

Rising Sun (2020 Reprint)



Available for Pre-Order. 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.

Rating: Not Rated Yet

Price

Price £190.95

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Manufacturer [MULTI-MAN PUBLICATIONS](#)

Description

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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. Rising Sun 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-Tanambogo campaign game (Sand and Blood), a new 17"x22" Gavutu-Tanambogo 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.

This reprint of Rising Sun will also include the map and five scenarios for the Hell's Corner HASL which originally appeared in Operations Special Edition #3.

Rising Sun is not a complete game; ownership of the Advanced Squad Leader game system is required to play the scenarios herein.

Rising Sun contains:

- Chapter G; Chapter H for Japanese, Chinese, and Landing Craft; and Chapter Z (Gavutu-Tanambogo Campaign Game)
- 1,300 ½" counters and 592 5/8" counters (1,892 total)
- boards 34-39, 47, Gavutu-Tanambogo HASL map, Hell's Corner HASL map
- overlays 1-5, B1-B5, Be1-7, Ef1-3, G1-5, M1-5, O1-5, OC1-4, OG1-5, P1-5, RP1-5, Wd1-5, X6, X11, X25-X29

-37 ASL scenarios:

Smertniki
Shanghai In Flames
On The Kokoda Trail
The Drive For Taierzhuang
Shoestring Ridge
A Stiff Fight
Bungle In The Jungle
Ramsey's Charge
The Eastern Gate
Grabbing Gavutu
Hazardous Occupation
Tanambogo Nightmare
Red Star, Red Sun
Take Two
The Bushmasters
Munda Mash
Cibik's Ridge
Totsugeki!
The Rock
Orange At Walawbum
Today We Attack
Smith & Weston
KP 167
Broken Bamboo
Jungle Citadel
OP Hill
Sea Of Tranquility
Last Of Their Strength
Hell Or High Water
White Tigers
Bloody Red Beach
Battlin' Buckeyes
First Matanikau
Bailey's Demise
Samurai Sunset
Whaling Good Time
The Sand Spit