DC AREA
CONSCRIPTS
ASL CLUB

4-2-6 DC

Conscripts Updates

OFFICIAL DISPATCH OF THE DC CONSCRIPTS ASL CLUB

Issue for the Month of October 2026 • Washington, D.C. Sector

EDITOR'S BRIEFING

Conscripts,

Our next game day is this Saturday, 24 October. Join us at American Legion Post 177 (3939 Oak St., Fairfax VA) for open play. Who will regale us with their conquests at ASLOK?

In news around the front, MMP is taking preorders on a freshly updated 2nd Edition ASL rulebook, The 2 Half-Squads finished their St. Louis interview series and sat down with Gary Fortenberry, and ASL-Players.net has been running a strong run of defense and line-of-sight instruction.

THIS MONTH'S DEVELOPMENTS

MMP Opens Preorders for the ASL Rulebook, 2nd Edition

Multi-Man Publishing • Preorders page, October monthly specials

MMP is taking preorders for a 2nd Edition (2026) of the ASL rules, described on the listing as back in print and updated through January 2026, now with Chapters F, G, and W included. It comes two ways: a rules-only volume of 410 hole-punched pages at $38, or a $60 bundle that adds chapter dividers and a binder. Both prices are the 25% October special. The bundle has cleared its preorder threshold; the rules-only edition had not yet at the time of writing. No ship date is listed.

Also on the preorder list is Prelude to War: Marco Polo Bridge, a Historical ASL module on the fighting outside Wanping, China, at $33 for the standard edition. It has cleared its threshold, and likewise has no ship date posted.

Source: mmpgamers.com

The 2 Half-Squads Close Out St. Louis, Then Sit Down with Gary Fortenberry

The 2 Half-Squads podcast • Episodes 393–395, Sept. 17 – Oct. 14, 2026

Episode 395 (October 14) wraps the show's run of St. Louis tournament interviews. Before that, episodes 393 and 394 featured a two-part conversation with long-time player and our own Conscript, Gary Fortenberry, covering his military service, early fanzine and ASLUG work, and later his Avalon Hill years and move to MMP. This is a very informative interview, listen in!

Source: the2halfsquads.com

ASL-Players.net: A Month of Defense, Fortifications, and Line of Sight

ASL-Players.net • Articles and podcast episodes, Oct. 1 – 16, 2026

In another show of strength for our local players, Jim Bishop's "The Bishop Says" series ran through fortifications and obstacles (October 1) and a pattern-based look at defense tested against a specific scenario (October 7), then turned to 3D-printed counter storage (October 14). Neal Ulen's October 12 piece explains how rule A4.34 lets line of sight reach a hex's center when the path crosses a bypassed hexside. The ASL RSS crew also published episodes 59 through 61 and the first part of an after-action report on Guerillas in the Mist (MM73).

Source: asl-players.net

ASL Oktoberfest XL Wraps in Aurora, Ohio

ASLOK • Event ran October 4–10, 2026, Bertram Inn & Convention Center

The long-running ASL Oktoberfest finished its 2026 run on October 4–10 at the Bertram Inn & Convention Center in Aurora, Ohio, per the club calendar. The tournament director's after-action report is posted on the GameSquad forums. If any Conscripts made the trip, we would love to hear how it went.

Sources: TD AAR on GameSquad | Club Calendar

VASL: 6.7.4-beta3 Is the Newest Build

VASL developers • GitHub release, July 14, 2026

The current development build is 6.7.4-beta3, which finishes the latest batch of SVG counter updates and consolidates the Blood Reef: Tarawa counters into a new panel. Vehicle and gun counter updates are still pending, and the build requires VASSAL 3.7.23. The latest stable release remains 6.7.3 from May 6. We found nothing newer as of October 19.

Source: GitHub — vasl-developers/vasl releases

ASL Scenario Archive: Le Franc Tireur Joins as a Third-Party Publisher

ASL Scenario Archive • Site announcements, Aug. 18 and Aug. 30, 2026

Le Franc Tireur joined the Archive's third-party publishers on August 30, selling digital scenario packs; its first English-language publication, LFT #8, is listed at $24. An August 18 update added an Order of Battle editor to scenario pages.

Source: aslscenarioarchive.com

CONSCRIPTS LOCAL EVENTS

Next Up: Open Play Game Day — Saturday, October 24

Official club calendar • *American Legion Post 177, Fairfax, VA, 0830 start*

The next club event is an Open Play Game Day at American Legion Post 177 (3939 Oak St., Fairfax, VA 22030) in the Social Quarters, starting at 0830. For best results finding an opponent, email the list in advance.

Source: dc-conscripts.org — Club Calendar

Further Out on the Calendar

Official club calendar • *Post 177, Fairfax, VA*

Another Open Play Game Day follows on Saturday, November 28, and the year closes on Saturday, December 26 with a vote on the club's favorite East Front scenario, which is then replayed. Human Wave organizers report that planning for next year's event is under way; no 2027 dates are posted yet. If you're interested in helping out or providing input, email the list!

Sources: Club Calendar | humanwaveconscripts.com

WHY IT MATTERS

A reprinted, updated rulebook is the most consequential item this month for anyone still playing from worn or incomplete copies, and the preorder thresholds suggest strong demand. Meanwhile the community instruction coming out of ASL-Players.net and the podcasts is a cheap way to sharpen defense and line-of-sight play before the winter game days and the first tournaments of the new year. This editor is eagerly awaiting the reprint with the new Journal rules.

HISTORICAL CORNER

The M1 Garand was designed by John C. Garand at Springfield Armory and adopted by the U.S. Army in 1936. An early .276-caliber version of his rifle won the Army's 1931 trials, but in 1932 General Douglas MacArthur personally rejected a change of caliber, partly because large stocks of .30-caliber ammunition already existed, so the rifle went forward chambered in .30-06. It gave American infantrymen a gas-operated, semi-automatic rifle fed from an eight-round clip, at a time when most armies still issued bolt-action rifles. It weighed about 9.5 pounds and fired once per trigger pull, allowing much faster follow-up shots than the bolt-action M1903 Springfield it replaced. The en bloc clip could not practically be loaded one round at a time, and it ejected with a distinctive "ping" when the last round was fired. Production began at Springfield Armory in September 1937 at ten rifles a day and had reached 600 a day by January 1941; by the end of World War II the armory alone had built 3.1 million, running three shifts at the peak. Its significance was firepower at scale: as the first semi-automatic rifle adopted as a standard military shoulder weapon, it gave American riflemen eight quick shots against the five-round bolt-action rifles most infantrymen carried in World War II, and U.S. factories could issue it in the millions. The M1 Garand made the U.S. Army one of the best-armed forces of the war. General George S. Patton is credited with calling it "the greatest battle implement ever devised," and it remained the standard U.S. service rifle until the M14 replaced it in the late 1950s. [nps.gov][Wikipedia][National Interest]

WHAT TO WATCH NEXT

- **Open Play Game Day** — Saturday, October 24, 0830, American Legion Post 177, Fairfax, VA. https://dc-conscripts.org/2025-club-calendar-key-events-and-dates/
- **Tussle in the Tundra** — ASL tournament in West Dover, VT, October 29 – November 1, 2026. The event site listed 19 registered attendees at the time of writing. https://tussleinthetundra.com/
- **ASL Rulebook, 2nd Edition** — Watch the MMP preorders page for a ship date and for the rules-only edition to reach its preorder threshold. https://www.mmpgamers.com/
- **ASLOK XL report** — The tournament director's after-action report is posted on the GameSquad forums. https://www.gamesquad.com/forums/index.php?threads/aslok-xl-official-td-aar.208632/