

INSIDE

1 THE WHIFF OF GRAPESHOT BY THE EDITOR



4

They thought they could push the Chinese all over the map, but the Japanese hadn't reckoned with Chinese patience – or thirst for revenge.

STORM OVER TAIERZHUANG BY TERENCE CO

15 ON GUARDS BY ED LEONARD TO

Martial arts and bravery can overcome technology, at least some of the time.

18 AND THE DATA SHOWS BY ED HEINSMAN

The first two rules of war.

22 FLEDGLING DRAGONS BY J D WEBSTER

Our master of all things aerial gives us a peek at how the Chinese Air Force got its start.

25 WHAT MAKES A GAME EPIC BY LEWIS PULSIPHER

Searching for that certain something in the world of wargames.

27 RANDOM EVENTS BY DAVID L BUCHBINDER

Thoughts on randomization and keeping games lively.

31 GROPING WITH THE NEW PARADIGM REVISITED BY JOHN COMPTON

A look back at the industry since we first published this series of ruminations.

36 MERCANTILISM: THE MILITARY SIMULATION GAME BY ED ERKES

Economic factors as the driving force in future conflicts.

38 THE NUREMBERG (IN)DEFENSE BY JOHN D BEATTY

A consideration of atrocities and games.

42 WISHFUL THINKING BY JOHN D BEATTY

How we examine human history.

36 SIMULATION CORNER BY JOHN PRADOS

Who has a great game package?

Complete simulation in this issue...

Storm Over Taierzhuang

Storm Over Taierzhuang is Terence Co's first foray into game design. A resident of Vancouver and a Philippine-Chinese descent, he has reviewed and playtested many games set in Asia and the Pacific, or ones on various topics issued by Japanese publishers, with his work appearing on Board Game Geek and Paper Wars. Terence's game was first published by the DTP firm Fire Fight Games.

AGAINSTtheODDS

A Journal of History and Simulation
Against the Odds Vol. VII Nr. 1
published April 2009

PUBLISHER	EDITOR
C. Rawling	Andy Nunez
ART DIRECTOR	PROOFREADING
Craig Grando	Jack Beckman
ADMINISTRATIVE	COVER DESIGN
C. Rawling	Terry Leeds

GAME EVALUATION AND RESEARCH ASSISTANCE
Brian Brennan, Steve Bucey, Philip Cunningham, Brian Datta, Jeff Gaydish, Hjalmar Gerber, Knut Grünitz, Mike Murfin, Cam Moir, John Nebauer, Bob Runnicles, Randall Shaw, Paul Schill, Alan Snider, John Teixeira, Mark Van Roekel, Vaughn Thorsteinson, Mal Wright and Anthony Young

PRINTING COORDINATION
RoyerComm
Philadelphia PA

DIE-CUTTING
Sure Fold Company Inc.
Philadelphia PA



Against the Odds Magazine is copyright © 2009 by Landsknecht Publishing Services, Inc. All rights reserved. Printed in the USA.

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. Four issue domestic subscriptions are \$70.00, Canada/Mexico \$90.00, International \$110.00. Please send checks or money orders only made payable to "LPS Inc" or log on to our website at www.atomagazine.com if ordering using a credit card. Basic full page color ad rate is \$100 per thousand.

Against the Odds Magazine does not usually consider unsolicited games and/or articles submitted to us for publication. Please contact us first before making any submission. In all cases, *Against the Odds Magazine* cannot assume responsibility for such 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 advertisements it considers misleading, or harmful, or offensive.

Advertisements of our own products are backed by a guaranteed credit, cash refund or replacement of product (upon prompt return of the product) if the product is damaged or missing in transit.

Against the Odds Magazine, PO Box 165,
Southeastern PA 19399-0165 USA
Email: admin@atomagazine.com



ORDER OF APPEARANCE WORKS IN PROGRESS

Lembit Tohver *Staff Developer*

As this is my first OOA as Chief of Development for *Against the Odds*, I would like to say a big hello to all of you reading this. I look forward to developing many games that you will spend many hours enjoying on your gaming table.

First off, please note that included with this issue, you will find an updated 4 page charts & tables pullout for Issue 24's game *Deathbride*, that amends the Rifle Fire Chart, just in front of the *Storm Over Taierzhuang* rules.

Issue 26 of *Against the Odds* will feature Paul Rohrbaugh's *There Must be a Victory*. This game deals with the naval aspect of the Aus-

trian-Italian war fought in 1866. The campaign map shows the area of conflict using a point to point movement system. Ships are organized into fleets which deploy (if able) to fight each other (resolved on a tactical battle board with individual ship counters), blockade or bombard the opponents ports. Admirals Persano and Tegetthoff are represented in the game. Paul has designed an easy system to learn and play which reflects the period's naval doctrine. Because of the results of the battle of Lissa, naval ship development took a pause for number of years. With this game, you may find out why. The game has an 11" x 17" campaign, a 22" x 34" map containing the tactical battle board and game-play tracks, 66 1" x 1/2" counters, 64 3/8" counters, 70 1/2" counters and 16 pages of rules and charts.

Issue 27 will have us back in WWII in Normandy with Ted Raicer's game *The Pocket at Falaise*. Here, as the German player, you are trying to exit as many forces as you can from the closing pincers of the American and Com-

monwealth forces. Some Germans will get out, but will it be enough to win. As the Allies, you have the valiant Poles, who with the Canadians try to plug the hole and stem the tide while your American and British forces tighten the noose on the German forces. Ted has designed a great game which captures the desperation of the Germans trying to exit and the angst of the Allies trying to cork the bottle and keep up with their fleeing enemy while contending with the terrain, delaying units and sometimes command indecision (reduced Movement allowances). The game comes with a 22" x 34" hex map, 218 3/16" counters (this is a new size for our production ability), 16 pages of rules and charts.

Make sure that you check out our *In the Pipeline* section of the *Against the Odds* website at www.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!

NEXT ISSUE

The last vestige of sailing ships with broadsides mingle in a fleet action with iron-plated steamships, speedy armored rams, and a few ships with armored turrets. Mobile Bay? Charleston? No, it's the Adriatic, in a short and violent naval war between Italy and Austria-Hungary.

The "Seven Weeks War" of 1866 is also known as the Third Italian Independence War. The Italians want to take Venice from the Austrians. The Austro-Hungarian fleet is outnumbered and outgunned, but they have a willingness to "Ram anything painted grey!", the signal from the Austro-Hungarian flagship (the Italians would be the folks with gray ships).

Designed by Paul Rohrbaugh, *There Must Be A Victory* is a classic confrontation of numbers versus quality, with over 200 multi-sized counters featuring individual ships. Players maneuver on an operational map and then shift to battle maps when it's time to put their iron to the test. Secure your copy today at www.atomagazine.com

