

D1. Streets of Fire

Revised 01/20

No counters for this Module

Scenarios

Mapboards Mounted

| 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 | |
| No Ammo [Building Controlled] | 18 | | Game-Veh/Ord | |
| G [Building Controlled] | 8 | | Game-Veh/Ord | |
| G [Hex Controlled] | 8 | | Game-Veh/Ord | |
| Current | 2 | | Game-Terr | |
| Sz [Hex Controlled] | 9 | | Game-Veh/Ord | |
| Sz [Building Controlled] | 9 | | Game-Veh/Ord | |
| Cullin-Equipped [Building Controlled] | 6 | | Game-Veh/Ord | |
| Cullin-Equipped [Hex Controlled] | 6 | | Game-Veh/Ord | |
| Inherent Driver Only [Building Controlled] | 3 | | Game-Veh/Ord | |
| Inherent Driver Only [Hex Cont.] | 3 | | Game-Veh/Ord | |
| FT Equipped [Building Controlled] | 3 | | Game-Veh/Ord | |
| FT Equipped [Hex Controlled] | 3 | | Game-Veh/Ord | |
| Removed (D6.631) [Building Controlled] | 6 | | Game-Veh/Ord | |
| Removed (D6.631) [Hex Controlled] | 6 | | Game-Veh/Ord | |
| No Trailer [Hex Controlled] | 2 | | Game-Veh/Ord | |
| No Trailer [Building Controlled] | 1 | | Game-Veh/Ord | |
| 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 | |

N-D2.1

Scenarios

Mapboards Mounted

| 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 | | |

N-D2.2

D3. Deluxe Advanecd Squad Leader

No counters for this Module

Scenarios

Mapboards SK Style

| 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 | e | Country; level two hill |
| Draconian Measures | DASL 06 | f | Country; sunken road |
| With Flame and Shell | DASL 07 | g | Country; stream |
| The Schoolhouse | DASL 08 | h | Country; villa |
| Preparing the Way | DASL 09 | Overlays | |
| The Final Battle | DASL 10 | ID | Description |
| Ripe Pickings | DASL 11 | dx1 | 1 hex open ground |
| Repulsed | DASL 12 | dx2 | 1 hex woods |
| Bogged Down | DASL 13 | dx3 | 1 hex orchards |
| Buying the Farm | DASL 14 | dx4 | 2 hex woods |
| Barkmann's Corner | DASL 15 | dx5 | 3 hex open ground |
| Clay Pigeons | DASL 16 | dx6 | 2 woods, 1 brush |
| They're Coming! | DASL 17 | dx7 | 4 hex orchards |
| King of the Hill | DASL 18 | dx8 | 1 woods, 4 orchards |
| The Mailed Fist | DASL 19 | dx9 | 1 woods, 1 orchard, open ground |
| Smoke the Kents! | DASL 20 | dx10 | 4 woods, path |
| Headhunting the Bloody Huns | DASL 21 | dx11 | 3 orchard |
| In the Old Tradition | DASL 22 | dx12 | 2 brush |
| The Tiger of Toungoo | DASL 23 | dx13 | 2 grain |
| Back to School | DASL 24 | dx14 | 2 hex wooden building |
| Sicilian Midnight | DASL 25 | dx15 | 2 hex stone building |
| The Kiwis Attack | DASL 26 | dx16 | Church with stone wall |
| Royal Marines | DASL 27 | dx17 | 1 hex stone building with stone wall |
| The Island | DASL 28 | dx18 | 1 hex stone buildings |
| Lehr Sanction | DASL 29 | dx19 | 1 hex wooden buildings |
| The Road to St. Lô | DASL 30 | dx20 | 2 hex graveyard with stone wall |

N-D3.1



D3. Deluxe Advanced Squad Leader

Scenarios

Overlays

| Name | ID | ID | Description |
|---------------------|---------|------|----------------------------|
| St. Barthelémy Bash | DASL 31 | dx21 | 1 hex graveyard |
| Charging Chaumont | DASL 32 | | 44 stone rubble (4 sheets) |
| Cobra Kings | DASL 33 | | 44 wooden ruble (4 sheets) |
| To the Last Man | DASL 34 | | |
| Intimate War | DASL 35 | | |
| Mayhem in Manila | DASL 36 | | |
| Brave Little Emchas | DASL 37 | | |
| Himmler's House | DASL 38 | | |

N-D3.2