

# THIS ISSUE'S HISTORICAL WARGAME

INCLUDES:

Rulebook

22"x34" Map

280 Counters

# INTO A BEARTRAP

THE BATTLE FOR GROZNY, JANUARY 1995

## AGAINST theODDS

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### EDITOR

Andy Nunez

### PUBLISHER

C. Rawling

### ART DIRECTOR

Craig Grando

### MAGAZINE MAPS AND ILLUSTRATIONS

Eric Hotz

### GRAPHIC PRODUCTION

Craig Grando

### PROOFREADING

Jack Beckman

### ADMINISTRATIVE

C. Rawling

### GAME EVALUATION AND RESEARCH ASSISTANCE

Marty Arnsdorf, Brian Brennan, Steve Bucey, Philip Cunningham, Brian Datta, Michael Detwiler, Kim Meints, Mike Murfin, Cam Moir, John Nebauer, George Rawling, Randall Shaw, Sam Sheikh, Paul Schill, John Teixeira, Mark Van Roekel, Markus Stumpfner, Vaughn Thorsteinson and Mal Wright

### PRINTING COORDINATION

Print One Communications  
Phoenixville PA

### DIE-CUTTING

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Philadelphia PA

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

ABOUT THE DESIGNER  
Perry Moore is a very prolific designer, and *Into a Bear Trap: the Battle for Grozny* is the second game of his to appear in *Against the Odds* (*Kesselschlacht* appeared in issue #3). Mr. Moore has earned degrees in Environmental Science and a Jurisprudence

Degree in Law. He recently published a book *Stamping Out the Virus: Allied Intervention in the Russian Civil War, 1918-20* (Schiffer Books). His first game, *Operation Pegasus*, was published by Task Force Games in 1968. He has published games with *The Wargamer* magazine, West

End Games (*Operation BADR*, one of my personal favorites), *Clash of Arms* (*Landships*, another favorite), *Strategy & Tactics* and *Close Simulations*, among others. Perry also has self-published many Desk Top Published (DTP) games, including several others on the war in Chechnya. Those

who enjoy *Into a Bear Trap* should look into *Valor and Vengeance: the Battle of Uls Kurt* and *Little Stalingrad: the Battle of Uls Kurt*. These games use the same design as the game in this issue, and you can learn more about them at Mr. Moore's web site (<http://pweb.jps.net/~perrya/>).

## ORDER OF APPEARANCE

WORKS IN PROGRESS AT  
AGAINST THE ODDS MAGAZINE

By Paul Rohrbaugh  
ATO Staff Developer

The game for the next issue of *Against the Odds* is *The Big Push: the Battle of the Somme* by Roger Nord.

The game covers the epic battles that raged from June to November 1916 along the British and French lines on the Western Front. The game is a bit of the old and new in design terms. The turn sequence is based on an I-Go/You-Go system and uses an odds-based CRT for assault combats. However, there are many steps in the Turn Sequence that make this very interactive and with players on both sides making tough decisions throughout each and every turn. The map looks "old" and reminds me of one that could've been in a front line HQ. It uses squares arranged in a checkerboard fashion, is amazingly realistic in portraying the battlefield, and works really well in game play. Artillery is a "big stick" wielded by both sides, and how to use these powerful weapons is crucial to determining the conduct and scope of the fight. Bombardment, Interdiction, and counter-battery missions are just some of the ways these batteries can be used. Corps HQs are also important in providing supply to assaults, as well as keeping communications open. Players who mismanage these resources will find them-

selves quickly on the road to defeat. Other weapons include tanks, cavalry, corps assets (such as gas, massive underground mines set off by the British at the offensive's start, different types of barrages, among others) and aircraft. There are also a host of variable set-ups and variant rules that will ensure a high level of replayability. The game shows well how this campaign was in many ways the first combined arms fight of the 20<sup>th</sup> Century. Fighting rages across the map, with both sides having the chance to conduct desperate defenses as well as all-out attacks. Scenarios include the initial Allied offensive, the Allied introduction of tanks (Devil Machines), German counter-offensives, as well as the entire 6-month campaign. For those who think WWI is all mud, blood, and gore *The Big Push* will be a real "pushover!"

Slated for issue #12 is my next game to appear in *Against the Odds*, *Chennault's First Fight: the Flying Tigers Over Burma*. The game concentrates on the aerial campaign that raged over Burma from mid-December 1941 to the fall of Rangoon in early March 1942. The newly formed American Volunteer Group, the Flying Tigers, led the

Allied defense against a massive Japanese armada. The game does include the ground campaign, but the focus is clearly on the aerial battles raging overhead. Air units include the different plane types deployed by both sides and represent 6-10 aircraft each (Sallys, Lily's, Oscars and Nates versus P-40s, Buffaloes, Hurricanes, Blenheims and SB-2s among others). Rules include Aces, Random Events, possible intervention of the Japanese Carrier Force (Kido Butai) just-returned from Pearl Harbor, as well as increased reinforcements from other theaters for both sides (that cost badly-needed Victory Points). Hjalmar Gerber is heading up the development for this game, and this marks the beginning of a collaborative effort that will be of, hopefully, increasing interest to our readers and gamers.

By the way, both games for issues #11 and 12 will feature 5/8" die cut counters, a first for *Against the Odds!* By the time of your reading this we should be proofing the counter templates for these games. Check out the game's folders at Consimworld to see and learn more.

Let the dice fly high!