

ASL Mapboards, Mapsheets

Revised 01/20

SL/ASL Mapboards

Mapboard Description	ID	Module	SK Style	Notes
City; stone buildings	1	For King and Country	BV3	SL
Hills; two level three hills, light woods	2	Paratrooper	BV3	SL
Village; level two hills	3	The Last Hurrah	BV3	SL
Farmlands; woods and grainfields	4	Paratrooper	BV3	SL
Woods; gullies	5	Cross of Iron	BV3	CoI
Chateau; orchard and grainfields	6	Crescendo of Doom	FKaC	CoD
River; islands and marsh	7	For King and Country	FKaC	CoD
River; cliffs and hills	8	For King and Country	BV3	GI: AoV
Hills; level four barren hill, crags, cliff	9	Doomed Battalions	DB3	
Village; rowhouses, woods and ponds	10	Partisan!	FKaC	
BSO Village; rowhouses, woods, stream and pond	10z	WO Bonus Pack 2015	WO BP6	
Farmlands; hedges, walls and low hills	11	Last Hurrah	DB3	
Village; gullies and graveyard	12	For King and Country	FKaC	GI: AoV
Rural; elevated road and stream	13	GI: Anvil of Victory	FKaC	GI: AoV
Airfield; sunken road	14	GI: Anvil of Victory	FKaC	GI: AoV
Hills; two level four hills	15	GI: Anvil of Victory	FKaC	GI: AoV
Farmland; grainfields	16	Yanks	Yanks2	
Farmland; brush, woods and grainfields	17	Yanks	Yanks2	
BSO Farmland; brush, woods, grain and level 1 hill	17z	WO Bonus Pack 2015	WO BP6	
Rural; level one hills	18	Yanks	Yanks2	
Rural; bordered by woods	19	Yanks	Yanks2	
City; rowhouses and gullies	20	Beyond Valor (BV1, BV2)	BV3	
City; rowhouses and graveyards	21	Beyond Valor (BV1, BV2)	BV3	
City; suburbs and streams	22	Beyond Valor (BV1, BV2)	BV3	
City; canal	23	Beyond Valor (BV1, BV2)	BV3	
Village; valley, gully and cliffs	24	Paratrooper	AP3, Y2	
Hill; wadis, hamada	25	West of Alamein	HL3	
Desert; scrub, hamada	26	West of Alamein	HL3	
Desert; scrub, hamada	27	West of Alamein	HL3	
Desert; scrub, hamada	28	West of Alamein	HL3	
Desert; scrub, hamada	29	West of Alamein	HL3	
Desert; scrub, hamada	30	Hollow Legions	HL3	
Desert; scrub, hamada	31	Hollow Legions	HL3	
Woods; stream	32	Partisan!	FKaC	
Farmland; extensive grainfield	33	Last Hurrah	DB3	
Woods; marshy streams	34	Code of Bushido	RS	
Farmland; orchard and grainfields	35	Code of Bushido	RS	
Wooded hills; marshy streams	36	Code of Bushido	RS	
Woods; orchard and grainfields	37	Code of Bushido	RS	
Airstrip; farmland	38	Gung Ho!	RS	
Wooded hill; gully, cliffs, orchards	39	Gung Ho!	RS	
Narrow River; wooded hill and farmland	40	Croix de Guerre	Yanks2	
Village; stone buildings, stream, hills	41	Croix de Guerre	Yanks2	
Woods; small village, orchard	42	Action Pack 1, CdG2	AP3/CdG2	Errata; Misplaced wall (TtT)

Mapboard Description	ID	Module	SK Style	Notes
Farmland; villa, grainfields, brush	43	Action Pack 1, CdG2	AP3/CdG2	
Rural; open terrain and crossroads	44	Doomed Battalions	DB3	
Urban; city, large building	45	Doomed Battalions	DB3	
Village; grain, level two hill	46	Action Pack 2	Yanks2	
Wooded valley; stream, hills	47	Action Pack 2	RS	
Crossroad Village; single-hex wooden buildings	48	Armies of Oblivion	AoO	
Urban Transition; city outskirts	49	Armies of Oblivion	AoO	
Wooded hills; stream	50	Armies of Oblivion	AoO	
City; many stone buildings; church steeples	51	Armies of Oblivion	AoO	
Woods; one long road	52	Hakkaa Päälle	HP	Last of the Hard Boards
Mapboard Description (Thin Boards)	ID	Module	SK Style	Notes
Normandy; substantial centered stone village	53	Action Pack 4	AP4	
Normandy; bocage, unpaved roads, buildings	54	Action Pack 4	AP4	
Normandy; dense bocage, low hills, sunken roads	55	Action Pack 4	AP4	
East Front; centered, scattered terrain village	56	Action Pack 5	AP5	
East Front; village	57	Action Pack 5	AP5	
East Front; ridge, single long hill, two level 3 peaks	58	Action Pack 5	AP5	
Village; river, orchards, one level 1 hill with grain	59	WO Bonus Pack 2010	WO BP1	
Hill; level 2 stone village, rowhouses, village squares	60	Action Pack 7	AP7	
Hills; level two hills, cliffs, valley, gully	61	Action Pack 7	AP7	
Large valley; small village, pond, woods, orchards	62	Action Pack 7	AP7	
Village; hedges, orchards, church, cemetery	63	WO Bonus Pack 2011	WO BP2	
"Double-wide" Village; rowhouses, church, brush	64	WO Bonus Pack 2012	WO BP3	
"Double-wide" Village; rowhouses, valleys, orchards	65	WO Bonus Pack 2012	WO BP3\	
Stone Buildings; level two hill, open ground, orchards	66	WO Bonus Pack 2013	WO BP4	
Small Wooden Village; Stone Church, woods, brush	67	WO Bonus Pack 2014	WO BP5	
Dense City; level one hill, Church, valley, hedges	68	Special OPS #5	S.OPS5	
Crossroads; wooden buildings, small fields	69	Action Pack 10	AP10	
Crossroads; stone and wood buildings, open ground	70	Action Pack 10	AP10	
Village; stone and wooden buildings, hedges, grain	71	Action Pack 11	AP11	
Stream; woods, level 1 hill, stone buildings, orchards	72	Action Pack 11	AP11	
Orchards; woods, grain, ponds	73	Action Pack 12	AP12	
Marsh; scattered woods, ponds, orchards, brush	74	WO Bonus Pack 2016	WO BP7	
Woods; orchards, brush, grain, ponds	75	WO Bonus Pack 2016	WO BP7	
City, Stone and Wood buildings, level one hill, stream	76	WO Bonus Pack 2017	WO BP8	
	77	ASL Journal 13 ?	J13	
Wilderness; level 3 hill, brush, woods, grain	78	Action Pack 13	AP13	
River; village, stone and wooden buildings, both sides	79	Action Pack 13	AP13	
Hills: Level 5 , cliffs, gullies, woods, brush, crags	80	Forgotten War	FW	
Hills: Level 5, cliffs, gullies, woods, brush, crags	81	Forgotten War	FW	
Hills: Level 5, cliffs, gullies, woods, brush, crags	82	Forgotten War	FW	
Hills: Level 5, cliffs, gullies, woods, brush, crags	83	Forgotten War	FW	
Bocage; Large level 2 hill, orchards, small village	84	Action Pack 14	AP14	

ASL Mapboards

Mapboard Description (End Boards)	ID	Module	SK Style	Notes
Small Town; woods, orchards, rowhouse, grain	1a-1b	Action Pack 6	AP6	
Hills; level two, gully, buildings, sunken road	2a-2b	Action Pack 6	AP6	
River; marsh, buildings, elevated road	3a-3b	Action Pack 6	AP6	
Small level one town; extensive grainfields, stream	4a-4b	Action Pack 8	AP8	
Large level 3 hill; gullies, wooden buildings	5a-5b	Action Pack 8	AP8	
River; riverside village, small islands, woods	6a-6b	Action Pack 8	AP8	
Stone and wooden buildings; woods, orchards, brush	7a-7b	Action Pack 9	AP9	
Village; Stone Buildings atop two level 2 hills,	8a-8b	Action Pack 9	AP9	
Open Ground; some wooden buildings, woods, grain	9a-9b	Action Pack 9	AP9	
Small Town; level two hills, orchards, woods, grain	10a-10b	WO Bonus Pack 2019	WO BP10	
Open Ground; farm, grain, woods, brush, orchards	11a-11b	WO Bonus Pack 2019	WO BP10	
Bocage; stone village crossroads, gully, orchards	12a-12b	Action Pack 14	AP14	
	13a-13b	WO Bonus Pack 2020	WO BP11	

Deluxe ASL Mapboards

Mapboard Description	ID	Module	SK Style	Notes
City; factory	a	Streets of Fire	DASL	
City; rowhouses	b	Streets of Fire	DASL	
City; lumberyard	c	Streets of Fire	DASL	
City; gully	d	Streets of Fire	DASL	
Country; level two hill	e	Hedgerow Hell	DASL	
Country; sunken road	f	Hedgerow Hell	DASL	
Country; stream	g	Hedgerow Hell	DASL	
Country; villa	h	Hedgerow Hell	DASL	
City; stone buildings, wooded buildings, orchard	i	WO Bonus Pack 2018	WO BP9	
City; large stone buildings	j	WO Bonus Pack 2018	WO BP9	
Country; Orchards, wooden buildings	k	WO Bonus Pack 2018	WO BP9	
Country; level three hill, woods	l	WO Bonus Pack 2018	WO BP9	

ASL Starter Kit Mapboards

Mapboard Description (Thin Boards)	ID	Module	SK Style	Notes
City; stone multi-hex buildings, orchards	z	ASL Starter Kit 1	SK1	
Village; level one buildings, orchards, woods	y	ASL Starter Kit 1	SK1	
Open Country; large grainfields, orchards, woods	x	ASL Starter Kit 2	SK2	
Village; level one hills, town square, intersections	w	ASL Starter Kit 2	SK2	
Open Country; level 1 hills, orchard roads, brush	v	ASL Starter Kit 3	SK3	Journal 7
Rural; stone buildings, orchard and paved roads	u	ASL Starter Kit 3	SK3	
Open Country; large grainfields, level 1 hill	t	ASL Starter Kit 3	SK3	
European town; woods, orchards	s	ASL SK Exp. Pack 1	SK EP1	
Large town; Italian/Sicilian	r	ASL SK Exp. Pack 1	SK EP1	
Small Village; crossroads, wooded hills	q	ASL SK Exp. Pack 1	SK EP1	
Village; Stone buildings, orchards, hedgerows	p	ASLSK Bonus Pack 1	SK BP1	
Jungle; Level One Hills, Huts, Palm Trees, Kunai	o	ASL Starter Kit 4	SK4	
Jungle; Kunai, Palm Trees, Bamboo	n	ASL Starter Kit 4	SK4	
Level One Hill: Jungle, Palm Trees, Kunai, Village Huts	m	ASL Starter Kit 4	SK4	

Historical ASL Mapsheets

Mapsheet Description	ID	Module (Mapsheet)		Notes
Factory Complex; city, gullies	RB	Red Barricades		2 sheets
Stoumont Village; wooded hills	St	Kampfgruppe Peiper I		2 sheets
La Gleize Village	Lg	Kampfgruppe Peiper II		2 sheets
Cheneux Village	Ch	Kampfgruppe Peiper II		
Pegasus Bridge; Benouville, Le Port	PB	Pegasus Bridge		
Blood Reef; Tarawa	BRT	Blood Reef; Tarawa		2 sheets
Arnhem Bridge	ABtF	A Bridge too Far		
Central Railway Station	VotG	Valor of the Guards		2 sheets
Buda; Western side of Budapest	FB	Festung Budapest		4 sheets
Hatten	HT	Hatten in Flames		1 sheet
Factories Complex (Red Barricades and Red October)	RF	Red Factories		4 sheets (2 RB, 2 RO)
Diannt	Dn	Croix de Guerre 2nd		2 sheets

ASL Historical Studies Mapsheets

Mapsheet Description	ID	Module (Mapsheet)		Notes
Edson's Ridge	ER	Operation; Watchtower		
Riley's Road	RR	Operation: Veritable		

ASL Mini-Historical Mapsheets

Mapsheet Description	ID	Module (Mapsheet)		Notes
Nhpum Ga	NG	ASL Annual 97		
Kakazu Ridge	KR	ASL Journal 2		
Primosole Bridge	PBr	ASL Journal 6		
Singling	SG	Operations Special Issue 1		
Suicide Creek	SC	ASL Journal 9		
Hell's Corner	HC	Operations Special Issue 3		
Gavutu-Tanambogo	GT	Rising Sun		

Historical Module SK Mapsheets

Mapsheet Description	ID	Module (Mapsheet)		Notes
Elst	DaE	Decision at Elst		

ASL Overlays

Overlay Description	ID	Module/Publication		Notes
Woods; open ground, 1 wooden bldg	A	Rivers to the Reich		GI: AoV
Hill; Level 1 w/one hex level 2	B	Rivers to the Reich		GI: AoV
Orchard; 15 hexes with hedgerow	C	Rivers to the Reich		GI: AoV
Open Ground; grain, woods, stone wall, 1 wood bldg	D	Rivers to the Reich		GI: AoV
Open Ground: 5 hex, woods	E	Rivers to the Reich		GI: AoV
Woods; 21 hexes	F	Rivers to the Reich		GI: AoV
Woods; 20 hexes	G	Rivers to the Reich		GI: AoV
Hill; Level 2, wooden building	H	Rivers to the Reich		GI: AoV
Hill; Level 2, woods	I	Rivers to the Reich		GI: AoV
Ocean; 3 x 3	J	Rivers to the Reich		GI: AoV
Orchard; 2 hexes	K	Rivers to the Reich		GI: AoV
Open Ground; 3 hexes	L	Rivers to the Reich		GI: AoV

ASL Overlays

Overlay Description	ID	Module/Publication		Notes
Ocean;; 5 hexes	M	Rivers to the Reich		GI: AoV
Woods; 3 hexes	N	Rivers to the Reich		GI: AoV
Brush; 3 hex	O	Rivers to the Reich		GI: AoV
Village; 13 huts	1	Code of Bushido, RS		
Wooded hill and stream	2	Code of Bushido, RS		
Village and rice paddies	3	Code of Bushido, RS		
Wooded Road	4	Code of Bushido, RS		
Stream with Bridge	5	Code of Bushido, RS		
Town on Level 1	6	Action Pack 2		
Half-Board Overlay: Marshes and "Path"	7	WO Bonus Pack 2013		
Brush; 1 hex-5 hexes	B1-B5	Code of Bushido, RS		
Beach; 5 x 11 hexes	Be1-Be3	Gung Ho!, Rising Sun		
Beach; 12 x 7 hexes	Be4-Be6	Gung Ho!, Rising Sun		
Beach with River	Be7	Gung Ho!, Rising Sun		
Deir; 16 hexes with 1 scrub	D1	West of Alamein		
Deir; 15 hexes	D2	West of Alamein		
Deir; 4 hexes	D3	West of Alamein		
Deir; 5 hexes	D4	West of Alamein		
Deir; 36 hexes with 2 scrub	D5	West of Alamein		
Deir; 16 hexes with 3 scrub	D6	West of Alamein		
Deluxe; 1 hex open ground	dx1	ASL Annual 95W	DASL	Errata; Too Small (Gen. 30/3)
Deluxe; 1 hex woods	dx2	ASL Annual 95W	DASL	Errata; Too Small (Gen. 30/3)
Deluxe; 1 hex orchards	dx3	ASL Annual 95W	DASL	Errata; Too Small (Gen. 30/3)
Deluxe; 2 hex woods	dx4	ASL Annual 95W	DASL	Errata; Too Small (Gen. 30/3)
Deluxe; 3 hex open ground	dx5	ASL Annual 95W	DASL	Errata; Too Small (Gen. 30/3)
Deluxe; 2 woods, 1 brush	dx6	ASL Annual 95W	DASL	Errata; Too Small (Gen. 30/3)
Deluxe; 4 hex orchards	dx7	ASL Annual 95W	DASL	Errata; Too Small (Gen. 30/3)
Deluxe; 1 woods, 4 orchards	dx8	ASL Annual 95W	DASL	Errata; Too Small (Gen. 30/3)
Deluxe; 1 woods, 1 orchard, open ground	dx9	ASL Annual 95W	DASL	Errata; Too Small (Gen. 30/3)
4 woods, path	dx10	DASL		
3 orchard	dx11	DASL		
2 brush	dx12	DASL		
2 grain	dx13	DASL		
2 hex wooden building	dx14	DASL		
2 hex stone building	dx15	DASL		
Church with stone wall	dx16	DASL		
1 hex stone building with stone wall	dx17	DASL		
1 hex stone buildings	dx18	DASL		
1 hex wooden buildings	dx19	DASL		
2 hex graveyard with stone wall	dx20	DASL		
1 hex graveyard	dx21	DASL		
44 stone rubble (4 sheets)	stone	DASL		
44 wooden ruble (4 sheets)	wooden	DASL		
Escarpment	E	West of Alamein		
Effluent; 9 hexes	Ef1	Gung Ho!, Rising Sun		
Effluent; 11 hexes	Ef2	Gung Ho!, Rising Sun		

Overlay Description	ID	Module/Publication		Notes
Effluent; 14 hexes	Ef3	Gung Ho!, Rising Sun		
Grain; 1 hex-5 hexes	G1-G5	Code of Bushido, RS		
Hall 4 Assembly Hall (Gutted)	GF1	Red Factories		
Hexes O40, O41 (Gutted)	GF2	Red Factories		
Hexes J43, J44 (Gutted)	GF3	Red Factories		
Hexes S43, S44 (Gutted)	GF4	Red Factories		
Hall 2 Gun Construction Hall (Gutted)	GF5	Red Factories		
Workshop/Warehouse (Gutted)	GF6	Red Factories		
Hall 6a Manufacturing Hall (Gutted)	GF7	Red Factories		
Hall 3 Gun Tube Thermal Processing & Deburring Hall	GF8	Red Factories		
Hexes L39, L40, L41 (Gutted)	GF9	Red Factories		
Hall 5 Foundry Hall (Gutted)	GF10	Red Factories		
Hall 5 Foundry Hall (Gutted)	GF11	Red Factories		
Hall 1 Martin Electrofurnace (Gutted)	GF12	Red Factories		
Hall 6c Manufacturing Hall (Gutted)	GF13	Red Factories		
Hall 6c Manufacturing Hall (Gutted)	GF14	Red Factories		
Hall 6e Manufacturing Hall (Gutted)	GF15	Red Factories		
Workshop/Warehouse (Gutted)	GF16	Red Factories		
Hall 6d Manufacturing Hall (Gutted)	GF17	Red Factories		
Hall 1 (Gutted)	GF18	Red Factories		
Hexes N28, N29, N30, N31 (Gutted)	GF19	Red Factories		
Hall 7 Midsort Shop (Gutted)	GF20	Red Factories		
Hall 2 Rolling Shop (Gutted)	GF21	Red Factories		
Hall 5a Shop 1 (Gutted)	GF22	Red Factories		
Hall 5 Sorting Shop (Gutted)	GF23	Red Factories		
Hall 3 New Production Shop, Hall 6 Blooming Mill (G)	GF24	Red Factories		
Hall 10 Consumer Goods (Gutted)	GF25	Red Factories		
Hall 9 Calibration (Gutted)	GF26	Red Factories		
Hall 8 Plate Mill (Gutted)	GF27	Red Factories		
Hall 4 Martin Ovens (Gutted)	GF28a	Red Factories		
Hall 4 Extension (Gutted)	GF28b	Red Factories		
Gaomi (Gavutu-Tanambogo Overlays)	GT	ASL Annual 93b		
Gavutu (Gavutu-Tanambogo Overlays)	GT	ASL Annual 93b		
Tanambogo (Gavutu-Tanambogo Overlays)	GT	ASL Annual 93b		
Hillock; 45 hexes	H1	West of Alamein		
Hillock; 18 hexes	H2	West of Alamein		
Hillock; 11 hexes	H3	West of Alamein		
Hillock; 37 hexes	H4	West of Alamein		
Hillock; 31 hexes	H5	West of Alamein		
Hillock; 19 hexes	H6	West of Alamein		
1 hedge hex; 6 hexsides	Hd1	ASL Journal 4		
2 enclosed hexes	Hd2	ASL Journal 4		
3 enclosed hexes	Hd3	ASL Journal 4		
4 enclosed hexes	Hd4	ASL Journal 4		
5 hexes; 1 orchard	Hd5	ASL Journal 4		
3 hexes; 1 wood	Hd6	ASL Journal 4		
4 hexes, 1 wood	Hd7	ASL Journal 4		

ASL Overlays

Overlay Description	ID	Module/Publication		Notes
7 hexes, 1 pond	Hd8	ASL Journal 4		
8 hexes, 1 wood bldg.	Hd9	ASL Journal 4		
8 hexes, 4 orchard, 1 stone bldg.	Hd10	ASL Journal 4		
7 road hexes, 3 sunken	Hd11	ASL Journal 4		
Hill; 1 hex	Hi1	Action Pack 2		
Hill; 2 hexes	Hi2	Action Pack 2		
Hill; 3 hexes	Hi3	Action Pack 2		
Hill; 4 hexes	Hi4	Action Pack 2		
Hill; 5 hexes (1 Level 2)	Hi5	Action Pack 2		
Hill; 1 hex (cliffs)	Hi6	Action Pack 2		
Hill; Ridge	Hi7	Action Pack 2		
Hill; 24 hexes, 4 orchard, 3 brush, Level 3	Hi8	Armies of Oblivion		
Hill; 9 hexes, 2 orchard, brush	Hi9	Armies of Oblivion		
Hill; 5 hexes, Level 1 straight ridge line	Hi10	Armies of Oblivion		
Hill; 5 hexes, Level 1 curved ridge line	Hi11	Armies of Oblivion		
Hill; 7 hexes, Level 2, 3 orchard, brush	Hi12	Armies of Oblivion		
Marsh; 1 hex-5 hexes	M1-M5	Code of Bushido, RS		
Orchard; 1 hex-5 hexes	O1-O5	Code of Bushido, RS		
Ocean Beach; 10 x 8 hexes	OB1	Action Pack 11		
Ocean; 12 x 13 hexes	OC1-OC4	Gung Ho!, Rising Sun		
Open Ground; 1 hex-5 hexes	OG1-OG5	Croix de Guerre		
Orchard-Woods	OW1	Doomed Battalions		
Pond; 1 hex-5 hexes	P1-P5	Gung Ho!, Rising Sun		
Rote Haus	RB1	Red Factories		
Red House	RB2	Red Factories		
Transformer Hut w/Water Pump Gully	RB3	Red Factories		
Theater	RB4	Red Factories		
Apothecary	RB5	Red Factories		
Pencil Gully	RB6	Red Factories		
Kretzhaus	RB7	Red Factories		
Rice Paddy 1 hex-5 hexes	RP1-RP5	Code of Bushido, RS		
Railroad; 11 hex ground	RR1-RR2	Doomed Battalions		
Railroad; 6 hex ground	RR3-RR4	Doomed Battalions		
Railroad; 3 hex curved ground	RR5-RR6	Doomed Battalions		
Railroad; 11 hex elevated	RR7-RR8	Doomed Battalions		
Railroad; 3 hex curved elevated	RR9-RR10	Doomed Battalions		
Railroad; 6 hex elevated	RR11-RR12	Doomed Battalions		
Hill with sunken Railroad	RR13	Doomed Battalions		
Railroad double track siding	RR14	Doomed Battalions		
River; 2 hex wide, board length	Rv1	Armies of Oblivion		
Sand; 8 hexes	S1	West of Alamein		
Sand; 2 hexes	S2	West of Alamein		
Sand; 12 hexes (3 scrub)	S3	West of Alamein		
Sand; 6 hexes (2 scrub)	S4	West of Alamein		
Sand; 6 hexes (2 scrub)	S5	West of Alamein		

Overlay Description	ID	Module/Publication		Notes
Sand; 4 hexes	S6	West of Alamein		
Sand; 4 hexes	S7	West of Alamein		
Sand; 6 hexes (1 scrub)	S8	West of Alamein		
Sand Dunes; 13 hexes	SD1	West of Alamein		
Sand Dunes; 19 hexes (1 scrub)	SD2	West of Alamein		
Sand Dunes; 19 hexes	SD3	West of Alamein		
Sand Dunes; 7 hexes (3 scrub)	SD4	West of Alamein		
Sand Dunes; 25 hexes	SD5	West of Alamein		
Sand Dunes; 18 hexes (1 scrub)	SD6	West of Alamein		
Sand Dunes; 7 hexes	SD7	West of Alamein		
Sand Dunes; 18 hexes	SD8	West of Alamein		
Stream; 12 hexes	St1	Croix de Guerre		
Stream; 14 hexes	St2	Croix de Guerre		
Stream; 15 hexes	St3	Croix de Guerre		
Stream; 5 hex River to Stream	St4	Action Pack 11		
Wadi (Various)	W1-W4	West of Alamein		
Woods; 1 hex-5 hexes	Wd1-Wd5	Code of Bushido, RS		
Woods; 12 hexes	Wd12	Armies of Oblivion		
Woods; Large wood hexes with trail	Wd34	Armies of Oblivion		
1 hex; stone; cliff	X1	West of Alamein		
1 hex; Mausoleum	X2	West of Alamein		
1 hex; Tents	X3	West of Alamein		
1 hex; stone bldg	X4	West of Alamein		
1 hex; stone bldg	X5	West of Alamein		
1 hex; Pagoda	X6	Code of Bushido, RS		
1 hex; stone bldg	X7	Croix de Guerre		
1 hex; stone bldg, level 2	X8	Croix de Guerre		
1 hex; wooden bldg	X9	Croix de Guerre		
1 hex; wooden bldg	X10	Croix de Guerre		
Two 1 hex; stone bldg	X11	Croix de Guerre		
2 hex stone rowhouse	X12	Croix de Guerre		
2 hex; wooden bldg	X13	Croix de Guerre		
2 hex and 1 hex; stone bldgs	X14	Croix de Guerre		
2 hex stone bldg (2) and 1 hex wooden bldg	X15	Croix de Guerre		
5 hex stone multistory bldg	X16	Croix de Guerre		
5 hex stone two-story bldg	X17	Croix de Guerre		
2 hex stone bldgs, 1 wooden bldg	X18	Croix de Guerre		
3 hex steeple and graveyard	X19	Doomed Battalions		
6 hex rowhouse	X20	Doomed Battalions		
4 hex rowhouse	X21	Doomed Battalions		
1 hex steeple	X22	Doomed Battalions		
5 hex stone	X23	Doomed Battalions		
3 hex rowhouse and steeple	X24	Doomed Battalions		
2 hex graveyard and 1 hex steeple	X25	Action Pack 2		
3 hex hill and 5 huts	X26	Action Pack 2		

ASL Overlays and Mini Historical Scenarios

Overlay Description	ID	Module/Publication		Notes
2 hex stone with steeple	X27	Action Pack 2		
2 hex huts	X28	Action Pack 2		
1 hex hut	X29	Action Pack 2		
7 hex Fort	X30	Action Pack 11		

ASL Mini-Historical Scenarios

Gavutu-Tanambogo	Loc.	ID
Grabbing Gavutu	93b, RS	HASL A03
Tanambogo Nightmare	93b, RS	HASL A04
Take Two	93b, RS	HASL A05
Sand & Blood	93b, RS	GT CG I
Nhpum Ga	Loc.	ID
Blockbusters	97	ASL A115
Tangled Up in Blue	97	ASL A116
Maggot Hill	97	ASL A117
The Waterhole	97	ASL A118
Matsumoto's Charge	J3	ASL J55
Kakazu Ridge	Loc.	ID
The Gorge	J2	ASL J13
On the Hoss' Side	J2	ASL J14
Turning off the Spigot	J2	ASL J15
Kakazu's Tombs	J2	ASL J16
Clearing Kakazu	J2	ASL J17
American Tragedy	J3	ASL J64
Primosole Bridge	Loc.	ID
Typical German Response	J6	ASL J95
Another Bloody Attack	J6	ASL J96
A Nice Morning for a Ride	J6	ASL J97
Who are these Devils?	J6	PBr CG I
Paying the Devil's Bill	J6	PBr CG II
When Devils Collide	J6	PBr CG III
Singling	Loc.	ID
Abrams' Charge	OSI 1	ASL SG01
Fitzgerald's Fire	OSI 1	ASL SG02
A Pleasant Diversion	OSI 1	ASL SG CG I
Hell's Corner	Loc.	ID
First Matanikau	OSI 3	ASL HC01
Bailey's Demise	OSI 3	ASL HC02
HC03 Samurai Sunset	OSI 3	ASL HC03
HC04 Whaling Good Time	OSI 3	ASL HC04
HC05 The Sand Spit	OSI 3	ASL HC05
Suicide Creek	Loc.	ID
First Love	J9	ASL J131
Jungle Infiltration	J9	ASL J132
One Miserable Night	J9	ASL J133
Kerry's Crossing	J9	ASL J134



ASL Mini Historical Scenarios

ASL Mini-Historical Scenarios

Suicide Creek (Cont.)	Loc.	ID
Diversion	J9	ASL J135
Muddy Mayhem	J9	ASL J136
The Green Inferno	J9	ASL SC CGI