



ASSAULT: Map BSG
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The Assault series of games was created by Game Designers' Workshop in the 1980's. The complete series was published as two games (Assault in 1983 and Boots & Saddles in 1984) and three modules (Reinforcements in 1986 & Chiefain in 1988). The series covered tactical-level ground combat between NATO and Warsaw Pact forces during a hypothetical mid-1980's era conventional war in Europe. Although the game design is 20+ years old, there is a following of people who still play the games as indicated by the active "Assault Series (GDW)" discussion board at www.CosSimWorld.com and the GDW Assault group at www.yahoo.com. Game Designers' Workshop (GDW) disbanded in early 1996 and copyright to the Assault series was acquired by Marc Miller, one of the original founders of GDW. Marc currently holds copyright through his company, Far Future Enterprises (www.farture.net).

The demise of GDW meant that official work on the series stopped under the GDW name. No further orders of battle, scenarios, maps or rules extensions were produced by GDW, however additional scenarios, maps or rules have been developed by fans of the series. This map is a fan-developed addition to that body of work fans have created for use with the Assault game series. It is provided here freely without cost and also without guarantee.

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