

this issues game

NOT WAR BUT MURDER.



A Journal of History and Simulation
Against the Odds Vol. V Nr. 3
published March 2007

EDITOR

Andy Nunez

PUBLISHER

C. Rawling

ART DIRECTOR

Craig Grando

PROOFREADING

Jack Beckman

ADMINISTRATIVE

C. Rawling

GAME EVALUATION AND RESEARCH ASSISTANCE

Marty Arnsdorf, Brian Brennan, Steve Bucey, Philip Cunningham, Brian Datta, Jeff Gaydish, Hjalmar Gerber, Knut Grünitz, Mike Murfin, Cam Moir, John Nebauer, George Rawling, Paul Rohrbaugh, Bob Runnicles, Randall Shaw, Paul Schill, Alan Snider, John Teixeira, Mark Van Roekel, Vaughn Thorsteinson, Mal Wright and Anthony Young

PRINTING COORDINATION

The Rowland Group
Phoenixville PA

DIE-CUTTING

Sure Fold Company Inc.
Philadelphia PA

Against the Odds Magazine
is copyright © 2007 by LPS.
All rights reserved.
Printed in the USA.



1 THE WHIFF OF GRAPESHOT EDITOR

4 NOT WAR BUT MURDER MICHAEL RINELLA

A fascinating look at Lee's last great gamble to save Richmond.

27 ON GUARDS ANDY NUNEZ

The story of the Confederate Sharpshooters.

30 AND THE DATA SHOWS ED HEINSMAN

A tour of some of the nineteenth century's bloodiest battles. Which one was really the bloodiest?

34 THE CIVIL WAR IN ATHENS RICHARD BERG

A little known fight in the early days of the American Civil War.

36 NOT TO PERSEVERE SHAWN P. RIFE

The naval prelude to Gallipoli. Could the Allied navy have cowed Turkey without the horrific invasion that was to follow?

42 THE RELUCTANT WARRIOR PAUL ROHRBAUGH

A look at the Spanish American War and the inclusion of politics into a projected simulation on the run-up to war with Spain.

45 THE AXIS OF AHABS ED ERKES

The iconic feature of American power projection, the aircraft carrier.

47 NAPOLEÓN 200 YEARS LATER FRÉDÉRIC BEY

Our French correspondent ponders the legacy of Bonaparte.

51 SIMULATION CORNER JOHN PRADOS

The evolution of cards and wargames.

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 \$65.00, Canadian \$85.00, International \$110.00. Please send checks or money orders only made payable to "LPS" 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

THE designer of *Not War But Murder: the Cold Harbor Campaign* is Mike Rinella. Mike has made a reputation with his area movement games *Monty's Gamble: Market Garden* and *Shifting Sands: The Campaign for North Africa, 1940-1943* (both published by Multi-Man Publishing). We are very pleased that our first game set in the American Civil War is by this very talented designer. Mark has a PhD in Political Science and has also published articles on ancient Greek philosophy. We had a lot of fun during developmental playtesting of *Not War But Murder*, and we trust you will as well.

ORDER OF APPEARANCE

Works in Progress

by Paul Rohrbaugh, ATO Staff Developer

Next issue will take our readers and gamers to WWI. *A Fatal Attraction: the Gallipoli Campaign* uses an area map, 280 half inch counters and the usual rules and charts to portray the Allied naval and land offensive against Turkey. Hoping to improve sea and land communications with their Russian ally, as well as knocking this "newly minted" Central Power from the war, the ambitious and daring French and Commonwealth offensive devolved into an epic campaign that has come to symbolize much in war: nobility, sacrifice, courage, tenacity, as well as folly, waste and cowardice.

The coming of a new year also means that decisions were made regarding games that will be published in *Against the Odds* during this and in 2008. Check the ATO web site (www.atomagazine.com) for news of upcoming

titles, as well as those that were added to the "In the Pipeline" section that you can vote upon. The first ATO Campaign Study should be at the printers and ready to assemble/ship as you're reading this: *Operation Wintergewitter: the Stalingrad Relief Attempt* by designer Mark Stille (designer of *North Wind Rain* and *Imperial Sunset*). This intensive look at a single key campaign has its articles devoted entirely to the Stalingrad campaign. The game itself is composed of two sheets of half-inch counters, a "wall to wall" 22" by 34" hex map, sixteen pages of rules, and the usual charts and tables. The design is elegantly simple, but very challenging for both sides. The Soviets have a preponderance of force, but need to keep the fascist beasts in the Stalingrad Pocket bottled up while also fending off a very powerful, but outnumbered, relief force comprised of some

of the best (and highly motivated) mobile forces gathered from all over the *Ostfront*.

The 2007 Annual Edition of ATO will be released near the World Boardgaming Championship (August), and is *Look Away: the Fall of Atlanta* by John Prados. John has applied his very popular and well-received *Army of the Heartland* design (other games in the series are published by Clash of Arms) to this epic and decisive American Civil War campaign. *Look Away* will have a 22" by 34" map with most of the game's tables and tracks printed along the edges, two sheets of half-inch counters, as well as an extensive rule book with many examples of play and designer notes. The focus of the Annual Edition will be on civil wars, with articles on the causes and effects that these especially tragic and often-decisive wars had in a number of countries and civilizations. In addition, the

In the next issue...

The Gallipoli Campaign of WWI is brought to life with brigades, batteries, ships, supply shortages, command difficulties and random events.

Annual includes a raft of bonus material we just can't get into a normal ATO issue anywhere else and is well worth having. Reserve your copy today when subscribing or renewing!

Finally, enjoy the second of our *Pocket Battle Series* of games, *Some Poles Apart: the Battle of the Westerplatte*. This is the first game on the first battle of WWII, and I am very proud of these little works. We at ATO are delighted with the reception *Stand at Mortain*, the first *Pocket Battle* received (you can download a variety of translations for the first off of our website). As with the earlier game, players can acquire die cut counters to play *Some Poles Apart* by asking for them with their next purchase or renewal. Please let us know how you like these little games. We'll make more!

Let the dice fly high!