

WAR IN PEACE

(ASL In The Cold War)

The years since the end of World War Two have been wracked with conflict. Although an uneasy peace has existed between the alliances of Europe and North America, elsewhere conflict has continued unabated. The Chinese Civil War. The Korean War. The numerous Arab-Israeli Wars. Vietnam. The Falklands. The various Gulf conflicts. The Yugoslavian Civil War. All have grabbed the world's headlines since World War Two, while many others seldom come to the public's attention.

Hand in hand with warfare comes the technological development of war machines. One only has to compare the tanks of 1939 and 1945 to see how a state of war affects a country's research and development. Indeed, World War Two saw the beginnings of a technological revolution in land warfare which has rapidly gathered pace in recent years.

ASL is the premier wargame of World War Two tactical warfare. Its rules cover tactical conflict from Europe to the Pacific, the Arctic to the desert. And many of these rules are valid even in the post World War Two era. After all, the man who fights, and the terrain he fights over, have not changed. Only the weapons have changed.

Hence War In Peace, also known as Modern ASL (MASL). This variant provides details for many of the new weapon systems introduced since World War Two, and rules for their use in ASL. It also provides updates for some of the ASL charts and tables, which take into account the deployment of these weapons. With this variant, ASL players can get a taste of modern warfare.

GENERAL RULES

WIP.1 Except where modified herein, all ASL rules remain in effect, and all forces are represented and treated as per ASL.

WIP.2 WINTER CONDITIONS: The B#/X# of all ordnance/SW except DC decrease by 2 (A.11 applies) during Extreme Winter (E3.741) [EXC: N/A to Russia, Finland, Norway, Sweden, and arctic warfare trained units of other nations].

WIP.3 DESERT WARFARE: All countries of continental Africa are considered Arid Land (F11.2). F.4 should be applied to any vehicle [EXC: motorcycle] which has not been properly modified for desert use. F.5 is N/A to post-World War Two scenarios.

WIP.4 AIRBORNE FORCES: Although many nations possess airborne troops, only a few have the airlift capacity to conduct a major airdrop. Therefore, only the following nations may purchase parachute counters: Britain, America, France, West Germany (including East Germany after re-unification), Israel, Russia, Poland, and Red China (only after 1960). Gliders may not be purchased by any nation after 1947.

WIP.5 DYO ELR GENERATION: In the absence of any information suggesting otherwise, each side has an ELR of 2, or 3 if they have a volunteer (IE professional) army. This should be reduced by 1 if the Majority Squad Type is composed of Green and/or Conscript MMC. If the Majority Squad Type is Elite then the ELR should always be 4. A separate ELR of 5 should be assigned to any unit represented by MMC with an underscored Morale Factor.

WIP.6 OFF-BOARD ARTILLERY: All rules regarding OBA remain in effect. OP tanks (H1.46) are not available to any nation after 1946.

MODERN OBA CHART

NATION	WEST 45-	EAST 45-	NATION	WEST 45-	EAST 45-
DR: 2	81mmMSm*	120mmSm	DR: 8	51mmMSm*	120mmMSm
BPV:			BPV:		
DR: 3	203mmSm	122mmSm*	DR: 9	155mmSm*	120MSm
BPV:			BPV:		
DR: 4	155mmSm*	152mmSM	DR: 10	155mmSm*	122mmSm*
BPV:			BPV:		
DR: 5	155mmSm*	152mmSm	DR: 11	155mmSm*	122mmR
BPV:			BPV:		
DR: 6	81mmMSm*	120mmMSm	DR: 12	81mmMSm*	120mmMSm
BPV:			BPV:		
DR: 7	105mmSm*	120mmMSm	MAX BPV:		
BPV:					
MAX BPV:					

- 1 Or as per appropriate nationality distinctions (WIP4.)
- 2 Treat as 120mm for Israel
- 3 Treat as 227mmR from 1987 onwards for America, and from 1991 onwards for Britain, Germany, Netherlands, Italy, and France
- 4 Treat as 82mmMSm* for Soviet force if the Majority Squad Type is airborne
- 5 Treat as 240mmMSm for Soviet force
- M battalion mortar OBA (C1.22)
- R rocket OBA (C1.9)
- Sm can fire Smoke
- * can fire IR (E1.93)

WIP.61 NOBA: Although naval operations have become rare since World War Two, some nations still maintain small but highly trained marine forces, should the need for amphibious operations arise. There has also been a rapid decline in the number of gun-armed vessels, especially large calibre gun-armed vessels. As a result, NOBA is not available to any nation after 1945 except by SSR. When NOBA is available though, SFCPs may be used by any marine force, regardless of nationality.

WIP.7 MODERN LATW: Since the end of World War Two, there have been many new types of LATW developed. All are treated exactly as bazookas for use (C13.1 & C13.41), To Hit (C13.42) [EXC: each has its own To Hit table printed on the back of its

counter], To Kill (C13.43) [EXC: each has its own TK# printed on the front of the counter (ERRATA: these may be added for all other LATW); vs. unarmoured targets a hit has a Final TK# of 11; all LATW fire HEAT ammunition], Leadership (C13.44), SMC usage (C13.45), and Malfunction (C13.47). The Nationality Updates (WIP4.) note which LATW each nation uses and the dates of their usage.

LATW [Country of Origin]	IFT FP	MAX RNG	PP	X#	Basic TH# at these Ranges						
					TK#	0	1	2	3	4	5-MAX
M20 Super Bazooka [America]	16	6	1	11	60	11	10	9	8	6	4
M12 SMAW [America] ⁶	16	8	1	11	60	11	10	9	8	6	4
L14A1 [Britain] ⁵	20	16	3	11	86	11	10	9	8	6	27
LRAC M20 [France] ¹	16	6	1	11	60	11	10	9	8	6	4
LRAC F1 [France]	20	12	2	11	86	11	10	9	8	6	27
RPG-2 [Russia]	16	6	1	11	60	11	10	9	8	6	4
RPG-7 [Russia]	16	8	1	11	70	11	10	9	8	6	4
RPG-16 [Russia]	20	8	1	11	86	11	10	9	8	6	4
M55 [Finland]	16	5	1	11	60	11	10	9	8	6	4
PZF-44 [W. Germany]	16	6	1	11	77	11	10	9	8	6	4
Type 51 [China] ²	16	6	1	11	60	11	10	9	8	6	4
Type 56 [China] ³	16	6	1	11	60	11	10	9	8	6	4
Type 69 [China] ⁴	16	8	1	11	70	11	10	9	8	6	4
M2 Carl Gustav [Sweden] ⁵	20	12	3	11	86	11	10	9	8	6	27
M2-550 [Sweden] ⁵	20	16	3	11	86	11	10	9	8	6	27

- 1 This is the French copy of the US Super Bazooka.
- 2 This is the Chinese copy of the US Super Bazooka.
- 3 This is the Chinese copy of the Soviet RPG-2.
- 4 This is the Chinese copy of the Soviet RPG-7.
- 5 Also has HE7 and Sm6; when firing these MAX RNG is 20 hexes.
- 6 Has HE7; when firing this MAX RNG is 12 hexes and IFT FP is 24.
- 7 The Basic TH# for ranges of 5-8 hexes is actually 4.

WIP.71 The symbol 'No BB' on the back of a LATW counter signifies that the type has no backblast, and thus C13.8 is N/A to it [ERRATA: this symbol should be added to all ATR and PIAT LATW].

WIP1. ASSAULT RIFLES

The first assault rifles were developed by the Germans towards the end of World War Two. In theory, they combine the best aspects of rifle (IE range) and SMG (IE firepower), allowing them to replace both in an army's arsenal. In recent years they have been adopted by many of the world's major armies.

WIP1.1 The National Capabilities Chart (Assault Rifles) details the capabilities of assault rifle MMC for each nation. Nations which have used different assault rifles with different characteristics in ASL terms, such as Britain, have separate MMC for each type shown. Most of the time, assault rifle MMC are referred to by the type of assault rifle used [EX: M16 MMC, AK MMC]. Whenever the term 'ASL MMC' is used, it refers to those listed on the A./G. National Capabilities Chart.

WIP1.2 Assault rifle MMC have a silhouette of the appropriate weapon next to their Class to differentiate them from MMC armed with (the still commonly used) rifle or SMG, or MMC of the same nation using a different type of assault rifle. When performing unit substitution, an MMC must be substituted for another MMC of the same nationality bearing the same weapon silhouette. Apart from this, assault rifle MMC are treated in exactly the same way as other MMC.

WIP1.3 When Rearming (A20.551), a Green/Conscript assault rifle MMC (of the type currently in use) is received if the eliminated enemy MMC was an assault rifle MMC, otherwise the appropriate ASL MMC is received.

WIP1.4 If the Majority Squad Type on both sides is composed of assault rifle MMC, a Green/Conscript assault rifle MMC (of the type currently in use) is received through Scrounging (A20.552), otherwise the appropriate ASL MMC is received.

WIP1.5 *DYO*: A player may not purchase assault rifle MMC prior to their introduction date for his nation. Thereafter, he may only purchase that assault rifle MMC type [EXC: he may purchase ASL MMC and/or other assault rifle MMC if allowed by his Nationality Distinctions (WIP4.)].

WIP1.51 Assault rifle MMC are available to a guerilla force from 1963 onwards. Prior to making any purchases, the guerilla player makes a dr, with a -3 drm if the scenario is set in 1963 or a +6 drm if the scenario is set after 1966 (this is reduced to a +3 drm if the guerilla group is less than three years old when the scenario is set). The Final dr is multiplied by 10 (with any result >100 being treated as 100) to give the percentage of the BPV spent on squads/HS which MUST be spent on assault rifle MMC.

WIP2. GENERAL PURPOSE MACHINE GUNS

The GPMG concept originated during World War Two with the German MG34 and MG42, which were light enough for squad use yet capable of sustained fire when tripod mounted. The advantage of this was that only one basic MG was required, and in the post war period many nations developed their own GPMGs to replace their LMG/MMG/HMGs.

WIP2.1 In game terms all GPMG have the same characteristics as German HMGs and are treated as such [EXC: the M60 GPMG has a ROF of 2]. Like German HMGs, they may also be used when dm (A9.8).

WIP2.2 Unless allowed by SSR, all GPMG must begin a scenario dm. Except by SSR, the M60 GPMG may not be reassembled.

WIP3. SQUAD INHERENT WEAPONS

A number of modern SW are issued on such a scale that they are part of a squad's inherently authorised allotment of weaponry. To represent these SW with counters would make them too flexible in use (as well as clutter up the map-board unnecessarily), so the following rules are used to abstractly represent such inherent SW.

WIP3.1 GRENADE LAUNCHERS (GL): Grenade launchers were developed to give infantrymen the capability to deliver accurate firepower at greater ranges than could be achieved with conventional rifle grenades. At first they were separate weapons, but now most are designed to fit under the barrel of an assault rifle.

WIP3.11 After resolution of any attack a squad or HS makes with its inherent FP, it may attack the same hex with its inherent GL (if so equipped) [EXC: as the grenades are not armed until they are some 20 metres from the firer, they may not be used if the target is in the same hex as the firer]. This attack does not constitute use of a SW (A7.35) and has no effect on the firer's FP.

WIP3.12 Inherent GL use is resolved as a normal 40mm HE ordnance attack except that the To Hit table below is used and only those To Hit DRM which apply to LATW apply to inherent GL use [NOTE: Case C3 should be read as 'Firing (inherent) LATW/inherent GL in AFPh']; there is also a +1 DRM if the firing unit is a HS.

WIP3.12 INHERENT GL TH# TABLE						
RANGE	0	1	2	3-4	5-8	9+
BASIC TH#	N/A	6	4	2	1	N/A

The relatively low TH# on this table abstractly takes into account a number of factors, such as the man possessing the GL not being in a position to fire, being unwilling to expose himself, minor breakdowns and the possibility of firing a Dud, or an ammunition shortage. In effect, the TH# has the effect of a PF Check dr (C13.31) built into it.

WIP3.13 An Original TH DR of 12 (or 11-12 if the firer is Inexperienced Infantry) results in the firing unit suffering Casualty Reduction.

WIP3.14 Should several units in a FG have an inherent GL each use is resolved separately.

WIP3.15 If using Squad Spraying Fire (A7.34) either hex may be targeted, with the target hex being specified prior to making the TH DR.

WIP3.16 A unit may fire its inherent FP at a hex occupied solely by an armoured vehicle in the hope of subsequently scoring a hit with its inherent GL, and thus affecting the vehicle.

WIP3.17 Inherent GL have no backblast and may be fired from inside a building, sewer, pillbox, or vehicle without a Desperation penalty (C13.8).

WIP3.18 A squad's BPV is increased by 4 if it has an inherent GL; that of any separately purchased HS is increased by 2.

WIP3.2 LATW: In many armies, one shot, disposable LATW are issued on such a scale that every squad possesses a limited anti-tank capability.

WIP3.21 Although there are several types of inherent LATW [EX; inherent M72 LATW, inherent LAW80 LATW] all are treated as PF (C13.3) except that the PF Check date drm does not apply, their maximum range is eight hexes (with the basic TH# being found on the Inherent LATW TH# and TK# Table), and each type has its own TK# (and HE Equivalency), as shown on the Inherent LATW TH# and TK# Table. Note that To Hit DRM Case C3 is read as 'Firing (inherent) LATW/inherent GL in AFPh'.

WIP3.21 INHERENT LATW TH# AND TK# TABLE										
RANGE	0	1	2	3-4	5-8	9+	M72	RPG-18	LAW80	LATW
BASIC TH#	11	10	8	5	2	N/A	70 [16]	86 [20]	110 [24]	TK# [IFT FP]

WIP3.22 As with PF, inherent LATW fire HEAT ammunition.

WIP3.23 The total number of inherent LATW shots that may be attempted is equal to twice the number of squads the side has. The optional usage of PF (C13.311) may be applied to a nation for its inherent LATW by SSR, in which case the number and type of inherent LATW will be noted.

WIP3.3 Inherent weapons do not breakdown, nor does the attacker suffer any captured weapon or non-qualification penalty for their use.

WIP3.4 Inherent weapons are never (re)gained through Rearming or Scrounging, and a written side-note that a Reamed MMC does not have an inherent SW should be made if necessary. Should two HS, one with inherent SW and the other without, Recombine the resulting squad DOES have inherent SW (and both HS would do so if they subsequently Deployed).

Although this is somewhat unrealistic, it does prevent the game getting bogged down in un-necessary paperwork.

WIP4. NATIONALITY UPDATES

While the infantryman acts in much the same way as he did in World War Two, there have been some differences, some caused by the introduction of new equipment, others caused by the new stresses produced by the intensity of modern combat. This section details the necessary changes to the ASL Nationality Distinction rules (A25.) to accommodate these differences.

WIP4.1 AMERICA: Although the M14 rifle became the standard US service rifle in 1957, it has the same characteristics as the M1 Garand in ASL terms, so US troops are represented by ASL MMC until 1966 (Marine troops continue to be represented by 7³-6-8 MMC) [EXC: 7³-4-7 MMC are not available from 1957 onwards, and troops which would be represented these MMC, such as paratroopers, are instead represented by 6³-6-7 MMC, and should be assumed to have an underscored Morale Factor]. All US troops are represented by M16 MMC from 1967 to 1984 inclusive and by M16A2 MMC thereafter [EXC: units serving in Vietnam are represented by M16 MMC from 1965 onwards], with the [E] MMC being used to represent Airborne and airmobile troops. Second line MMC should always be used to represent National Guard units. Green MMC should only be brought into play by ELR Substitution.

WIP4.11 USMC M16 and M16A2 MMC retain their ASL characteristics (G17.1), Deploy in the same manner as a 7³-6-8 MMC (G17.11), and Rearm as per G17.14 [EXC: if Rearming (A20.551) and the enemy MMC was an assault rifle MMC, or if

Scrounging (A20.552) and the Majority Squad Type on both sides is composed of assault rifle MMC, any Unarmed USMC squad/HS is exchanged for an USMC M16 MMC, even if M16A2 MMC are in use].

WIP4.12 American troops have an inherent GL from 1961 onwards and an inherent M72 LATW from 1968 onwards.

WIP4.13 To simulate the war weariness of the Vietnam era, elite, Air, Marine and crew MMC have their broken Morale reduced by 1 during 1971 and 1972. All other MMC have their broken Morale reduced by 1 in 1969 and 1970, by 2 in 1971, and by 3 in 1972 and 1973; they are also considered Lax in 1972 and 1973.

WIP4.14 FRAGGING: Fragging was the term given to ways of killing unpopular superior officers in Vietnam. Fragmentation grenade attacks on the officer's quarters was the most common method used (and was the source of the term), but many officers were also killed by 'friendly fire' during a firefight.

WIP4.141 Fragging is invoked by SSR and only applies to the named leader SMC (whose counter must be used). Whenever this SMC is stacked with at least one friendly US MMC, he suffers a +2 drm when checking for Wound Severity (A17.11), and is eliminated if affected by Unit Substitution.

WIP4.142 Any unit stacked with a leader affected by a fragging SSR does not have to take a LLTC/LLMC if that leader breaks or is eliminated thru any cause.

WIP4.143 Although this rule is designed with Vietnam in mind, it may also be used in any scenario featuring an unpopular leader.

WIP4.15 American forces use the BAZ 45 until 12/50 and the BAZ 50 thereafter [this version, more correctly known as the M20 'Super Bazooka', was actually rushed into service during late 1950, so possible encounters with it may occur any time after July 1950 by SSR].

WIP4.151 Many of the bazooka rockets used during the early stages of the Korean War dated back to World War Two and were found to be unreliable. To reflect this, the BAZ 45 B# is X9 during 1950.

WIP4.16 America uses the '45' column of the OBA Chart on p.H45 [EXC: USMC use the '45' column of the OBA Chart on p.H112] until 12/65 and the 'West' column of the Modern OBA Chart thereafter. US OBA assumes Plentiful Ammunition; deduct one Black chit if this is not in effect.

YEAR(S)	MACHINE GUNS				GP	LT.		FT	DC
	L	M	H	.50		LATW	MTR		
USMC 46-61	-	5	5	20	-	8-BAZ45 ¹	7-M24	4 ³	2 ³
USMC 62-80	-	-	-	10	3	8-BAZ50 ²	-----	4 ³	2 ³
USMC 81-	-	-	-	10	2	2-M12 SMAW ⁸	3-M2 ^{2,4}	-	2 ³
Other US46-61	-	6	10	13	-	5-BAZ45 ¹	6-M2 ⁴	3	1
Other US 62-	-	-	-	-	3 ⁵	5-BAZ50 ²	-----	3 ⁶	1

- 1 BAZ50 received instead from 1951 onwards.
- 2 None received after 1967.
- 3 Allotted according to the Equivalent number of USMC squads, as per G17.151.
- 4 Each 3 received may be exchanged for an OBA module as per US Ordnance note 1.
- 5 Increase this number to 4 from 1985 onwards.
- 6 None received after 1980.
- 7 Change to '6-M224' after 1980 for light infantry and airborne units.
- 8 None received prior to 1990.

WIP4.2 BRITAIN: British (and Gurkha) troops are represented by ASL MMC until 1956, by L1A1 MMC from 1957 to 1985, and by L85 MMC from 1986 onwards. Use elite L1A1 or L85 MMC and assume an underscored Morale factor to represent airborne, marine and other elite forces after 1956. Territorial Army troops are always represented by second line MMC. Green MMC should only be brought into play by ELR Substitution.

WIP4.21 British (and Gurkha, but not other Commonwealth) troops have an inherent M72 LATW from 1969 to 1987 and an inherent LAW80 LATW from 1988 onwards.

WIP4.22 COMMONWEALTH NATIONS: Australian, New Zealand, Canadian, and South Africa forces are represented by ASL MMC until 1959 and by L1A1 MMC from 1960 onwards (although the actual designation of the weapon varies). L85 MMC are used from 1981 onwards for South Africa troops [actually represents troops armed with the R4 assault rifle], from 1986 onwards for Canadian troops [actually represents troops armed with the M16A2 assault rifle], and from 1987 onwards for Australian troops [actually represents troops armed with the AUG Steyr assault rifle]. Use elite troops and assume an underscored Morale factor to represent elite units.

WIP4.221 Troops of all other Commonwealth nations are treated as per ASL prior to independence. Thereafter they are considered Allied Minors and treated as such.

WIP4.23 Britain (including Commonwealth nations prior to independence) use the '45' column of the Non-PTO OBA Chart on p.H71 until 12/65 and the 'West' column of the Modern OBA Chart thereafter.

YEAR(S)	MACHINE GUNS				GP	LT.		FT	DC
	L	M	H	.50		LATW	MTR		
Britain 46-56 ¹	5	132	162	-	-	5-PIAT	5-OML 2" ⁴	3	1
Britain 57-84 ⁵	5	-	-	-	3	5-L14A1	5-OML 2" ⁴	-	1
Britain 85- ⁶	-	-	-	-	4	5-L14A1	5-L9A18	-	1

- 1 Includes Commonwealth nations prior to independence.
- 2 MMG Allotment is 16 if the British player is the Scenario Attacker. Reduce all # by 2 if a motorised OB has been purchased and the scenario is set in Korea.
- 3 HMG Allotment is 10 if the British player is the Scenario Defender or 19 if he is the Scenario Attacker. Reduce all # by 2 if a motorised OB has been purchased and the scenario is set in Korea.

- 4 The airborne version is allotted according to the Equivalent number of 62-4-8 squads in the British OB, and the standard version is allotted according to the Equivalent number of all other squads. Should this cause the British player to receive one less mortar than the Equivalent number of his combined number of squads would otherwise receive, he may add one mortar of either type to his OB.
- 5 Australia, New Zealand, Canada, and South Africa use this row when represented by L1A1 MMC.
- 6 Australia, Canada, and South Africa use this row when represented by L85 MMC.
- 7 None received after 1963.
- 8 None received prior to 1990.

WIP4.3 FRANCE: From 9/45 onwards, Free French units revert to being represented by French counters and rules, with FA-MAS MMC being used from 1980 onwards [EXC: the broken Morale of all French ASL MMC is increased by one (N/A to Green MMC); the adoption of the MAS49/56 semi-automatic rifle in 1956 gives all squads Assault Fire capability from 1957 onwards; LG is 5; Heat of Battle drm is +0; Recon drm (E1.23) is -1 until 1962, and +0 thereafter]. Airborne troops and similar elite forces are represented by elite MMC with an underscored Morale factor. As conscripts can only be deployed overseas with the consent of the National Assembly, Green MMC may only be brought into play thru Unit Substitution [EXC: they may be purchased in DY0 if the scenario is set in France, or in Algeria prior to independence].

WIP4.31 From 1947 onwards A25.52 is N/A; all French ordnance uses the Black To Hit numbers, OBA Access becomes 8B/2R and a Final Accuracy dr of 2 or less is required for accuracy (C1.3). Use the '45' column of the Free French OBA Chart on p.H127 until 12/60 and the 'West' column of the Modern OBA Chart thereafter.

WIP4.32 COLONIAL TROOPS: For many years the French, like the British, maintained large numbers of colonial troops. They were organised, equipped and trained in the same way as ethnic French forces but led by French officers. As their various home territories gained independence many of these units were disbanded, and in 1968 the surviving units were reorganised as 'Le Troupes de Marine' (although they are marines in name only).

WIP4.321 Colonial troops are treated as French forces except that prior to 1968 the increase in Broken Morale (WIP4.3) does not apply and they use the Red To Hit numbers.

WIP4.33 THE FRENCH FOREIGN LEGION: French Foreign Legion troops are represented by elite MMC with an underscored Morale factor.

WIP4.331 Because of the influx of (primarily German) combat veterans after World War Two (including a number of wanted SS and Nazis), Foreign Legion units have a Heat of Battle DRM of -1 from 1946 to 1962 inclusive.

WIP4.332 DESERTION: Despite its reputation, desertion affects the Foreign Legion more than many other military organisations (mainly due to the type of recruits it attracts) and in times of war its enemies have often taken advantage of this.

WIP4.3321 A Final Heat of Battle DR of 11 results in a MMC deserting instead of going Berserk [EXC: a Fanatic MMC does not Desert, it always goes Berserk]. The affected MMC is simply removed from the board [EXC: a squad is replaced by a HS, retaining any Pinned/TI/CX/Broken/Fire Lane/Target Acquisition status it has]. A Deserting MMC is worth double CVP for any applicable Victory Conditions.

YEAR(S)	MACHINE GUNS				GP	LT.		MTR	FT	DC
	L	M	H	.50		LATW				
France 46-54	6	12	15	17 ¹	-	6-BAZ44	8-M2 ²	3		
France 55-69	-	-	-	-	4	5-LRAC M20	----	-		1
France 70-	-	-	-	-	2	2-LRAC F1	----	-		1

1 "(a)" version (F.9)

2 60mm "(a)" version (F.9). Each three received may be exchanged for an OBA module as per US Ordnance Note 1.

WIP4.4 RUSSIA: Russian units are represented by AK MMC from 1951 onwards (the same MMC is used to represent both the AK-47 and AK-74, as they are identical in ASL terms). Use elite MMC with an underscored Morale factor to represent elite forces such as airborne or marine troops, and second line MMC to represent units such as the KGB Border Guards. Conscript MMC should only be brought into play thru Unit Substitution.

WIP4.41 Russian troops have an inherent RPG-18 LATW from 1980 onwards.

WIP4.42 From 1954 onwards all Russian ordnance uses the Black To Hit numbers. Use the '45' column of the Russian OBA Chart on p.H45 until 12/65 and the 'East' column of the Modern OBA Chart thereafter.

WIP4.43 Russian units may not conduct Massacres (A20.4) or perform Human Wave assaults (A25.23) after 1945 [EXC: they may Massacre in scenarios set in Afghanistan after 1981].

YEAR(S)	MACHINE GUNS				GP	LT.		MTR	FT	DC
	L	M	H	.50		LATW				
Russia 46-50	6	9	14	20	-	7-ATR	11-BMobr37	2		1
Russia 51-65	4	-	-	-	5	3-RPG2	----	2		1
Russia 66-	-	-	-	-	3	2-RPG7 ¹	----	2		1

1 None received after 1979.

WIP4.5 FINLAND: Finnish troops are treated as per ASL even after the Valmet assault rifle is introduced, as the Valmet has essentially the same characteristics as the World War Two issue Suomi m/1931 SMG in ASL terms [EXC: Finnish troops are not represented by 5-4-8 squads outside of their historical borders (as per A25.72) after 1962, although A25.7 continues to be N/A]. DY0 OBA is determined on the '42-44' column of the Finnish OBA Chart on p.H5.

YEAR(S)	MACHINE GUNS				GP	LT.		MTR	FT	DC
	L	M	H	.50		LATW				
Finland 46-65	4	6	10	-	-		----	2		1
Finland 66-	-	-	-	-	3	6-M55	----	-		1

WIP4.6 GERMANY: With the end of World War Two, and the collapse of the war-time alliance between the western allies and Russia, two separate German states emerged, and with it, two new German armies. Both are treated as per ASL except where modified below.

WIP4.61 WEST GERMANY: The Bundeswehr (Federal Defence Force) was created in late 1955. It is treated as per ASL and represented by ASL MMC until 1959 [EXC: SS, 8-3-8, and 5-4-8 MMC and their HS are not available; Conscript MMC are considered to be Green MMC rather than Conscript] and G3 MMC thereafter. Airborne and similar elite forces are represented by elite MMC with an underscored Morale factor. Green MMC should only be brought into play thru Unit Substitution.

WIP4.611 West Germany uses the 'West' column of the Modern OBA Chart.

WIP4.62 EAST GERMANY: The Nationale VolksArmee (People's Army) was officially formed in 1956, although a volunteer 'defence' force had existed since mid-1948, organised along Soviet lines and Soviet equipped.

WIP4.621 East German troops are represented by Allied Minor SMC/MMC [EXC: may not place Smoke] and SW, with assault rifle MMC being used from 1961 onwards. Airborne and similar elite troops are represented by elite MMC with an underscored Morale factor. Green MMC should only be brought into play thru Unit Substitution.

WIP4.622 East German OBA Access is 5B/2R. Her ordnance uses the Black To Hit numbers from 1960 onwards. Use the '45' column of the Russian OBA Chart on p.H5 until 12/70 and the 'East' column of the Modern OBA Chart thereafter.

WIP4.623 In any hypothetical NATO-Warsaw Pact scenario, East German MMC are subject to Desertion (WIP4.3321) if there is no Russian SMC/MMC (not PRC) in their Location, and they will not attempt to escape [EXC: both N/A if the scenario is set inside East Germany].

WIP4.624 Following German re-unification, the Nationale VolksArmee was integrated with the Bundeswehr and is treated as such thereafter.

WIP4.63 German units never have inherent PF (C13.3) after World War Two.

WIP4.64 West German units may not massacre or refuse the surrender of East German units, and vice versa.

YEAR(S)	MACHINE GUNS				GP	LT.		MTR	FT	DC
	L	M	H	.50		LATW				
(W.) Germany 56- ¹	-	-	3	-	-	5-M2 ³	----	-	1	
E. Germany 56-69 ²	4	-	-	-	5	3-RPG2	----	2	1	
E. Germany 70-91	-	-	-	-	3	2-RPG7	----	2	1	

1 Use the '43' row of the German chart on p.H6 for any hypothetical scenario featuring a West German army prior to 1956.

2 Use the '43' row of the Russian chart on p.H6 for any hypothetical scenario featuring an East German army prior to 1956.

3 Receive the M2-550 from 1985 onwards.

WIP4.7 ISRAEL: The nation of Israel has been involved in armed conflicts for most of her short existence. While these have placed a great strain on her economy, they have made the Israeli Defence Force (IDF) the best fighting force in the world.

WIP4.71 Prior to 1950, Israeli forces are treated as Partisans, except that they use British SW, are Fanatic, and suffer from Ammunition Shortages. The few tanks they possessed until then were in poor condition, so all vehicle non-ordnance B# are reduced by 2 (A.1 applies). Use British crew MMC to represent dismounted vehicle crews. From 1950 to 1961 they are treated as British [EXC: A25.45 and A25.46 are NA]. Thereafter use the WIP1.1 National Capabilities Chart (Assault Rifles). FN MMC are used from 1962 to 1974 inclusive, and Galil MMC are used thereafter. Airborne and similar elite troops are represented by elite MMC (6²-4-8 MMC prior to 1962) with an underscored Morale factor.

WIP4.72 The Israeli LG is reduced to 4.5 from 1962 to 1974 and to 4 from 1975 onwards.

WIP4.73 Israeli troops are not affected by Cowering results.

WIP4.74 Israel has a Recon drmm (E1.23) of -1.

WIP4.75 Israeli units are always Fanatic when the Scenario Defender in Israel (includes the Gaza Strip and Jerusalem, but not the Sinai desert).

WIP4.76 Due to her unwillingness to accept heavy casualties, Israeli MMC are worth double CVP to the enemy. A vehicle inherent crew capable of separate existence which does not survive its vehicle's destruction is worth a four point bonus (five if it is an AFV crew).

WIP4.77 Israel uses the 'West' column of the Modern OBA Chart.

YEAR(S)	MACHINE GUNS				GP	LT.		MTR	FT	DC
	L	M	H	.50		LATW				
Israel 50-61	5	13	16	-	-	6-BAZ44	5-OML 2" ²	-	1	
Israel 62-	-	-	-	-	3	5-M2 ¹	5-IMI52mm ³	-	1	

1 Receive the M2-550 from 1984 onwards.

2 Standard version only.

3 None received after 1973.

WIP4.8 CHINA: G.M.D. and Red Chinese forces are treated as per ASL except where modified below.

WIP4.81 CHINESE CIVIL WAR ERA (1946-1949): 5-3-7 squads and their HS, and Dare-Death squads are not available to the G.M.D. after 1945. G18.44 is N/A after 1948. After the Chinese Civil War, mainland China is considered a "hostile" country to G.M.D. personnel, and the island of Formosa (now known as Taiwan) is considered a "hostile" country to Red Chinese personnel for purposes of Civilian Interrogation (E2.4).

WIP4.82 NATIONALIST CHINA [TAIWAN]: Following their defeat in the Chinese Civil War, the Nationalists fled to the island of Formosa (now called Taiwan). During the mid-50s, amid Red Chinese invasion threats, they were re-equipped by the Americans. Thus M1 MMC are used from 1955 to 1975 and M16 MMC are used from 1976 onwards.

WIP4.821 After 1950 Taiwanese Personnel are not Lax at night, need only pass a normal PAATC, and may not conduct Human Wave assaults.

WIP4.822 WP (A24.3) is available to Taiwanese squads from 1955 onwards.

WIP4.823 Taiwan may purchase a motorised OB from 1955 onwards.

WIP4.824 Taiwanese squads have an inherent GL from 1965 onwards, and an inherent M72 LATW from 1976 onwards.

WIP4.825 From 1955 onwards, Taiwanese ordnance uses the Black To Hit numbers, OBA Access is 6B/2R, OBA has Normal Ammunition (unless otherwise purchased in DYO), and Bombardment and Creeping Barrage are available. Use the '11/43-45' column of the OBA Chart on p.H107 until 1954, and the 'West' column of the Modern OBA Chart thereafter.

YEAR(S)	MACHINE GUNS					LT.			
	L	M	H	.50	GP	LATW	MTR	FT	DC
G. M. D. 46-54	10	17	22	35	-	----	12-M2 ¹	-	2
G. M. D. 55-75	-	6	10	13	-	5-BAZ50	6-M2 ¹	-	1
G. M. D. 76-	-	-	-	13	4	----	----	-	1

1 60mm version (G.M.D. Ordnance Note 3). Prior to 1955, make a DR, with a +2 DRM if the Majority Squad Type is Conscript or a -2 DRM if the Majority Squad Type is Elite. If the Final DR > 5 then refer to the table below to determine the type of light mortar received.

FINAL DR	MTR Type	Final DR	MTR Type
6-7	5cm leGrW 36	11	Type 11 Grenade Launcher
8	Type 89 Grenade Launcher	12	Mortaio da 45 "Brixia"
9-10	RM obr. 38		

WIP4.83 RED CHINA [PEOPLE'S REPUBLIC OF CHINA]: Victory in the Chinese Civil War brought about new duties for the People's Liberation Army, but Red China entered the Korean War before any real changes could be adopted. With the end of the Korean War, the PLA underwent a slow change from guerilla movement to people's army.

WIP4.831 The PLA is represented as per ASL until 1955 [EXC: may not designate Dare-Death squads after 1953]. Thereafter it is represented by AK MMC and possesses the characteristics listed on the Nationality Distinctions Chart (assault Rifles). Airborne troops, represented by elite MMC with an underscored Morale factor, are available from 1961 onwards. The PLA may always use Commissars.

WIP4.832 The PLA may purchase a motorised OB from 1961 onwards. The BPV for Red Chinese crews of a motorised OB or an airborne force is reduced by one; all other crews continue to cost one more than their Russian equivalents, as per G18.8.

WIP4.833 The PLA may purchase OBA from 1949 onwards (use the '11/43-45' column of the OBA Chart on p.H107 until 12/55, and the 'East' column of the Modern OBA Chart thereafter) and has an OBA Access of 6B/2R [EXC: 5B/2R until the end of the Korean War]. Ammunition is always scarce until 1956, unless otherwise purchased in DYO.

YEAR(S)	MACHINE GUNS					LT.			
	L	M	H	.50	GP	LATW	MTR	FT	DC
Red China 46-55	12	19	25	45	-	----	14 ¹	-	2
Red China 56-	6	9	14	-	-	6-Type69 ²	11-Type31 ³	4	1

1 The Red Chinese player may choose to receive either Type 89 Grenade Launchers, RM obr. 38 mortars (the latter may only be taken after 1948) or make a DR on the table below to determine the type of light mortar he receives.

FINAL DR	MTR Type	Final DR	MTR Type
<6	M2 60mm	9-10	RM obr. 38
6-7	5cm leGrW 36	11	Type 27 Grenade Launcher
8	Type 89 Grenade Launcher	12	Mortaio da 45 "Brixia"

2 None received prior to 1960; Type 56's received instead from 1961-1970.

3 This is the Chinese copy of the M2 60mm mortar, as per G.M.D. Ordnance Note 3.

WIP4.9 MINOR NATIONS: All other nations, as well as Italy, the former Axis Minors (Bulgaria, Slovakia [Czechoslovakia after 1945], Romania, and Hungary) and Japan, continue to be treated as Allied Minors [EXC: A25.91 is N/A; Greek and Yugoslav forces do not have their Broken Morale increased by one when opposing an all-Italian OB; all rules regarding Italy, Axis Minors, and Japan are N/A to their respective nations; nations equipped by the Soviets, such as Poland, Romania, or Cuba, may not place Smoke]. For all nations, airborne troops and similar elite units are represented by elite MMC with an underscored Morale factor. Green troops should only be brought into place by Unit Substitution.

WIP4.91 Listed below is the date from when some of the more important post-World War Two minor nations are represented by assault rifle MMC.

Afghanistan	1974	India	1973	Rhodesia ⁶	1960 ^S
Albania ⁵	1974	Japan	1954 ^S	South Korea ⁷	1976
Angola	1976	NATO ²	1960	South Vietnam ⁴	1965
ARAB ³	1960	Nicaragua	1970	Sweden	1968
Argentina	1965 ^S	North Korea	1956	Switzerland	1965
Austria ⁸	1955	North Vietnam	1956	WARPAC ¹	1961
Cuba	1972	Pakistan	1973	Yugoslavia ⁵	1965
El Salvador	1982	Philippines	1965	Zimbabwe	1981

S Actually use semi-automatic rifles instead of assault rifles, so do not have Spraying Fire capability.

1 Includes East Germany, Poland, Czechoslovakia, Hungary, Romania, and Bulgaria.

- 2 Includes Belgium, Netherlands, Spain, Portugal, Italy, Denmark, Norway, Greece, and Turkey. Actually use semi-automatic rifles instead of assault rifles (and thus do not have Spraying Fire) prior to 1980. Norwegian, Greek, and Turkish reserve forces are always represented by ASL MMC.
- 3 Includes Egypt, Lebanon, Syria, Jordan, Saudi Arabia, Iran, Iraq, and Libya. Actually use semi-automatic rifles instead of assault rifles (and thus do not have Spraying Fire) prior to 1970.
- 4 Use semi-automatic rifles instead of assault rifles (and thus do not have Spraying Fire) from 1965 to 1968.
- 5 Reserve forces are always represented by ASL MMC.
- 6 Security Force Infantry always represented by ASL MMC.
- 7 Actually use semi-automatic rifles instead of assault rifles (and thus do not have Spraying Fire) from 1/11/50 to 1975.
- 8 Actually use semi-automatic rifles instead of assault rifles (and thus do not have Spraying Fire) from 1955 to 1977.

WIP4.92 Minor nations use the 'West' column of the Modern OBA Chart if armed with western (primarily American) artillery, or the 'East' column if armed with Communist bloc artillery.

WIP4.93 The minor nations rules are sufficiently flexible to allow for the differences which do exist between some of the minor nations, as the following examples show:

JAPAN: LG is 5. May use WP as per A24.3. Ordnance uses the Black To Hit numbers, and OBA Access is 6B/2R.

NATO NATIONS: Covers Belgium, Netherlands, Portugal, Spain, Italy, Denmark, Norway, Greece, and Turkey. All NATO ordnance uses the Black To Hit numbers from 1957 onwards.

NORTH KOREA: May not Deploy [EXC: A20.55 & A21.22]. Leaders may be exchanged for Commissars (A25.22) until the end of 1955.

NORTH VIETNAM: MMC Broken Morale is increased by 1 until the start of 1979. Leaders may be exchanged for Commissars (A25.22) until the end of 1979. OBA Access is 9B/3R in 1975.

SOUTH KOREA: May only Deploy after 1955 [EXC: A20.55 & A21.22]. Units serving in Vietnam are considered Fanatic, may conduct Massacres (A20.4), and Civilian Interrogations (E2.4), with Vietnam being considered a neutral country for such purposes.

SOUTH VIETNAM: Leader Creation drm (A18.2) is +1. Suffer from Desertion (WIP4.3321) and Ammunition Shortage in 1975.

WARSAW PACT: Covers Poland, Czechoslovakia, Hungary, Romania, and Bulgaria. OBA Access is 5B/2R. Ordnance uses the Black To Hit numbers from 1960 onwards. Use the '45' column of the Russian OBA Chart on p.H5 until 12/70 and the 'East' column of the Modern OBA Chart thereafter.

In any hypothetical NATO-Warsaw Pact scenario, Warsaw Pact MMC are subject to Desertion (WIP4.3321) if there is no Russian SMC/MMC (not PRC) in their Location, and they will not attempt to escape [EXC: both N/A if the scenario is set inside their own borders].

YEAR(S)	MACHINE GUNS					LT.			
	L	M	H	.50	GP	LATW	MTR	FT	DC
Minor Nations 46- ²	8	12	18	-	-	8-ATR ¹	----	-	1

- 1 Receive BAZ50 from 1955-1075 [EXC: Soviet allies receive RPG-2]; receive M2 Carl Gustav thereafter [EXC: Soviet allies receive RPG-7].
- 2 Poland, Czechoslovakia, Hungary, Romania, and Bulgaria use the Russia '51-65' row prior to 1970 and the Russian '66-' row from 1970 to 1991. Albania uses the Russian '51-65' row prior to 1962. Arab nations (Egypt, Syria, Lebanon, Jordan, and Iraq) use the Russian '66-' row after 1969.

WIP4.10 GUERRILLAS: Guerrillas are essentially partisans under a different name, although since the mid-60s more and more such groups have been equipped with assault rifles. Thus guerrillas are treated exactly as Partisans, with 5-2-7 MMC being used to represent squads armed with assault rifles.

WIP4.101 The guerrilla and partisan rules are sufficiently flexible to accommodate the unique traits of some guerrilla groups. Some examples are shown below:

CIDG: Civilian Irregular Defence Group (CIDG) forces are treated as Partisans but are represented by US 72-4-7 MMC and HS, have a LG of 4, use American SW, and use the 2Other US 46-612 row of the US SW Allotment Chart to determine DYO SW Allotment (these simulate their being led and equipped by US SF personnel).

KHMER ROUGE: Prior to 1979, Khmer Rouge forces are Fanatic.

LEBANON: Christian militia use Israeli SW instead of Russian SW (use the OML 2" light mortar instead of the RM obr. 40).

VIET CONG: Use Chinese SW (using the M2 60mm light mortar instead of the RM obr. 40). May purchase caves (G11.) at a cost of 20 BPV each.

VIET MINH: May conduct Human Wave assaults (A25.23) and exchange leaders for Commissars (A25.22). May not Deploy [EXC: A20.55 & A21.22]. During DYO, make a dr for EACH allotted SW; on a dr<3 receive the Japanese version (receiving the Type 89 Heavy Grenade Launcher instead of the RM obr. 40), on a dr 3-5 receive the Chinese version (making a DR on the '1945' column of the table on p.H107 to determine which mortar is received), and on a dr>5 receive the French version (receiving the M2 "(a)" version [F.9] instead of the RM obr. 40). These may NOT be exchanged for an OBA module). There is a -2 drm during 1945, a +1 drm during 1946-1948, and a +2 drm thereafter.

YEAR(S)	MACHINE GUNS					LT.			
	L	M	H	.50	GP	LATW	MTR	FT	DC
Partisan 46-50	10	18	24	26	-	10-ATR	12-RMobr40	3	2
Guerrilla/Partisan 51-	10	18	24	-	20 ²	15-RPG7 ¹	12-RMobr40	-	2

- 1 No LATW received from 1946-1963. Thereafter make a dr, adding the current year. If the Final dr > 1968 then RPG-2s are received (if the scenario is set after 1974 then RPG-7s are received instead). If the Original dr=6 or the Final dr < 1969 then no LATW are received.
- 2 None received by a guerrilla force prior to 1965.

WIP1.1 NATIONAL CAPABILITIES CHART (ASSAULT RIFLES)

CREW	LG	C	SQUAD	BPV	[H-S]	BPV	ORDNANCE TH# Colour OBA ACCESS	HEAT OF BATTLE DRM	Sm
AMERICA	5.5	E	6 ³ -5-7 ⁸	()	[3-4-7 ⁷]	()	Black	+0	SM
2-2-7 ⁸ (7)		1	6 ³ -5-6 ⁸	()	[3-4-6 ⁷]	()	10B@/3R		
1-2-6 ⁷ (6)		2	5 ² -4-6 ⁷	()	[2-3-6 ⁶]	()			
		G	5 ² -3-6 ⁷	()	[2-2-6 ⁶]	()			
2-2-8 ⁸ (8)	4.5	Mar	7 ³ -5-8 ⁸	()	[3-4-8 ⁷]	()			
The above MMC represent troops armed with the M16 and/or M16A1 assault rifle.									
2-2-7 ⁸ (7)	5.5	E	7 ³ -5-7 ⁸	()	[3-4-7 ⁷]	()	Black	+0	SM
1-2-6 ⁷ (6)		1	7 ³ -5-6 ⁸	()	[3-4-6 ⁷]	()	10B@/3R		
		2	6 ² -4-6 ⁷	()	[2-3-6 ⁶]	()			
		G	6 ² -3-6 ⁷	()	[2-2-6 ⁶]	()			
2-2-8 ⁸ (8)	4.5	Mar	8 ³ -5-8 ⁸	()	[3-4-8 ⁷]	()			
The above MMC represent troops armed with the M16A2 assault rifle and the M249 Squad Automatic Weapon.									
BRITAIN	5	E	6 ² -6-8 ⁸	()	[3-4-8 ⁷]	()	Black	-1	SM
2-2-8 ⁸ (8)		1	6 ² -6-7 ⁷	()	[3-4-7 ⁶]	()	8B/2R		
1-2-7 ⁷ (7)		2	5-5-7 ⁷	()	[2-3-7 ⁶]	()			
		G	5-4-6 ⁵	()	[2-2-6 ⁴]	()			
The above MMC represent troops armed with the L1A1, the British version of the Belgian FN-FAL rifle.									
2-2-8 ⁸ (8)	5	E	7 ³ -5-8 ⁸	()	[3-4-8 ⁷]	()	Black	-1	SM
1-2-7 ⁷ (7)		1	7 ³ -5-7 ⁷	()	[3-4-7 ⁶]	()	8B/2R		
		2	6 ² -4-7 ⁷	()	[2-3-7 ⁶]	()			
		G	6 ² -3-6 ⁵	()	[2-2-6 ⁴]	()			
The above MMC represent troops armed with the L85A1 assault rifle and the L86A1 squad automatic weapon.									
FRANCE	5	E	6 ³ -4-8 ⁸	()	[3-4-8 ⁷]	()	Pre-47: Red	+0	Sm
2-2-8 ⁸ (8)		1	6 ³ -4-7 ⁷	()	[3-3-7 ⁶]	()	Post-46: Black		
1-2-7 ⁶ (7)		2	5 ² -3-7 ⁷	()	[2-3-7 ⁶]	()	Pre-47: 6B/2R		
		G	5 ² -2-6 ⁵	()	[2-2-6 ⁴]	()	Post-46: 8B/2R		
The above MMC represent troops armed with the FA-MAS assault rifle.									
RUSSIA	8	E	6-4-8 ⁸	()	[3-4-8 ⁷]	()	Pre-54: Red	+2	--
2-2-8 ⁸ (6)		1	6-4-7 ⁷	()	[3-3-7 ⁶]	()	Post-53: Black		
1-2-7 ⁷ (5)		2	6-3-7 ⁷	()	[3-2-7 ⁶]	()	5B/2R		
		C	5-2-6 ⁶	()	[2-2-6 ⁴]	()			
GERMANY	4	E	6 ² -6-8 ⁸	()	[3-4-8 ⁷]	()	Black	+0	Sm
2-2-8 ⁸ (8)		1	6 ² -6-7 ⁷	()	[3-4-7 ⁶]	()	8B/3R		
1-2-7 ⁷ (7)		2	5-5-7 ⁷	()	[2-3-7 ⁶]	()			
		G	5-4-6 ⁵	()	[2-2-6 ⁴]	()			
The above MMC represent troops armed with G3 assault rifle.									
ISRAEL	4.5	E	6 ² -6-8 ⁸	()	[3-4-8 ⁸]	()	Black	-1	Sm
2-2-8 ⁸ (8)		1	6 ² -6-7 ⁷	()	[3-4-7 ⁷]	()	8B/2R		
1-2-7 ⁷ (7)		G	5-4-6 ⁶	()	[2-2-6 ⁵]	()			
The above MMC represent troops armed with the FN-FAL rifle.									
2-2-8 ⁸ (8)	4	E	6 ³ -5-8 ⁸	()	[3-4-8 ⁸]	()	Black	-1	Sm
1-2-7 ⁷ (7)		1	6 ³ -5-7 ⁷	()	[3-4-7 ⁷]	()	8B/2R		
		G	5 ² -4-6 ⁶	()	[2-3-6 ⁵]	()			
The above MMC represent troops armed with the Galil and/or any version of the M16 assault rifle.									
TAIWAN	6	E	6 ³ -6-8 ⁸	()	[3-4-8 ⁷]	()	Black	+0	SM
2-2-7 ⁷ (6)		1	6 ³ -6-7 ⁷	()	[3-4-7 ⁶]	()	8B/2R		
1-2-6 ⁵ (5)		G	5 ² -4-6 ⁶	()	[2-2-6 ⁵]	()			
The above MMC represent troops armed with the M1 Garand semi-automatic rifle.									
2-2-7 ⁷ (6)	6	E	6 ³ -5-8 ⁸	()	[3-4-8 ⁷]	()	Black	+0	SM
1-2-6 ⁵ (5)		1	6 ³ -5-7 ⁷	()	[3-4-7 ⁶]	()	8B/2R		
		G	5 ² -3-6 ⁶	()	[2-2-6 ⁵]	()			
The above MMC represent troops armed with any version of the M16 assault rifle.									
RED CHINA	7	E	6-4-8 ⁸	()	[3-4-8 ⁷]	()	Red	+1	--
2-2-8 ⁸ (7)		1	6-4-7 ⁷	()	[3-3-7 ⁶]	()	6B/2R		
1-2-7 ⁷ (6)		C	5-2-6 ⁵	()	[2-2-6 ⁴]	()			
The above MMC represent troops armed with the Type 56 assault rifle, the locally produced copy of the Soviet AK-47 assault rifle.									
MINORS	7	E	6 ¹ -5-8 ⁷	()	[3-4-8 ⁶]	()	Red	+2	Sm
2-2-8 ⁷ (7)		1	6-5-7 ⁶	()	[3-4-7 ⁵]	()	6B/3R		
1-2-7 ⁶ (5)		G	5-3-6 ⁵	()	[2-2-6 ⁴]	()			
The above MMC represent troops armed with assault rifles [EX: M16, G3, AK-47 or AK-74 Kalashnikov] or semi-automatic rifles [EX: M1 Garand, FN-FAL]. If they are armed with the latter they do not have Spraying Fire capability.									

DESIGN NOTES AND THOUGHTS

Although there are many new weapons in use today, infantry still move the same, vehicles still use the same rules they use from Chapters C & D, and the effects of terrain hasn't changed much either! In fact, anyone who has played a KGP scenario, or any action involving US troops vs SS will have a rough indication of what a MASL infantry scenario will be like. Why?

POOR BLOODY INFANTRY

Since most of the weapons we are dealing with (at least on the infantryman level) have been used in one conflict or another (EG Belgian FAL in the Congo or the Falklands, US M14 and M16 in Vietnam, Soviet AKs in every war going :-), I think there is enough data to give a basic rating for them, and it is then simply a matter of lowering them slightly to represent lower calibre troops. In no cases would we see 'super-squads' with 36FP + as some ASLers feel, as the modern infantry small arms are not that much more powerful than comparable WW2 weapons.

Anyway, let's start with a Soviet squad. Morale is 7, the basic for most ASL squads. The Soviets are armed with the AK assault rifle, which is derived from the German MP44. In ASL terms the two would rate the same, and as a SS 658 squad represents such troops it seems obvious that the AK is a 6FP, 5 Range weapon. So a 1st line Soviet squad is a 657 MMC (and a HS would probably be a 347 MMC). Note that the squad has both Spraying and Assault Fire.

Next, a US squad. Well, until the mid-60s the US used the M14, which was a development of the M1 Garand used during WW2. Again, in ASL terms the two are identical as the developments would not be significant in ASL terms (EX: the M14 has a 20 round magazine instead of the 8 round magazine of the M1). It should be noted though that a US 6-6-6 squad also includes an inherent BAR (as noted by Don Greenwood in, I believe, *The General* vol 20 no 1) which adds 1FP to the squad. So a US squad with just the M14 would be have 5FP and 6 Range, making a US 1st Line squad a 5-6-6 MMC (and a HS would be a 246 MMC) with Assault Fire. Note that there is a good argument that post-WW2 US squads should have a morale of 7.

As an aside, rating a unit's morale for a hypothetical conflict would probably be more difficult than deciding on the FP and range (after all, who'd have given the French such poor morale if designing ASL back in 1936, not 1996!).

The M16 is very similar to the M14 in game terms, except for a shorter range and automatic fire capability. Although it has a higher ROF, the bullet calibre is smaller, having less stopping power and inflicting less severe wounds. I kinda figure the two sort of even themselves out, at least at the ASL level of combat, so in ASL terms such a squad would probably be a 556 MMC with both Spraying and Assault Fire.

Most other nations use either the German G3 or the Belgian FAL, both of which are the same as the M14 in ASL terms.

Some modern armies issue squads with a SAW, which is essentially a heavier version of the squad assault rifle. In ASL terms the easiest way to handle this is the same way as the US BAR, IE add 1FP, possibly 2FP to the squad. Although such weapons are perhaps comparable to a Bren or German LMG, giving them a separate counter would give them too much flexibility, since they are basically intended to support the squad's attack, rather than be used on separate targets.

SUPPORT WEAPONS

As far as MGs are concerned, most nations now issue a General Purpose Machine Gun (GPMG, jimpy to us Brits). The GPMG concept is based on the German concept behind the M34 and (particularly) the MG42. The easiest way to deal with the GPMG in ASL is to treat it in the same way as the German MMG (IE 5FP, 12 Range, and it can be used as an LMG when dm). Since the Germans still use the MG42 (albeit in 7.62m m rather than 7.92mm calibre) this is a valid assumption.

LATW are issued on a much wider scale than in WW2. Most LATW can be handled in the same way as the BAZ/PSK/PIAT, IE a counter with a TH Table and its own TK# (the latter in particular would be somewhat higher than that of the BAZ/PSK/PIAT). If a LATW is issued to every squad, it is probably best to treat it in the same way as a PF but with its own TH Table and TK.

FT and DC would probably be much the same as their WW2 equivalents, so no changes would be required there.

Light Mortars are also similar to their WW2 equivalents. Perhaps a greater range, and/or different ammunition capabilities, but nothing radically different from their ASL equivalents.

SCENARIOS

Some ASLers argue that the devastating firepower available to modern armies would make any scenario a 'turkey shoot'. There was a similar comment (in *The General* vol 20, no 1 I believe) which basically says that given 20 minutes to take a village (IE 10 turns to Control the buildings of board 3) the attacker would simply call up an artillery bombardment and then advance into the ruins. "How fun is that?" Just as ASL deals with the more unusual situations, so to would MASL scenarios. There are many modern wars that could be represented (discounting things such as the first Arab-Israeli Wars, Greek and Chinese civil wars, or Korea, which are all essentially WW2-type wars). The Falklands War was a primarily infantry war using modern weapons. So was the Chinese invasion of Vietnam. And the various guerrilla conflicts/civil wars in Asia, Africa, central and south America. The later Arab-Israeli clashes, and the various clashes in southern Lebanon also use modern weaponry, but lack the overwhelming emphasis on technology of the Gulf War. Same goes for the India-Pakistan conflicts. So there are plenty of opportunities for actions that would be suitable for an ASL scenario.

BIBLIOGRAPHY

A number of books, magazines, and other wargames have been used for reference material in the production of this variant. Foremost among these have been *Modern Land Combat* (by David Miller and Christopher F. Foss, published by Salamander 1987), *War In Peace* (various writers, published by Orbis Publishing 1985), *War Machine* (various writers, weekly magazine published by Orbis Publishing 1983-1985), *Armies of the Gulf War* (by Gordon Rottman, published by Osprey 1993), *Challenger: Ultra Modern Wargame Rules* (by Bruce Rea-Taylor, published by Tabletop Games 1983), and the various vehicle guides for the *Twilight:2000* RPG (various authors, published by GDW 1986-1992). However, much of the necessary information remains classified, and many new weapon systems remain unproven under combat conditions, so much of the data herein is based on educated guess-work.

AND FINALLY...

Although this variant concentrates on infantry combat (which has been the prime area of post-World War Two combat), should it prove popular enough, a follow up article is planned, covering ordnance and vehicle development. This will include new AFV and Ordnance Listings detailing a representative sample of some of the more common vehicles and weapons produced since World War Two.

Any queries on this article, along with rules suggestions and data corrections (particularly with regard to the SW Allotment charts, which are somewhat generic in nature) should be addressed to Peter Phillipps, 49 Lombardy Rise, Leicester, England, LE5 0FQ. Anyone enclosing an SAE (and International Reply Coupon if necessary) is guaranteed a reply. I can also be contacted by email at masl@vftt.co.uk.