

1-1-16. Welcome to a New Year of Assault! Much to come in this year. Look for expansion of WW2 Assault, Up-grading of Korean Assault, addition of Middle East Assault, along with better graphics and better MAPS!! In the short term, I have completed the British Army artwork for WW2 Assault and will stop pumping out some British units. I think that the Losheim Gap scenario was so well received that I expect some 1940-42 British scenarios are in the making. French and Italian units soon. Be safe, remember the Vets and Enjoy!!

1-11-16. Got some new artwork for WW2 ASSAULT. Look for all subsequent scenarios and unit postings to have the new vehicle silhouettes. The new computer is being shipped, all 8gb/2Tb of it. Looking forward to the new artwork software so I can produce some quality maps. We have 3 scenarios in the works for WW2 Assault. The Battle of Arras (1940) will include British, French and German units and I hope to have it out very soon. We are doing preliminary work on a 1942 North Africa Battle and a 1941 Russian Front Battle. Enjoy!!

1-15-16. Okay, so through a major oversight on my part, I left off the German Pioneer platoon from the WW2 Direct Fire Data charts. This has been corrected. I have finished all the BEF and French units for the upcoming Arras Scenario and I am halfway through the 7th Panzer. About another week and we should have that up. In the meantime, ENJOY!!

1-18-16. Well the Arras Scenario is up. Early armor warfare for the ETO. I have provided more units than actually fought at this battle so you can experiment with various OOBs. More to come. ENJOY!!

1-19-16. Sorry for the mixup with the entry hex for the Frankforce Left Column but it is corrected now. I am going to do some minor work on the WW2 Assault Rules; some tweeking. Feel free to add JU-87Bs to the Arras scenario. The Luftwaffe did put in an appearance late in the day. New computer is scheduled for delivery early next week. I can't wait to start producing some quality maps!! Enjoy!!

1-20-16. There is now a Table of Contents for the Rules with page numbers for the major Rules sections. Some minor updates to the Rules (See the Assembly Area for specifics). I also updated the Engineering Tables for the SdKfz 251/5 and SdKfz 251/7. The minefield breaching rules needed clarification and the Minefield Attack Table has been updated for engineer units. The gun attack rules for CAS were out of date and needed some minor correction. I think the changes were all overdue and will make the game more playable. Enjoy!!

1-25-16. The Battle of Brody (June 23-24, 1941) is up on the Scenario Page. Brody was the location of a counter-attack by the Soviet 15th Mechanized Corps on the Southern flank of the 11th Panzer Division's drive on Dubno.. Only the 10th Tank Division was able to actually commit to the counter-attack. Initially, the

Soviets were successful and drove off the 110th Panzergrenadier Regiment on the 23rd. The 11th Panzer attacked again on the 24th and along with considerable aid from the Luftwaffe, was able to defeat the Soviet attack. The bulk of the 15th Mechanized Corps, 37th Tank Division and 212th Motorized Rifle Division, did not participate due to confusion at the Soviet Hq. I have included the entire 15th Mechanized Corps for those players who want to experiment and see what would have happened if the Soviets had gotten their collective act together. More to come. Enjoy!!

2-8-16. I have been suffering from pneumonia the past couple of weeks and I am happy to report that I am on the mend and look forward to getting Kursk II out there. I have received several suggestions for upgrading the site and I realize that the original material needs some updating. There is some discontinuity with the modern fire charts but all in all I am satisfied with the the vehicle values. Like I said in the first issue of the Forward Observer, I put this out there for enjoyment of all, I do not consider it the final word on anything. Feel free to modify, adjust and update anything you want to. Importantly, make the game fun. Please keep sending in those upgrades, updates, emails and opinions. I really enjoy sharing this site and game with you and look forward to another year of myassaultpage.com. I have included a new feature on the home page. Look for a

review of the Assault Games that was originally published on grogard.com by Sim Guy. He had some good words for this site plus allowed us to publish his original commentary on the game. It makes a good read and is very useful to new recruits. I also want to thank Eric S. for the spread sheet and pointing out some discontinuity in the modern Direct Fire Data Charts. I am working through it as I can. Our good friend from France, Alexis S., is putting together some good stuff for us for the WW2 Assault pages that I am really looking forward to adding to the WW2 Scenario pages. ENJOY!!!

2-15-16. Work is slowly proceeding on the new Kursk scenario. Sorry for the delay. I just had an interesting email exchange with a great fan, Chris E., about WW2 Assault Conventional/Indirect fire defense values. I also am going to do some minor updates on some of the counters; the Tiger movement value is too high. It should be a 3 (and that is being generous) not a 4 but since there aren't that many it will not be too big a problem to correct. While the new Kursk is under construction I think I have time to punch a small scenario on the Battle of Unna April 8-10 1945. The U.S. 8th Armor CCB versus a Jagdtiger Kompanie...oh, someone asked about printing out the counter sheets; I expand the size to 110% on the Print option page and use full sheet mailing label. After printing a just pop the mailing label onto thick cardboard (I buy mine at

Michael's but any art supply store will do), cut them out, trim and get to it... ENJOY

2-25-16. Just wanted to drop in and tell everyone that I have a heavy work load for the next 3 weeks so there will not be much going on. After mid-March, I am looking forward to punching out 2 more WW2 scenarios and the Turkish (Assault) army along with some mid-east stuff. In the meantime, be patient and ENJOY!!

3-8-16. Well another year of myassaultpage.com has come and gone. We ended this last year with 64000+ visits to the site, which I think is not too bad. Thank you to all the fans and contributors out there. I apologize for the delay, work has gotten in the way of the hobby. I am still planning on some more WW2 stuff along with some modern Middle East. My work has a tri-ennial accreditation process that ends on 3-16 so I have been busy getting that completed. April looks to be a good month. More to come. Enjoy!!

4-15-16. For our American fans, Happy Tax Day!

Sorry for the delay in publishing new material. We are trying to get back on track. I am still working on the 8th Armor Division skirmishes with Otto Carius and crew in the Jagdtigers in April 1945. I think it will be worth the wait. I have found a new map making program that will do a

updated and posted in the new series. Since I never discard anything, the original series will always be available. I still have a WW2 scenario that I have been working on for a couple of months and I hope to have that out soon. In the mean time please feel free to send me some critiques/feedback or just plain ol' gripes and complaints. ENJOY!!!

6-18-16. Well, the response to the new look has been extremely positive. I appreciate the comments you guys are sending in. I am looking for scenarios for any era to publish if anyone has an idea. I know Alexis S. is putting together a good one for France 40 and Chris E. has a project in the works. Lots to publish and review this week. I have updated the Advanced Rules with new concepts for Rocket Assisted Projectiles (RAPs), High Value Target Lists, Laser Designating capable units, assignable Dozer Blades (counters available in countermixes and the Neutral Markers Section), and most helpful (to me too) a Table of Contents for the Advanced Rules. **The new rules are highlighted in yellow so they should be easier to locate.** You will also find the entire U. S. VII Corps with its component divisions and assets. An addition to the Canadian Army is the Special Service Force. This brigade size force was intended for reinforcement of NATO with

some units deployable to Norway and AFNORTH. It will be back to the Warsaw Pact next week. I see at least 2 Guards Tank Army and probably the East Germans. I am not sure but I think we have the world's largest military simulation boardgame if you were to put all the NATO and Warsaw Pact unit counters on the table at one time...just saying. Lots to check out!! Enjoy!!!

6-21-16. I have the Soviet 2 Guards Tank Army available now. It has been updated from the original series. The 94th Guards Motorized Rifle Division is no longer in transition and has been published with a modern TO&E. The 16th Guards Tank Div is also updated and is equipped with the BMP-3 and both the T-90 and T-90A tanks. I added the ATGM rounds for the T-12 and RAP 2 and RAP 3 to the Soviet DF charts.

No fear the East German (DDR) National Volksarmee is coming. I have finished up the Army assets and I am working on the Militarbezirk 5 (5th Military District or 5th DDR Army). There were a lot of combat and combat support units at the army level that I did not include in the original series and it is taking me longer to get it completed. I also intend to publish the DDR reserve/militia

units that would have been activated if there had been a conflict between the East and West.

Also wanted to thank Jeffrey F. for keeping me on my toes. The Fire Charts are now easily identifiable from the original series charts.

I also updated some of the Charts and Tables, look for yellow titles.

Hopefully I will have the DDR out by the end of the week. ENJOY!!

6-22-16. So while I was putting together the DDR Indirect Fire Charts, I noticed an anomaly that I actually had been aware of for quite a while. If any of you have done any research into these weapons systems, especially the indirect fire weapons, there is a glaring discrepancy in the maximum and normal rates of fire as depicted in the original game. For instance, the Soviet 2S1 (S122) 122mm howitzer has a real world MAX ROF of 5 RPM. The D-30 122mm towed howitzer (same gun) has a real world MAX ROF of 10-12 RPM, at least double of the 2S1. In the game both MAX ROFs for both are given as X4. The only thing I can determine is that someone figured, well they are the same gun so they get the same characteristics. Well, not quite. So I got to looking at all the IDF weapons and found that quite a few were given lower MAX

ROFs despite having higher real world MAX ROFs. Therefore, I have revised them so that both NATO and WP MAX ROFs are consistant and make sense. As always though you may like using the originals so please feel free to do so. I hope to be able to put out some East Germans by this weekend. Also if any of you have anything to contibute, articles, blogs, etc. just email them to me and I will be glad to put them up on the site. In the meantime, ENJOY!!

6-26-16. That took a day or two but I finally got the East Germans up and loaded. I re-vamped, updated and corrected the older units plus added 4 reserve/mobilization divisions that I did not have previously. Finally got a NEW mapmaking program and it is awesome. Many Thanks to Jo Bader and HEXDRAW. New maps coming soon!!! Working on some desert maps for WW2 and the Arab-Israeli wars plus modern stuff! Well, it's back to 7th Army and the Bundeswehr !!! ENJOY!!

HAPPY JULY

4TH!!!

7-5-16. Back from Holiday and celebrating a 2 year old's birthday just in time to get the West Germans into the fight. Some revisions to the German weapon systems and some new units. You will find organic UAVs in the Beobachtung Bataillons (OP) at Division level. These units use the Canadair CL-89 UAV for observation. These systems are not the same as the Predators everyone is familiar with. As such, they are not armed and are tied to their organic OP units. I think it will be interesting to see how they are used. I am pleased with the new Bundeswehr. It should not take long to punch out II GE Korps by the end of the week. Then I expect to see the Warsaw Pact to field the 3rd Shock Army and the 8th Combined Arms Army. Maybe some Czechs too.

7-8-16. The II Ge Korps is now fully operational. I have added, corrected and updated since the publication of the original series. I have CORRECTED the organization of the Divisional FLAK Regiments

with II Ge Korps. For those units already published, simply discard the 4th platoon of the 1st and 2nd battalions and discard the entire 3rd battalion. There should only be 2 battalions of Gepards, each with 3 companies and each company with 3 platoons. I may get around to correcting the units already published as oversize but there I do not see a need to. You will also find the nomenclature for the M113 mounted 120mm mortars and the dismounted 120mm mortars and the LARS rocket systems. I never really liked the simple 120mm tag that I used on the mortar systems so you will now find a Pzm (Panzermorser) tag for vehicle mounted weapons and a K-6 (Israeli Soltam K-6 120mm mortar designator) on the dismounted weapons. Nothing changes with the system itself except for ammunition supply for the K-6 on the updated FRG Indirect Fire Chart. I have added the dismounted TOW missile to the FRG P-Class Direct Fire Chart since this weapon is now part of some of the Gebirgs-Jager Infantry Battalions. I am going to take a break from NATO for a bit and finish up the Soviet Western Group of Forces. I have finished the Ambush at Unna Map for WW2 Assault and will get that scenario published by Sunday (7-10-16) so look for it soon. I want to say HI to all our new fans. We hit a high mark last month with over 8200 visits. In the last

45 days we have had over 10,000 visits and yesterday set a new one day mark for 2016 of 563 (That record is still 600 for February 2, 2015). THANKS EVERYONE AND ENJOY!!!

7-9-16. I have the first of many HEXDRAW maps out. I am still tweaking the scale, it is just a bit off.

Contrary to what you may have read earlier, I have fixed the scale problem with the Unna map and it can be matched up to ANY Assault map. ENJOY!!

7-13-16. I went ahead and added the Soviet 3rd Shock Combined Arms Army or whatever you want to call it. You will find a couple of new units at Army level and some minor TO&E changes at the divisional level. I think it makes the Soviet Army a little more lethal and equal with their Western Opponents. ENJOY!

HAPPY BASTILLE DAY

7-14-16. Happy Bastille Day for our #1 French Fan Alexis S. Hopefully, we can get the revamped French Army up soon. Some Clarification!!.. Thanks to Jeffrey F. for the inquiry into the designation 3rd Shock

Combined Arms Army. Here goes. In 1957, the Soviets changed the designation of 3rd Shock Army to 3rd Combined Arms Army. NATO intelligence missed it and still referred to the unit as the 3rd Shock Army all the way up to the data exchange for the CFE Treaty. In reality, it never really was a combined arms army and became a tank-pure unit by 1979 though it retained the Combined Arms Army designation. So, since NATO referred to it as the 3rd Shock and the Soviets referred to it as the 3rd Combined Arms Army, I just decided to use both designations. One of our fans notified us we missed a Canadian Army unit, 2 Bn, 5th Mechanized Brigade from our list of the 1st Canadian Division. The OOB I was using had this unit attached to the 2nd Brigade, but I am open to advice since these oobs have known to be wrong. So the 2 Bn, Royal Canadian Regiment has been added to the 5th Mech Brigade. ENJOY!!

Vive la France
and prayers for NICE!!

8-8-16. Sorry for the delay in posting. The new British Army is taking a lot longer than anticipated. I am using a more comprehensive ORBAT than the previously. I will publish the material I am referencing when I finally get it together. Initially, I am trying to get the BAOR and I Br Corps units along with the 1 Armour Division out first. Then I will add the 2nd Infantry, 3rd Armour and 4th Armour along with Territorial Army units. I think the wait will be worth it. Look for it within the next week. ENJOY!!

8-24-16. The first installment of the new BAOR is now up and loaded. Look for new equipment, new fire data charts and the OOB I used as a base. You will also find a new NORTHAG page with Army level attached units. More to come on the BAOR. ENJOY!!

8-29-16. The BAOR is rolling along. The 4th Armour is up and posted. More to come.. ENJOY!!

8-30-16. Just did a little updating of the Advanced Engineering rules and charts. I needed to account for Engineering Recon units. I also corrected the Ammunition Record on the Advanced Charts & Tables page so that it displays correctly. Starting work on the British 3rd Armour Division. I am really enjoying getting the Brits out. A word on the OOB. It is based on the 1989-1992 era. I pushed it into the mid- to late 1990s. Most of the Chieftains are gone

with a few Stillbrews equipped with TOGS as short-term stop gap measure to maintain numbers while the Challenger 2s are coming out. You also will find the Abbots replaced by the AS-90. Milans and Swingfires are gradually being phased out in favor of the FGM148 Javelins as are the Blowpipes by Stingers and Javelin SAMs. I included some SAS units. One thing I have started doing is creating the actual MANPAD units instead of using generic counters. I had done this as an experiment with one unit in the U.S. Army section. It seemed to work well in playtest and I liked it so for the British you will find the actual P Class SAM unit counters. More maps are on the way. I am working on some mountain passes, Danish Baltic coastline, Mediterranean, and Balkan landscapes. [Hexdraw](#) is the best map maker for the money in my opinion. Check it out and mention you saw it on myassaultpage.com. In the meantime, ENJOY!!!

9-1-16. The British 3rd Armour Division is now up. In the late 80s and early 90s this division was testing some new (at that time) concepts for the British Army. It is a comparatively larger armour division than the 1st and 4th Armour Divisions and should provide some interesting scenarios. More to Come!! Enjoy!!

9-15-16. Working on getting some more Soviet units out there, namely the 8th Guards Combined Arms

Army, to counterbalance the BAOR. Once I get them published it will be a while before I publish any French units owing to the fact that I am in the process of moving to Ooltewah, Tn; just a bit up the road. So please be patient, there will be more soon. In the meantime, ENJOY!!

9-23-16. The Soviet 8 Guards Combined Arms Army is now available. I am working on the French Army and hopefully after my move (which was delayed for another week); I can begin punching out the French units. I have updated the Warsaw Pact AFV Advanced Capability Chart to account for the increased armor of the T-72B. According to Janes the T-72B frontal armor was more effective than the T-80 and T-80B. Look for the French beginning around the 3rd week of October. ENJOY!!

**** Bonus**** added some new UK Units...check the Assembly Area and the UK page.

11-11-16. Happy Veteran's Day!! Today you will finally find the beginning of the advanced version of the French Armee d'Terre making its way to Assault. Lots more French units to come. I want to thank Alex Seydoux for his invaluable assistance in constructing this model of the French Army as it may have existed in the mid-late 90s in a Warsaw Pact World. Enjoy, be safe and there is lots more on the way. ENJOY!!

11-14-16. So I have gone back and updated all the P-class DF charts. I have pulled out the various light machine guns and made them a separate entry.

Why? Well, they serve a different purpose than the SA equipment. The LMGs are basically suppression area weapons. They tend to have a longer range and; especially in the U.S. Army; they are fully automatic while the newer assault rifles have a semi-automatic/burst capability. By the mid 1990s most of the LMGs in NATO are some version of the Belgian FN Minimi. The FRG still operated the MG3, cousin to the M60 mg, both descendants of the MG42.

Separating these weapons out, I think, more accurately simulates the capability of the Infantry units. I have heard from some of you on this and I would like to hear some more opinions on this so please email me. Enjoy!

11-16-16. New French Units are now available. The French Army II Corps was not included in the original release of French units plus I have added the AMX-13 DCA and the AMX -13 AVLB. The AVLB could handle the AMX-30B2 but was definitely not suited for the LeClerc MBT. More French Units are on the way the the II Corps and the French Rapid Deployment Force. ENJOY!!

11-30-16. I hope everyone had a safe and enjoyable Thanksgiving Holiday. As November comes to an end, I completed the French I Corps and put the finishing touches on the French 1 Armee. Next I will

get the Force d'Action Rapide out and the Armee d'Terre will be completed. I am working on some special scenarios for Christmas and hope to get them out soon. In the meantime, ENJOY!!

12-6-16. The French Army is for the most part complete. I have added the Force d'Action Rapide and two Brigade de Zones which near as I can understand are the French version of a home defense force. I chose the 108e Brigade de Zone and the 110e Brigade de Zone for their proximity to the German and Belgian borders and the likelihood that they might have encountered forward Warsaw Pact units. I also updated the French P class DF and added the M151 Jeep to the MBT/AFV/AIFV/Vehicle DF. I am going to take a short break for the Holidays (maybe) and then knock out some more of the Warsaw Pact countries. Be safe and enjoy the Holidays, Merry Christmas, Happy Hannukah!! ENJOY!!

12-24-16. Just a quick word. The Holidays have kept me busy with real world work. The Czechoslovak Peoples Army is half-way complete. I have finished the Army level troops and all of the 1st Army. Work on the 4th Army will begin after I get back. I hope everyone has a safe and peaceful Holiday Season. Merry Christmas and Happy Hannukah!!