

# ASL MODULE DEPENDENCY CHART

VERSION 6.0 2018

BY M. ELFSTRÖM WITH SUGGESTIONS FROM S. BALBACH

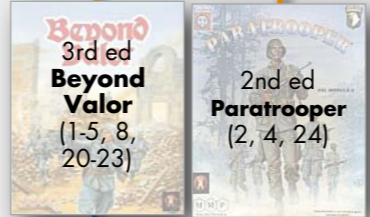
Modules marked "2nd ed" or "3rd ed" have had earlier editions with variations in contents. The chart does not take availability of mapboards into account, but the maps included in each module are noted in parenthesis. If only a small number of scenarios in a given module require a specific nationality no dependency has been noted. Module available for purchase from MMP as of July 2018 has a bold green border.

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



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

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



Level I  
- what you must have

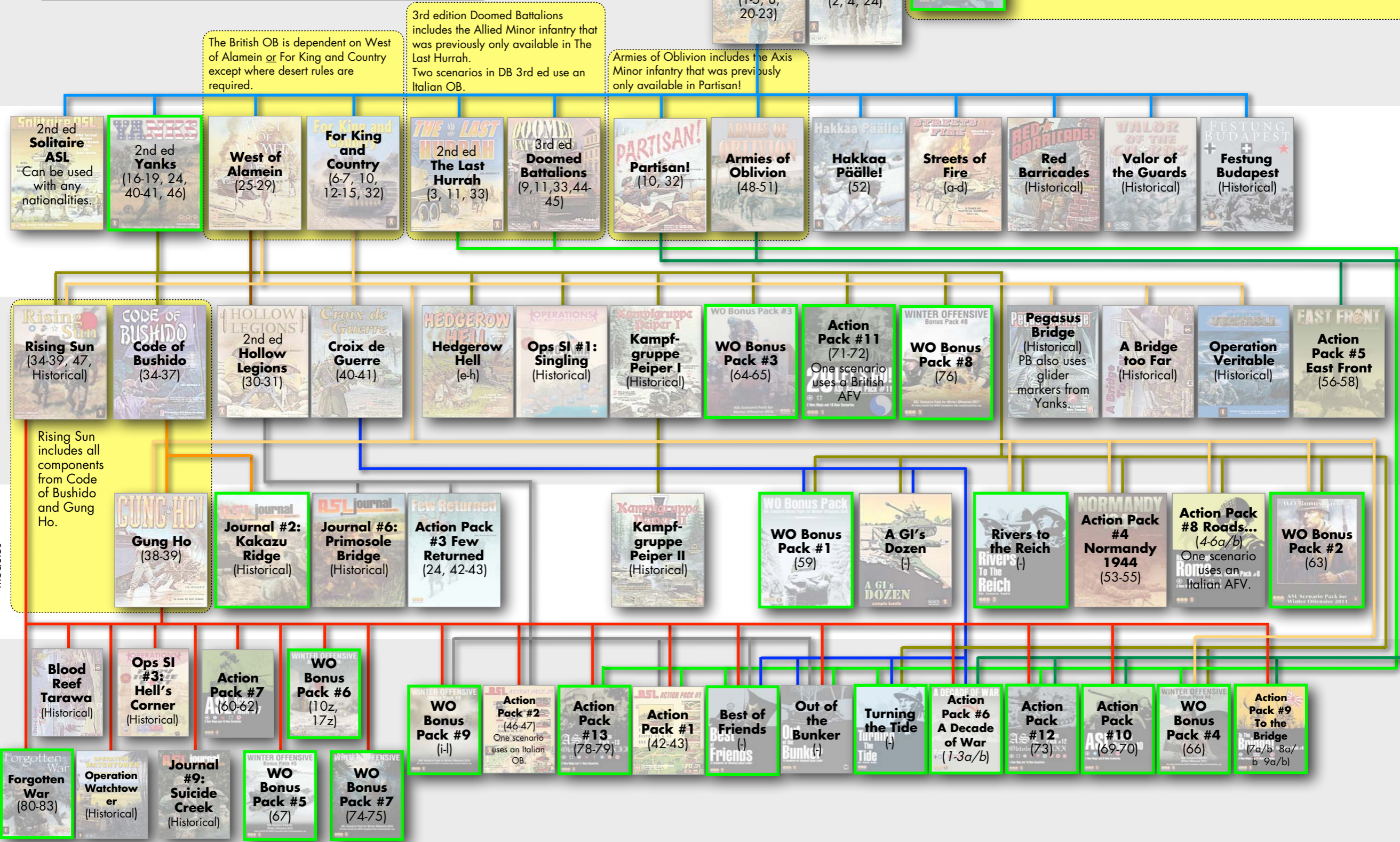
Level II  
- requires no other modules

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



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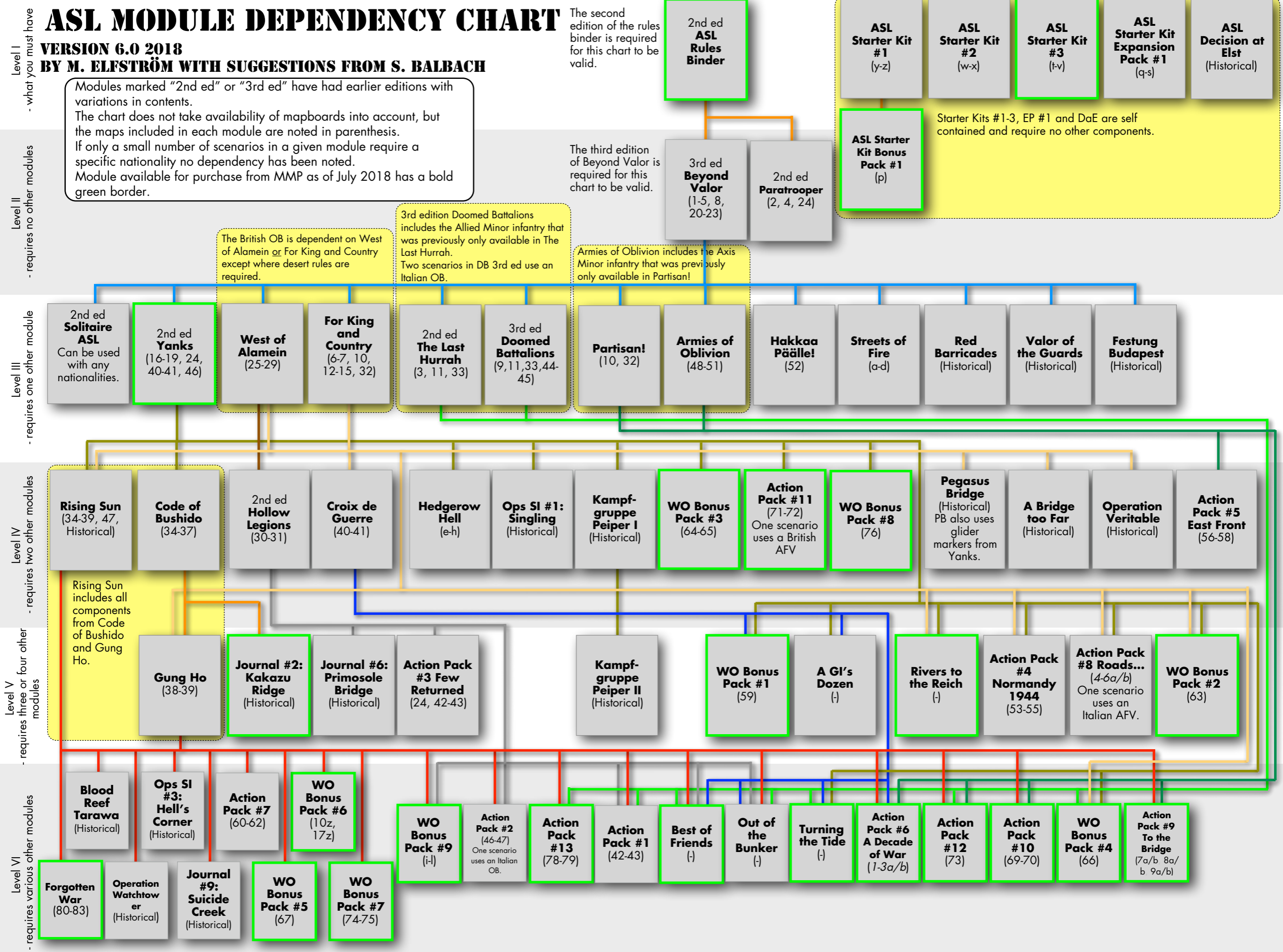
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The British OB is dependent on West of Alamein or For King and Country except where desert rules are required.

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.

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

2nd ed **Solitaire ASL**  
Can be used with any nationalities.

2nd ed **Yanks**  
(16-19, 24, 40-41, 46)

**West of Alamein**  
(25-29)

**For King and Country**  
(6-7, 10, 12-15, 32)

2nd ed **The Last Hurrah**  
(3, 11, 33)

3rd ed **Doomed Battalions**  
(9, 11, 33, 44-45)

**Partisan!**  
(10, 32)

**Armies of Oblivion**  
(48-51)

**Hakkaa Päälle!**  
(52)

**Streets of Fire**  
(a-d)

**Red Barricades**  
(Historical)

**Valor of the Guards**  
(Historical)

**Festung Budapest**  
(Historical)

**Rising Sun**  
(34-39, 47, Historical)

**Code of Bushido**  
(34-37)

2nd ed **Hollow Legions**  
(30-31)

**Croix de Guerre**  
(40-41)

**Hedgerow Hell**  
(e-h)

**Ops SI #1: Singling**  
(Historical)

**Kampfgruppe Peiper I**  
(Historical)

**WO Bonus Pack #3**  
(64-65)

**Action Pack #11**  
(71-72)  
One scenario uses a British AFV

**WO Bonus Pack #8**  
(76)

**Pegasus Bridge**  
(Historical)  
PB also uses glider markers from Yanks.

**A Bridge too Far**  
(Historical)

**Operation Veritable**  
(Historical)

**Action Pack #5 East Front**  
(56-58)

**Rising Sun** includes all components from Code of Bushido and Gung Ho.

**Gung Ho**  
(38-39)

**Journal #2: Kakazu Ridge**  
(Historical)

**Journal #6: Primosole Bridge**  
(Historical)

**Action Pack #3 Few Returned**  
(24, 42-43)

**Kampfgruppe Peiper II**  
(Historical)

**WO Bonus Pack #1**  
(59)

**A GI's Dozen**  
(-)

**Rivers to the Reich**  
(-)

**Action Pack #4 Normandy 1944**  
(53-55)

**Action Pack #8 Roads...**  
(4-6a/b)  
One scenario uses an Italian AFV.

**WO Bonus Pack #2**  
(63)

**Blood Reef Tarawa**  
(Historical)

**Ops SI #3: Hell's Corner**  
(Historical)

**Action Pack #7**  
(60-62)

**WO Bonus Pack #6**  
(10z, 17z)

**WO Bonus Pack #9**  
(i-l)

**Action Pack #2**  
(46-47)  
One scenario uses an Italian OB.

**Action Pack #13**  
(78-79)

**Action Pack #1**  
(42-43)

**Best of Friends**  
(-)

**Out of the Bunker**  
(-)

**Turning the Tide**  
(-)

**Action Pack #6 A Decade of War**  
(1-3a/b)

**Action Pack #12**  
(73)

**Action Pack #10**  
(69-70)

**Forgotten War**  
(80-83)

**Operation Watchtower**  
(Historical)

**Journal #9: Suicide Creek**  
(Historical)

**WO Bonus Pack #5**  
(67)

**WO Bonus Pack #7**  
(74-75)

**WO Bonus Pack #4**  
(66)

**Action Pack #9 To the Bridge**  
(7a/b 8a/b 9a/b)