



#334: RIO GRANDE WAR

Rio Grande War is a two-player wargame on a hypothetical war between the United States and the Empire of Mexico following the American Civil War. The assumption is that France's Napoleon III decided to back up Maximilian with the French army to maintain his power in Mexico, and the US responded with an invasion. At stake: the fate of North America!

One side commands the Imperial forces (Maximilian and his French allies), and the other the Allies (US and Mexican Republic). The central game mechanism is Action Points (AP). AP are a quantification of each sides command and logistical capabilities. Players expend AP to recruit units and conduct various military operations. Each hex on the map represents 45 miles. Each game turn represents one to two months. Combat units represent divisions, brigades, regiments, and groups of partisans/bandits. Infantry and cavalry units include attached artillery, pioneer and logistic support. Leaders represent an inspiration to competent commander plus whatever troops they bring to the field.

Target Market

- Americana history buffs

Up-Sells & Cross-Sells

- The New Mexico Campaign (ST #252)
- Warpath (ST #291)
- Pedregal (DG Folio Games)
- Molino Del Rey (DG Mini Games)

Selling Points

- Easy to play system
- Great Value (boxed version would be \$60 or more)

Stock no

- ST334

MSRP

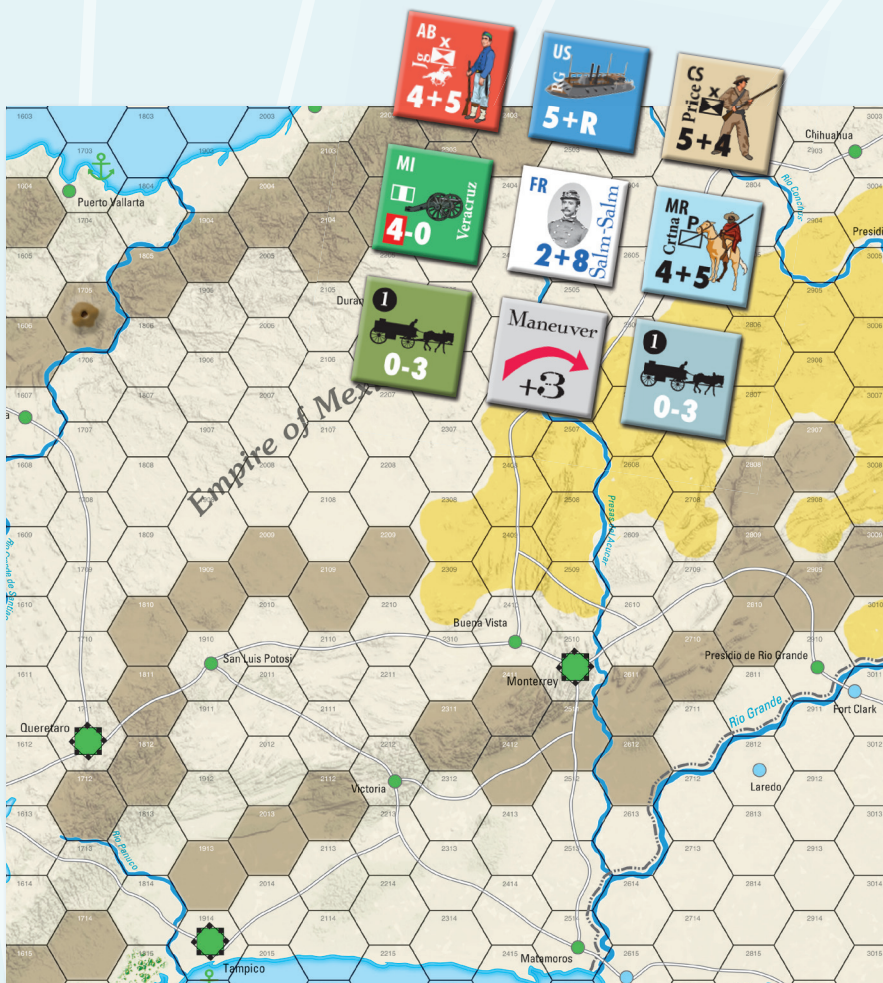
- \$39.99

UPC Code

- 0748080300505

Contents

- One 22 x 34 inch map
- 176 counters
- Magazine with historical background



Place your order today while supplies last!