

CACTUS THRONE

the Mexican War
of
1862-1867.

AGAINST the ODDS

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THE DESIGNER for the game in this issue is our editor, Andy Nunez. I encouraged Andy to submit *Cactus Throne* after meeting him for the first time "face to face" at the 2004 World Boardgaming Conference in Baltimore. He is a 1977 graduate of the University of Maryland, Eastern Shore, with a degree in art. An ardent wargamer, Andy has been involved in the hobby since 1975. His playtest credits include *Fire in the East*, *Scorched Earth*, *War for the Union* and *Struggle for Europe*. Andy's first professional game work consisted of articles for the now defunct *Grenadier Magazine*, as well as art and articles for the *Chain of Command* monster gaming fanzine during its initial two years. His first game submission was a variant for Clash Of Arm's *La Bataille de Mont St. Jean* and he has been a contributor, then editor, for *Against the Odds* magazine since its inception. *Cactus Throne* is Andy's first published game, and he is currently working on a Western Front sequel to *Russia Besieged* as well as a game on the 1529 invasion of Austria by the Turks. He is also the author of *Treasures of the Eastern Shore*, a book about treasure hunting, his other hobby, and has contributed stories and art to ERBMania!, a web-site devoted to the works of Edgar Rice Burroughs.



LA VALLÉE DE LA MORT

In the next issue...

the epic siege of Dien Bien Phu that freed Vietnam of French colonialism and marked the beginning of a 21 year struggle for national unification.

ORDER OF APPEARANCE

Works in Progress
by Paul Rohrbaugh, ATO Staff Developer

The game for issue 16 of *Against the Odds* is my *La vallée de la mort (Death Valley): the Battle of Dien Bien Phu*. This was first published by the Microgame Design Group as a desktop publishing (DTP) title. The version appearing in *Against the Odds* has some slight rules changes and additions, including new Random Events and incorporation of the slight bit of errata. Also included will be a new mini-game on the Battle of Na San using many of the units from the Dien Bien Phu game. The Na San game is the product of some synchronicity among John Prados, Steve Rawlings, and myself. At the 2005 Origins Convention I had just returned from a great demo of Chennault's First Fight to find John and Steve conversing about the 2006 line-up. John remarked he would have an article on the Na San battle ready in time to put into the previous issue (this one) as a teaser. At that point I told both John and Steve I had a mini-game on Na San ready

to go based loosely on the Dien Bien Phu game's design, but due to its small size I had given up on ever seeing it published. Our heads soon were together to see if and how this game could be shoehorned in. The product of this "brainstorming session" will be in our next issue.

Slated for issue 17 is Mark Stille's *Imperial Sunset: the Battle of Leyte Gulf*. Mark's game covers the naval and air battles surrounding the US return to the Philippines. The Imperial Japanese combined fleet was a shadow of its former self, and in a final effort to snatch victory from the jaws of defeat, offered itself up in a desperate offensive supported by the debut of the Kamikazes. The game is a genuine *Against the Odds* situation, as the two combatants are very dissimilar in the forces arrayed for battle, with definite assets with which to attack and liabilities to protect. Hard choices have to be made on both sides each and every turn, and nothing can be

taken for granted. What I especially like about the design for this naval and air game is how easily and well it plays solitaire. The game will comprise one 22" by 34" map, 176 5/8" counters for the naval units, 200 counters for the air and marker units, three pages of charts and tables, and 16 pages of rules. Of course, the game will also feature Craig Grando's outstanding graphics!

Finally, we have a number of "special treats" for our subscribers in the works, the first of which you have in your hands. The *Into a Bear Trap* variant rules, charts, and counters included in subscribers' copies of this issue are a bonus for their loyal support and commitment to *Against the Odds*. While we can't do this for every issue, we will slip similar treats, as well as some other unique "perks," into the magazine from time-to-time. Be sure to get your subscription by visiting our web site www.atomagazine.com so you don't miss out!

