

**3-5-15.** We are entering our 2nd year of myassaultpage.com. I have thoroughly enjoyed creating and publishing this website and look forward to many more. I have learned a lot more about wargame design and theory in researching the data for the armies of Assault. I hope that I have been able to enhance the enjoyment of the game for the fans. In this year we have been able to publish the major NATO units of the U.S. Army, the BAOR, the Bundeswehr, the French Army, the Italian Army, the Spanish Army, the Dutch Army, the Belgian Army, the Danish Army, the Norwegian Army, the Greek Army, and the Canadian Army. The Warsaw Pact contingent includes the Soviet Army, the Polish Army, the East German Army, the Czechoslovakian Army, the Hungarian Army, the Romanian Army, and the Bulgarian Army. We were even able to get in the Swedish Army and generic versions of the North and South Korean armies. The site has become so much more than what I had originally envisaged. The 2nd year will see more non-aligned nations, better artwork, maps and what I think will be an interesting "WWIII" series of battles. Thanks everyone for your interest in our work. Please visit us on Facebook and feel free to send in request, comments and observations anytime. ENJOY!!

**3-9-15.** Just a little light work while taking a break from the move. I updated the Belgian and Netherlands Direct fire data charts to account for helicopter units. I had left them out. The Belgians also get an upgrade for the A-109 which are now correctly armed with TOW missiles. More Non-aligned nations coming very soon. ENJOY!!

**3-22-15.** The first part of the tutorial is up covering the Pre-game Setup for the basic game. I also corrected the UK 22nd Armor Bde Queen's Own Hussars Challenger 2s with the correct movement rate. There is also an update to the Engineering Tables. MORE TO COME! ENJOY!!

**3-26-15.** We are going for a redo on the Tutorial. I guess we went a little too advanced and need to take a step back. So, we are

going to start with the Assault scenario 1 and go from there. Thanks to Sava for the suggestion. Also, I am going to be adding the forms to Charts & Tables page. The first one, Command and Morale Record, is now available. It is actually the form that came out with Boots & Saddles and we felt that since this one is applicable to all the games we would use it. If you are not playing with helicopters just ignore the extra box..Keep those emails coming. ENJOY!!

**4-29-15.** Wow, I did not realize that it has been a month since I have added to the page. I apologize for the delay. The Austrians are up and moving off to the front. I have more to add there. The Yugoslavian Army has been a nightmare and while not totally to blame for the delay in publishing new material it along with trying to get a decent tutorial up has slowed me down considerably. I have finished translating an old Fire & Movement article into a basic basic basic tutorial. I just have to get the illustrations done. I want to thank Alexis Seydoux for the enormous amount of material he has provided on France and other NATO countries from the mid 80s through the 90s. I am going to update some units with information he has provided along with the French Direct Fire Data chart. Be patient and enjoy the new units, more to follow! ENJOY!!

**4-30-15.** Added some new rules for CAS. I felt it needed a little tinkering to give players more options so now you have hard-points on aircraft that serve a similar function as weapons pylons on helicopters. I also added the data for new countries added since the last upgrade. More to come. ENJOY!

**5-3-15.** Got some new units in the Austrian II Korps. Look for the SK-105 Kurassier; similar to the French AMX-13. Also you will notice the two Landwehrregiments and the Sperrkompanie and

Sperrbattalions (fortifications). These units are basically tied to fortification installations to protect key utilities, mountain passes, river crossings, etc. The Mobile Militia Brigade is a reserve units that is intended to provide counterattack capability to the Sperr units. I have also included an Austrian special forces battalion as a II Korps unit, 631 Jagdkampf Battalion. These Jagdkampf units were designed to fight behind enemy lines if the Sperr fortifications were breached. You will find rules additions in RULE 37: Improved Positions; that addresses Sperr units. I have also provided some further clarification on Hull Down prepared positions. More to come. ENJOY!!

5-5-15. I have added the Austrian Army Command, Armeekommando, along with the Army reconnaissance battalion and helicopter assets. The Austrians did not have combat helicopters in the true sense as with NATO armies. They were mostly geared toward search and rescue but had a secondary role of providing scouting, liaison, and light transport for the Army. In addition to the OH-58s, UH-1s and UH-60s, there were some French SA-316 Alouette IIIs used mainly in search and rescue. There appears to have been no anti-tank capability provided to the helicopter force and I have chosen to arm the OH-58s and UH-1s with gun and rocket pods. The Heeresaufklarungs Bataillon (Army Reconnaissance) was a great opportunity to put more SK-105s into the counter mix. I think we'll be moving back up north to the Arctic and see if the Finnish Army has mobilized yet. I also hear that the Italians and the French armies have some more units to throw into the fray. ENJOY!!

5-8-15. Finland is up and ready for deployment. MORE TO COME, ENJOY!!!

5-11-15. More Finnish units are added to the 1st Finnish Corps.. I am working on the 4th Corps (Lapland) units now. Finland is quite the mishmash of Western and Soviet bloc equipment. I

know that most of the Western equipment (vehicles mainly though the I-TOW and TOW 2 were available prior to the Soviet "collapse") came about after the dissolution of the Warsaw Pact but I think that Finland was trending that way. It will be interesting to pit Finnish T-72s versus Soviet T-62s of the Vyborg Corps or the Leningrad Front. ENJOY!!

5-27-15. Well I have added a major rule additon; Rule 44: Airborne Ops. I have been working on this off and on for a while and when a fan recently inquired about it I decided to go ahead and publish it. You will also find the AC-130H Spectre gunship added to the mix. The new counters are located on the Neutral Markers page. There are two AC-130 counters there. The AC-130 should be used sparingly and if you are playing a "campaign" version, I would limit it to no more than 6 in the counter mix; recording each loss. I based the Airborne operations somewhat on the procedure used in the old Ambush solitaire game. I liked the idea of the unit drifting due to wind/weather conditions and the uncertainty of the landing. Having watched the 82nd Airborne conduct a couple of battalion sized drops and the Air Force attempt some LAPES (Low Altitude Parachute Extraction System), it was very obvious that losses in men and equipment will occur just by the nature of the exercise much less trying to do that when someone is shooting at you. I think that we have come up with a good system; that being said I am always open to suggestions. MORE TO COME, ENJOY!!

5-28-15. A little tweaking to Rule 44. I clarified some of the procedure. Air Superiority should be checked for at the beginning of each game turn prior to any phases being conducted. Weather and wind direction are established at the beginning of the game and remain constant throughout the scenario. ATA and LAPES availability are checked for at the beginning of EACH NON-PHASING PLAYER AIRMOBILE REACTION PHASE. If the player does NOT have air superiority then NO ATA-LAPES missions are available. Why do Air-drops and LAPES occur in the Non-Phasing Player Airmobile Reaction

Phase? Simply put, it takes time to drop/lape, assemble, organize and move out. Vehicles must be unloaded, weapons unsecured from pallets and troops oriented to the battlefield. The intent is to simulate this delay by having a player conduct his drops in his Airmobile Reaction Phase, but not being able to conduct offensive operations (movement) until his First Friendly Movement Phase. Un-suppressed units may still fire, both direct and opportunity fire and all units may defend in Close Assaults. Also, by not allowing suppressed units to be rallied until the Second Friendly Movement Phase, an additional delay is imposed, simulating the difficulty in Airborne Operations. Otherwise, by just placing units on the map and getting to it kind of defeats the purpose in simulating airborne and LAPE operations and would not be too different then the procedure in the original ASSAULT series; i.e. there was none and it was scenario dictated. YES, the 82nd Airborne is coming soon, and NO there will not be any M-551's at least not in the first incarnation...maybe later...ENJOY!!

6-1-15. Okay, the 82nd Airborne is published. I decided to go with the M-551A1 Sheridan after all. The thing was with the 82nd until 1996 in the 3-73 Armor so I kept it in. Besides, I think everyone really wanted to see it in the unit mix. You will see the M977 CBT in the 307th CE battalion, these is ribbon bridge unit and functions the same.About the most major thing I did was to modify the 319th Airborne Artillery to 2 battalions of M-119s and 1 battalion of M-777. Currently, each battalion has a mix of the two but I figured that in the mid-90s that the Soviet threat would have expedited the deployment of these howitzers and there would not be a mixing of the types until the 2000s. As for the Sheridan, this is the M551A1 model with the thermals and laser rangefinder added in 1990. I have personally seen the Sheridan at work and witnessed the explosive firepower of the 152mm cannon, albeit shooting at a Dempsey Dumpster. The Dumpster lost. Most research indicates that the anti-personnel and breaching capability was much appreciated and that the MGM-51

**Shillelagh missile was actually used to destroy Iraqi bunkers in the Gulf War (1991). Stand up, Hook up and stand in the door. ENJOY!!**

**6-2-15. Surprise! Electronic Warfare comes to Assault. You will find RULE 45: Electronic Warfare in the rules page and also separately listed on the NATO and Warsaw Pact pages. The counters for a U.S. MI battalion CEWI assets and a Soviet Electronic Warfare Company, including air assets (helicopters not Wild Weasels) are included in the NEUTRAL MARKERS page under the Electronic Warfare tab. This is a departure for me in that I have published the actual units, but there are so many that for now use the generic markers. I am slowly revisiting and updating the counters. There may be some tweaking to the Rule but it pretty much is done. ENJOY!!**