

EDITOR  
Andy Nunez

ART DIRECTOR  
Mark Mahaffey

PUBLISHER &  
ADMINISTRATIVE  
Steve Rawling

PROOFREADER  
Jon Southard

PRINTING COORDINATION  
Phoenix Printers

DIE-CUTTING  
Sure Fold Company Inc.  
Philadelphia PA

AGAINST THE ODDS MAGAZINE  
is copyright © 2026 by LPS, Inc.  
All rights reserved. Printed in the USA.



All editorial and general mail should be sent to  
LPS, Inc. · 425 Steeplechase Lane ·  
Pottstown, PA 19464 · USA  
or e-mail us at: admin@atomagazine.com.

*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.

Basic full-page color ad rate is \$100 per thousand.  
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.

# TABLE OF CONTENTS

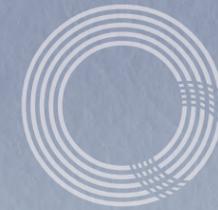
<b>THE WHIFF OF GRAPESHOT</b> .....	<b>1</b>
by Andy Nunez	
<b>ORDER OF APPEARANCE</b> .....	<b>3</b>
by Russ Lockwood	
<b>TRYING MEN'S SOULS:</b>	
The Campaign for New York, 1776 .....	<b>4</b>
by Paul Rohrbaugh	
<b>Appendix: Dramatis Personae</b> .....	<b>14</b>
<b>THE GUESSING GAME:</b>	
Military Intelligence and the Battle of Brooklyn .....	<b>20</b>
by Robert N. Fanelli	
<b>ON GUARDS</b>	
An Immortal Line, or How Maryland Got its Nickname .....	<b>22</b>
by Andy Nunez	
<b>Trying Men's Souls</b>	
Rules of Play	
by Paul Rohrbaugh	
<b>AFTERMATH:</b>	
The British Counterfeiting Campaign .....	<b>26</b>
by Randolph Sherman	
<b>AND THE DATA SHOWS</b>	
Great Escapes .....	<b>27</b>
by Ed Heinsman	
<b>OPERATION TOPSY:</b>	
The Raids on Rommel .....	<b>40</b>
by Paul Rohrbaugh	
<b>SIMULATION CORNER</b>	
Thinking About Victory in Finance and War .....	<b>42</b>
by Jon Southard	
<b>THE FIFTH COLUMNIST</b>	
The Battle of Antietam .....	<b>47</b>
by John D. Burt	

## ORDER OF APPEARANCE WORKS IN PROGRESS RUSS "ATO" LOCKWOOD, STAFF DEVELOPER

FIND US ON FACEBOOK



facebook.com/ATOMagazine



### Annual 2024: Domesday



*Domesday* is a card-driven game depicting the Norman Conquest of England and invasions of Wales and Scotland from 1066 to 1106 in five scenarios, which may be combined into a grand campaign scenario. It contains map, charts, two counter sheets, 108 event cards, and a magazine with accompanying articles.

Factions represent the Normans, Barons, Saxons, Scots, Welsh, Irish, Danes, Norse, and Fyrd. They use cards to resolve Events and Action Points, and move counters representing leaders, castles, knights, huscarls, longships, archers, javelinmen, and spearmen. Players win by earning the most Victory Points through Controlling, Contesting, and Wasting areas, building Cathedrals, Great Towers, and Westminster Hall, and seizing the crown of England.

Extensive playtesting has smoothed gameplay and heightened opportunities for interactions for two to four players.



**The Usual Suspects:** As always, if you have any **rules questions** for any *ATO* game, you can post them on ConsimWorld and/or BoardgameGeek or drop an e-mail at gamesupport@atomagazine.com. If you have **non-game** related questions, like a customer service issue, send an e-mail to admin@atomagazine.com.

### Campaign Study No. 2 Tiger Wings



J.D. Webster's *Fighting Wings* series of WWII air combat wargames receives an extension with *Tiger Wings* -- an expansion module covering WWII tactical air combat in the Far East between the Allies and Japanese from 1941 to the end of 1942. *Tiger Wings* and its Aircraft Data Cards are fully compatible with the other games in the series.

The game contains a fair amount of complexity to represent the three dimensions of air combat. Pick from multiple types of the famous P-40, the Japanese Zero, and the Japanese Oscar. You'll also be able to dogfight with a wide range of Dutch Fokker types against Japanese Sally and Kate bombers. There are plenty of scenarios to choose from.

### ATO 64: Sharpsburg: Landscape Turned Red



This two-player area-impulse wargame offers a smooth and fast recreation of the September 17, 1862 battle -- known in the north as Antietam and in the south as Sharpsburg -- that gave President Abraham Lincoln the political confidence to issue the Emancipation Proclamation.

The Union significantly outnumbers General Robert E. Lee's Confederate Army, but while quantity is a quality all its own, coordinating the army proved to be difficult for Union General George B. McClellan. Gilbert Collins's design, inspired by the Michael Rinella series, highlights the fundamental problem of coordinating and moving units. It's hard to completely destroy an enemy army, but the Union needs to be aggressive while the Confederates need to time their counterattacks.

Each of the 48 map areas represents a significant section of battlefield terrain. Each turn represents one hour. Infantry units represent divisions except for those labeled brigades. Cavalry units are brigades and artillery units are Army-level reserves. Leaders represent individual commanders and their staffs, with each assigned an activation number. Lee and McClellan can designate a Corps for activation, but it's not a given. McClellan's aides can help as can Lee's personal activations. Most games result in close-run victories and are easily played in an evening.