



# Golden Horde

## the battle of Kulikovo 1380

**AGAINSTtheODDS**

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*The Golden Horde: the Battle of Kulikovo* is the second "Men of Iron Series" game by Richard H. Berg to appear in *Against the Odds*. The first was *Suleiman the Magnificent: the Battle of Mohacs* that appeared in issue #9. The battle of Kulikovo is very different from Richard's first game, however. This battlefield has forces nearly equal in size, training and armament, as well as being rife with woods, ravines, streams and hills. Players will find new challenges with this familiar and popular design!

Mr. Berg has published many games over several decades with such firms as GMT, SPI, TSR, the Avalon Hill Game Company to name a few. He has been awarded the Charles S. Roberts Award, a Lifetime Achievement/Hall of Fame Award from GAMA, as well as serving as a contributing author to the *London Times History of War*. We hope you enjoy the fruits of his talented labor, and please visit the folder for *The Golden Horde* on [www.consimworld.com](http://www.consimworld.com).

## ORDER OF APPEARANCE Works in Progress

by Paul Rohrbaugh, ATO Staff Developer

Issue 19 will feature the first game on the American Civil War to appear in *Against the Odds*; Mike Rinella's *Not War But Murder: the Cold Harbor Campaign, 1864*. The game will feature his award-winning area movement design, adapted to the nineteenth century. Units are mostly infantry and cavalry divisions, artillery brigades, and the staffs of leaders, organized by the various Corps each side fielded. The turn sequence is very interactive and combat bloody. Rules cover Lee's health, leader insubordination, artillery bombardments, as well as the problematic command structures on both sides. The Union player will be challenged to stretch the Confederate defenses, while looking for the time and place to launch telling blows. The Confederates are quick to throw up entrenchments and are fighting in terrain

eminently suited to the defense. Several authors/historians have remarked on how this campaign was a turning point in military history, marking the transition to total war and foreshadowing what would take place fifty years later in the opening months of WWI. The game will have one 22" by 34" map and 5/8" die cut counters.

Issue 20 of *Against the Odds* will take us to the Gallipoli Peninsula during the First World War with my next game, *A Fatal Attraction*. The design will include the Allied naval and ground campaigns to force the Dardanelles. Ground units are mostly brigades and naval units represent one capital ship (battleship or dreadnaught battle cruiser, or cruiser) or flotilla (minesweepers). Supply and Command play key roles

in determining the sequence of play, as well as the number of "action impulses" in each turn. The Allied player will have an array of forces and near total control of the sea, but having sufficient supply and opportunities to deploy/use them all will be the challenge. The Turkish player cannot afford to passively sit back and wait the Allies out, and must make the most of every opportunity to strike back at the infidel invader.

The first of our new *ATO Campaign Studies* will be going into final production soon; *Operation Wintergewitter: the Stalingrad Relief Attempt* by Mark Stille. The game has a "wall to wall" 22" by 34" map, over 500 1/2" counters, 16 pages of rules, and an accompanying issue filled with articles focused completely on

the pivotal Stalingrad campaign by numerous authors. We're very excited about this debut edition and look forward to your comments once it hits your game table. Please check the *ATO* website for news of *Operation Wintergewitter*, as well as to vote on other games that are being considered in the "works in progress" section. We do read over each submission and your comments are considered carefully.

Finally, a freebie included in the next issue will be our second "Pocket Battle" game. Our first on the Battle of Mortain was well received and inspired us to dare even more in a small format game – so this time we've packed in a battleship! Don't miss it!

Let the dice fly high!

