## D1. Streets of Fire

**No Counters for this Module**

**Scenarios**

| Name | ID. |
|---|---|
| Guryev's Headquarters | DASL 01 |
| Berserk! | DASL 02 |
| Storming the Factory | DASL 03 |
| First to Strike | DASL 04 |
| 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 |

**Maps**

| ID | Description |
|---|---|
| a | City; factory |
| b | City; rowhouses |
| c | City; Lumberyard |
| d | City; gully |



## D2. Hedgerow Hell

**AFV Card Counters** **8702031/32**

| Counter | No. | ID | Nationality | Notes |
|---|---|---|---|---|
| No Ammo [Hex Controlled] | 18 | | Game-Veh/Ord | |
| *Hex Controlled [No Ammo]* | | | *Game-Terr* | |
| No Ammo [Building Controlled] | 18 | | Game-Veh/Ord | |
| *Building Controlled [No Ammo]* | | | *Game-Terr* | |
| G [Building Controlled] | 9 | | Game-Veh/Ord | |
| *Building Controlled [G]* | | | *Game-Terr* | |
| G [Hex Controlled] | 9 | | Game-Veh/Ord | |
| *Hex Controlled [G]* | | | *Game-Terr* | |
| Sz [Hex Controlled] | 9 | | Game-Veh/Ord | |
| *Hex Controlled [G]* | | | *Game-Terr* | |
| Sz [Building Controlled] | 9 | | Game-Veh/Ord | |
| *Building Controlled [Sz]* | | | *Game-Terr* | |
| Cullin-Equipped [Building Controlled] | 6 | | Game-Veh/Ord | |
| *Building Controlled [Cullin-Equipped]* | | | *Game-Terr* | |
| Cullin-Equipped [Hex Controlled] | 6 | | Game-Veh/Ord | |
| *Hex Controlled [Cullin-Equipped]* | | | *Game-Terr* | |
| Inherent Driver Only [Build Cont.] | 3 | | Game-Veh/Ord | |
| *Build. Cont. [Inherent Driver Only]* | | | *Game-Terr* | |
| Inherent Driver Only [Hex Cont.] | 3 | | Game-Veh/Ord | |
| *Hex Cont. [Inherent Driver Only]* | | | *Game-Terr* | |
| FT Equipped [Building Controlled] | 3 | | Game-Veh/Ord | |
| *Building Controlled [FT Equipped]* | | | *Game-Terr* | |

| Counter | No. | ID | Nationality | Notes |
|---|---|---|---|---|
| FT Equipped [Hex Controlled] | 3 | | Game-Veh/Ord | |
| *Hex Controlled [FT Equipped]* | | | *Game-Terr* | |
| Removed [Building Controlled] | 6 | | Game-Veh/Ord | |
| *Building Controlled [Removed]* | | | *Game-Terr* | |
| Removed [Hex Controlled] | 6 | | Game-Veh/Ord | |
| *Hex Controlled [Removed]* | | | *Game-Terr* | |
| No Trailer [Hex Controlled] | 2 | | Game-Veh/Ord | |
| *Hex Controlled [No Trailer]* | | | *Game-Terr* | |
| No Trailer [Building Controlled] | 2 | | Game-Veh/Ord | |
| *Building Controlled [No Trailer]* | | | *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**

| Name | ID. |
|---|---|
| Ripe Pickings | DASL 01 |
| Repulsed | DASL 02 |
| Bogged Down | DASL 03 |
| Buying the Farm | DASL 04 |
| Barkmann's Corner | DASL 05 |
| Clay Pigeons | DASL 06 |
| They're Coming! | DASL 07 |
| King of the Hill | DASL 08 |

**Maps**

| ID | Description |
|---|---|
| e | Country; level two hill |
| f | Country; sunken road |
| g | Country; stream |
| h | Country; villa |