

Level I
- what you must have

Level II
- requires no other modules

Level III
- requires one other module

Level IV
- requires two other modules

Level V
- requires three or four other modules

Level VI
- requires various other modules

ASL MODULE DEPENDENCY CHART

VERSION 5.1 2015

BY M. ELFSTRÖM WITH SUGGESTIONS FROM S. BALBACH

Modules marked "2nd ed" or "3rd ed" have had earlier editions with variations in contents.

The chart does not take availability of mapboards into account, but the maps included in each module are noted in parenthesis.

If only a small number of scenarios in a given module require a specific nationality no dependency has been noted.

Module available for purchase from MMP as of March 2015 has a bold black border.

The second edition of the rules binder is required for this chart to be valid.

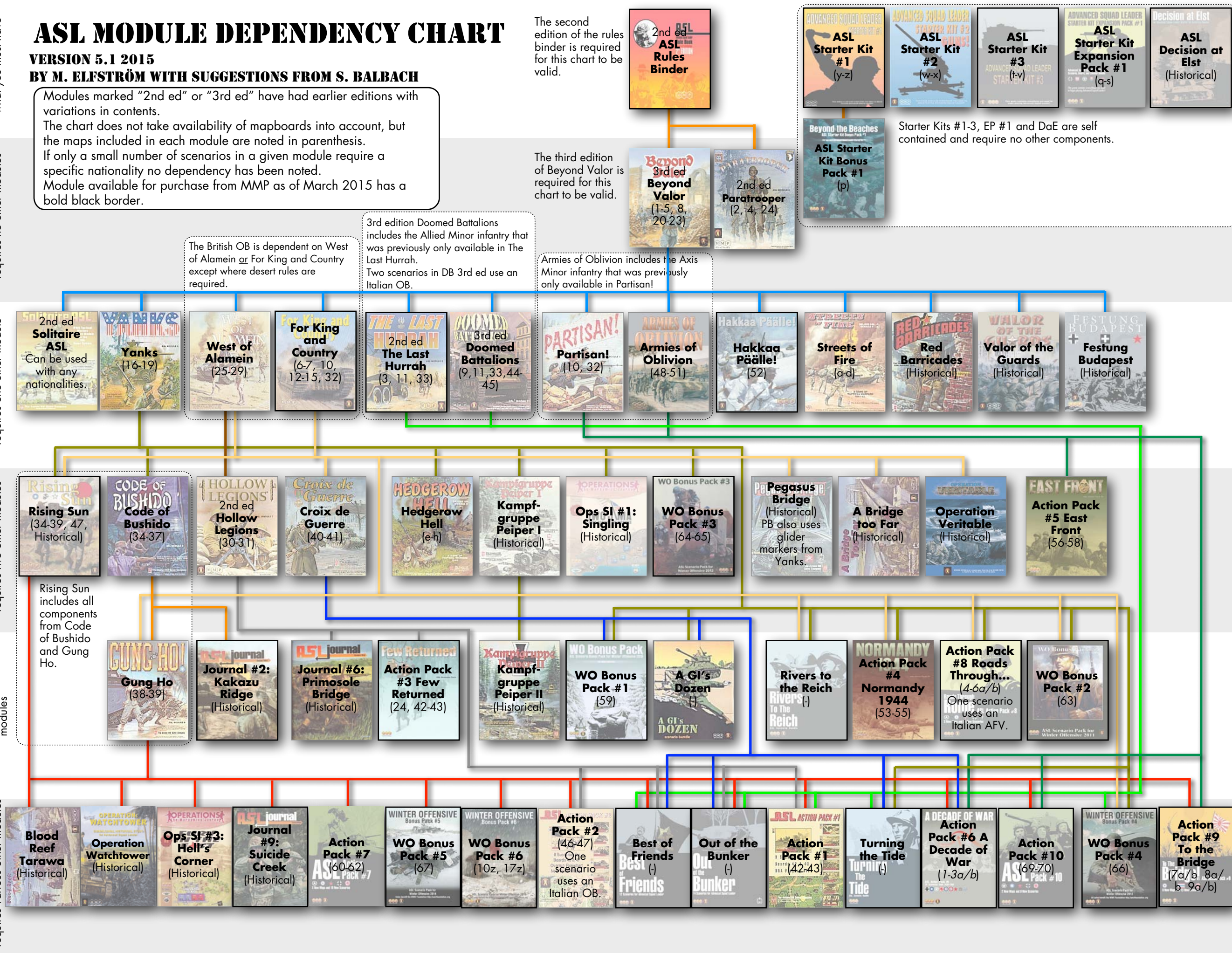
The third edition of Beyond Valor is required for this chart to be valid.

Armies of Oblivion includes the Axis Minor infantry that was previously only available in Partisan!

3rd edition Doomed Battalions includes the Allied Minor infantry that was previously only available in The Last Hurrah. Two scenarios in DB 3rd ed use an Italian OB.

The British OB is dependent on West of Alamein or For King and Country except where desert rules are required.

Starter Kits #1-3, EP #1 and DaE are self contained and require no other components.



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2nd ed
ASL Rules Binder

ASL Starter Kit #1
(y-z)

ASL Starter Kit #2
(w-x)

ASL Starter Kit #3
(t-v)

ASL Starter Kit Expansion Pack #1
(q-s)

ASL Decision at Elst
(Historical)

ASL Starter Kit Bonus Pack #1
(p)

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