

## THIS ISSUE'S HISTORICAL WARGAME

Includes

20 Page Rulebook 22"x34" Game Map 480 Piece Countersheet

# FORTRESSES BERLIN

by John Prados



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The game in this issue, *Fortress Berlin*, was designed by veteran game designer and author John Prados. This is the second time a game by this designer has been featured in *Against the Odds*, volume one including the Vietnam War game *Khe Sanh*. Dr. Prados has a BA in History, an M.A.

in Philosophy, and a Ph.D. in Political Science, all from Columbia University. He has designed games for Avalon Hill, Victory Games, SPI, GDW, OSG, Morningside Game Project (of which he was a principal), Clash of Arms, TSR, and Avalanche Games, to name but a few. Some titles veteran grognards assuredly recognize, and this particular one owns, are *Crisis Sinai* (GMT), *Monty's*

*D-Day*, *Warsaw Rising*, *Year of the Rat* (all S&T), *Third Reich* (Avalon Hill, now republished by Avalanche Press) and *Great Pacific War* (Avalanche Press). He is the recipient of several awards in wargaming, including two Charles Roberts Awards and a Game Designers' Guild Award. Dr. Prados has written several articles and thirteen books, including the excellent *Pentagon Games* (Harper and Row,

1987). Some other titles include *The White House Tapes: Eavesdropping on the President* (editor, published by New Press, Distributed by W.W. Norton, 2003), *Lost Crusader: the Secret Wars of CIA Director William Colby* (Oxford University Press, 2003), *Valley of Decision: the Siege of Khe Sanh* (with Ray Stubbe, Houghton Mifflin, 1991), and *America Confronts Terrorism* (editor, Ivan R. Dee Publisher, 2002).

## ORDER OF APPEARANCE

WORKS IN PROGRESS AT  
AGAINST THE ODDS MAGAZINE

By Paul Rohrbaugh, ATO Staff Developer

The game for the next issue of *ATO*, *Suleiman the Magnificent*, is nearing completion. This game is designed by another veteran of the hobby, Richard H. Berg. The following is an excerpt from an early playtest session of *Suleiman the Magnificent* by Steven Bucey:

*Giving three straight activations in a row to simulate a string of good die rolls to see what it would do (as it happened in both of the games George Sauer and I played), I used the first activation to move the Hungarian Light Cavalry out of a screening position to the southeast of the hill. The next two activations I used to bring Tomori's Heavy Cavalry into action, smacking into the camped Ottoman medium cavalry, causing much confusion.*

*The Ottoman's first activation was to bring Bali into the fray by hitting Tomori's right flank, this doing some damage to the*

*Hungarians. After that, trump attempts were the rule of the day, as Suleiman and Tomori traded stealing the activations. There was one failed trump attempt that gave Bali another chance to cause mischief, but otherwise it was Suleiman's Heavy Cavalry charging into the over-extended Ottoman left-flank, while Tomori attempted to do as much harm as possible to Bali.*

*After an hour of this all of the Ottoman Medium Cavalry in the camp had been overrun, either killed or routed, along with their leader and a couple of guns. Some of Bali's Medium Cavalry were also on the dead pile. One of Tomori's Heavy Cavalry were killed, most of the others had retired. Tomori, with three remaining active units, all of which were disrupted and two out-of-command, decided they had done enough and took the opportunity to escape before*

*Suleiman could finish them. With most of his command actually retired, it is a distinct possibility, however, this Hungarian force would be back to wreak even more havoc.*

*All of Suleiman's command is now on the map, with the Right Wing Heavy Cavalry struggling to get south of the hill to link up with the Left Wing, and the Regular Infantry coming up in support. The Levi Infantry is slipping up the hill, followed by the plodding Muslim artillery. Ibrahim's command has yet to get into action.*

As you can probably tell, this is wild free-for-all, with no two games playing out exactly the same. I have been trying out a number of opening moves and gambits; experimenting to see what is best. The really nice thing is that we've been unable to "break" the game. Crazy, insane

maneuvers will be punished, but bold strokes are also possible for both sides. This game is a lot of fun, and easy to teach to a novice. I know because we did this at lunch one day in the campus student center. My co-worker friend and fellow gamer, Brian Brennan, must have had six or seven students come up and take over an activation or two. Not only did we get some new folks introduced to the hobby, I was able to confirm how easy it was to get into this game.

For those of you who want a head-start on this game's design and play, download the free DTP game on the battle of Agincourt from the *GMT Games* website. *Suleiman the Magnificent* uses the same design as the proposed P500 title by this designer, *Men of Iron*. The URL is: <http://www.gmtgames.com/miv1/sneakpeek.html>