

THE DECISION GAMES **FOLIO GAME SERIES**

The Folio Game Series provides dozens of games using the same 8-page Standard rules (Musket & Saber for 19th century battles, Fire & Movement for 20th century battles) with a short Exclusive rules sheet for each individual game to capture the unique aspects of each battle. Each game can be played in about 90 minutes allowing for multiple games to be played in an afternoon or evening.





19th Century Battles: Pea Ridge

Target Market

- Civil War history buffs

Up-Sells & Cross-Sells

- Shioh (DG folio)
- Frayer's Farm (DG folio)
- Stone's River (DG folio)
- Chickamauga (DG folio)

Selling Points

- Musket & Saber folio system
- Chris Perello design
- Great Value at \$19.95

Stock no

- 1623

Release Date

- SEPT 2012

MSRP

- \$19.95

UPC Code

- 095109016236

Contents

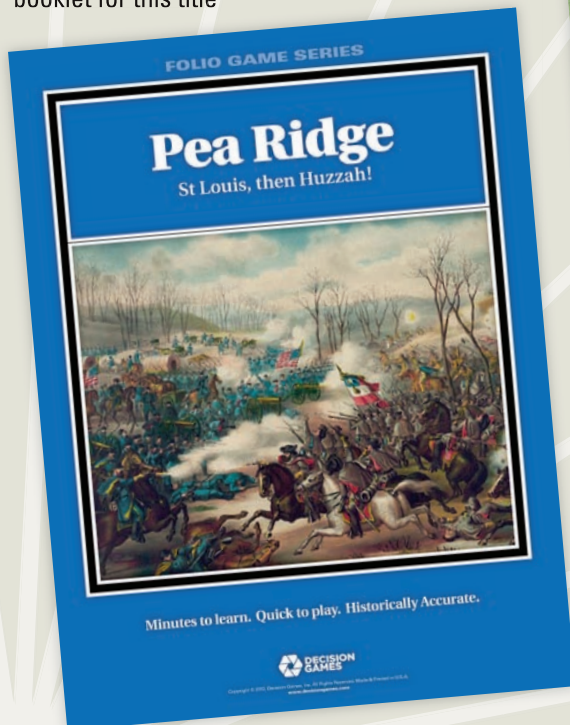
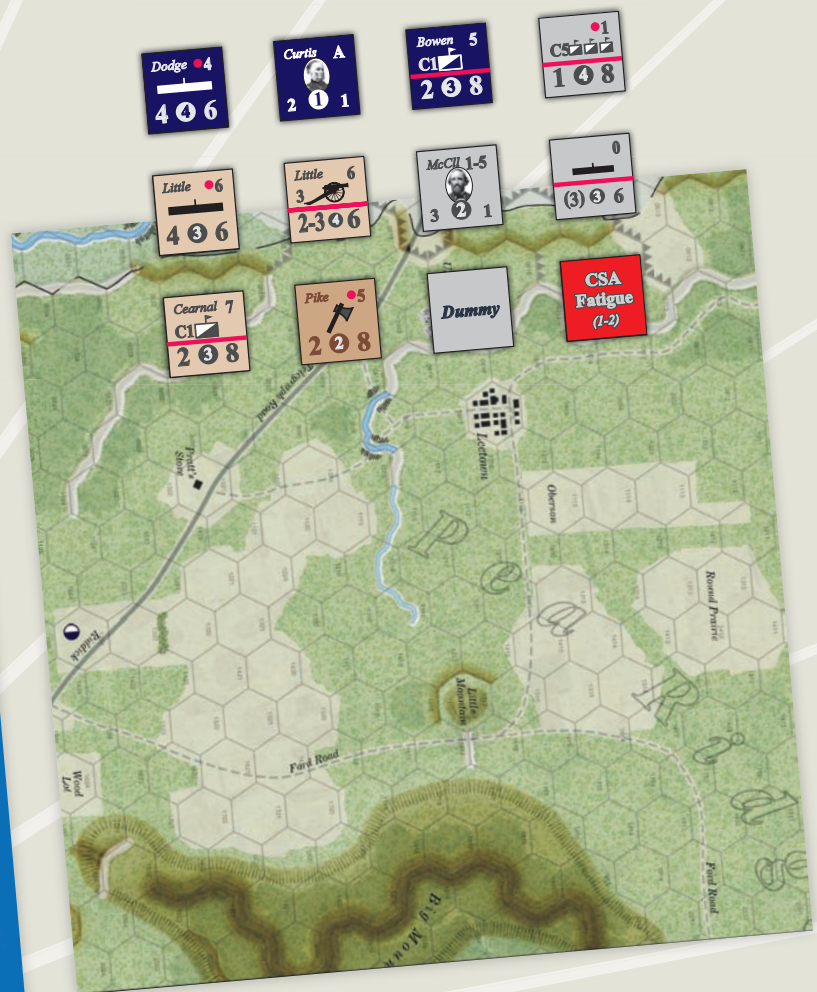
- One 17x22 inch terrain map
- 100 die-cut counters
- One Standard rules booklet for this series
- One Exclusive rules booklet for this title

St Louis, then Huzzah!

A Union invasion of northern Arkansas ground to a halt in early 1862 due to logistical difficulties. The alarmed Confederates sent Earl Van Dorn to coordinate the fractious Southern forces to repel the Yankee invaders. Van Dorn, aggressive but careless, launched a quick offensive that nearly trapped Sam Curtis' Union Army of the Southwest, until Curtis extricated his army and placed it in a well-entrenched position on the plateau of Pea Ridge. After their rapid march north, the Confederates were exhausted and out of supplies, but Van Dorn nevertheless set them on a grueling night march around Curtis' position.

Pea Ridge uses the *Musket & Saber* system to accurately portray warfare during the American Civil War. All the primary facets of the muzzle-loading era are included. The combat system rewards intuitive play without the need for rifle-counting. There are substantial differences between infantry, artillery, and cavalry: Infantry, tough and resilient, bear the brunt of battle. Artillery can smash attacks or open holes in enemy lines, but is vulnerable and brittle. Cavalry is weak in stand-up combat, but crucial for pursuit and reconnaissance. All units are susceptible to rout when weakened, and the fortunes of war can intervene at any time, so players must maintain reserves. Leaders provide an important supplement to unit capabilities, and armies must protect their headquarters and logistical tail or risk deterioration of their mobility and combat power.

Winning the battle depends upon deployment, thoughtful maneuver to concentrate at the key points, the proper coordination of arms, careful use of leaders and special units, and an understanding of the strengths and weaknesses of each army.



Place your order today!





19th Century Battles: Pedregal

Target Market

- 19th century history buffs

Up-Sells & Cross-Sells

- Sun Never Sets 2 (S&T #274)
- Koenigraetz (S&T #275)

Selling Points

- Musket & Saber folio system
- Chris Perello design
- Great Value at \$19.95

Stock no

- 1623

Release Date

- SEPT 2012

MSRP

- \$19.95

UPC Code

- 095109016236

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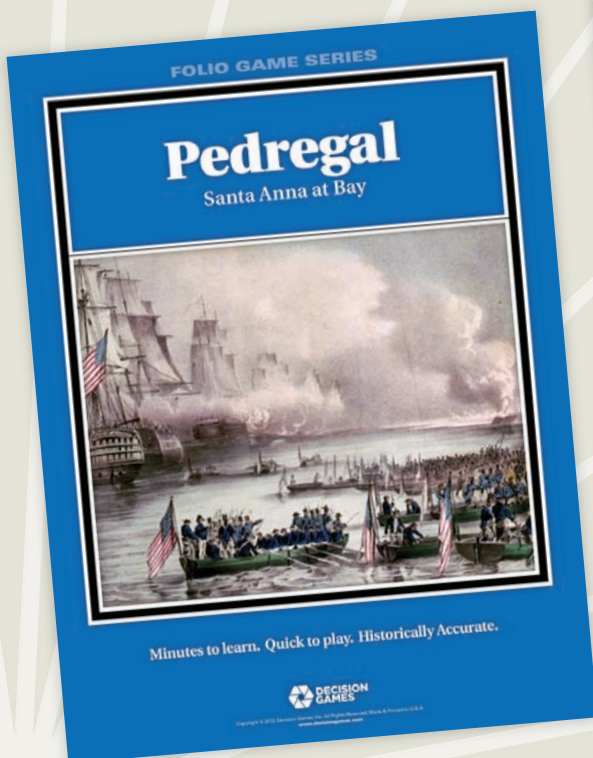
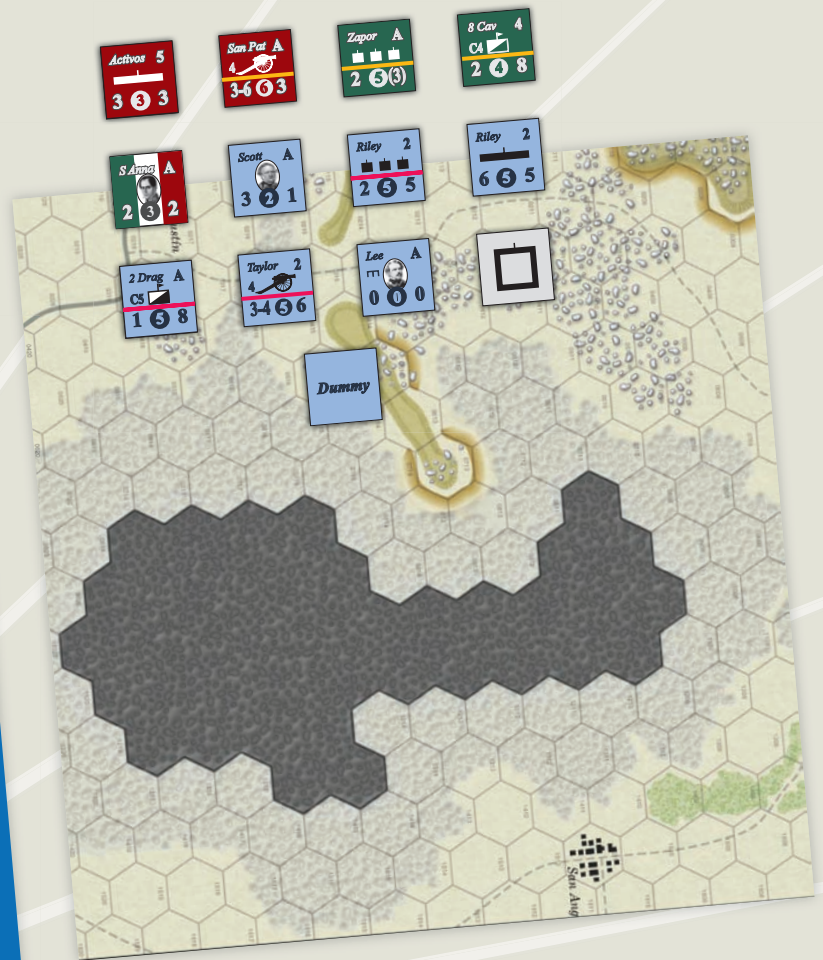
- One 17x22 inch terrain map
- 100 die-cut counters
- One Standard rules booklet for this series
- One Exclusive rules booklet for this title

Santa Anna at Bay

After capturing Vera Cruz and routing Santa Anna at Cerro Gordo in the spring, Winfield Scott's US Army was poised to strike at Mexico City. Boldly cutting himself loose from his supply line—as Cortes had done three centuries earlier—Scott embarked upon a risky campaign: He had only slender political support; a single reverse—or an inordinately bloody victory—might have spelled the end of his campaign. Instead of an assault on Mexican fortifications east of the capital, Scott circled to the south where large lakes and a lava bed (the Pedregal) gave him numerous approach routes. The Mexicans quickly moved to block him, fortifying the most obvious routes, but they neglected to man the Pedregal itself, thinking it impassable to large units. The US forces, led by an excellent set of engineer officers, repeatedly found paths through the morass. But the US army was roughly half the size of the Mexican army and necessarily was divided. A resolute Mexican attack at the proper moment could have led to the destruction of Scott's army.

Pedregal uses the *Musket & Saber* system to accurately portray warfare during the Mexican War. All the primary facets of the muzzle-loading era are included. The combat system rewards intuitive play without the need for rifle-counting. There are substantial differences between infantry, artillery, and cavalry: Infantry, tough and resilient, bear the brunt of battle. Artillery can smash attacks or open holes in enemy lines, but is vulnerable and brittle. Cavalry is weak in stand-up combat, but crucial for pursuit and the occasional charge against a broken foe. All units are susceptible to rout when weakened, and the fortunes of war can intervene at any time, so players must maintain reserves. Leader provide an important supplement to unit capabilities, and armies must protect their headquarters and logistical tail or risk deterioration of their mobility and combat power.

Winning a battle depends upon deployment, thoughtful maneuver to concentrate at the key points, the proper coordination of arms, careful use of leaders and special units, and an understanding of the strengths and weaknesses of each army.



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