

# Cactus Throne

Addenda as of Mar. 1st, 2024

## The Rules:

**3.0 Game Terms (addition):** Units are color coded as follows:

*Mexican Unit Colors:*

**Green** - Imperial Mexican, Cazadores, Conservatives and Republican Regulars

**Purple** - Contrás, Guerrillas and Militia

**Orange** - National Guard

*Non-Mexican Unit Colors*

**Blue** - French, Foreign Legion, Belgian, Austrian, USA

**Red** - British, Egyptian, Algerian

**Gold** - Spanish

**Gray** - CSA

**4.1 Reinforcement/Replacement Phase (correction):** Bullet referring to 11.2 for reduced Republican infantry units should be 12.2.

**5.1 Regular Movement (clarification):** For movement purposes, it costs 1 MF to enter any province regardless of terrain.

**5.1 Regular Movement (clarification):** Units must stop when entering an enemy occupied province (unless this is a case of Bypass Movement, Section 5.3).

**5.1 Regular Movement (deletion):** Disregard the sentence, "A number of additional units, regardless of nationality, equal to the leaders PR, may also be moved by the leader's stack." This is a hold-over from play testing that slipped past us.

**5.4 Raid Movement (omission):** Horse Artillery units also have an R (for Raid Capable).

**5.5 Attrition (deletion):** Disregard the phrase "during the Reinforcement Phase." Also, rule reference should be to 7.5 (not 6.5).

**Sections 7.3.3, 10.4 and 10.5 (change)** References to the CRT results. Treat DE = E and DE\* = M.

**7.3.5 Elimination (corrections):** There are rules references in a number of places of eliminated units either generating (or not) replacement points, and referring to rule 7.3.5. Instead, make the second paragraph of 7.3.5 into new rule **7.3.6 Mexican Desertion** and then change all the rules references from 7.3.5 to 7.3.6.

**7.5.1 Sallies (deletion):** Disregard the mention of Pursuit.

**7.5.2 Siege Combat (additions):** If a force retreats into a city you have an end to combat for the turn. If there is a 3:1 advantage a siege results. If not, you've got the classic "Mexican Stand-off" where the province will be contested for that turn. The next turn the following situations can occur:

- 1.) The side that retreated into the city stays put. If the other side doesn't bring up enough forces for a siege then a battle will have to be fought. If the player that is in the city wins the initiative then the City terrain can be used or not. If the city terrain is not used then the units are no longer considered in the city and if defeated would be retreated out of the area. If the other player wins and elects to attack then the city terrain will have to be used (as that is where the opponent is holed up). If the city falls then the units that retreated into the city would be eliminated from the game. There would be no limits to the number of rounds since the defender elected to stay put

in the city. If the city doesn't fall the attacking player would have to retreat the surviving units out of the area.

- 2.) The side that retreated into the city stays put. If the other side brings up enough additional forces to get a 3:1 advantage then a siege marker can be placed. The besieging player can also elect to assault, and there would be no limit to the number of combat rounds if an assault is launched (as per the rule). Any eliminated defending units would be out of the game if the siege is not broken and the city falls (through either a successful siege or assault). If the besieging force is defeated the surviving units would have to retreat out of the area.

- 3.) The side that retreated elects to come out of the city to fight another battle. This would be resolved as any other battle.

**Designer's Note:** I would recommend the proviso that in such a case the side that came out of the city would NOT be able to retreat back into the same city at the end of this combat. This is a New Rule. It is a breakout attempt after all, and would be too "gamey" otherwise.

**11.0 Random Events, Rolling Players (clarification):** There are a few Random Events that refer to the "rolling player." When this event occurs, both player again roll a die and the player that rolled the *highest* is the one receiving the benefit of the event. If a tie then treat this particular Random Event as No Event. Also, read the Random Events as printed, if you roll a "10," look at the entry labeled "10" even though it may appear out of order on the chart.

**11.0 Random Events, Vomito Negro! (clarification):** The Vomito Negro! and Siege Attrition Check (Section 5.5) are related but separate. The Random Event causes ALL non-Mexican units in jungle or swamp provinces to immediately undergo an Attrition DR check.

Then, a Siege and Movement Attrition check is made when/wherever necessary, but with the -1 to the DR if the Vomito Negro event is in play that turn (i.e., units in a siege would have 2 checks that turn, one with the DRM per Section 5.5, and another per the Random Event).

**11.0 Random Events, French Withdrawal (clarification):** French units are blue. Also included in the withdrawal would be the Foreign Legion units (if any are still around). However, Austrian and Belgian units (non-French allies) remain. When/if these units are eliminated they are permanently out of the game as there are no longer any replacements for them.

**12.1 Imperial Player Setup (corrections):** Change as follows:  
**Turn 2.** Add the 1st through 8th French Infantry units (5 CF) to the units appearing at Vera Cruz.  
**Turn 13.** Imperial Force Pool should read 15 (not 13) to 17, 19 Imperial Infantry Battalions.

**14.1 Imperial Player Setup (correction):** In Mexico City, the Conservative Cavalry units should be 4-6 (not 2-4).

## The Counters:

There are two Imperial infantry battalions printed with the designation of the 13th. The one with the CF of 5 should read the 18th.

The Mexican heavy artillery brigade was inadvertently omitted from the mix. Its values are 6 H 1

Addenda counters for both pieces above were printed with the smaller countersheet inside ATO issue #17.