

MODERN WAR

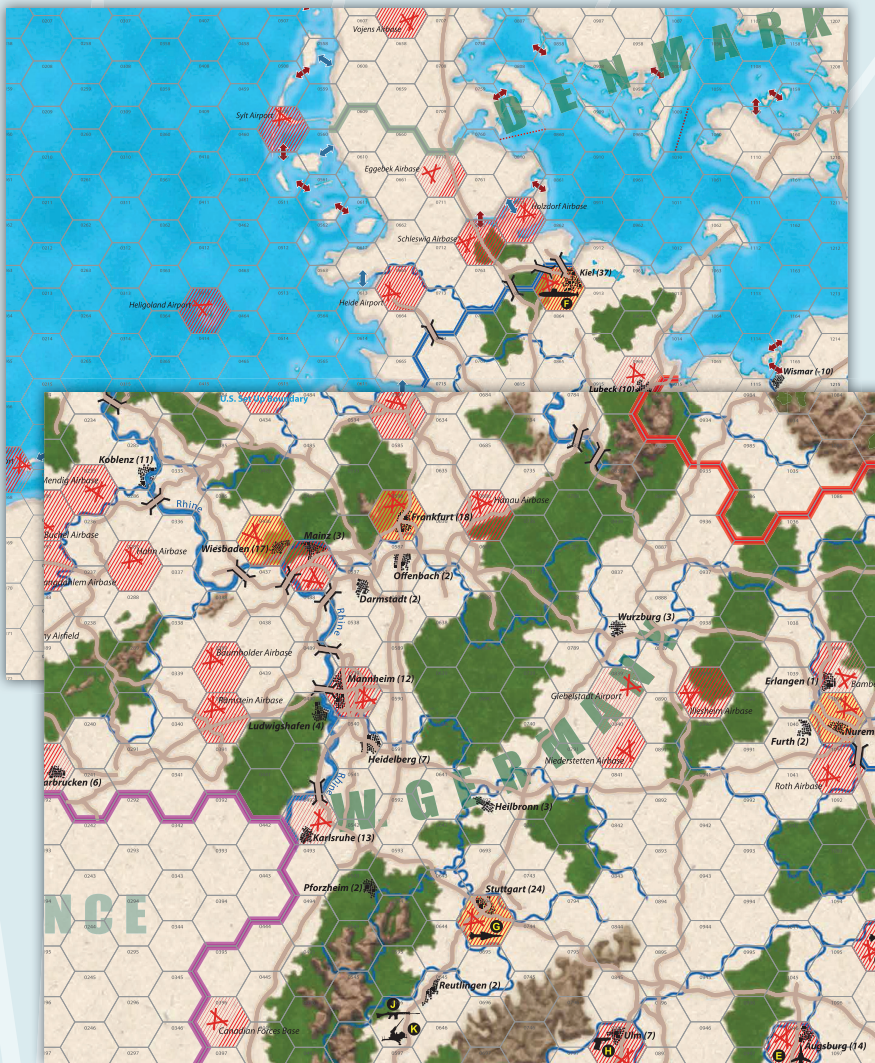
#15: RED TIDE WEST

SPECIAL EDITION

Red Tide West simulates a hypothetical Warsaw Pact invasion of West Germany in the late-1980s at the division/brigade/regimental level. It presumes a wider conflict beyond the scope of the game, but postulates West Germany as its center of gravity. The Red Army is attempting to cripple NATO and overrun West Germany on the assumption diplomatic negotiations will then become advantageous for both sides before a nuclear exchange occurs. Alternatively, if the Red Army's drive into West Germany is defeated, the war will have run its course regardless of what's happening elsewhere in the world.

In either case, *Red Tide West* presumes a short war whereby the final outcome will be known in a matter of weeks. The Soviet timetable actually called for the Red Army to reach the French border within 15 days, and therefore the game excludes their Category C and D reserves, which couldn't have been mobilized within the timeframe of the game.

Components: Two 34x22" maps and 560 counters.



Target Market

- Cold War history buffs

Up-Sells & Cross-Sells

- Wurzburg Pentomic (ST #263)
- Fail Safe (ST #383)

Selling Points

- Easy to play system
- Great Value (boxed version would be \$70 or more)

Stock no

- MW15

MSRP

- \$49.99

UPC Code

- 07148602334001

Contents

- Two 22 x 34 inch maps
- 560 counters
- Magazine with historical background



Place your order today while supplies last!