

# BITTEREINDER

## THE SECOND ANGLO-BOER WAR (1899-1902)

### AGAINST the ODDS

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The designer of this issue's game, *Bittereinder*, is Hjalmar Gerber. He says his "design experience was born out of my disappointment with those games that had conned me into parting with good money, but should never have been allowed near a printing press." Kerry Anderson first published *Bittereinder* on the Microgame Design Group label as a DTP game

Hjalmar has earned a Bachelor of Commerce (Economics and Consumer Psychology) degree and has worked since 1979 as a Programmer/Analyst - mostly in database applications. He notes that he considers himself a radical, anarcho-capitalist, libertarian (never call him a conservative), tempered by his Calvinist culture.

## ORDER OF APPEARANCE

Works in Progress

by Paul Rohrbaugh, ATO Staff Developer

The games for the next issue of *Against the Odds* are well in hand. You read correctly, that is games (plural). This is our first issue to feature two games in one package. The first game is *War in the Aegean* by Perry Moore and the second game is *Assault on Narvik* by Andrew Mulholland. Both games deal with little-addressed, but very important, air/land/sea battles from WWII. In both the Allies learned hard lessons at the hands of their Nazi opponents, but the German victories in the end proved to be of limited or no gain. *Assault on Narvik* was designed as part of Mr. Mulholland's doctoral course work in Dr. Philip Sabin's class at the King's College of London Department of War Studies. The game was available for free download (with some assembly) on the KCL web site. The version featured in the pages of our next issue has been extensively developed and playtested, includes some new rules, and of course

has the outstanding graphics of Craig Grando. *War in the Aegean* also saw an earlier published edition, one as a Desk-Top Published design. The ATO version also includes new additions and changes to the rules, additional units, as well as nearly two more years of additional play testing and development work.

Other games in the works that will be featured in future issues of *Against the Odds* deal with the French-led European invasion of and war with Mexico from 1862-1869 (*Cactus Throne* by our very-own editor, Andy Nunez), the epic WWII battle of Leyte Gulf (*Imperial Sunset* by Mark Stilles), and *La Valee de la Morte: the Battle of Dien Bien Phu* by yours truly. That issue will also include a minigame on the battle of Na San, sort of a "dress rehearsal" for Dien Bien Phu. The outcome of that fight to the east of Dien Bien Phu convinced the French High Command they had a strategy

that could win the war. Also in the works is our first "ATO Annual" edition that features a game by John Prados (of *Fortress Berlin fame*) that covers the 1944 and 1945 campaign along the Westwall, *Toppling the Reich*. I am also working on a series of games that will be a "bonus" for our subscribers. I won't disclose anything more about these, as I'd like them to be a surprise. Suffice it to say that I've been really enjoying the design challenge presented to me by The Hegemon, and I look forward to hearing from you about these, and all of the other games we're working on.

Be sure to check our "In the Pipeline" section of the ATO website. Let us know what games and topics appeal to you. Every post is read and all votes are counted. Don't miss a single issue. If you don't already have a subscription get one now at [www.atomagazine.com](http://www.atomagazine.com).

Let the dice fly high!

