

# MULTI-MAN PUBLISHING SUMMER 2016

Multi-Man Publishing, Inc. | 403 Headquarters Drive, Suite 8 | Millersville, MD 21108 | 1-410-729-3334

## Advanced Squad Leader

The definitive World War II tactical Game System.

### ASL Rulebook [S80]

This 3-ring binder contains Chapters A-E, chapter dividers with all the charts needed to play ASL. Also contains Chapter K, the original ASL tutorial.

### ASL Rulebook - Pocket Edition [S40]

A softbound version of the 2nd edition ASL rulebook. Measuring 7.5 x 9.5 x .5 inches, the softbound is less than 3/4" thick and much lighter than the full ASL rulebook.

### Beyond Valor (3rd Ed.) [S120]

Back in print! ASL module 1 containing the German and Russian OBs, system markers, scenarios and mapboards.

### Yanks (2nd Ed.) [S128]

Back and better than ever, Yanks 2nd Edition now includes the essential elements of Paratrooper and 24 additional scenarios.

### The Last Hurrah ASL Module 6 [S37]

This module focuses on early German blitzkriegs of World War II and the many Allied nationalities which fought against them.

### Rising Sun ASL Module 13 [S164]

Rising Sun is Advanced Squad Leader's long-awaited return to the jungles, islands, and atolls of the south-west Pacific. Multi-Man Publishing has combined the original ASL modules Code of Bushido and Gung Ho! into one monster package of PTO action. Includes OoBs for the Japanese, Chinese, and USMC as well as a reprint of the Gavutu-Tanambogo campaign game from ASL Annual 93b.

### Hakkaa Päälle! ASL Module 14 [S96]

The long awaited Hakkaa Päälle! provides the ASL player with the complete order of battle for the Finns, including every major vehicle, gun, and squad type that saw combat during World War II. New Chapter H pages distill years of research into detailed notes on the guns and vehicles involved. Included along with three new Finnish squad types are revised Chapter A rules to handle them.

### ASL Action Pack 6: A Decade of War [S35]

Contains three larger new maps and ten new scenarios.

### ASL Action Pack 8: Roads Through Rome [S34]

Three new maps and 10 new scenarios for ASL!

### ASL Action Pack 9: To the Bridge! [S34]

Three new maps and 10 new scenarios for ASL. The first of three planned Action Packs covering the campaign in Burma.

### ASL Action Pack 10 [S20]

Action Pack #10 features two new 8" x 22" maps of largely open countryside with a small village, and 8 scenarios which use them.

### ASL Action Pack 11: 29 Let's Go! [S25]

Two new maps, new overlays and ten new scenarios for the Advanced Squad Leader System!

### ASL Action Pack 12: Oktoberfest XXX [S16]

A new map and ten new scenarios for the Advanced Squad Leader system.

### Turning the Tide ASL Scenario Pack [S20]

A collection of 20 classic Squad Leader scenarios refined and restored for use in ASL!

### Rivers to the Reich ASL Scenario Pack [S20]

A collection of 15 classic Squad Leader scenarios refined and restored for use in ASL! GI: Anvil of Victory overlays included.

### Best of Friends ASL Scenario Pack [S16]

A collection of 12 scenarios from the Swedish Friendly Fire ASL Tournament.

### Winter Offensive Bonus Pack #1 (2010) [S10]

ASL Winter Offensive 2010 Bonus Pack is a small scenario bundle (two scenarios) with one map which was specifically designed for use with Advanced Squad Leader.

### Winter Offensive Bonus Pack #2 (2011) [S10]

ASL Winter Offensive 2011 Bonus Pack is a small scenario bundle (three scenarios) with one map which was specifically designed for use with Advanced Squad Leader.

### Winter Offensive Bonus Pack #3 (2012) [S12]

ASL Winter Offensive 2012 Bonus Pack is a small scenario bundle (three scenarios) with two maps which are specifically designed for use with Advanced Squad Leader.

### Winter Offensive Bonus Pack #4 (2013) [S12]

ASL Winter Offensive 2012 Bonus Pack released specifically for MMP's Winter Offensive charity ASL tournament. Includes map 66 and overlay 7.

### Winter Offensive Bonus Pack #5 (2014) [S12]

ASL Winter Offensive 2014 Bonus Pack is a small scenario bundle (three scenarios) with one map which was specifically designed for use with Advanced Squad Leader.

### Winter Offensive Bonus Pack #6 (2015) [S12]

The 2015 edition of the popular Winter Offensive bonus pack. Three new scenarios and two specially redesigned boards.

### Winter Offensive Bonus Pack #7 (2016) [S14]

ASL Winter Offensive 2016 Bonus Pack contains 3 brand new scenarios and two new maps.

### ASL Journal #2 REPRINT [S50]

Back by popular demand! Contains the mini-HASL map and scenarios for Kakazu Ridge.

### ASL Journal 11 [S38]

ASL Journal #11, a 60-page magazine with 25 scenarios on cardstock.

### Blood Reef: Tarawa Gamers Guide [S16]

Created by fans of the Historical Module to illustrate play, give tactical advice, and a brief summary and chronology of the historical battle.

### Out of the Attic #2 [S20]

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 [S240]

Boards 1-52 and starter kit maps t-z in the new cardstock format pioneered by the ASL Starter Kits.

## ASL Starter Kits

ASL Starter Kits (ASLSKs) contain everything you need to start playing ASL. Each kit adds new dimensions to the game while maximizing playability and fun. They are designed as stand-alone games that can be enjoyed either in sequence or on their own.

### ASL Starter Kit #1 - 10th Anniversary Edition! [S25]

This kit includes two maps, six scenarios, and updated rules to help players quickly learn the basics of ASL!

### ASL Starter Kit #2 [S30]

Two more maps, eight scenarios, a simplified rulebook and all the counters needed to play.

### ASL Starter Kit #3 [S36]

Tanks and armored cars open new directions to explore. Contains three new maps, eight more scenarios and all the counters needed to play.

### Decision at Elst [S64]

The first ASL Starter Kit Historical Module features 4 scenarios and a Campaign Game covering the battle at Elst during Operation Market Garden, September 1944.

## Line of Battle Series (LoB)

An evolution of the popular Regimental Sub-Series, the Line of Battle Series represents the next generation of ACW game design.

### 10-01 None But Heroes [S80]

None But Heroes simulates the Battle of Antietam in Sep. 1862.

### 10-02 Last Chance for Victory [S180]

Examines the pivotal battle of Gettysburg, which was arguably the South's last, best hope of victory.

## Civil War Brigade Series (CWB)

Game series featuring an advanced command system accurately simulating 19th-century ACW command.

### 1-01b In Their Quiet Fields 2 [S32]

Portrays the Battle of Antietam, fought near Sharpsburg, MD on September 17, 1862.

### 1-09 April's Harvest [S30]

Covers the Battle of Shiloh, April 6-7 1862.

### 1-10 Champion Hill (may have photocopy rules) [S30]

Covers the May 16, 1863 battle of Champion Hill, as well as several hypothetical scenarios.

### 1-15 Strike Them a Blow [S51]

Covers the battle at the North Anna River in 1864.

## Regimental Sub-Series (RSS)

The Civil War Regimental Sub-Series (RSS) is based on the Brigade Series rules, but offers a more detailed look at the challenges the commanders of both armies faced during the conflict. The scale is 100 yards/hex and 15 minutes/turn.

### 7-04 South Mountain [S48]

South Mountain covers the pivotal 1862, with one map and 560 counters.

## Napoleonic Brigade Series (NBS)

An adaptation of the Civil War Brigade series to Napoleonic warfare of the early 19th century.

### 6-02 Marengo [S28]

Marengo recreates one of Napoleon's first victories. The initial Austrian attack all but drove the French army off the field, but Napoleon's refusal to yield, plus the arrival of Desaix's fresh troops, turned defeat into glory. The game itself has the advantage of being a small, fast-paced affair, perfect for NBS novices and grognards alike.

### 6-04 Talavera [S47]

Depicts the battle that set the stage for the Peninsula War. Includes the Battle of Vimeiro.

## Tactical Combat Series (TCS)

With an emphasis on command control, players plan their operations as did their historical counterparts. Scale is 125 yards/hex, 20 minutes/turn, and platoon-sized units.

### 2-07 Black Wednesday [S40]

The battle of Krasni Bor is chronicled.

### 2-08 Leross [S40]

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 [S70]

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.

### 4-08 Guderian's Blitzkrieg II (Reprint) [S160]

Depicts the German drive to capture Moscow in the fall of 1941 (Operation Typhoon) and the first Russian Winter Counter-offensive.

### 4-9r Korea: The Forgotten War [S90]

Korea: The Forgotten War covers the first year of the Korean War with the popular Operational Combat Series

### 4-12 The Blitzkrieg Legend [S110]

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

### 4-13 Reluctant Enemies [S52]

Reluctant Enemies 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.

### 4-14 Beyond the Rhine [S134]

Depicts the campaign for Northwest Europe from September 1944 to April 1945. It begins with the German Army reeling from a string of near-fatal defeats, and in full retreat to the safety of the West Wall where it hopes to make a stand.

### 4-15 Tunisia II [S60]

Covers the action in Northwest Africa from November, 1942 to May, 1943. Features revised OBs, new maps and updated rules.

### 4-16 Operational Matters: An OCS Guide (with Sicily II) [S48]

Operational Matters is a support booklet developed to help players with the in-depth strategies and general analysis of the OCS line of games. Contains a completely redesigned, one-map version of Sicily.

## Standard Combat Series (SCS)

Simple rules allow focus on gameplay and tactics.

### 5-11 Guadalajara [S34]

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.

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#### 5-12 Rock of the Marne [S40]

Game features both the final German attack in July 1918, and the Allied counteroffensive that produced the Second Battle of the Marne.

#### 5-14 Karelia '44 [S42]

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 [S40]

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 ... [S90]

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.

#### 5-17 Mighty Endeavor Expanded Edition [S58]

The Mighty Endeavor Expanded Edition expands on the original TME, covering the Western Front from the D-Day landings until the end of April 1945 with an expansion to the original game that adds the Eastern Front from just east of Warsaw.

#### 5-18 Day of Days [S120]

This game is both massive and extremely playable, giving players a unique appreciation for the issues involved at the beginning of the invasion. Contains 4 maps, 8 counterheats, player aids and rules.

### Battalion Combat Series

BCS is less complex system than OCS but still retains the challenge of being a game focused on well-planned and well-played operations.

#### Last Blitzkrieg [S132]

Last Blitzkrieg is the first entry in the new Battalion Combat Series (BCS), which simulates combat in World War II (and beyond) at the battalion scale. Features Wacht Am Rhein (the Battle of the Bulge) on four detailed maps (at 1 km per hex).

### Operations Special Editions

Expanded editions of MMP's house magazine.

#### Ops Special Edition 2 [S36]

Includes Panzerblitz: Carentan mini-game, Bravery In The Sand, 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 [S24]

The first installment includes two games, an SCS Ancients game, Raphia, and a Stalingrad area move game, Savage Streets.

#### Special Ops 2 [S24]

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 [S24]

Contains the WWI game A Victory Complete, ASL content and more!

#### Special Ops 5 [S30]

The fifth issue of MMP's house magazine featuring "The Battle of Bushy Run".

#### Special Ops 6 [S32]

The sixth issue of MMP's annual magazine, featuring the game "Storm Over Normandy".

### Area Movement Series

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

#### Breakthrough: Cambrai [S40]

Card-driven game details the 1917 Allied offensive to break through the German lines and move out of the trenches.

#### Kawaguchi's Gamble: Edson's Ridge [S44]

Tactical level simulation of what was possibly Japan's best chance to crack the Marine perimeter around Henderson Airfield and drive the Americans off Guadalcanal. Easily playable in an evening.

### Great Campaigns of the American Civil War

Historical campaigns simulating the Virginia theater of the American Civil War. GCACW uses an initiative system to reflect the uncertainty of ACW combat.

#### Stonewall Jackson's Way 2 [S83]

Contains an upgraded version of the original SJW with new counters, and an entirely new module covering the first Bull Run campaign.

#### Battle Above the Clouds [S83]

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 game series based on the Panzer Command game system.

#### Where Eagles Dare [S160]

Part II of the Market-Garden saga, links to The Devil's Cauldron and covers the southern portion of the campaign!

#### No Question of Surrender [S68]

The Grand Tactical Series moves to North Africa! This entry covers the battle of Bir Hakeim, pitting the Free French versus Rommel!

#### The Greatest Day - Sword, Juno and Gold [S264]

"The Greatest Day: Sword, Juno, and Gold" is the first volume in a three volume series covering the battle of Normandy in June of 1944.

### Non-Series Games

Games which do not share common sets of rules.

#### The Kingdom of Heaven [S80]

The Crusades are covered in detail from 1097-1291. Cards are used to trigger events, activate forces, etc.

#### Lincoln's War [S80]

Lincoln's War is a two to four player, "broad strokes" political game simulating the US Civil War.

### International Game Series

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

#### Warriors Of God [S48]

Back in print! One of our most popular titles, Warriors of God presents the 100 Years War, a pivotal event in medieval European history.

#### Warriors Of Japan [S44]

Warriors Of Japan features much of the same system as our popular Warriors Of God. Warriors Of Japan covers the Nanboku-cho period of Japanese history.

#### Angola [S75]

Re-release of the 1988 Ragnar Bros. classic depicts part of the struggle for this African nation after the end of colonial rule!

#### The Tide at Sunrise [S40]

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!

#### King Philip's War [S44]

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 [S65]

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 [S44]

Depicts the Battle of Stalingrad using an area-impulse system similar to Monty's Gamble: Market Garden.

#### Storm Over Dien Bien Phu [S45]

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. Using the same pioneering system as MMP's Storm Over Stalingrad, Storm Over Dien Bien Phu the game has the same fast, tense action as seen in Storm Over Stalingrad, with additional rules for sapping, assaulting and the French supply situation.

#### A Victory Lost [S36]

Covers the Russian counterattack at Stalingrad (Operation Saturn) through Von Manstien's backhand blow.

#### War of the Suns [S160]

China-Japanese World War II battles, 1937-45. Includes a campaign game and five scenarios.

### NEW SERIES! Variable Combat Series

The Variable Combat System presents a fresh beginning in combat simulation. The series features limited player knowledge of his opponent's disposition combined with a chit-pull rating system that makes combat an uncertain affair.

#### Salerno [S42]

VCS Salerno accomplishes the nearly impossible task of depicting the 1943 Allied invasion of Southern Italy and places all of the invading forces on a single mapsheet.

## Multi-Man Publishing Preorder List

### Preorder Items (as of August 1st, 2016) [Preorder Price/Retail Price]

#### Advanced Squad Leader

##### Forgotten War [S96/S128]

For the first time, an Advanced Squad Leader module steps outside of the traditional World War II era to bring you Forgotten War, covering the Korean War of 1950-1953.

#### Area Movement System

##### Monty's Gamble: Market Garden [S45/S60]

Monty's Gamble: Market Garden is a reprinting of MMP's highly acclaimed area movement game on Operation Market Garden simulating the Allied attack in Holland and the German response.

#### International Game Series

##### Last Stand - Battle for Moscow 1941-42 [S37.75/S45]

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.

##### Konigsberg '45 [S31.50/S42]

Konigsberg '45 is a simulation of the momentous battle for East Prussia. Konigsberg '45 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.

#### Grand Tactical Series

##### The Devils Cauldron - REPRINT [S180/S240]

A strict reprint of the original Devil's Cauldron covers the Northern half of the Market-Garden campaign, including the action of the British 1st Airborne and the U.S. 82nd All American Division.

##### Operation Mercury [S129/S172]

Utilizing the GTS 2.0 rules, Operation Mercury covers all the major airdrops and fighting during the invasion of Crete.

#### Non-Series Games

##### Front Towards Enemy [S48/S64]

Tactical firefights during the Vietnam War. Fire Teams, heavy weapons, leaders, and helicopters at 50 meters to the hex and five minutes to the turn.

#### Standard Combat Series

##### Panzer Battles: 11th Panzer on the Chir River

Covers the classic mobile defense battles of the 11th Panzer Division against the spearhead of the Soviet Union's massive Operation Uranus offensive.

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<http://www.multimanpublishing.com>