

D1. Streets of Fire

No counters for this Module

Scenarios

Maps

Name	ID	ID	Description
Guryev's Headquarters	DASL 01	a	City; factory
Berserk!	DASL 02	b	City; rowhouses
Storming the Factory	DASL 03	c	City; lumberyard
First to Strike	DASL 04	d	City; gully
Little Stalingrad	DASL 05		
Draconian Measures	DASL 06		
With Flame and Shell	DASL 07		
The Schoolhouse	DASL 08		
Preparing the Way	DASL 09		
The Final Battle	DASL 10		

N-D1.1

D2. Hedgerow Hell

AFV Card Counters

8702031/32

Counter	No.	ID	Nationality	Notes
No Ammo [Hex Controlled]	18		Game-Veh/Ord	
<i>Hex Controlled [No Ammo]</i>			<i>Game-Terr</i>	
No Ammo [Building Controlled]	18		Game-Veh/Ord	
<i>Building Controlled [No Ammo]</i>			<i>Game-Terr</i>	
G [Building Controlled]	8		Game-Veh/Ord	
<i>Building Controlled [G]</i>			<i>Game-Terr</i>	
G [Hex Controlled]	8		Game-Veh/Ord	
<i>Hex Controlled [G]</i>			<i>Game-Terr</i>	
Current	2		Game-Terr	
Sz [Hex Controlled]	9		Game-Veh/Ord	
<i>Hex Controlled [Sz]</i>			<i>Game-Terr</i>	
Sz [Building Controlled]	9		Game-Veh/Ord	
<i>Building Controlled [Sz]</i>			<i>Game-Terr</i>	
Cullin-Equipped [Building Controlled]	6		Game-Veh/Ord	
<i>Building Controlled [Cullin-Equipped]</i>			<i>Game-Terr</i>	
Cullin-Equipped [Hex Controlled]	6		Game-Veh/Ord	
<i>Hex Controlled [Cullin-Equipped]</i>			<i>Game-Terr</i>	
Inherent Driver Only [Building Controlled]	3		Game-Veh/Ord	
<i>Building Controlled [Inherent Driver Only]</i>			<i>Game-Terr</i>	
Inherent Driver Only [Hex Cont.]	3		Game-Veh/Ord	
<i>Hex Cont. [Inherent Driver Only]</i>			<i>Game-Terr</i>	
FT Equipped [Building Controlled]	3		Game-Veh/Ord	
<i>Building Controlled [FT Equipped]</i>			<i>Game-Terr</i>	
FT Equipped [Hex Controlled]	3		Game-Veh/Ord	
<i>Hex Controlled [FT Equipped]</i>			<i>Game-Terr</i>	

N-D2.1

Counter	No.	ID	Nationality	Notes
Removed (D6.631) [Building Controlled]	6		Game-Veh/Ord	
<i>Building Controlled [Removed (D6.631)]</i>			<i>Game-Terr</i>	
Removed (D6.631) [Hex Controlled]	6		Game-Veh/Ord	
<i>Hex Controlled [Removed (6.631)]</i>			<i>Game-Terr</i>	
No Trailer [Hex Controlled]	2		Game-Veh/Ord	
<i>Hex Controlled [No Trailer]</i>			<i>Game-Terr</i>	
No Trailer [Building Controlled]	1		Game-Veh/Ord	
<i>Building Controlled [No Trailer]</i>			<i>Game-Terr</i>	
Depth	1		Game-Terr	
Month	1		Game-Basic	
Axis SAN	1		Game-Basic	
Allied SAN	1		Game-Basic	
Axis ELR	1		Game-Basic	
Allied ELR	1		Game-Basic	

Scenarios

Maps

Name	ID	ID	Description
Ripe Pickings	DASL 11	e	Country; level two hill
Repulsed	DASL 12	f	Country; sunken road
Bogged Down	DASL 13	g	Country; stream
Buying the Farm	DASL 14	h	Country; villa
Barkmann's Corner	DASL 15		
Clay Pigeons	DASL 16		
They're Coming!	DASL 17		
King of the Hill	DASL 18		