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DEATHRIDE 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.thedicecorner.com/interviews/int099.htm

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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 climatic 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 along 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 do 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 as developer 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
dice fly high!**

NEXT ISSUE

By 1938, the Second Sino-Japanese war was not going well for the Chinese. With the Japanese conquests of Shanghai, Beijing, and Nanjing, Nationalist leader Jiang Jie Shi (Chang Kai Shek) moved his headquarters to Wu Han. The Japanese saw an opportunity to capture the important rail junction and endanger Wu Han, which could force a Chinese capitulation. The Nationalist Chinese generals, however, also saw the Japanese move as an opportunity to lure their enemy's forces into a cul-de-sac where they could be encircled by the numerically-superior Chinese forces.

Storm Over Taierzhuang uses an area movement/impulse action system made famous by *Storm Over Arnhem*, but heavily modified through a tactical chit system which is the heart of the game. Two sets of tactical chits (Nationalist Chinese and Japanese) represent various battlefield advantages and events. The game is designed to be easy to learn, replayable and very interactive to play—yet still be a challenge for both sides. Secure your copy today at www.atomagazine.com

