ASL Mapboards and Mapsheets

SL/ASL Mapboards

Mapboard Description	ID	Module	Notes
City; stone buildings	1	For King and Country	SL, BV2.1 (Geoboard)
Hills; two level three hills, light woods	2	Paratrooper	SL, BV2.1 (Geoboard)
Village; level two hills	3	The Last Hurrah	SL, BV2.1 (Geoboard)
Farmlands; woods and grainfields	4	Paratrooper	SL, BV2.1 (Geoboard)
Woods; gullies	5	Cross of Iron	BV2.1 (Geoboard)
Chateau; orchard and grainfields	6	Crescendo of Doom	
River; islands and marsh	7	For King and Country	Crescendo of Doom
River; cliffs and hills	8	For King and Country	GI, BV2.1 (Geoboard)
Hills; level four barren hill, crags, cliff	9	Doomed Battalions	
Village; rowhouses, woods and ponds	10	Partisan!	
Farmlands; hedges, walls and low hills	11	Last Hurrah	
Village; gullies and graveyard	12	For King and Country	GI: Anvil of Victory
Rural; elevated road and stream	13	GI: Anvil of Victory	
Airfield; sunken road	14	GI: Anvil of Victory	
Hills; two level four hills	15	GI: Anvil of Victory	
Farmland; grainfields	16	Yanks	
Farmland; brush, woods and grainfields	17	Yanks	
Rural; level one hills	18	Yanks	
Rural; bordered by woods	19	Yanks	
City; rowhouses and gullies	20	Beyond Valor (1st and 2nd Edition)	BV2.1 (Geoboard)
City; rowhouses and graveyards	21	Beyond Valor (1st and 2nd Edition)	BV2.1 (Geoboard)
City; suburbs and streams	22	Beyond Valor (1st and 2nd Edition)	BV2.1 (Geoboard)
City; canal	23	Beyond Valor (1st and 2nd Edition)	BV2.1 (Geoboard)
Village; valley, gully and cliffs	24	Paratrooper	
Hill; wadis, hammada	25	West of Alamein	
Desert; scrub, hammada	26	West of Alamein	
Desert; scrub, hammada	27	West of Alamein	
Desert; scrub, hammada	28	West of Alamein	
Desert; scrub, hammada	29	West of Alamein	
Desert; scrub, hammada	30	Hollow Legions	
Desert; scrub, hammada	31	Hollow Legions	
Woods; stream	32	Partisan!	
Farmland; extensive grainfield	33	Last Hurrah	
Woods; marshy streams	34	Code of Bushido	
Farmland; orchard and grainfields	35	Code of Bushido	
Wooded hills; marshy streams	36	Code of Bushido	
Woods; orchard and grainfields	37	Code of Bushido	
Airstrip; farmland	38	Gung Ho!	
Wooded hill; gully, cliffs. orchards	39	Gung Ho!	
Narrow River; wooded hill and farmland	40	Croix de Guerre	
Village; stone buildings, stream, hills	41	Croix de Guerre	
Woods; small village, orchard	42	Action Pack #1	
Farmland; villa, grainfields, brush	43	Action Pack #1	

ASL Mapboards and Mapsheets

Mapboard Description	ID	Module	Notes
Rural; open terrain and crossroads	44	Doomed Battalions	
Urban; city, large building	45	Doomed Battalions	
Village; grain, level two hill	46	Action Pack #2	
Wooded valley; stream, hills	47	Action Pack #2	
Crossroad Village; single-hex wooden buildings	48	Armies of Oblivion	
Urban Transition; city outskirts	49	Armies of Oblivion	
Wooded hills; stream	50	Armies of Oblivion	
City; many stone buildings; church steeples	51	Armies of Oblivion	
Woods; one long road	52	Hakkaa Päälle	
Normandy Village; substantial centered stone village	53	Action Pack #3	(Geoboard)
Normandy Bocage: transition to normal	54	Action Pack #3	(Geoboard)
Normandy Bocage: dense bocage`	55	Action Pack #3	(Geoboard)
Russian Village; centered, scattered terrain village	56	Action Pack #4	(Geoboard)
Russian Ridge;	57	Action Pack #4	(Geoboard)
Russian Village; reral transition to village	58	Action Pack #4	(Geoboard)

Deluxe ASL Mapboards

Mapboard Description	ID	Module	Notes
City; factory	a	Streets of Fire	
City; rowhouses	b	Streets of Fire	
City; lumberyard	c	Streets of Fire	
City; gully	d	Streets of Fire	
Country; level two hill	e	Hedgerow Hell	
Country; sunken road	f	Hedgerow Hell	
Country; stream	g	Hedgerow Hell	
Country; villa	h	Hedgerow Hell	

ASL Starter Kit Mapboards

Mapboard Description	ID	Module	Notes
Village; level one hills, town square, intersections	w	ASL Starter Kit #2 (Geoboard)	
Open Country; large grainfields, orchards, woods	x	ASL Starter Kit #2 (Geoboard)	
Village; level one bldgs, orchards, woods	y	ASL Starter Kit #2 (Geoboard)	
City; stone multi-level buildings, orchards	z	ASL Starter Kit #2 (Geoboard)	

Historical ASL Mapsheets

Mapsheet Description	ID	Module	Notes
Factory Complex; city, gullies	RB	Red Barricades	2 Sheets
Stoumont Village; wooded hills	St	Kampfgruppe Peiper I	2 Sheets
LaGleize Village	Lg	Kampfgruppe Peiper II	
Cheneux Village	Ch	Kampfgruppe Peiper II	
Pegasus Bridge; Benouville, Le Port	PB	Pegasus Bridge	
Blood Reef: Tarawa	BRT	Blood Reef: Tarawa	2 Sheete
Arnhem Bridge	ABtF	A Bridge too Far	

ASL Overlays

ASL Historical Studies Mapsheets

Mapsheet Description	ID	Module	Notes
Edson's Ridge	ER	Operation: Watchtower	
Riley's Road	RR	Operation: Veritable	

ASL Mini-Historical Mapsheets

Mapsheet Description	ID	Module	Notes
Gavutu-Tanambogo	GT	ASL Annual 93b	3 Overlays
Nhpum Ga	NG	ASL Annual 97	
Kakazu Ridge	KR	ASL Journal #2	
Primosole Bridge	PBr	ASL Journal #6	

ASL Overlays

Overlay Description	ID	Module	Notes
Village, 13 Huts	1	Code of Bushido	
Wooded hill and Stream	2	Code of Bushido	
Village and Rice Paddies	3	Code of Bushido	
Wooded Road	4	Code of Bushido	
Stream with Bridge	5	Code of Bushido	
Town on Level 1	6	Action Pack #2	
Brush: 1 hex-5 hexes	B1-B5	Code of Bushido	
Beach: 5 x 11 hexes	Be1-Be3	Gung Ho	
Beach: 12 x 7 hexes	Be4-Be6	Gung Ho	
Beach with River	Be7	Gung Ho	
Deir: 16 hexes with 1 scrub	D1	West of Alamein	
Deir: 15 hexes	D2	West of Alamein	
Deir: 4 hexes	D3	West of Alamein	
Deir: 5 hexes	D4	West of Alamein	
Deir: 36 hexes with 2 scrub	D5	West of Alamein	
Deir: 16 hexes with 3 scrub	D6	West of Alamein	
Deluxe: 1 hex open ground	dx1	ASL Annual 95W (Gen 30/3, MMP.com)	**Errata:** Too Small (Gen. 30/3)
Deluxe: 1 hex woods	dx2	ASL Annual 95W (Gen 30/3, MMP.com)	**Errata:** Too Small (Gen. 30/3)
Deluxe: 1 hex orchards	dx3	ASL Annual 95W (Gen 30/3, MMP.com)	**Errata:** Too Small (Gen. 30/3)
Deluxe: 2 hex woods	dx4	ASL Annual 95W (Gen 30/3, MMP.com)	**Errata:** Too Small (Gen. 30/3)
Deluxe: 3 hex open ground	dx5	ASL Annual 95W (Gen 30/3, MMP.com)	**Errata:** Too Small (Gen. 30/3)
Deluxe: 2 woods, 1 brush	dx6	ASL Annual 95W (Gen 30/3, MMP.com)	**Errata:** Too Small (Gen. 30/3)
Deluxe: 4 hex orchards	dx7	ASL Annual 95W (Gen 30/3, MMP.com)	**Errata:** Too Small (Gen. 30/3)
Deluxe: 1 woods, 4 orchards	dx8	ASL Annual 95W (Gen 30/3, MMP.com)	**Errata:** Too Small (Gen. 30/3)
Deluxe: 1 woods, 1 orchard, open ground	dx9	ASL Annual 95W (Gen 30/3, MMP.com)	**Errata:** Too Small (Gen. 30/3)
Escarpment	E	West of Alamein	
Effluent: 9 hexes	Efl1	Gung Ho	
Effluent: 11 hexes	Efl2	Gung Ho	
Effluent: 14 hexes	Efl3	Gung Ho	
Grain: 1 hex-5 hexes	G1-G5	Code of Bushido	
Gaomi (Gavutu-Tanambogo Overlays)	GT	ASL Annual 93b	See Mini-Historical ASL Mapsheets

ASL Overlays

Overlay Description	ID	Module	Notes
Gavutu (Gavutu-Tanambogo Overlays)	GT	ASL Annual 93b	See Mini-Historical ASL Mapsheets
Tanambogo (Gavutu-Tanambogo Overlays)	GT	ASL Annual 93b	See Mini-Historical ASL Mapsheets
Hillock: 45 hexes	H1	West of Alamein	
Hillock: 18 hexes	H2	West of Alamein	
Hillock: 11 hexes	H3	West of Alamein	
Hillock: 37 hexes	H4	West of Alamein	
Hillock: 31 hexes	H5	West of Alamein	
Hillock: 19 hexes	H6	West of Alamein	
1 hedge hex: 6 hexsides	Hd1	ASL Journal #4	
2 enclosed hexes	Hd2	ASL Journal #4	
3 enclosed hexes	Hd3	ASL Journal #4	
4 enclosed hexes	Hd4	ASL Journal #4	
5 hexes; 1 orchard	Hd5	ASL Journal #4	
3 hexes; 1 wood	Hd6	ASL Journal #4	
4 hexes, 1 wood	Hd7	ASL Journal #4	
7 hexes, 1 pond	Hd8	ASL Journal #4	
8 hexes, 1 wood building	Hd9	ASL Journal #4	
8 hexes, 4 orchard, 1 stone bldg.	Hd10	ASL Journal #4	
7 road hexes, 3 sunken	Hd11	ASL Journal #4	
Hill: 1 hex	Hi1	Action Pack #2	
Hill: 2 hexes	Hi2	Action Pack #2	
Hill: 3 hexes	Hi3	Action Pack #2	
Hill: 4 hexes	Hi4	Action Pack #2	
Hill: 5 hexes (1 Level 2)	Hi5	Action Pack #2	
Hill: 1 hex (cliffs)	Hi6	Action Pack #2	
Ridge on Hill	Hi7	Action Pack #2	
Marsh: 1 hex-5 hexes	M1-M5	Code of Bushido	
Orchard: 1 hex-5 hexes	O1-O5	Code of Bushido	
Ocean: 12 x 13 hexes	Oc1-Oc4	Gung Ho	
Open Ground: 1 hex-5 hexes	OG1-5	Croix de Guerre	
Orchard-Woods	OW1	Doomed Battalions	
Pond: 1 hex-5 hexes	P1-P5	Gung Ho	
Rice Paddy 1 hex-5 hexes	RP1-RP5	Code of Bushido	
Railroad: 11 hex ground	RR1-2	Doomed Battalions	
Railroad: 6 hex ground	RR3-4	Doomed Battalions	
Railroad: 3 hex curved ground	RR5-6	Doomed Battalions	
Railroad: 11 hex elevated	RR7-8	Doomed Battalions	
Railroad: 3 hex curved elevated	RR9-10	Doomed Battalions	
Railroad: 6 hex elevated	RR11-12	Doomed Battalions	
Hill with sunken Railroad	RR13	Doomed Battalions	
Railroad double track siding	RR14	Doomed Battalions	
Sand: 8 hexes	S1	West of Alamein	
Sand: 2 hexes	S2	West of Alamein	
Sand: 12 hexes (3 scrub)	S3	West of Alamein	

ASL Overlays

Overlay Description	ID	Module	Notes
Sand: 6 hexes (2 scrub)	S4	West of Alamein	
Sand: 6 hexes (2 scrub)	S5	West of Alamein	
Sand: 4 hexes	S6	West of Alamein	
Sand: 4 hexes	S7	West of Alamein	
Sand: 6 hexes (1 scrub)	S8	West of Alamein	
Sand Dunes: 13 hexes	SD1	West of Alamein	
Sand Dunes: 19 hexes (1 scrub)	SD2	West of Alamein	
Sand Dunes: 19 hexes	SD3	West of Alamein	
Sand Dunes: 7 hexes (3 scrub)	SD4	West of Alamein	
Sand Dunes: 25 hexes	SD5	West of Alamein	
Sand Dunes: 18 hexes (1 scrub)	SD6	West of Alamein	
Sand Dunes: 7 hexes	SD7	West of Alamein	
Sand Dunes: 18 hexes	SD8	West of Alamein	
Stream: 12 hexes	St1	Croix de Guerre	
Stream: 14 hexes	St2	Croix de Guerre	
Stream: 15 hexes	St3	Croix de Guerre	
Wadi (Various)	W1-4	West of Alamein	
Woods: 1 hex-5 hexes	Wd1-5	Code of Bushido	
1 hex: stone; cliff	X1	West of Alamein	
1 hex: mausoleum	X2	West of Alamein	
1 hex: tents	X3	West of Alamein	
1 hex: stone	X4	West of Alamein	
1 hex: stone	X5	West of Alamein	
1 hex: pagoda	X6	Code of Bushido	
1 hex: stone	X7	Croix de Guerre	
1 hex: stone level 2	X8	Croix de Guerre	
1 hex: wooden	X9	Croix de Guerre	
1 hex: wooden	X10	Croix de Guerre	
Two 1 hex: stone	X11	Croix de Guerre	
2 hex stone rowhouse	X12	Croix de Guerre	
2 hex: wooden	X13	Croix de Guerre	
2 hex and 1 hex: stone	X14	Croix de Guerre	
2 hex stone and 1 wood	X15	Croix de Guerre	
5 hex stone multistory	X16	Croix de Guerre	
5 hex stone two-story	X17	Croix de Guerre	
2 hex stone and 1 wooden	X18	Croix de Guerre	
3 hex steeple and graveyard	X19	Doomed Battalions	
6 hex rowhouse	X20	Doomed Battalions	
4 hex rowhouse	X21	Doomed Battalions	
1 hex steeple	X22	Doomed Battalions	
5 hex stone	X23	Doomed Battalions	
3 hex rowhouse and steeple	X24	Doomed Battalions	
2 hex graveyard and 1 hex steeple	X25	Action Pack #2	
3 hex hill and 5 huts	X26	Action Pack #2	

Overlay Description	ID	Module	Notes
2 hex stone with steeple	X27	Action Pack #2	
2 hex huts	X28	Action Pack #2	
1 hex hut	X29	Action Pack #2	