DC AREA CONSCRIPTS ASL CLUB

Field dispatch of the DC Conscripts · Advanced Squad Leader

DISPATCH No. 3 · SUNDAY 22 NOVEMBER 2026 · FOR GAME DAY SATURDAY 28 NOVEMBER

■ EDITOR'S BRIEFING

November's wire is mostly about paper and software. MMP is taking preorders for a new full-color 2nd Edition rules set, which needs to hit its preorder number before it goes to press. VASL has pushed another 6.7.4 beta that tidies up night play. And a new free browser version of ASL, OASL, has entered open beta. It won't replace VASL, but it could be a good way to get a curious friend to the table. Saturday is Open Play, so bring a scenario you have been meaning to try.

■ CONSCRIPTS LOCAL EVENTS

GAME DAY — SATURDAY 28 NOVEMBER · OPEN PLAY

Where: American Legion Post 177, 3939 Oak St., Fairfax, VA 22030

When: 0830 start

Format: Open Play. No feature scenario or clinic is listed, so line up an opponent and a scenario ahead of time.

NEXT UP — SATURDAY 26 DECEMBER · "BEST OF THE EASTERN FRONT"

The year-end event: members vote on the best Eastern Front scenario, and the winner is replayed as the feature. Results and AARs go into The Red Banner. Candidates from this year's feature days include AP171 "Pössl's Posse" (June) and J103 "Lenin's Sons" (August). Come with a nominee in mind.

■ FROM THE WIRE

MMP opens preorders for ASL Rules, 2nd Edition (2026)

MMP's new rules set comes as 410 hole-punched, 8.5″ x 11″ pages for a three-ring binder. It is printed in full color with a larger font, more examples of play, and an expanded index, and it includes rules updates through January 2026. Chapters F, G, and W are now part of the core set. A matching 2026 binder and chapter dividers are sold separately, and a separate ASL Rulebook, 2nd Edition (2026) is also listed. All of them are on MMP's November preorder special (rules $38, down from $50).

What to Watch: The project needs 250 preorders before it goes to print. The product page showed 52 on 22 November.

Why It Matters: A binder format with replacement pages means future errata can be swapped in instead of reprinting the whole book. If you want one, a preorder this month helps it reach print.

Source: Multi-Man Publishing, product page (accessed 22 Nov 2026) — https://mmpgamers.com/asl-rules-2nd-edition-2026-p-462

VASL 6.7.4-beta6 released

The sixth 6.7.4 beta (5–6 November) fixes missing gunflash counters in night LOS checks and several counter bugs. It also adds draggable "Broken Ground" overlays with new artwork and Ammo Shortage/Low Ammo warnings in chat. It requires VASSAL 3.8.0. The current stable release is still 6.7.3 (May 2026).

What to Watch: Whether the 6.7.4 line moves from beta to a full release. Night-scenario support has been the focus since beta4 in September.

Why It Matters: If you play night scenarios on VASL, the betas are worth testing. For tournament or PBEM games, agree on a version with your opponent first, because a beta needs the newer VASSAL.

Source: VASL GitHub releases — https://github.com/vasl-developers/vasl/releases

OASL: a free, rules-enforcing ASL in your browser

Open Advanced Squad Leader is a non-commercial fan project, not affiliated with MMP or VASL, now in open beta at openasl.app. It enforces the rules and handles dice, DRMs, morale, and close combat. It covers the 52 Starter Kit scenarios, with hotseat, live online, and "Grogbot" AI play for selected scenarios. You get access by requesting it through the project's Discord. ASL-Players.net tested it on S31 and found some bugs. Your editor has watched some of the videos at the official website https://openasl.app/#video and can confirm the application is VERY impressive.

What to Watch: Bug fixes, and whether it grows beyond Starter Kit content.

Why It Matters: A rules-enforcing trainer is an easy way to start new players before they sit down at a Game Day table.

Source: ASL-Players.net, 17 Nov 2026 — https://asl-players.net/introducing-open-advanced-squad-leader-oasl/

Starter Kits back in print in the new 2026 box

MMP has reprinted the Starter Kits in a new 2026 box. ASL-Players.net unboxed SK#3 (tanks, three boards, eight scenarios) on 3 November and SK#4 (Pacific: Japanese and Marines, boards m/n/o, scenarios S64–S71) on 13 November.

What to Watch: Retail availability ahead of the holidays.

Why It Matters: The kits are back in stock just in time to give as gifts to a friend you're trying to recruit.

Source: ASL-Players.net, 13 Nov 2026 — https://asl-players.net/unboxing-starter-kit-4/

■ ALSO ON THE WIRE

- **The 2 Half-Squads, Ep. 396 (2 Nov):** Halloween edition, with a review of Kharkov in Flames and the Grumble Jones Halloween pack.
- **The 2 Half-Squads, Ep. 397 (15 Nov):** Finishes Chapter D with D16 Amphibians and D17 Aerosans.
- **ASL-Players.net, "The Bishop Says: Let's Look at the IFT" (16 Nov):** Compares column shifts with DRMs on the IFT. Good homework before Saturday.

■ FROM THE FORUMS

The busiest threads on the GameSquad ASL forum over the past 30 days (23 Oct – 22 Nov).

1. Kharkov in Flames

MMP's new Kharkov module is reaching tables, and this was the forum's busiest thread. Players posted AARs from KF9 Clever Kumm and KF10 Recon West. Designer Andrew Rogers explained that the "winter wheat" grain in some scenarios comes from Das Reich unit histories, and players liked that it uses ordinary grain rules instead of a new terrain type. Several groups are starting the campaign game over Thanksgiving weekend. The one recurring complaint is that the scenarios carry less armor than expected, though the CG order of battle has plenty.

Activity: 69 posts from 37 players in the last 30 days

GameSquad ASL forum — https://www.gamesquad.com/forums/index.php?threads/kharkov-in-flames.206488/

2. Updates on ASL Products from MMP (WNDY)

Hutch's weekly digest of MMP news drew the most comment on Prelude to War: Marco Polo Bridge. It reached MMP in mid-November, and about 1,700 preorders began shipping on 18 November. Members also discussed the Kampfgruppe Peiper reprint with its new scenarios, and pre-registration for Winter Offensive (28–31 January 2027, Bowie, MD), which has passed 70.

Activity: 53 posts from 24 players in the last 30 days

GameSquad ASL forum — https://www.gamesquad.com/forums/index.php?threads/updates-on-asl-products-from-mmp-discussed-on-wndy.207907/

■ SCENARIO OF THE MONTH

J167 HART ATTACK · GARY FORTENBERRY · 28 NOVEMBER 1942

On 28 November 1942, "Hart Force" set out to take the airfield at Djedeida, just a dozen miles from Tunis. It was a mixed British and American battlegroup, with Northamptonshire infantry riding on American M3 Lee tanks. Gary Fortenberry's Hart Attack (J167, ASL Journal #11) packs that fight onto a single board, 7a, over six turns: thirteen Allied squads and five Lees against nine and a half squads of Kampfgruppe Witzig's paratroopers, backed by a 40mm AT gun and three elite PzKpfw IIIH tanks. It is one of the best-regarded and most even desert scenarios you can set up this month.

By the Numbers: Rated 7.41 (56 votes) · 48 recorded games · Archive 30–17–1 · ROAR 115–107

Club Note: Our own Andy Goldin won it as the Germans at Human Wave 2024. His AAR is on the archive page.

ASL Scenario Archive — https://aslscenarioarchive.com/scenario.php?id=62617

■ HISTORICAL CORNER — OPERATION URANUS, NOVEMBER 1942

Eighty-four years ago this week, the Red Army launched Operation Uranus. On 19 November 1942, the Southwestern and Don Fronts broke through the Romanian Third Army northwest of Stalingrad. The next day, the Stalingrad Front attacked the Romanian forces to the south. On 22 November, a Soviet tank detachment seized the Don bridge at Kalach intact in a bold night raid. On 23 November, the two pincers met near Kalach and Sovetsky, trapping the German Sixth Army and part of Fourth Panzer Army, a quarter of a million or more Axis troops.

Play it on the table: Try out a Uranus-related scenario by our own Eric Michael, published in the February 2022 Red Banner.

- **Conscripts: Operation Uranus (19 Nov, GOLAVSKY, UKRAINE):** The men of Colonel Vociu's brigade of the 3rd Romanian Army square-off against the men of the Soviet 63rd Rifle Division of the 21st Army and T-34s of the 4th Guards Tank Regiment. Can they hold for two days? Report your playing at the ASL Scenario Archive and ROAR!