



ASL Mapboards and Mapsheets

SL/ASL Mapboards

Mapboard Description	ID	Module	Notes
City; stone buildings	1	For King and Country	SL, BV3 (SK style)
Hills; two level three hills, light woods	2	Paratrooper	SL, BV3 (SK style)
Village; level two hills	3	The Last Hurrah	SL, BV3 (SK style)
Farmlands; woods and grainfields	4	Paratrooper	SL, BV3 (SK style)
Woods; gullies	5	Cross of Iron	BV3 (SK style)
Chateau; orchard and grainfields	6	Crescendo of Doom	
River; islands and marsh	7	For King and Country	Crescendo of Doom
River; cliffs and hills	8	For King and Country	GI, BV3 (SK style)
Hills; level four barren hill, crags, cliff	9	Doomed Battalions	
Village; rowhouses, woods and ponds	10	Partisan!	
Farmlands; hedges, walls and low hills	11	Last Hurrah	
Village; gullies and graveyard	12	For King and Country	GI: Anvil of Victory
Rural; elevated road and stream	13	GI: Anvil of Victory	
Airfield; sunken road	14	GI: Anvil of Victory	
Hills; two level four hills	15	GI: Anvil of Victory	
Farmland; grainfields	16	Yanks	
Farmland; brush, woods and grainfields	17	Yanks	
Rural; level one hills	18	Yanks	
Rural; bordered by woods	19	Yanks	
City; rowhouses and gullies	20	Beyond Valor (1st and 2nd Edition)	BV3 (SK style)
City; rowhouses and graveyards	21	Beyond Valor (1st and 2nd Edition)	BV3 (SK style)
City; suburbs and streams	22	Beyond Valor (1st and 2nd Edition)	BV3 (SK style)
City; canal	23	Beyond Valor (1st and 2nd Edition)	BV3 (SK style)
Village; valley, gully and cliffs	24	Paratrooper	AP#3 Few Returned (SK style)
Hill; wadis, hammada	25	West of Alamein	
Desert; scrub, hammada	26	West of Alamein	
Desert; scrub, hammada	27	West of Alamein	
Desert; scrub, hammada	28	West of Alamein	
Desert; scrub, hammada	29	West of Alamein	
Desert; scrub, hammada	30	Hollow Legions	
Desert; scrub, hammada	31	Hollow Legions	
Woods; stream	32	Partisan!	
Farmland; extensive grainfield	33	Last Hurrah	
Woods; marshy streams	34	Code of Bushido	CoB2 (SK style)
Farmland; orchard and grainfields	35	Code of Bushido	CoB2 (SK style)
Wooded hills; marshy streams	36	Code of Bushido	CoB2 (SK style)
Woods; orchard and grainfields	37	Code of Bushido	CoB2 (SK style)
Airstrip; farmland	38	Gung Ho!	CoB2 (SK style)
Wooded hill; gully, cliffs. orchards	39	Gung Ho!	CoB2 (SK style)
Narrow River; wooded hill and farmland	40	Croix de Guerre	
Village; stone buildings, stream, hills	41	Croix de Guerre	
Woods; small village, orchard	42	Action Pack 1	AP#3 Few Returned (SK style)
Farmland; villa, grainfields, brush	43	Action Pack 1	AP#3 Few Returned (SK style)

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Mapboard Description	ID	Module	Notes
Rural; open terrain and crossroads	44	Doomed Battalions	
Urban; city, large building	45	Doomed Battalions	
Village; grain, level two hill	46	Action Pack 2	
Wooded valley; stream, hills	47	Action Pack 2	
Crossroad Village; single-hex wooden buildings	48	Armies of Oblivion	AoO (SK style)
Urban Transition; city outskirts	49	Armies of Oblivion	AoO (SK style)
Wooded hills; stream	50	Armies of Oblivion	AoO (SK style)
City; many stone buildings; church steeples	51	Armies of Oblivion	AoO (SK style)
Woods; one long road	52	Hakkaa Päälle	
Normandy Village; substantial centered stone village	53	Action Pack 4 (Projected)	(SK style)
Normandy Bocage; transition to normal	54	Action Pack 4 (Projected)	(SK style)
Normandy Bocage; dense bocage`	55	Action Pack 4 (Projected)	(SK style)
Russian Village; centered, scattered terrain village	56	Action Pack 5 (Projected)	(SK style)
Russian Ridge;	57	Action Pack 5 (Projected)	(SK style)
Russian Village; rural transition to village	58	Action Pack 5 (Projected)	(SK style)

Deluxe ASL Mapboards

Mapboard Description	ID	Module	Notes
City; factory	a	Streets of Fire	
City; rowhouses	b	Streets of Fire	
City; lumberyard	c	Streets of Fire	
City; gully	d	Streets of Fire	
Country; level two hill	e	Hedgerow Hell	
Country; sunken road	f	Hedgerow Hell	
Country; stream	g	Hedgerow Hell	
Country; villa	h	Hedgerow Hell	

ASL Starter Kit Mapboards

Mapboard Description	ID	Module	Notes
Open Country; large grainfields, level 1 hill	t	ASL Starter Kit 3 (SK style)	
Rural; stone buildings, orchard and paved roads	u	ASL Starter Kit 3 (SK style)	
Open Country; level 1 hills, orchard roads, brush	v	ASL Starter Kit 3 (SK style)	Journal 7 (SK style)
Village; level one hills, town square, intersections	w	ASL Starter Kit 2 (SK style)	
Open Country; large grainfields, orchards, woods	x	ASL Starter Kit 2 (SK style)	
Village; level one bldgs, orchards, woods	y	ASL Starter Kit 1 (SK style)	
City; stone multi-hex buildings, orchards	z	ASL Starter Kit 1 (SK style)	

Historical ASL Mapsheets

Mapsheet Description	ID	Module	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



ASL Mapboards and Mapsheets

Historical ASL Mapsheets (cont.)

Mapsheet Description	ID	Module	Notes
Arnhem Bridge	ABtF	A Bridge too Far	

ASL Historical Studies Mapsheets

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

ASL Mini-Historical Mapsheets

Mapsheet Description	ID	Module	Notes
Gavutu-Tanambogo	GT	ASL Annual 93b	3 overlays
Nhpum Ga	NG	ASL Annual 97	
Kakazu Ridge	KR	ASL Journal 2	
Primosole Bridge	PBr	ASL Journal 6	

ASL Overlays

Overlay Description	ID	Module	Notes
Village, 13 huts	1	Code of Bushido	
Wooded hill and stream	2	Code of Bushido	
Village and rice paddies	3	Code of Bushido	
Wooded Road	4	Code of Bushido	
Stream with Bridge	5	Code of Bushido	
Town on Level 1	6	Action Pack 2	
Brush: 1 hex-5 hexes	B1-B5	Code of Bushido	
Beach: 5 x 11 hexes	Be1-Be3	Gung Ho!	
Beach: 12 x 7 hexes	Be4-Be6	Gung Ho!	
Beach with River	Be7	Gung Ho!	
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 (Gen 30/3, MMP.com)	Errata: Too Small (Gen. 30/3)
Deluxe: 1 hex woods	dx2	ASL Annual 95W (Gen 30/3, MMP.com)	Errata: Too Small (Gen. 30/3)
Deluxe: 1 hex orchards	dx3	ASL Annual 95W (Gen 30/3, MMP.com)	Errata: Too Small (Gen. 30/3)
Deluxe: 2 hex woods	dx4	ASL Annual 95W (Gen 30/3, MMP.com)	Errata: Too Small (Gen. 30/3)
Deluxe: 3 hex open ground	dx5	ASL Annual 95W (Gen 30/3, MMP.com)	Errata: Too Small (Gen. 30/3)
Deluxe: 2 woods, 1 brush	dx6	ASL Annual 95W (Gen 30/3, MMP.com)	Errata: Too Small (Gen. 30/3)
Deluxe: 4 hex orchards	dx7	ASL Annual 95W (Gen 30/3, MMP.com)	Errata: Too Small (Gen. 30/3)
Deluxe: 1 woods, 4 orchards	dx8	ASL Annual 95W (Gen 30/3, MMP.com)	Errata: Too Small (Gen. 30/3)
Deluxe: 1 woods, 1 orchard, open ground	dx9	ASL Annual 95W (Gen 30/3, MMP.com)	Errata: Too Small (Gen. 30/3)
Escarpment	E	West of Alamein	
Effluent: 9 hexes	Ef1	Gung Ho!	
Effluent: 11 hexes	Ef2	Gung Ho!	

Overlay Description	ID	Module	Notes
Effluent: 14 hexes	Ef3	Gung Ho!	
Grain: 1 hex-5 hexes	G1-G5	Code of Bushido	
Gaomi (Gavutu-Tanambogo Overlays)	GT	ASL Annual 93b	See Mini-Historical ASL Mapsheets
Gavutu (Gavutu-Tanambogo Overlays)	GT	ASL Annual 93b	See Mini-Historical ASL Mapsheets
Tanambogo (Gavutu-Tanambogo Overlays)	GT	ASL Annual 93b	See Mini-Historical ASL Mapsheets
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	
7 hexes, 1 pond	Hd8	ASL Journal 4	
8 hexes, 1 wood building	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	
Orchard: 1 hex-5 hexes	O1-O5	Code of Bushido	
Ocean: 12 x 13 hexes	OC1-OC4	Gung Ho!	
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!	
Rice Paddy 1 hex-5 hexes	RP1-RP5	Code of Bushido	
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	

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ASL Overlays

Overlay Description	ID	Module	Notes
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	
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	
Wadi (Various)	W1-W4	West of Alamein	
Woods: 1 hex-5 hexes	Wd1-Wd5	Code of Bushido	
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	X4	West of Alamein	
1 hex: stone	X5	West of Alamein	
1 hex: pagoda	X6	Code of Bushido	
1 hex: stone	X7	Croix de Guerre	
1 hex: stone level 2	X8	Croix de Guerre	
1 hex: wooden	X9	Croix de Guerre	
1 hex: wooden	X10	Croix de Guerre	
Two 1 hex: stone	X11	Croix de Guerre	
2 hex stone rowhouse	X12	Croix de Guerre	
2 hex: wooden	X13	Croix de Guerre	
2 hex and 1 hex: stone	X14	Croix de Guerre	
2 hex stone and 1 wood	X15	Croix de Guerre	

ASL Overlays

Overlay Description	ID	Module	Notes
5 hex stone multistory	X16	Croix de Guerre	
5 hex stone two-story	X17	Croix de Guerre	
2 hex stone and 1 wooden	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	
2 hex stone with steeple	X27	Action Pack 2	
2 hex huts	X28	Action Pack 2	
1 hex hut	X29	Action Pack 2	

ASL Mini-Historical Scenarios

Name	Loc.	ID
Gavutu-Tanambogo		
Grabbing Gavutu	93b	HASL A03
Tanambogo Nightmare	93b	HASL A04
Take Two	93b	HASL A05
Sand & Blood	93b	GT CG I
Nhpum Ga		
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		
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		
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