

## THIS ISSUE'S HISTORICAL WARGAME

### INCLUDES:

Rulebook  
22"x34" Map  
240 Counters

# Suleiman the Magnificent

**AGAINST  
theODDS**

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### 1 THE WHIFF OF GRAPESHOT EDITOR

### 4 THE BATTLE OF MOHACS RICHARD H. BERG

Suleiman the Magnificent takes on King Louis of Hungary in a battle that shook the Western World.

### 15 ON GUARDS: HUNGARIAN HUSSARS VÁNDORFFY PÉTER

A detailed look at the cavalry whose name lives on.

### 21 SOUTH CAROLINA FOUR MIKE JOSLYN

Ride with the Swamp Fox against the British in this lively look at the struggle to control South Carolina.

### 34 RESEARCHER'S TOOLBOX SAM SHEIKH

We look at sixteenth century naval war in our new column that homes in on what you need to design a game or a variant.

### 37 HANSON'S GREATEST HITS ED EERKES

How this controversial writer's thesis can be reflected in games.

### 38 SIMULATION CORNER JOHN PRADOS

Looks at limited intelligence in games.

### INSERT: GO TELL THE SPARTANS RULEBOOK

Updated and corrected rules for the game in ATO issue six.

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The game in this issue of *Against the Odds* is *Suleiman the Magnificent: the Battle of Mohacs, August 29, 1526*, by Richard H. Berg. The battle marked the high point in the Ottoman Empire's militaristic ambitions in Eastern Europe. The battle was a huge upset for the European coalition that took to the battlefield that day, and

marked the end of Hungary's role as a power to be reckoned with.

Mr. Berg has earned degrees in history and jurisprudence. He has designed numerous games that have been published by GMT, SPI, TSR, Moments in History/Critical Hit, *Vae Victus*, and The Avalon Hill Game Company, to name but a few. He has also written articles for

*Strategy and Tactics* and *C3i*, and is a contributing author to the *London Times History of War*. His extensive work has earned him the Lifetime Achievement/Hall of Fame Award from GAMA, the Charles S. Roberts Award, and the Blomgren/Hamilton Award for gaming. His *Berg's Review of Games* was voted the best Newsletter/Magazine for five years in a row by GAMA at

the annual Origins conference, and then given its Hall of Fame status. This is Mr. Berg's first title to be published in *Against the Odds*. He is a most prolific and talented game designer, and we trust you'll find much to enjoy with *Suleiman the Magnificent*. For commentary and player feedback on *Berg the Magnificent's* game in this issue check out the folder on Consimworld.

## ORDER OF APPEARANCE

WORKS IN PROGRESS AT  
AGAINST THE ODDS MAGAZINE



By Paul Rohrbaugh, ATO Staff Developer

The game for issue #10 of *Against the Odds* is *Into a Bear Trap: the Battle for Grozny on New Year's Eve and Day, 1995*, by Perry Moore. *Into a Bear Trap* is set at the platoon and company level, with individual leaders and 1-3 vehicles per counter. Chit pull determines which formations (Russian) or how many units (Chechen) can activate in the turn. Combat resolution is very simple, but often bloody. This is urban, house-to-house fighting at its most violent and deadliest, and the game shows this well. The Russian player has overwhelming artillery and numerous armored vehicles (T-80s, BMDs and BTRs), and can usually out-gun any Chechen force that chooses to stand and fight. Especially fearsome are the Russian Buratino rocket batteries and Schmels (hand-held shaped charge rocket launchers). These are fuel-air explosives that wreak tremendous havoc and devastation, but in an urban environment cause ghastly casualties (losing valuable victory points), as well as producing rubble that will hinder any advance. The Chechens are holed-up in a vast city, also well armed, and determined to make the infidel aggressors pay for their impudence. These aren't the rabble that will just run away as soon as tanks show up that those

in Moscow planned on suppressing. Historically the Russians were nearly wiped out to the last man and most of Grozny leveled in the savage fighting. Players will have the chance to do better than their counterparts did in the historical scenario, as well as exploring what could have happened if the folks in the Kremlin had listened to their Front commanders, allowing them to deploy for the fight everyone outside of Moscow knew was in the making.

The following is from an "after-action report" (also posted on Consimworld) on a playtest session conducted in early July:

*The Russians concentrated on the north and south to bypass the city center. The 3181<sup>st</sup> attacked along the Pervomaiskoja Street while the 2181<sup>st</sup> went down Rosa Luxemburg Street, This battalion's extra battery of mortars would provide covering fire called in the Regiment's two officers, and the 1181<sup>st</sup> was held in reserve. To the south the 131<sup>st</sup> made a bold move to take the RR station on turn 1, but ran into a hailstorm of RPG's and well-directed mortar fire. The sooner the Russians take a landmark in this scenario, the sooner the Chechen reinforcements stop arriving. The Grozny railway station was judged an easy grab.*

*The Russians guessed wrong. Two T-80s and two BMDs were destroyed in this opening salvo. To the north the 81<sup>st</sup> was more patient, setting up bounding overwatch groups. Any Chechens that emerged to fire were greeted with massive blasts of cannon and MG fire, backed by off-map artillery. A series of Buratino strikes along the south cleared out the RR station and a nest of Chechen fighters, but the rubble choked off the 131<sup>st</sup>'s drive for its secondary objective, the State Security building.*

*During the New Year's Eve night the Chechens began moving out of the city via the Presidential Palace with the goal of evacuating through the woods to fight another day. Daybreak brought disaster however, when a well-placed leader in the 1181<sup>st</sup> called in artillery and Buratino strikes on the fleeing Chechens (he would have to draw the artillery activation marker first off, wouldn't he). President Dudayev and about 6 Chechen fighters died almost immediately in the firestorm. The Chechens did manage to escape with 9 infantry, 2 RPGs and 1 leader, but the loss of capital and Dudayev were costly. The Russian was able to squeeze a tactical victory. Putin would've been proud!*

The game is getting into finished form. The rules are 99% done and I'm converting the various tables and charts into ATO format. The playtesters are now concentrating on making sure this one is "rules lawyer" free.

The counters and map should be in the final stages of proofreading by the time of your reading this. Look for more on the *Into a Bear Trap* game's development and play by checking out its folder on Consimworld.

The game for issue #11 is Roger Nord's *The Big Push: the Battle of the Somme*. When I first learned of this game my first reaction was "how could anyone make a game out of that situation?" My vision of the Somme is of mud, blood, and a futile waste of life in a pointless battle. *The Big Push* shows just how wrong this interpretation can be as players fight back and forth across the map in the first and largest combined-arms offensives conducted to that point in the Great War. You can check out the development of the game for ATO #11 by visiting its Consimworld folder.

Feel free to learn more of any of the games in *Against the Odds* by contacting me at [support@atomagazine.com](mailto:support@atomagazine.com)

Let the dice fly high!