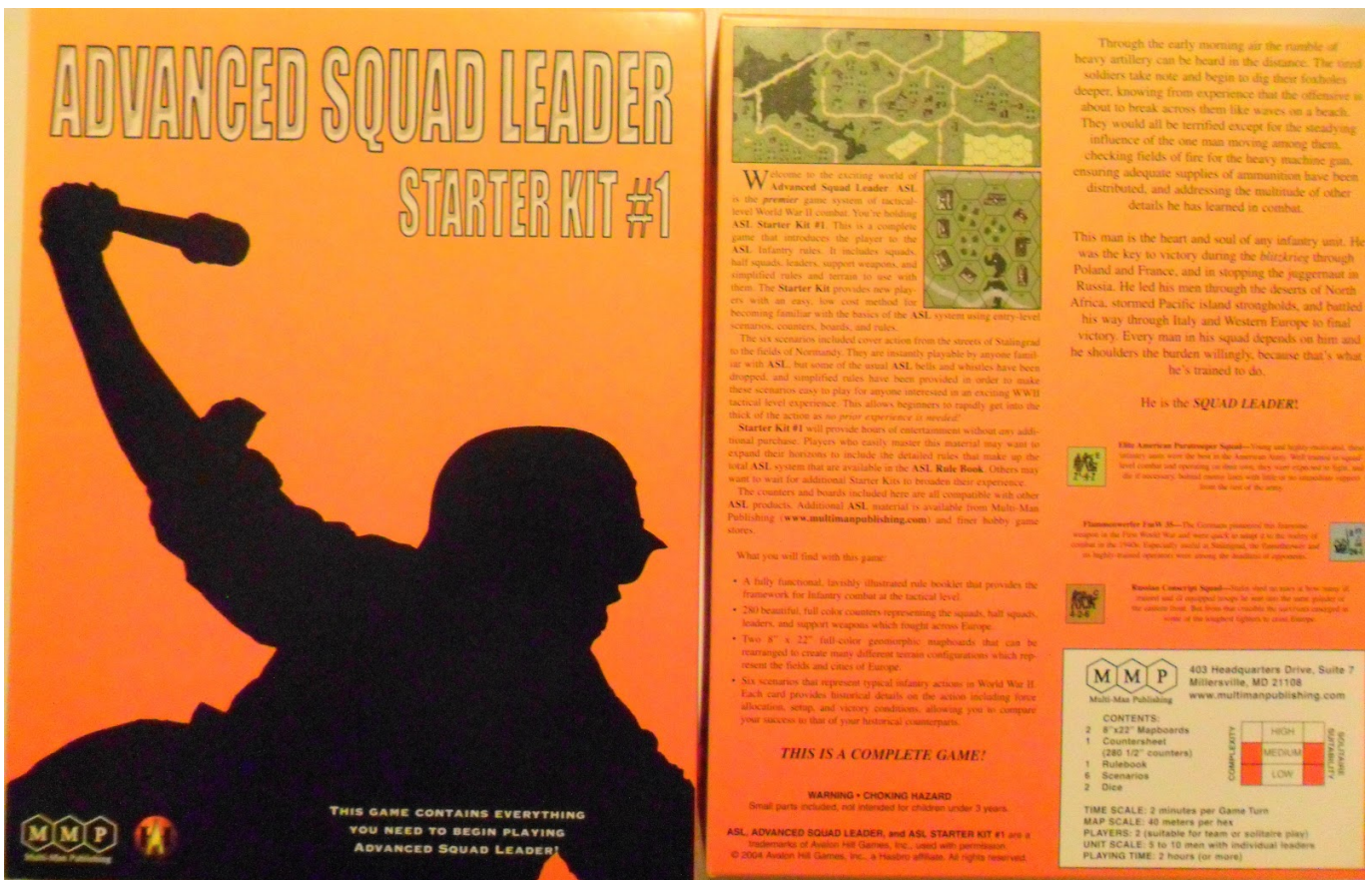




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**ADVANCED SQUAD LEADER
STARTER KIT #1**

Through the early morning air the rumble of heavy artillery can be heard in the distance. The street soldiers take note and begin to dig their foxholes deeper, knowing from experience that the offensive is about to break across them like waves on a beach. They would all be terrified except for the steady influence of the one man moving among them, checking fields of fire for the heavy machine gun, ensuring adequate supplies of ammunition have been distributed, and addressing the multitude of other details he has learned in combat.

This man is the heart and soul of any infantry unit. He was the key to victory during the blitzkrieg through Poland and France, and in stopping the juggernaut in Russia. He led his men through the deserts of North Africa, stormed Pacific island strongholds, and battled his way through Italy and Western Europe to final victory. Every man in his squad depends on him and he shoulders the burden willingly, because that's what he's trained to do.

He is the **SQUAD LEADER!**

What you will find with this game:

- A fully functional, lavishly illustrated rule booklet that provides the framework for infantry combat at the tactical level.
- 280 beautiful, full color counters representing the squads, half squads, leaders, and support weapons which fought across Europe.
- Two 8" x 22" full color geographic mapboards that can be rearranged to create many different terrain configurations which represent the fields and cities of Europe.
- Six scenarios that represent typical infantry actions in World War II. Each card provides historical details on the action including force allocation, setup, and victory conditions, allowing you to compare your success to that of your historical counterparts.

THIS IS A COMPLETE GAME!

WARNING • CHOKING HAZARD
Small parts included, not intended for children under 3 years.

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Multi-Man Publishing
403 Headquarters Drive, Suite 7
Millersville, MD 21108
www.multimanpublishing.com

CONTENTS:
2 8" x 22" Mapboards
1 Countersheet (280 1/2" counters)
1 Rulebook
6 Scenarios
2 Dice

COMPLEXITY	HIGH	DIFFICULTY
	MEDIUM	
	LOW	

TIME SCALE: 2 minutes per Game Turn
MAP SCALE: 40 meters per hex
PLAYERS: 2 (suitable for team or solo play)
UNIT SCALE: 5 to 10 men with individual leaders
PLAYING TIME: 2 hours (or more)

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