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The game for issue #10 of Against the Odds is Into a Bear Trap: the Battle for Greymont on New Year’s Eve in 1779. By Perry Beeman and Markus Stumptner.

The Russians are facing an enemy they have never had to fight before. The Tsar has managed to gather a sizable force that could complete his dream of taking out the Ottoman Empire. But the Tsar’s dream is about to be shattered.

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, Van Veen, and The Avalon Hill Game Company, to name but a few. He has also written articles for Strategy and Tactics and C&M, 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 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 prolific and talented game designer, and we trust you’ll find much to enjoy with the magazine’s Magnificent.

For commentary and player reviews, check out Against the Odds’ magnificent issue this game check out the folder on Consimworld.

By Paul Rohrbaugh, AT Odds Staff Developer

The Russians are coming, the Ottomans are coming. Or are they? In this issue’s game, the Russians are on their way to lay down a siege on the Ottoman capital of Constantinople. But can they do it? Can the Ottomans hold out? And who will win this battle of wits and skill?

The game is getting into finished form. The rules are 99% done and I’m converting the various tables and charts into AT OnSun format. The playtesters are now concentrating on making sure that it is “rule lawyers” free.

The counters and map should be in the final stages of production 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 #1 is Roge Statt’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 the British began their offensive, the line across the map in the first and largest combined-arm offensive conducted to that point in the Great War. You can check out the development of the game, and its interaction with Consimworld.

Feel free to learn more of any of the games in Against the Odds by contacting me at support@atomagazine.com

Let the dice fly high!

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Staff Developer

VÁNDORFFY PÉTER

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