

GUERRA A MUERTE

Latin America's War to the Death
1810-1824

AGAINSTtheODDS

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1 THE WHIFF OF GRAPESHOT EDITOR

4 GUERRA A MUERTE JAVIER ROMERO

The long road to independence for South America was hard and bloody. Echoes still filter down to us through the centuries.

14 ON GUARDS JAVIER ROMERO

A look at the rather grim caballeros of Bolivar.

17 AND THE DATA SHOWS ED HEINSMAN

War raged across the continent, so here is a score card for you to keep the players and their battles straight.

24 APOCALYPTO, THE ATHUALPA REVOLT KENNETH GALLAGHER

Before there was Bolivar, there was the Inca, a man who felt it was his destiny to overthrow Spanish rule before any other colony in the Americas had done the same.

28 A DESIGNER'S CHALLENGE PAUL ROHRBAUGH

How the Pocket Battle series got its start and where it's going.

33 KEEPING THE COLONIES ROYAL ANDREW MULHOLLAND

An overview of the games and how they stack up, from 1776 to *End of Empire*.

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The designer of this issue's game is Javier Romero. Born in Barcelona in 1970, he has a degree in modern history and started wargaming at the tender age of 13. Not surprisingly, Javier's very first wargame was set in the Spanish Civil War and titled *La Guerra Civil Española*, by NAC. His first published wargame was *Iberos*, by Ludopress Alea of Spain, in 2002. After that came several other games for Ludopress Alea, Decision Games and Vae Victis. Currently, Javier is working on a game for GMT on the Spanish Civil War, a brigade-division simulation of the entire war, from the initial uprising to April 1939. Check out the GMT web site for more information.

ORDER OF APPEARANCE

Works in Progress
by Paul Rohrbaugh, ATO Staff Developer

Next issue will feature *Death Ride: the Battle of Mars la Tour* by Charles Vasey. This game uses a very interactive sequence of play to portray the tremendous "against the odds" August 16th battle from the 1870 Franco-Prussian War. The French were nearly surrounded, but not quite so, and actually outnumbered their opponents. However, these states of affairs were not known by either of the combatants and the outcome was much in doubt throughout the day. The Germans were eager to "seal the deal" and trap the French Armee du Rhin, and both sides conducted desperate attacks and charges. Units are infantry and cavalry brigades (French) or regiments (Prussian), artillery batteries, as well as leaders that are maneuvered about

the 22" x 34" inch area map. The game also features multiple types of counters; from 5/8" for cavalry, artillery and leaders, 1/2" for markers, and new for ATO, rectangular 1/2" x 1" types for infantry units.

Also nearing completion as you read this issue is the *Against the Odds 2008 Annual* featuring my game *Operation Cartwheel: Breaking the Bismarck Barrier*. The game is based on that used in *Chennault's First Fight* (issue 16 and winner of the 2005 CSR Award). The *ATO 2008 Annual* will also feature a minigame, *Gazala Line: Zenith of the Afrika Korps* by Chris Fawcett. Chris was so taken with our line of Pocket Battle games that he choose to base his design on these to come up with a

very quick and creative treatment of this epic battle from North Africa. As with our past Annuals, there will be a wide range of in-depth articles dealing with these WWII campaigns.

Please be sure to check out the revised *Against the Odds* web site and vote on games that have been submitted and/or proposed at www.atomagazine.com. You can view the game descriptions and vote on the ones you'd like to see included in future issues by clicking on the "In the Pipeline" link. Your feedback and suggestions are important to us, and if you have any questions regarding any of our games please do not hesitate to contact me at support@atomagazine.com.

Let the dice fly high!

IN THE NEXT ISSUE

Charles Vasey's *Deathride*, simulating a critical battle in the Franco-Prussian War.

