

IMPERIAL SUNSET

The Battle of LEYTE GULF 1944

AGAINSTtheODDS

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1 THE WHIFF OF GRAPESHOT EDITOR

4 IMPERIAL SUNSET MARK STILLE

The Japanese had a formidable navy remaining and were prepared to meet Allied forces steaming to retake the Philippines. Read how their victory plan turned into dismal defeat.

23 AND THE DATA SHOWS ED HEINSMAN

Our researcher takes a look at naval damage outcomes by the numbers.

27 ON GUARDS ANDY NUNEZ

The Kamikazes were supposed to make the Allies realize that the cost of war was too high to continue. Did they succeed?

33 PRECISION AND RESOLUTION JIM WERBANETH

The editor of Line of Departure tackles the new wonder weapons and how to accurately portray them in games.

39 UNCLE JOE'S MONKEY BOYS ED ERKES

A sci-fi flyer into one of Uncle Joe's nuttier schemes for the New Socialist Man (or is that Apeman?)

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This is the second game by Mark Stille to appear in *Against the Odds*. His first, *North Wind Rain* was in Issue #5. Mark graduated from the University of Maryland with a BA in European History. In 1994, he was awarded an MA from the Naval War College. For 21 years, Mark served as an intelligence officer in the US Navy including a tour on the faculty of the Naval War College and six years on the Joint Staff in the Pentagon. After retiring from the Navy as a Commander, he has continued to work as a naval analyst for the US Government. Besides *North Wind Rain*, Mark has several other games published including *Pacific Battles* and *Red Sub/Red Star* for Decision Games. He has also has two books published by Osprey Publishing, including *Imperial Japanese Aircraft Carriers 1921-1945* and *US Navy Aircraft Carriers 1922-1945*.



In the next issue...

Richard Berg brings his *Suleiman / Men of Iron* system to the battle that broke the Mongol grip over Russia.

ORDER OF APPEARANCE

Works in Progress

by Paul Rohrbaugh, ATO Staff Developer

Our next issue will feature *The Golden Horde: the Battle of Kulikovo* by Richard H. Berg. The game is on the pivotal battle fought by the Russians, led by the legendary Dmitri Donskoi the Grand Prince of Russia, and the Mongol "Golden Horde" led by Mamai Khan on September 8, 1380. Unlike the earlier *Men of Iron Series* game, *Suleiman the Magnificent* that was published in issue #9 of *Against the Odds*, the battle of Kulikovo was waged between very evenly matched opponents in terrain that is anything but flat. Steep ridges, streams that run through ravines, swamps, and forests dominate the battlefield with little clear, flat ground to spare. The Russians have their backs to the Don River, and are truly facing an "against the odds" situation with a ruthless and deadly foe. Both sides have a variety of unit types, from heavy cavalry

and crossbowmen, to men-at-arms and militia. Rules include "the False Dmitri" (the Grand Prince employed a body double to deceive the Mongols as to his whereabouts on the battlefield), the deployment and entry of the Russian "Ambush Regiment", and Heroic Combat (among others). The player that can best coordinate and time the use of his army's assets will usually win, even if the odds are at times against him!

In issue 19 of *Against the Odds* we will feature our first game on the American Civil War, *Not War But Murder: the Cold Harbor Campaign* by another award-winning game designer, Michael Rinella. This is the latest in Mike's area movement games (*Monty's Gamble* is a particular favorite of mine) and I was very excited to see how much thought and effort went into this game when I first

saw it over a year ago. Units are mostly brigades, each turn represents a day, and the sequence of play is extremely interactive. The Confederate player is out-numbered but controls virtually the entire area at-start and is contending the "damnyankees" in terrain eminently suited to the defense. The Union player seeks to stretch the rebels to the breaking point, while also ensuring he doesn't leave a goodly portion of his army vulnerable to counter-attack. Rules include ones on weather, General Lee's health, different forms of assaults, raids and the touchy command "relationship" between Generals Meade and Grant. Mike has packed a lot of history into this very fun and entertaining game.

By the way, both of the above games will feature the larger 5/8" counters, as well as the graphical talents of Craig Grando.

Finally, I want to thank all of the readers, gamers and most especially our subscribers for their votes that won us our third CSR Award as Best Professional Wargaming Magazine. I also want to thank everyone for their votes that resulted in my first "Charlie" that saw our issue 12 game, *Chennault's First Fight*, win for Best Magazine Published Wargame. I am extremely grateful by this award, and come away inspired to do even more.

We sincerely hope you enjoy these games, and please let us know what you think by voting on the titles listed at the "in the pipeline" section of the ATO website: www.atomagazine.com/pipeline.html. We have plans for next year's Annual, plus some Special Editions, as well as additional *Pocket Battle Series* games in the months ahead.

Let the dice fly high!