

Multi Man Publishing  
2008 1st & 2nd Quarter Announcements  
Not-Yet-Released, Previously Announced by BHD

**A las Barricadas - Help Arrives! Expansion Module  
(MUM WSS-ALBMOD1, \$40.00)**

War Storm Series presents the first expansion of the tactical game set in the Spanish Civil War, A las Barricadas!. Help Arrives... in the form of new units such as the International Brigades, the Italian Corpo Troppa Volontarie, and the German C6ndor Legion. Help Arrives with 300 new counters and 12 exciting new scenarios that expand the original game and cover almost every type of unit that took part in the conflict. The Help Arrives module contains 1 map, 2 counter sheets, 12 scenario cards, and charts. (Please note: This module is not an MMP design or production! MMP is assisting in North American sales of this game from Spain)

**Angola  
(MUM ANG, \$75.00 (est.))**

Angola recreates a brief portion of the violent, decades-long Angolan civil war that began in the 1970s with the fall of a colonial power and dragged its bloody way into the 21st century thanks in part to cold war politics. Angola is a multi-player game in which players control the various Soviet- and US-backed factions that vied for control of Angola from 1975 to 1976. Originally released in limited quantities by Ragnar Brothers of the UK, Angola quickly became a rare and highly sought after game of almost cult status. Why? Angola features a number of innovative game systems that keep players guessing, create plenty of tension, and reward the right balance of boldness and caution. MMP is now updating this classic with the fabulous graphics of the IGS line of games and bringing it to a wider audience. The map is divided into areas, and units represent military formations and also special weapons, such as artillery, rockets, tanks, and airplanes. A unique command and activation system has players committing in secret to the order in which they will activate a limited number of their units for the turn. The players then take turns activating their units in the determined order. The result is like a tense game of poker, with players trying to analyze the map and out guess their enemies. The game is finely balanced, and all players frequently feel as if they are simultaneously on the verge of victory or defeat thanks to an ingenious victory point system that rewards good play for both sides and allows players to absorb reversals and strike back with the right countermove. Angola contains: 2 decks of cards (110 total), 32 page full-color rulebook, 2 player aid cards, 22" by 34" inch map, 3 countersheets, 4 six-sided dice.

**ASL Action Pack #4 - Normandy 1944  
(MUM AP4, \$30.00)**

ASL Action Pack #4 - Normandy 1944 is a scenario bundle featuring action in the bocage country of Normandy after the D-Day invasion. The scenarios represent a wide variety of situations involving German, American, British and Polish forces. In addition to three new mapboards (53, 54 and 55), AP4 also comes with revised rules pages B9 and B10 which have been greatly expanded with clarifications and new examples of play covering Wall Advantage and Bocage. ASL Action Pack #4 contains: 12 ASL scenarios, 3 ASL 'starter kit-style' geomorphic mapboards (53,54,55), revised rules pages B9 & B10.

**ASL Map Bundle (Starter Kit Style)  
(MUM ASLMAPSET, \$240.00)**

This is a complete set (1-52 from ASL, t-z from ASL Starter Kits #1-#3) of 8"x22" geomorphic mapboards for Advanced Squad Leader. These maps are printed on the same material as starter kit maps. They are not paper, nor are they "old-style" mounted boards. Rather they are a light-weight cardstock a little thinner than the thickness of a counter. The maps will be shipped in a box so that they are not folded. PLEASE NOTE that they will be scored so that they can easily be folded.

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**Bastogne (SCS)  
(MUM 5-13, \$42.00)**

Bastogne is a game covering the defense of the little crossroads town of Bastogne from 18 December to 26 December 1944. It is not a game about the whole Ardennes Offensive, but rather a close-up look at the actual perimeter battle to protect the town and the mechanized delaying actions leading into it. The map only extends as far east as Longvilly and north to Noville at 400m per hex. Each turn is a day, units are generally companies. Bastogne comes with special rules for road marching, Team SNAFU, barrages, and air strikes - but is built around a quick-to-play, simple-to-learn framework. Bastogne has three scenarios: an introductory scenario covering the Battle for Noville, a medium-sized one covering the Battle for Longvilly, and the withdrawal of Team Cherry plus the counterattack by the 501st Airborne Regiment, and the campaign game itself covering the whole action in a jam-packed 10 turns. A number of variants have been provided so you can experience the game over and over looking at fresh insights. Bastogne contains: 22" x 34" full-color mapsheet, 280 1/2" full-color die-cut counters, 16-page full-color game-specific rulebook, 8 page SCS series rulebook, 2 full-color player aid cards, 2 six-sided dice.

**Breakthrough: Cambrai  
(MUM BC, \$48.00)**

On November 20, 1917, 324 British tanks, followed by eight infantry divisions, advanced on a front of 10,000 yards against the German lines near Cambrai in Flanders. In many places, the attackers suffered almost no casualties and breached the German lines. Would it be possible, this time, to break through to the "green fields beyond"? Breakthrough: Cambrai is two-player game simulating the British assault to breach the "Hindenburg Line" between November 20 and December 3, 1917. One player controls the British forces, the other the German forces. The object of the game is to control a certain number of areas on the map or, for the British, to exit units off the map into certain perimeter zones. Breakthrough: Cambrai is an area-movement game which uses impulse mechanics (where players alternate "mini-turns") similar to popular games like Breakout: Normandy and Monty's Gamble, Market Garden. The impulse nature of the game means little or no down time for each player while waiting for the other to complete a move or attack. Contents: 1 22" x 34" map, 1 16-page rulebook, 1 16-page scenario/play booklet, 3 sheets of 1" counters, 4 setup and reinforcement cards, 2 player aid cards, 4 dice.

**France 1940 (War Storm Series - WSS)  
(MUM WSS-F40, \$61.00)**

In May, 1940, World War II took a turn that will change history forever-the German Army invaded France through the neutral countries of Belgium and Netherlands and thus avoiding the fearsome Maginot Line. The French Army, supposedly the best army of the time, felt far from any threat. Against all expectations, the neutral nations were quickly overrun, and the British Expeditionary Corps was forced to be evacuated, almost miraculously, from the channel port of Dunkirk. France capitulated in two months. This game recreates those events and allows players to reproduce, at a tactical level, the most famous battles of the "Blitzkrieg". Based on the "A las Barricadas" game system, with new rules added to simulate to this historical period, France 1940 promises many enjoyable hours of fierce game play involving infantry, tanks, artillery, and aircraft from all the armies that took part in this campaign. Contents: 4 11.5" x 15.7" maps, 3 sheets of counters and markers, 30-page rulebook printed in two languages (Spanish and English), 12 scenario cards, 2 dice. (Please note: This module is not an MMP design or production! MMP is assisting in North American sales of this game from Spain)

**Kawaguchi's Gamble: Edson's Ridge**  
**(MUM KGER, \$44.00)**

Kawaguchi's Gamble: Edson's Ridge covers the area of Edson's Ridge and the surrounding jungle just south of Henderson Airfield on the island of Guadalcanal during September 1942. The Japanese, as part of a complicated multi-pronged attack, sent three battalions, nearly 3000 men, charging towards the ridge protecting the airfield. Almost 800 Paratroopers and Raiders defended the ridge with amazing courage and, despite suffering horrible casualties, kept from being overrun and saved both the airfield and possibly the Marine presence on Guadalcanal. The Japanese are often cited as having lost nearly 80% of their men attacking the ridge. Banzai charges, important leaders, gas attacks, even hastily assembled riggers, are represented in Kawaguchi's Gamble: Edson's Ridge. Kawaguchi's Gamble: Edson's Ridge is five turns long, each turn is a variable length of alternating impulses. The game length between experienced gamers is 2.5 to 3 hours. Contents: 1 22" x 34" full-color mapsheet, 2 sheets of 5/8" counters, 4 player aid cards, a full-color rulebook with examples, 4 six-sided dice.

**Kingdom of Heaven: Crusader States 1097-1291**  
**(MUM TKOH, \$80.00)**

In 1097, thousands of lords and knights, soldiers and camp-followers, pilgrims and prophets marched east in response to a Papal appeal, charged with the task of restoring Jerusalem and the Holy Land to Christian control. Their surprising victory led to the creation of the first overseas European colonies and the reshaping of Muslim power in the Middle East. The repercussions of their journey continue to live with us today. In Kingdom of Heaven (KOH), two players use cards to activate forces, trigger random events, conduct diplomacy or prosecute siege warfare on a vast arena stretching from Antioch to Cairo and from Cyprus to Mosul. Nine scenarios cover all the major campaigns of the era, from the First, Second and Third Crusades to the Mongol invasion and the rise of the Mamluk Empire. In addition to the 'basic deck,' each scenario adds different cards representing historical events unique to that campaign. Turns are yearly, and most scenarios can be finished in 3-4 hours. Kingdom of Heaven contains: 1 22x34" cardstock map, 110 "poker quality" playing cards, 528 5/8" counters, 24-page rule book, 24-page scenario book.

**No Peace Without Spain**  
**(MUM NPWS, \$68.00)**

International Game Series. In November 1700, King Carlos II of Spain died without an heir. The long-standing feud between the Bourbons and Habsburgs erupted once again as both sides pressed their claim to the throne. No Peace Without Spain is a two-player game that elegantly recreates this epic struggle using a point-to-point map and a single deck of 55 cards. Action cards are used to activate armies for movement and siege, while event cards bring historical and special events into play that can swing the tide of fortune when least expected. Each turn represents one year, each "corps" represents 10,000 men of all arms and each leader represents a major commander and his staff. The game features an easy and intuitive battle system that highlights a unique aspect of this war - team-based battle command, perhaps the most famous example being the extraordinary success achieved by the partnership of two of the war's most prominent commanders, the Duke of Marlborough and Prince Eugene of Savoy. The Bourbon cause has talented leaders as well, notably Marshals Villars, Vendome and Berwick. These and other leaders are rated for Tactical and Command capabilities and they significantly influence the course of events. The map stresses the importance of fortresses in a war that was probably the high-point of formal siege warfare. Fortresses in this era rarely held out against a besieger that had the necessary time and manpower to conduct a proper siege, and the game neatly recreates this with a simple siege table that leaves room for unusually stout defenses or quick collapses. Victory points are gained or lost by the Alliance player and game victory comes either through automatic victory or based on final VPs after the 1713 turn. No Peace Without Spain contains: 1 22" x 34" map, 1 rule book, 2 player aid cards, 1 deck of 55 playing cards, 3 countersheets with 140 1" square and 30 3/4" round counters, 2 6-sided dice.

**No Question of Surrender**  
**(MUM NQOS, \$68.00)**

The Grand Tactical Series moves to North Africa! Taking the acclaimed system used in The Devil's Cauldron, this game gives players the chance to explore the struggle of the free French forces, including two Foreign Legion battalions, as they attempt to hold out against the might of Rommel's Panzerarmee Afrika at the southern tip of the Gazala line in an abandoned Turkish fort. The game will also introduce new terrain types to the system and new special rules to cover events from the battle. The Free French, composed of "gaullists, swashbucklers and criminals of twenty different nations" according to Rommel's aide Alfred Berndt, have to hold out against the Germans and Italians as Rommel adds more and more strength to try and crack the Großstützpunkt (major strong point). No Question of Surrender component: series rulebook, series rules summary, NQOS exclusive rulebook, 4 color division cards, 1 22"x34" map sheet, 3 counter sheets, 4 10-sided dice.

**Where Eagles Dare**  
**(MUM WED, \$160.00)**

Grand Tactical Series. The eagerly-awaited sequel to The Devil's Cauldron, Where Eagles Dare completes the Market Garden saga and allows players to play out the entire operation. In addition, Where Eagles Dare is also a complete and standalone game and offers a fascinating game situation in which the outnumbered, elite 101st Airborne division must race from emergency to emergency to maintain the vital lifeline to the British 1st Airborne Division fighting for its life in Arnhem. This single and fragile lifeline would come to be called "Hell's Highway." Where Eagles Dare contains: series rulebook (in full-color), series rules summary (in full-color), exclusive rulebook (in full-color), historical booklet (in full-color), 6 player aids (in full-color), turn record and weather table chart (in full-color), 2 CRT/TEC (in full-color), 4 23.5" by 35.5" full-color mapsheets, 10 counter sheets, 4 10-sided dice, a large (TDC sized) box.

**Multi Man Publishing**  
**2006-2007 Announcements**  
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**ASL Journal 2 Reprint**  
**(MUM J2REPRINT, \$50.00)**

Due to popular demand, MMP is planning a LIMITED print run on this classic publication. This magazine is best known for containing the mini-HASL map and scenarios for Kakazu Ridge, along with 24 scenarios. Minor changes (new ad on the back page, no Chapter K insert because it's now in the rulebook, etc.) have been made, but the main content is unchanged. The HASL map and two counter sheets are included.

**A Most Dangerous Time: Japan in Chaos**  
**(MUM AMDT, \$55.00)**

International Game Series. 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! Using a unique system, Nakamura provides a simulation of this period that is one of the most profound ever made. A Most Dangerous Time contains 1 map, 210 1" counters, 24-page rulebook, 55 poker-quality cards dice.

**A Victory Denied: Crisis at Smolensk July-August 1941**  
**(MUM AVD, \$38.00)**

International Game Series. Building on the enormous critical success of A Victory Lost, A Victory Denied is a wargame that offers the same elegant simplicity of A Victory Lost but also covers the unique aspects of this great battle. While the system remains the same, upgraded supply rules and command structure rules will be added to model how important these problems were in this battle - and air power and Stalin's Organs will make their first appearance in the system. But what made A Victory Lost so special will still be in full force - easy rules, unpredictable chit pulls, wild game play, and the ability to play the game almost right out of the box. Components: 1 32" x 22" map, 280 1/2" counters, 16-page full color rulebook. Solitaire rating: Excellent; Complexity: Low; Playing time: 6 hours; Scenarios: 1.

**Barren Victory II**  
**(MUM CWBBV2, \$110.00)**

Civil War Brigade Series. Originally published in 1991 by The Gamers, Barren Victory II is a complete re-design of the original game: new graphics, new order of battle, an expanded map area, and most importantly, a host of new scenarios. The game will be fully playable with the current CWB series rules plus a small exclusive rules booklet as any other Civil War Brigade series game can be - or, you can use the new and updated rules set created by Adam Starkweather and David Powell that covers the unique aspects of the battle of Chickamauga more comprehensively. You can choose how you wish to play the game.

**Blood Reef Tarawa Gamers GD**  
**(MUM BRTGG, \$16.00)**

This magazine is a series of articles by respected hobbyists on how to play and enjoy the ASL Historical module Blood Reef Tarawa (MUM BRT). It pulls together the esoteric bits and pieces of Chapters E, F, and G that are needed, shows how they interact with the BRT-specific rules of Chapter T, and provides a programmed instruction approach for players to learn the necessary rules by playing individual BRT scenarios in a specified order with only part of the rules required in each case. Other pieces explain the nuances of particularly complex rules (such as Breaching Seawalls and Bombardments) and provide several illustrated examples of play. Individual strategy sections are provided for the Japanese and Marines, to understand the specific challenges for each side and the options for dealing with them. There is a playing of CG III from the Marine player's point of view, and a brief summary and chronology of the historical battle.

**Crucible of Courage**  
**(MUM CWTS-CC, \$48.00)**

Crucible of Courage introduces Richard Berg's long-awaited Civil War Tactical System, a company-level ACW game system, at 25 yards per hex. The heart of the CWTS system is in commanding the companies, issuing orders actively (not reactively), and determining what your units actually do when given orders. Crucible of Courage emphasizes the limits of command, training, and discipline, all in the light of what soldiers will do despite what their leaders want. All the weapons are present, including artillery, but the fun is in getting your men to use them in the most effective way. CoC includes five scenarios, all historical battles with their own maps and counters for the actual units, each a different view on the tactical details of the American Civil War. Game rules are short, but there are lots of charts and tables to cover every aspect of battle at this micro level. Playing time is 2 hours for any scenario.

**Decision in Normandy**  
**(MUM DIN, \$65.00)**

International Game Series. Originally published in 1981 by Epoch games of Japan. Scaled at mostly regimental level, 4 kilometers a hex and with 4 days per turn, Decision at Normandy covers the period from the D-Day landings until the successful breakout from Normandy in late July of 1944. Using a highly interactive game turn sequence with multiple movement and combat phases and reserve use, a firepower based CRT, and the use of situational morale states, Decision in Normandy offers a unique look at this very famous moment in World War II.

**Doomed Battalions (Reprint)**  
**(MUM DB25, \$72.00)**

Doomed Battalions is the Allied Minor extension to the Advanced Squad Leader game system. This reprint will contain both Doomed Battalions and The Last Hurrah so the entire Allied Minor OB - infantry, support weapons, guns, and vehicles - are available in one module. Doomed Battalions will contain five 8"x22" geomorphic mapboards (9, 11, 33, 44, and 45), four counter sheets, at least 16 scenarios (43-50; 83-90; maybe MORE!), Chapter H notes for the Allied Minors, and three sheets of Terrain Overlays. Doomed Battalions will be revised to true second edition standards - larger fonts for Chapter H, enlarged counter art, and ASLSK-style maps.

**Eisenhowers War**  
**(MUM 19-02, \$36.00)**

Eisenhower's War is a division-level multiplayer WW2 card game based upon the Avalon Hill Game Company's Atlantic Storm card game. The game lets players battle to capture "objectives" with the famous (and not-so-famous) combat divisions of the Western Front during World War Two (1943 to 1945 are represented in the Eisenhower's War deck). Included are over 50 individual Allied and German Divisions, with each card listing details and facts about the Division. There are dozens of additional combat support cards and even Generals such as Patton, Montgomery, Rommel. Moreover, there are the occasional "special cards" that add a whole different dimension to each game. Eisenhower's War is fast and fun to play, and features both the comfortable pace of a simple card game with the historical feel of an accurate board game.

**GD'42 (TCS)**  
**(MUM 2-15, \$70.00)**

GD '42 covers the desperate battle for survival of the GD Division as it faced down the entire Soviet 3rd Mechanized Corps (with over 200 tanks) over several days. GD '42 uses the new Tactical Combat Series rules. TCS 4.0 rules feature: vehicle impulses increasing operational tempo for tanks; the introduction of spotting ranges and morale for vehicles; streamlined assault rules; combined Area and Point Fire table; enhanced combined arms effects; improved artillery subsystem.

**Panzerblitz Hill of Death**  
**(MUM PB2HOD, \$36.00)**

Panzerblitz Hill of Death is based upon the timeless classics Panzerblitz and Panzer Leader. It has been thoroughly updated, though, to remove the known issues with the old games while adding a whole new artistic look. PB:HOD uses a single 22"x32" mapsheet which is based upon historical maps of the period. The hex scale is 250 yards/hex. Beautifully detailed, yet totally functional for the game, the maps reflect the battlefield as it actually was - no generic terrain for these battles. 8 scenarios are included in the game, varying in size from small to large.

**Rock of the Marne (SCS)**  
**(MUM 5-12, \$40.00)**

Rock of the Marne covers both the final attack of the German army in July 1918, and the Allied counteroffensive that produced the battle known to Americans as the Second Battle of the Marne. The Germans believed they could launch an offensive on both sides of Reims, which would pinch out an Allied salient and draw in Allied reserves, and thus possibly produce a breakout across the Marne leading to the final drive to Paris. Despite gaining their bridgehead across the Marne, the Germans did not expect the fierce resistance offered by the Allies including the American 3rd infantry division-which earned its honorific name "Rock of the Marne" for its steadfast defense.

**Tide at Sunrise**  
**(MUM TAS, \$40.00)**

The Tide at Sunrise is a highly playable game of the Russo-Japanese War. Continuing in the tradition of A Victory Lost, Tide at Sunrise is easy to learn but very challenging in strategy and game play. Famous in Japan for its tight balance and tense situation, Tide at Sunrise focuses on the land aspect of this very influential historical event.

**War of the Suns**  
**(MUM WOTS, \$160.00)**

International Game Series. War of the Suns (WotS) was first designed by Leonard To, a Hong Kong native, more than 20 years ago, and depicts the World War II battles between Japan and China from 1937-45. There is a campaign game as well as 5 separate scenarios, and the game can be played as a 1-4 players' game-with players taking the roles of Japanese, KMT, CCP, and British Commonwealth. In the game, politics will play as vital a role in how the game progresses as the units presented on the map. Other key game concepts include: the HQ activation system, KMT replacement system, guerilla system, and optional rules.