement of product. Against the Odds Magazine, PO Box 165, Southeastern PA 19399-0165 USA. Email: admin@atomagazine.com

All rights reserved. Printed in the USA.

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 advertisement it considers misleading, or hateful or obscene.

Advertisements for our own products are backed by a guaranteed credit, cash refund or replacement of product guaranteed credit, cash refund or replacement of product. Against the Odds Magazine, PO Box 165, Southeastern PA 19399-0165 USA. Email: admin@atomagazine.com

All rights reserved. Printed in the USA.

T erry Leeds

cOVEr DESIGN
Jack Beckman

EDITOr


cOVEr DESIGN
Jack Beckman

EDITOr


Death Ride
by Randolph Sherman

Watch France and Prussia back into full-scale war until France’s last chance for victory on the muddy field of Mars-la-Tour.

Bismarck: the Iron Chancellor and Europe
by Mark Perry

ON GUARDS by Andy Nunez

How did the lesser Bonaparte’s Guards shape up to those of his famous uncle?

THE LITTLE BRIGADE IN THE CRIMEA
by Ed Heinsman

A look at other suicidal charges throughout history.

GAS BAG FUGITIVES by J. D. Webster

The Franco-Prussian War saw the largest use of balloons to date.

THE RASHOMON WAR by Ed Bikes

Can a war be won or lost by the media alone?

SIMULATION CORNER by John Prados

The dilemmas of design.

Complete simulation in this issue...

DEATH RIDE MARS-LA-TOUR 1870

The designer for this issue’s game is Charles Vasey. Charles is the editor of Perfidious Albion, a gaming review magazine, game designer, and recipient of two Charles S. Roberts Awards. His “day job” is in financing, and he resides in Great Britain. You can read an entertaining interview with the designer and learn more about his background and his gaming work at www.thedicetower.com/interviews/int099.htm

44

40

36

27

22

4

0

16

Insider

order of appearance
works in progress

Paul Rohrbaugh Staff Developer

issue 25 of Against the Odds will feature Terence Co’s Storm Over Taierzhuang.

The game details the climactic April, 1938, battle fought by the Chinese in a small town inside of Wu Han Province that finally brought the Japanese invasion to a halt. The Chinese lured their enemy into a protracted fight amid the ruins of the fortified town.

Once engaged, the Chinese launched their final reserves in a ferocious counter-attack against both flanks, surrounding and annihilating the Japanese. If the situation sounds familiar, it should. One of the observers of the Chinese Army was Soviet General Vasily Chuikov, who would cite the battle of Taierzhuang as inspiration for the fight he waged against the Nazis nearly four years later at Stalingrad. Terence’s design is elegantly simple, competitive, and models the history extremely well. The game has a 22” by 34” area map, 240 half-inch counters, and 12 pages of rules and charts.

Also appearing in issue 25 will be our next Pocket Battle Series game, this one on Morgan’s Raid in Ohio. Morgan’s a Comin’ is the first time this Civil War campaign has been rendered in game form, and marks the true geographic “high water mark” of the Confederacy. The game is one that hits rather close to this designer’s home, as General Morgan surrendered just a little more than 10 miles from where I live!

Please note that we’ve got a number of other titles in the works and under consideration. We’d like to encourage you to check out our “In the Pipeline” section of the Against the Odds website at www.atomagazine.com to vote for what you’d like to see in upcoming issues.

This issue also marks my last design for Against the Odds. Real-life has a way of intruding on things. I’ve got to scale back so as to devote more time to work on my PhD in history, deal with a job change, as well as a possible move to a new location once acquiring a new position. Taking over development of the games will be Lembit Tohver. He’s developed a number of games for ATO. L2 and Lock and Load, and I am delighted that I’m handing off things to his very capable hands. I want to thank the publisher for the wonderful opportunity to work with Craig, Andy, the various designers, and all of the playtesters over the last four years. It has been a genuine privilege and honor.

Let the fly high!