

Multi-Man Publishing April 2013 Catalog

Advanced Squad Leader

The definitive World War II tactical Game System.

- price/PU
- ASL Starter Kit #1 Out of Print! Reprint Planned!** \$25/3
This kit includes two maps, six scenarios, and a simplified rules to help players quickly learn the basics of ASL!
- ASL Starter Kit #2 Out of Print! Reprint Planned!** \$30/3
This kit includes two maps, eight scenarios, and a simplified rules to help players quickly learn the basics of ASL!
- ASL Starter Kit #3 Out of Print! Reprint Planned!** \$36/4
Tanks and Armored Cars give players new to ASL a taste of AFV combat. With three new maps!
- ASL Starter Kit Expansion Pack #1** OOP
The Advanced Squad Leader Starter Kit Expansion Pack #1 adds new counters, maps, and adds rules with known errata addressed.
- Advanced Squad Leader Rulebook** \$80/8
This 3-ring binder contains Chapters A-E-all the rules needed to play ASL. Also contains Chapter K, a walk-through ASL tutorial.
- Beyond Valor ASL Module 1** \$115/9
This module features the Russian and German armies, 20 scenarios, and 10 ASLSK-style map boards!
- Yanks ASL Module 3** OOP
This module features the American involvement in the European and Mediterranean theaters.
- For King and Country ASL Module 5a** \$84/9
For King and Country is a reprint of the ASL core module containing the order of battle for the Commonwealth forces represented in Advanced Squad Leader. The new printing will include "Starter Kit" style maps 6, 7, 10, 12, 13, 14, 15, and 32 and 20
- The Last Hurrah ASL Module 6** \$37/4
This module focuses on the early German blitzkriegs of World War II and the many Allied nationalities which fought against them.
- Hollow Legions ASL Module 7** OOP
The Italian extension, this module adds two new desert map boards and the Italian order of battle.
- Code of Bushido ASL Module 8** OOP
This Japanese extension to the ASL game system is currently out of print. A reprint is planned.
- Gung Ho! ASL Module 9** OOP
The United States Marines, the early U.S. Army, and the entire order of battle for the Chinese make their appearance in ASL.
- Croix de Guerre ASL Module 10** OOP
The complete French orders of battle (1939-40 and the later Vichy and Free French armies).
- Doomed Battalions ASL Module 11** \$78/5
Doomed Battalions is a reprint of the Advanced Squad Leader module focusing on the Allied Minor nations in World War Two. Denmark, Norway, The Netherlands, Belgium, Yugoslavia and Greece are all represented. *The Last Hurrah* content is incorporated. New printing will include boards 9, 11, 33, 44, and 45 in "Starter Kit" style.
- Armies of Oblivion ASL Module 12** OOP
The various Axis Minor orders of battle and four map boards complete the ASL core system.
- Valor of the Guards HASL Module 7** \$75/6
The battle for Central Stalingrad is joined! Every facet of this critical battle, from new terrain features to rules for the Guards and the NKVD, are included.
- Festung Budapest ASL HASL Module 8** \$130/9
Festung Budapest contains 17 scenarios and three campaign games that cover the fighting on the Buda side of the Danube from 1 January through 10 February, 1945 while representing the bitter struggle for the heart of the city. Nine counter sheets also included.
- ASL Action Pack 3: Few Returned** \$24/3
A collection of 12 East Front scenarios pitting the Italian 8th Army against the Russians. Includes reprints of Boards 24, 42, and 43.
- ASL Action Pack 4: Normandy** \$30/3
A collection of 12 scenarios depicting fights in the bocage country of Normandy! Three new boards are included, as well as revised rules pages clarifying bocage/wall advantage.
- ASL Action Pack 6: A Decade of War** \$35/3
Contains three larger new mapboards and ten new scenarios using them.
- ASL Action Pack 7** \$30/3
ASL Action Pack 7 introduces three new boards - 60, 61, and 62 to the ASL system, complete with 10 scenarios featuring the German, American, British, Japanese, and Russian armies.
- ASL Action Pack 8: Roads Through Rome** \$34/4
Three new maps and 10 new scenarios for the Advanced Squad Leader System!
- Turning the Tide ASL Scenario Pack** \$20/2
A collection of 20 classic Squad Leader scenarios refined and restored for use in ASL!
- Rivers to the Reich Scenario Pack** \$20/2
A collection of 15 classic Squad Leader scenarios refined and restored for use in ASL! *GI: Anvil of Victory* overlays

included.

- Best of Friends Scenario Pack** \$16/2
A collection of 12 scenarios from the Swedish Friendly Fire ASL Tournament.
- ASL Journal 9** \$44/3
Contains 64 pages with 24 scenarios, including a Suicide Creek mini-campaign with map, Nuremberg mini-campaign, three new scenarios for Valor of the Guards, nine articles and more!
- ASL Journal 10** \$28/3
ASL Journal #10, a 48-page magazine with 16 scenarios on cardstock and two cardstock player aids.
- Blood Reef: Tarawa Gamers Guide** \$16/1
Created by fans of the Historical Module to illustrate play, give tactical advice, and a brief summary and chronology of the historical battle.
- ASL Journal #2 REPRINT** \$50/3
Back by popular demand!
- Out of the Attic #2** \$20/1
A new edition of our magazine targeted to get out of print articles and scenarios back in circulation. Features 12 scenarios used in tournaments around the globe.
- ASL Map Set** \$240/16
Boards 1-52, plus starter kit maps t-z in the new cardstock format pioneered by the ASL Starter Kits.
- Out of the Bunker** \$16/1
Out of the Bunker is a package of 14 ASL scenarios from the ASL Fanzine *Dispatches from the Bunker*.
- NEW SERIES! Line of Battle Series**
- 10-01 None But Heroes** \$80/7
None But Heroes simulates the Battle of Antietam in September 1862. First of a new series.
- Civil War Brigade Series (CWB)**
An advanced command system accurately simulating 19th century brigade command. Scale is 200 yards/hex and 30 minutes/turn.
- 1-09 April's Harvest** \$30/3
1-10 Champion Hill (may have photocopy rules) \$30/3
1-14 Three Battles of Manassas \$59/5
Covers two actual early Civil War Battles and a hypothetical third battle.
- 1-15 Strike Them a Blow** \$51/3
Covers the battle at the North Anna River in 1864.
- Regimental Sub-Series (RSS)**
The scale is 100 yards/hex and 15 minutes/turn.
- 7-02 This Terrible Sound** \$132/7
The Battle of Chickamauga on six maps and almost 2000 counters with a detailed look at this pivotal battle.
- 7-03 A Fearful Slaughter** \$95/6
A Fearful Slaughter recreates the tactical situation of Shiloh. Command Union or Confederate forces.
- 7-04 South Mountain** \$48/5
South Mountain covers the pivotal 1862, with one map and 560 counters.
- Napoleonic Brigade Series (NBS)**
An adaptation of the CWB to Napoleonic warfare.
- 6-02 Marengo** \$28/3
6-04 Talavera \$47/4
Depicts the battle that set the stage for the Peninsula War. Includes the Battle of Vimeiro.
- Tactical Combat Series (TCS)**
Emphasis on command control, players plan their operations as did their historical counterparts. Scale is 125 yards/hex and 20 minutes/turn, units are generally platoons with individual vehicles.
- 2-07 Black Wednesday** \$40/3
The battle of Krasni Bor is chronicled.
- 2-08 Leros** \$40/4
After the surrender of Italy on 8 September 1943 the Allies occupied several islands of the Dodecanese island group. The Germans attempted to dislodge them.
- 2-15 GD '42** \$70/6
Covers the desperate battle for survival of the GD Division as it faced down the entire Soviet 3rd Mech Corps.
- Operational Combat Series (OCS)**
Models all arenas of 20th Century operational land and air combat. Scale is 5 miles/hex and 3 days/turn.
- 4-06 Burma** \$55/6
Reprint of the classic. Covers the 1944 campaigns beginning with the Japanese offensive "U-Go" through Kohima.
- 4-08 Guderian's Blitzkrieg II (Reprint)** \$160/14
Depicts the German drive to capture Moscow in the fall of 1941 (Operation Typhoon) and the first Russian Winter Counteroffensive.
- 4-11 Baltic Gap** \$70/8
Baltic Gap uses the Operational Combat Series to simulate the Soviet offensive into Latvia, Estonia, and Lithuania during the summer of 1944.
- 4-12 The Blitzkrieg Legend** \$110/8
Simulates Case Yellow, the German offensive in May of 1940 that shocked the world. The game departs from its established norms in using a ground scale of 3 miles per hex and a time scale of two-day turns, and as such is similar to Sicily. The chosen scale lets this lightning campaign unfold a bit

more slowly, and gives the densely-packed armies more room to maneuver.

Standard Combat Series (SCS)

- Simple rules allow focus on gameplay and tactics.
- 5-04 Yom Kippur (may have photocopy rules)** \$28/4
5-11 Guadalajara \$34/3
This key battle of the Spanish Civil War springs to life! Re-fight the conflict considered the "test ground" for World War II. One map, 280 counters.
- 5-12 Rock of the Marne** \$40/3
Games both the final German attack in July 1918, and the Allied counteroffensive that produced Second Battle of the Marne.
- 5-13 Bastogne** \$42/3
Game covering the defense of the town of Bastogne from 18 December to 26 December 1944.
- 5-14 Karelia '44** \$42/6
Karelia '44 is a Standard Combat Series, operational level game that focuses on the last major campaign of the Russo-Finnish Continuation War.
- 5-15 Heights of Courage** \$40/3
Heights of Courage is a Standard Combat Series, that focuses on the battle to control the Golan Heights in October 1973, pitting the Israelis against allied Arab forces.
- 5-16 It Never Snows ...** \$90/8
It Never Snows is game covering the pivotal Market Garden offensive in September, 1944. Using a system based on the well-received SCS game *Bastogne*, *It Never Snows* covers the landings and ground offensive endeavoring to link up with them at 600m per hex with units generally companies. Each turn is half a day making for a 17 turn campaign game (uniquely playable among Market Garden games).
- Operations Special Editions**
Expanded editions of MMP's house magazine.
- Ops SI#1 Special Edition 1** OOP
Includes mini-game *Iwo Jima: Rage Against the Marines*.
- Ops SI#2 Special Edition 2** \$36/3
Includes mini-game *Panzerblitz: Carentan*, and *Bravery In The Sand*, plus numerous articles and st
- Ops SI#3 Special Edition 3** \$42/3
Includes IGS *Fury in the East*, IGS *Starvation Island* Guadalcanal game, and ASL Guadalcanal map of *Hell's Corner* with five scenarios, plus scenarios for *Warriors of God*, two ASL starter kit scenarios, two counter sheets and more!
- Special Ops Magazine**
MMP has re-launched its house magazine as a regular publication featuring Operations Special Edition-style content.
- Special Ops 1** \$24/3
The first installment includes two games, an SCS Ancients game *Raphia* and *Savage Streets*, a Stalingrad area move game.
- Special Ops 2** \$24/3
Contains *Ukraine '44*, a simulation game that focuses on one of the pivotal moments of the Soviet Winter Offensive in Ukraine in 1943 and 1944, articles and more!
- Special Ops 3** \$24/3
Contains WWI-themed *A Victory Complete*, ASL content and more!
- Area Movement System**
A series similar to such classics as *Breakout: Normandy!* For area move action, check out *Storm Over Stalingrad* (IGS).
- BC Breakthrough: Cambrai** \$48/6
Card-driven game details the 1917 Allied offensive to break through the German lines and move out of the trenches. One player controls the British forces, the other the German forces.
- Panzerblitz 2 (PBII)**
- PB2-HOD Panzerblitz: Hill of Death** \$38/3
The first installment in the new Panzerblitz series is an historical module depicting the Battle of Hill 112 in Normandy.
- Great Campaigns of the American Civil War**
Seven historical campaigns simulate the Virginia theater of the American Civil War. GCACW uses an initiative system to simulate the uncertainty of ACW combat. One turn = one day; 2000 yards per hex, and 500 men per strength point.
- The Skirmisher #1 (Closeout, NO DISCOUNT)** \$5/1
A forty-four page magazine supporting the Great Campaigns, it contains rules and counters necessary to standardize all existing games in the GCACW series to a single set of rules.
- BATC Battle Above the Clouds** \$83/10
Covers the western side of the Civil War and will serve as the core area for a series of maps covering the entire corridor from Nashville, Tennessee to Atlanta, Georgia.
- Grand Tactical Series**
A new monster gameseries based on the *Panzer Command* game system.
- WED Where Eagles Dare** \$190/10
Part II of the Market-Garden saga, links to *The Devil's Cauldron* and covers the southern portion of the campaign!

See Next Page ...

Multi-Man Publishing Preorder List

Preorder Items (as of April 19, 2013)

Catalog Continued ...

NQOS No Question of Surrender \$68/6
The Grand Tactical Series moves to North Africa! This entry covers the battle of Bir Hakeim, pitting the Free French versus Rommel!

Non-Series Games (Discount By Game Title)
Games which do not use the rules from our series of games.

TKOH The Kingdom of Heaven \$80/6
The Crusades are covered in detail from 1097-1291. Cards are used to trigger events, activate forces, etc.
19-01 Circus Minimus (Closeout, NO DISCOUNT) \$10/1
A fast-paced chariot racing game for the whole family! Ziplocked to keep costs down, CM contains 1 map and 140 counters.

International Game Series

A brand-new series featuring the best games from around the world, licensed exclusively for translation into English by MMP.

ANG Angola \$75/8
Re-release of the 1988 Ragnor Bros. classic depicts part of the struggle for this African nation after the end of colonial rule!

TAS The Tide at Sunrise \$40/4
Depicts the battles of the Russo-Japanese War. Managing transport and logistics in a difficult region are featured, and easily learned design lets players get right into the action!

KPW King Philip's War \$44/5
King Philip's War 1675-1676 is an easy to play simulation of New England Native American tribes joining together to fight the ever-expanding European colonists.

A Most Dangerous Time \$65/6
Oda Nobunaga, the most revered figure in Japanese history, fights against all of Japan in 1570-1584. The victor becomes the ultimate master of Japan!

Storm Over Stalingrad \$44/5
Depicts the Battle of Stalingrad using an area-impulse system similar to *Monty's Gamble: Market Garden*.

A Victory Denied \$38/3
An *A Victory Lost* system game of the 1941 Smolensk battle. It was here that the Red Army crystallized and held the mighty German Army at the very gates of Moscow.

Advanced Squad Leader
RS Rising Sun \$164/12
Rising Sun is Advanced Squad Leader's long-awaited return to the jungles, islands, and atolls of the southwest Pacific. Multi-Man Publishing has combined the original ASL modules *Code of Bushido* and *Gung Ho!* into one monster package.

It includes the entire Japanese, Chinese, and United States Marine Corps orders of battle; a 2nd edition of Chapter G, which covers the unique rules needed to play ASL in the Pacific Theater of Operations and incorporates all the current errata; and an updated Chapter H for the Japanese and Chinese vehicles and ordnance and for landing craft. Also included are 32 updated scenarios, combining the original *Code of Bushido* and *Gung Ho!* scenarios with 16 out-of-print PTO scenarios that originally appeared in the pages of the *GENERAL*, the *ASL Annual*, and the *ASL Journal*.

From the *ASL Annual '93b* comes the Gavutu-Tanabogo campaign game (Sand and Blood), a new 17"x22" Gavutu-Tanabogo map, and Chapter Z pages. Scenario errata have been incorporated, and new errata have been issued for the older scenarios to reflect the balancing changes made to the updated scenarios.

The package is rounded out by seven 8"x22" geomorphic mapboards (boards 34-39 and 47) and dozens of overlays, all updated to match the latest style of boards. Both the rules and the counters benefit from a larger, more readable font.

Operational Combat Series (OCS)

4-9r Korea: The Forgotten War \$90/8
Korea: The Forgotten War covers the first year of the Korean War using the popular Operational Combat Series.

4-13 Reluctant Enemies \$52/6
Reluctant Enemies (RE) is small game meant to serve as an accessible introduction to the Operational Combat Series (OCS). It is one map, with 60 or so combat units (both players) in action at any given time. This allows for a pace of play not possible with the previously published OCS monster games. Regardless of the reduction in scale it remains an OCS game with all features relevant to the system.

The game depicts Operation Exporter, the Commonwealth offensive to secure Syria and Lebanon from the Vichy French, whose forces were well equipped, organized, and fought with great determination. The British were forced to contend with Rommel on one front and prosecuting the Winston Churchill-ordered offensive on another.

In this game there can be wide open, swirling, DAK-like battles in the desert with some limited armor forces, river lines to break, and very rough mountainous terrain to contend with. The British have an amphibious invasion. Naval shore bombardments by both sides can be important in the early part of the campaign and there is a small but significant air campaign. As always in the OCS, supply constraints make each player feel he may be on the edge of disaster.

Standard Combat Series (SCS)

5-17 The Mighty Endeavor Expanded Edition \$58/6
The Mighty Endeavor is both an updated version (with errata corrected, a couple of counters added, and other counters made to conform to the Expansion) covering the Western Front from the D-Day landings until the end of April 1945 and an expansion to the original game that adds the Eastern Front from just east of Warsaw during the same time period and a small map attachment that adds the Brittany Peninsula.

Tactical Combat Series (TCS)

2-16 Canadian Crucible \$52/5
Canadian Crucible is a new entry in the Gamers Tactical Combat Series (TCS) depicting the Canadian defense of Norrey on D-Day +2 (June 8, 1944) against a counterattack spearheaded by grenadiers of the 12th SS Panzer Division. Contains the Tactical Combat Series - Series Rulebook, Canadian Crucible - Game Specific Rulebook, two Charts and Tables Booklets, four player aid cards, 24"x32" color game map, 560 Counters, five scenarios and dice.

NEW SERIES! Variable Combat Series

VCS Salerno \$42/5
The Variable Combat System presents a fresh beginning in combat simulation. The Series opener is *VCS Salerno*, that takes the nearly impossible task of depicting the 1943 Allied invasion of southern Italy and places all of the invading forces on a single mapsheet.

The areas of the map are connected via "transit tracks" of 20-40 miles of terrain and must be controlled to maintain

supply. The battle areas are divided into hexes at a one mile per hex scale. Individual ships are included for direct supporting fires, and German wire-guided missiles are introduced to devastating effect.

Great Campaigns of the American Civil War

SJW2 Stonewall Jackson's Way 2 \$83/9
Stonewall Jackson's Way II: Battles of Bull Run is the 9th game in the award-winning Great Campaigns of the American Civil War (GCACW) series. Contains an upgraded version of the original SJW with new counters, and an entirely new module covering the first Bull Run campaign. The counter art has been created by award-winning artist Niko Eskubi and conforms with the art in *Battle Above the Clouds*.

Non-Series Games

LS Lincoln's War \$80/8
Lincoln's War is a two to four player, "broad strokes" political game simulating the Civil War, covering the 1861 call to armistice through the fateful 1864 Presidential election.

Area Movement System

A series similar to such classics as *Breakout: Normandy!* For area more action, check out *Storm Over Stalingrad* (IGS).

KGER Kawaguchi's Gamble: Edson's Ridge \$44/6
Kawaguchi's Gamble: Edson's Ridge is an Area Move game which simulates what was possibly Japan's best chance to crack the Marine perimeter around Henderson Airfield and drive the Americans off Guadalcanal. Tactical level, with alternating impulses keeping both players in the action, Kawaguchi's Gamble: Edson's Ridge is easily playable in an evening.

International Game Series

WotS War of the Suns \$160/11
China-Japanese World War II battles, 1937-45. Includes a campaign game and five scenarios!

WofJ Warriors of Japan \$44/6
After the enormous critical and sales success of *Warriors of God*, MMP is proud to present *Warriors of Japan*. Long considered one of the greatest games to ever be published in Japan, *Warriors of Japan* will feature much of the same system. The game covers the Nanboku-cho period of Japanese history and simulates one of the most dynamic and important periods in Japanese history.

From 1336-1392, all of Japan was aflame with war. After the fall of a corrupt and ineffective emperor, the two great courts of Japan dueled to determine the future ruler of the country.

8-04 SoN Storm Over Normandy \$44/6
Storm Over Normandy is an Area Move game that simulates the Allied invasion against Hitler's Fortress Europe on the beaches of Normandy starting on June 6th 1944. Taking the system pioneered with MMP's *Storm Over Stalingrad*, *Storm Over Normandy* modifies the game system for the unique situation presented with an amphibious invasion. The game has the same fast, tense action as seen *Storm Over Stalingrad*, with additional rules to cover the unique situation presented on the beaches of Normandy.

8-03 SoDBP Storm Over Dien Bien Phu \$44/6
Storm Over Dien Bien Phu is an Area Move game that simulates the Viet Minh attack against the French stronghold at Dien Bien Phu during the spring of 1954.

Taking the system pioneered with MMP's *Storm Over Stalingrad*, *Storm Over Dien Bien Phu* modifies the game system for the unique situation presented in the jungles of Vietnam. The game has the same fast, tense action as seen *Storm Over Stalingrad*, with additional rules for sapping, assaulting and the French supply situation.

LS Last Stand - Battle for Moscow 1942-42 \$45/6
Masahiro Yamazaki, the designer of the MMP games *Red Star Rising* and *Stalingrad Pocket* has designed his greatest game on this great conflict. Contains three scenarios on one map, with variable victory conditions for each player.

K45 Konigsburg 45 \$42/6
Konigsburg 1945 (K45) is a simulation of the momentous battle for East Prussia. Originally published with a very limited print run by Three Crowns Games in 2011, MMP is thrilled to bring this very well received game to a much wider audience. *Konigsburg 1945* uses the award-winning game system used in *A Victory Lost* and *A Victory Denied*, but with new rules for air units, refugees, atrocities, Volksturm, and even the *Admiral Hipper* cruiser.

multimanpublishing.com

Why Should You Preorder Games from MMP?

Your preorder gets a 25% discount off the retail price, and you "vote with your wallet" as to whether the game is published. Preorders ship out first, so your game gets to you more rapidly than waiting for it to go up for general sale!