

15. Forgotten War

Revised 02/17

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| Counter | No. | ID | Nationality | Notes |
|--|-----|-----------|-------------|----------------------------|
| 10-2 | 1 | | American | Cpt Works |
| 9-2 | 1 | | American | Lt Hershey |
| 9-1 | 2 | | American | Lt Katz, Lt Meier |
| 8-0 | 2 | | American | Sgt Kenneally, Sgt Stadick |
| 1-4-9 [1-3-8] | 1 | | American | Angell |
| 6 ³ -6-7 Elite Airborne | 26 | A-Z | American | |
| 6 ³ -6-8 Elite Circle Rangers | 16 | A-P | American | |
| 3-4-7 Elite Airborne HS | 18 | A-R | American | |
| 3-4-8 Elite Circle HS Rangers | 12 | A-L | American | |
| LMG | 12 | A-L | American | |
| RCL 57 M18(L) 57mm Recoilless Rifle | 6 | a-f | American | 5. |
| BAZ 50 M20 Rocket Launcher | 8 | | American | 22. |
| RCL 75 M20(L) 75mm Recoilless Rifle | 6 | a-f | American | 25. |
| 4-4-6 2nd Line Late KW KATUSA | 6 | A-F | KA USA | |
| 2-3-6 2nd Line HS Late KW KATUSA HS | 4 | A-D | KA USA | |
| 3-3-6 Conscript Early KW KATUSA | 10 | A-J | KA USA | |
| 1-2-6 Conscript HS Early KW KATUSA HS | 8 | A-H | KA USA | |
| 1-2-8 TACP | 4 | 1-4 | USMC | |
| 9-2 | 1 | | BCFK | Maj McKown |
| 9-1 | 2 | | BCFK | Lt Carter, Lt Reed |
| 8-0 | 1 | | BCFK | Sgt Dorosh |
| 7-0 | 1 | | BCFK | Cpl Maxwell |
| 6 ³ -6-8 Elite Royal Marine Commandos | 16 | A-P | BCFK | |
| 3-4-8 Elite HS Royal Marine Commandos | 12 | A-L | BCFK | |
| HMG Browning M2HB .50 cal | 2 | D-E | BCFK | |
| HMG Vickers Mk I | 2 | E-F | BCFK | |
| MMG Vickers Mk I | 4 | F; a-c | BCFK | |
| LMG Bren Mk IV | 4 | A-D | BCFK | |
| MTR 60* M2 60mm Mortar | 4 | E-F; a-b | BCFK | 23. |
| MTR 60* M19 60mm Mortar | 2 | A-B | BCFK | 15 |
| BAZ 45 M9A1 Rocket Launcher | 2 | | BCFK | 21. |
| BAZ 50 M20 Rocket Launcher | 4 | | BCFK | 22. |
| RCL 75 M20(L) 75mm Recoilless Rifle | 2 | A-B | BCFK | 25. |
| dm HMG .50cal [dm MTR M1(L) 81mm] | 2 | [E-F] | BCFK | |
| dm MMG [dm HMG] | 3 | | BCFK | |
| dm MTR M2 60mm [dm MTR M1(L) 81mm] | 1 | E [A] | BCFK | |
| dm MTR M2 60mm [dm MTR M19 60mm] | 2 | E [A-B] | BCFK | |
| dm MTR 51mm [dm MTR 3-in. 81mm] | 4 | A-D [A-D] | BCFK | |
| 10-3 | 2 | | KPA | Maj Kang, Mal Ri |
| 10-2 | 2 | | KPA | Cpt Park, Cpt Hahn |
| 9-2 | 2 | | KPA | Lt Choe, Lt Song |
| 9-1 | 3 | | KPA | Lt Kim, Lt Ko, Lt Ryang |

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| 8-1 | 4 | | KPA | Sgt Ban, Sgt Kwon, Sgt Oh, Sgt Yang |
| 8-0 | 4 | | KPA | Sgt Chu, Sgt Nam, Sgt Rim, Sgt Ryu |
| 7-0 | 4 | | KPA | Cpl Choi, Cpl Dan, Cpl Ko, Cpl Pak |
| 6+1 | 2 | | KPA | Col Min, Col Won |
| 10-0 | 2 | | KPA | Com Ryang, Com Sohn |
| 9-0 | 2 | | KPA | Com Gwon, Com Yun |
| 8+1 | 2 | | KPA | Com Gim, Com Roh |
| 1-4-9 [1-3-8] | 4 | | KPA | Ko, Lee, Rim, Seo |
| (1)-0-9 [(1)-0-8] Suicide Hero | 5 | | KPA | Ahn, Chon, Hong, Maeng, Shin |
| ATR 14.5mm PTRS-41 | 2 | A-B | KPA | 5. |
| Radio | 2 | A-B | KPA | |
| Concealment 1/2-inch [CX] | 4 | A-D | CPVA | |
| IB Lane | 6 | A-F | Game-Basic | |
| Bayonet Charge [H-t-H CC] | 6 | | Game-Basic | |
| SL Malfunction [SL Disabled] | 6 | | Game-Veh/Ord | |
| TACP Radio Malfunction [TACP Radio Disabled] | 2 | | Game-Basic | |

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| Counter | No. | ID | Nationality | Notes |
|--|-----|------|-------------|-------|
| <u>6-2-7</u> { <u>4-2-7</u> } 1st Line Square Soviet-Armed | 26 | A-Z | CPVA | |
| <u>5-2-7</u> [<u>3-2-7</u>] 2nd Line Square Soviet-Armed | 26 | A-Z | CPVA | |
| 4-3-7 [3-3-7] 1st Line Initial Intervention | 26 | A-Z | CPVA | |
| 3-3-7 [2-3-7] 2nd Line Initial Intervention | 26 | A-Z | CPVA | |
| 4-(1)-7 [3-(1)-7] 1st Line Circle Grenadier | 26 | A-Z | CPVA | |
| 3-(1)-7 [2-(1)-7] 2nd Line Circle Grenadier | 26 | A-Z | CPVA | |
| 3-2-7 1st Line Square HS Soviet-Armed | 18 | A-R | CPVA | |
| 2-2-7 2nd Line Square HS Soviet-Armed | 18 | A-R | CPVA | |
| 2-2-7 1st Line HS Initial Intervention | 18 | A-R | CPVA | |
| 1-2-7 2nd Line HS Initial Intervention | 18 | A-R | CPVA | |
| 2-(1)-7 1st Line Circle HS Grenadier | 18 | A-R | CPVA | |
| 1-(1)-7 2nd Line Circle HS Grenadier | 18 | A-R | CPVA | |
| 2-2-8 [1-2-8] Infantry Crew | 14 | 1-14 | CPVA | |
| 1-2-7 Vehicular Crew | 2 | 1-2 | CPVA | |

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| Counter | No. | ID | Nationality | Notes |
|------------------------|-----|----|-------------|-------------------------------|
| 10-1 | 2 | | CPVA | Chen, Lin |
| 10-0 | 2 | | CPVA | Chang, Huang |
| 10-0 Political Officer | 2 | | CPVA | Hsiao, Kuo |
| 9-1 | 3 | | CPVA | Hsu, Lui, Yang |
| 9-0 | 3 | | CPVA | Feng, Wan, Wu |
| 9-0 Political Officer | 3 | | CPVA | Ho, Lo, Teng |
| 8-1 | 5 | | CPVA | Chao, Chu, Ma, Sun, Tai |
| 8-0 | 6 | | CPVA | Han, Hu, Kao, Li, Liang, Song |

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| 7-0 | 4 | | CPVA | Fu, Hsieh, Tang, Yuan |
| 6+1 | 2 | | CPVA | Chan, Tsao |
| 1-4-9 [1-3-8] | 5 | | CPVA | Chiang, Fan, Shen, Tseng, Wei |
| 1-2-7 Vehicular Crew | 12 | 3-14 | CPVA | |
| LMG Type 26 (ZB vz/26) | 8 | A-H | CPVA | |
| LMG(r) DP 1928 | 8 | A-H | CPVA | |
| MMG Vickers Mk I | 6 | A-F | CPVA | |
| MMG(r) PM obr. 1910 | 6 | A-F | CPVA | |
| HMG Browning M1917A1 | 6 | A-F | CPVA | |
| HMG(r) DS1939 | 6 | A-F | CPVA | |
| HMG .50 cal DShK 1938 | 2 | A-B | CPVA | |
| FT ROKS-2 | 2 | A-B | CPVA | |
| DC | 6 | A-F | CPVA | |
| MTR 50* Type 89 Heavy Grenade Launcher | 4 | C-F | CPVA | 18. |
| MTR 60* Type 31 | 4 | A-D | CPVA | 19. |
| BAZ 44 M1A1 Rocket Launcher | 4 | A-D | CPVA | 16. |
| BAZ 51 Type 51 Rocket Launcher | 4 | A-D | CPVA | 17. |
| RCL 57mm Type 36 | 3 | D-F | CPVA | 26. |
| RCL 75mm Type 52 | 3 | A-C | CPVA | 27. |
| dm MMG [dm HMG] | 4 | | CPVA | |
| dm HMG .50cal [dam MTR Type 20 82mm] | 2 | | CPVA | |
| dm MTR 50mm [dm MTR 60mm] | 3 | | CPVA | |
| dm MTR 60mm [dm MTR Type 53 82mm] | 2 | [E-F] | CPVA | |
| dm MTR Type 53 81mm [dm MTR Type 20 82mm] | 2 | A-B | CPVA | |
| Radio | 3 | A-C | CPVA | |
| Phone | 2 | A-B | CPVA | |
| Concealment 1/2-inch [CX] | 22 | E-Z | CPVA | |
| Sucide Heroes Remaining | 1 | | CPVA | |
| 1-4-9 [1-3-8] | 4 | | ROKA | Ban, Chung, Gwon, Min |
| (1)-0-9 [(1)-0-8] Human Bullet | 4 | | ROKA | Cho, Kyo, Noh, Ni |
| LMG | 8 | A-H | ROKA | |
| LMG(j) Taisho 11 Nambu | 4 | A-D | ROKA | |
| MMG Browning M1919A4 .30 cal | 6 | A-F | ROKA | |
| MMG(j) Type 96 | 2 | A-B | ROKA | |
| HMG Browning M2HB .50 cal | 3 | A-C | ROKA | |
| HMG Vickers Mk I | 6 | A-F | ROKA | |
| FT M2-2 | 2 | A-B | ROKA | |
| DC | 6 | A-F | ROKA | |
| MTR 50* Type 89 Heavy Grenade Launcher | 2 | A-B | ROKA | 1. |
| MTR 60* M2 60mm | 4 | C-F | ROKA | 23. |
| BAZ 45 M9A1 Rocket Launcher | 3 | A-C | ROKA | 20. |
| BAZ 50 M20 Rocket Launcher | 4 | A-D | ROKA | 21. |
| RCL M18(L) 57mm | 2 | A-B | ROKA | 4. |

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| RCL M20(L) 75mm | 2 | C-D | ROKA | 25. |
| dm MMG [dam HMG] | 4 | | ROKA | |
| dm MTR 50mm [dm HMG .50cal] | 1 | | ROKA | |
| dm MTR 50mm [dm HMG] | 1 | | ROKA | |
| dm MTR 60mm [dm MTR M1(L) 81mm] | 4 | C-F [A-D] | ROKA | |
| dm MMG(j) [dam MTR 60mm] | 2 | [C-D] | ROKA | |
| dm HMG [dm MTR M1(L) 81mm] | 2 | [C-D] | ROKA | |
| Radio | 3 | A-C | ROKA | |
| Phone | 2 | A-B | ROKA | |
| Concealment 1/2-inch [CX] | 26 | A-Z | ROKA | |
| H-B Heroes Remaining | 1 | | ROKA | |
| dm HMG .50cal [dm MTR M1(L) 81mm] | 3 | [A; E-F] | OUNC | |
| Turn Marker | 1 | | Game-Basic | CPVA/OUNC |
| Searchlight CA | 6 | A-D | Game-Veh/Ord | |

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|--|-----|------|-------------|--|
| 10-3 | 2 | | ROKA | Maj Paik, Maj Won |
| 10-2 | 2 | | ROKA | Cpt Lee, Cpt Shin |
| 10-2 Armor Leader | 1 | | ROKA | Cpt |
| 9-2 | 2 | | ROKA | Lt Jung, Lt Park |
| 9-2 Armor Leader | 1 | | ROKA | 1st Lt |
| 9-1 | 3 | | ROKA | Lt Ahm, Lt Lee, Lt Lim |
| 9-1 Armor Leader | 2 | | ROKA | 2nd Lt |
| 8-1 | 4 | | ROKA | Sgt Hahn, Sgt Kim, Sgt Sohn, Sgt Song |
| 8-1 Armor Leader | 2 | | ROKA | 1st Sgt |
| 8-0 | 4 | | ROKA | Sgt Chang, Sgt Pak, Sgt Seo, Sgt Yu |
| 7-0 | 4 | | ROKA | Cpl Bae, Cpl Choi, Cpl Maeng, Cpl Shin |
| 6+1 | 2 | | ROKA | Col Chae, Col Yoon |
| (1)-0-9 [(1)-0-8] Human Bullet Heros | 1 | | ROKA | Rhee |
| 5 ² -5-7 First Line | 26 | A-Z | ROKA | |
| 4 ¹ -4-7 2nd Line | 26 | A-Z | ROKA | |
| 3-3-6 Conscript | 26 | A-Z | ROKA | |
| 5 ² -5-8 KMC US-Armed | 26 | A-Z | KMC | |
| 4 ¹ -4-8 KMC Japanese-Armed | 26 | A-Z | KMC | |
| 2-4-7 First Line HS | 18 | A-R | ROKA | |
| 2-3-7 2nd Line HS | 18 | A-R | ROKA | |
| 1-2-6 Conscript HS | 18 | A-R | ROKA | |
| 2-4-8 KMC HS US-Armed | 18 | A-R | KMC | |
| 2-3-8 KMC HS Japanese-Armed | 18 | A-R | KMC | |
| 2-2-7 Infantry Crew | 10 | 1-10 | ROKA | |
| 1-2-7 Vehicular Crew | 10 | 1-10 | ROKA | |
| 2-2-8 KMC Infantry Crew | 10 | 1-10 | KMC | |

| Counter | No. | ID | Nationality | Notes |
|-------------------------------------|-----|----------|-------------|-----------------|
| 5 ² -5-8 Elite | 26 | A-Z | OUNC | |
| 5 ² -5-7 1st Line | 26 | A-Z | OUNC | |
| 4 ² -5-8 Elite Square | 26 | A-Z | OUNC | |
| 4 ² -5-7 1st Line Square | 26 | A-Z | OUNC | |
| 4-4-7 2nd Line | 26 | A-Z | OUNC | |
| 2-4-8 Elite HS | 18 | A-R | OUNC | |
| 2-4-7 1st Line HS | 18 | A-R | OUNC | |
| 2-4-8 Elite Square HS | 14 | A-N | OUNC | |
| M24(a) Light Tank | 3 | A-C | OUNC | 1. |
| M15A1 MGMC(a) Halftrack | 2 | D-E | OUNC | 15. |
| Jeep(a) | 3 | A-B, F | OUNC | 57. Opt: B AAMG |
| 3/4 Ton(a) | 4 | C-F | OUNC | 57. |
| 2 1/2 Ton(a) | 4 | A-D | OUNC | 57. |
| MTR 107* M2 4.2-in Mortar | 2 | A-B | OUNC | 2. |
| ART 105 M2A1 | 2 | C-D | OUNC | 6. |
| MTR 81* M1(L) 81mm Mortar | 3 | A; E-F | OUNC | 24. |
| M4A3E8(a) Medium Tank | 3 | A-C | KMC | 2. |
| M36B2 GMC(a) | 3 | D-F | ROK | 10. |
| M3(a) Halftrack | 2 | A-B | ROK | 12. |
| M3(MMG)(a) Halftrack | 2 | E-F | ROK | 13. |
| M3(HMG)(a) Halftrack | 2 | A-B | ROK | 13. |
| M3A1(a) Halftrack | 2 | C-D | ROK/CAN | 54. |
| M20(a) Scout Car | 2 | C-D | ROK/CAN | 55. |
| M8(a) Armored Car | 2 | E-F | ROK/CAN | 56. |
| Jeep(a) | 3 | A-C | ROK/CAN | 57. Opt: C AAMG |
| 3/4 Ton(a) | 6 | A-F | ROK/CAN | 57. |
| 2 1/2 Ton(a) | 4 | A; D-F | ROK/CAN | 57. |
| Sniper | 1 | | ROK/CAN | |
| Sniper | 1 | | OUNC | |
| Concealment 5/8-inch [HD 1] | 2 | C-D | OUNC | |
| Concealment 5/8-inch [HD 2] | 4 | A-B; G-H | OUNC | |
| Concealment 5/8-inch [HD 1] | 2 | E-F | OUNC | |

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|-------------------|-----|----|-------------|--|
| 10-3 | 2 | | OUNC | Col Dahlin, Maj Affere |
| 10-2 | 2 | | OUNC | Maj Bilgin, Maj Morales |
| 10-2 Armor Leader | 1 | | OUNC | Cpt |
| 9-2 | 2 | | OUNC | Cpt Tariau, Cpt Yap |
| 9-2 Armor Leader | 1 | | OUNC | 1st Lt |
| 9-1 | 3 | | OUNC | Cpt Closier, Lt Aksu, Lt Cruz |
| 9-1 Armor Leader | 2 | | OUNC | 2nd Lt |
| 8-1 | 4 | | OUNC | Sgt Jazbutis, Sgt Nicolai, Sgt Phillips, Sgt Repetti |
| 8-1 Armor Leader | 2 | | OUNC | 1st Sgt |

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| 8-0 | 4 | | OUNC | Sgt Erimli, Sgt Gerard, Sgt Podimatis, Sgt Sarayut |
| 7-0 | 4 | | OUNC | Cpl Berend, Cpl Korda, Cpl Parra, Cpl Rey |
| 6+1 | 2 | | OUNC | Col Cadieux, Col Ramirez |
| 1-4-9 [1-3-8] | 5 | | OUNC | Carrasco, Pira, Schilt, Tavsan, Tichy |
| 2-4-8 Elite Square HS | 4 | O-R | OUNC | |
| 2-4-7 1st Line Square HS | 18 | A-R | OUNC | |
| 2-3-7 2nd Line HS | 24 | A-X | OUNC | |
| 2-2-8 Infantry Crew | 10 | 1-10 | OUNC | |
| 1-2-7 Vehicular Crew | 8 | 1-8 | OUNC | |
| LMG | 8 | A-H | OUNC | |
| MMG Browning M1919A4 .30 cal | 6 | A-F | OUNC | |
| HMG Vickers Mk I | 6 | A-F | OUNC | |
| HMG Browning M2HB .50 cal | 3 | A-C | OUNC | |
| FT M2-2 | 2 | A-B | OUNC | |
| DC | 6 | A-F | OUNC | |
| MTR 60* M2 60mm Mortar | 4 | C-F | OUNC | 23. |
| BAZ M20 Rocket Launcher | 4 | A-D | OUNC | 22. |
| RCL 57 M18(L) 57mm Recoilless Rifle | 2 | A-B | OUNC | 5. |
| RCL 75 M20(L) 75mm Recoilless Rifle | 2 | A-B | OUNC | 25. |
| dm MMG [dm HMG] | 4 | | OUNC | |
| dm MTR M2 60mm [dm MMG] | 1 | F | OUNC | |
| dm MTR M2 60mm [dm MTR M1(L) 81mm] | 3 | C-E [A; E-F] | OUNC | |
| Radio | 3 | A-C | OUNC | |
| Phone | 2 | A-B | OUNC | |
| Concealment 1/2-inch [CX] | 26 | A-Z | OUNC | |
| M4A3E8 Medium Tank | 6 | A-F | American | 2. |
| M4A3E8(105) Medium Tank | 6 | A-F | American | 3. |
| M4A3E8 Dozer | 5 | A-E | American | 4. |
| POA-CWS-H5 Flame Tank | 4 | A-C; F | American | 5. |
| M26A1 Medium Tank | 6 | A-F | American | 7. |
| M45 Medium Tank | 2 | D-E | American | 8. |
| M46 Medium Tank | 6 | A-F | American | 9. |
| M16A1 MGMC | 3 | A-B; F | American | 17. |
| MTR 81* M1(L) 81mm Mortar | 4 | A-D | ROK/CAN | 23. |
| MTR 107* M2 4.2-in. Mortar | 2 | E-F | ROK | 2. |
| AT 37LL M3A1 37mm AT Gun | 2 | A-B | ROK | 3. |
| AT 57L M1 57mm AT Gun | 3 | A-C | ROK | 4. |
| ART 105 M2A1 105mm Howitzer | 2 | A; F | ROK | 6. |
| ART 105 M3 105mm Howitzer | 2 | B-C | ROK | 7. |
| ART 155 M1 155mm Howitzer | 2 | D-E | ROK | 8. |
| Concealment 5/8-inch [HD 1] | 2 | C-D | ROK | |
| Concealment 5/8-inch [HD 2] | 4 | A-B ; G-H | ROK | |
| Concealment 5/8-inch [HD 1] | 2 | E-F | ROK | |
| KW Steep Hills [Regular Hills] | 1 | | Game-Terr | |

| Counter | No. | ID | Nationality | Notes |
|---|-----|----------|-------------|-------------------------------|
| T-34/85 | 6 | a-f | KPA | 1. |
| SU-76M | 2 | a-b | KPA | 2. |
| GAZ-51 | 2 | C-D | KPA | 5. |
| ZIS-151 | 2 | E-F | KPA | 6. |
| MTR 82* 82mm Type 20 Mortar | 4 | A-D | CPVA | 20. |
| MTR 82* 82mm Type 53 Mortar | 4 | A-B; E-F | CPVA | 21. |
| MTR 120* 120mm PM obr. 42 | 2 | A; F | CPVA | 22. |
| AT 45LL 45mm PTP obr. 42 | 3 | C-E | CPVA | 23. |
| AT 47L Type 1 Machine-Moved Gun | 2 | B-C | CPVA | 24. |
| AT 57LL 57mm PTP obr. 43 | 2 | D-E | CPVA | 25. |
| INF 70* 70mm Type 92 Infantry Gun | 2 | A; F | CPVA | 28. |
| INF 76* 76.2mm PP obr. 27 | 2 | B-C | CPVA | 29. |
| ART 75* Year-38 Type Field Gun (Improved) | 2 | D-E | CPVA | 30. |
| ATR 76L 76.2mm obr. 42 | 2 | A; F | CPVA | 31. |
| AA 12.7 Type 93 Twin-Mount High-Angle MG | 2 | B-C | CPVA | 32. |
| Sniper | 1 | | CPVA | |
| Concealment 5/8-inch [HD 1] | 2 | A-B | CPVA | |
| Concealment 5/8-inch [HD 2] | 4 | C-F | CPVA | |
| Concealment 5/8-inch [HD 1] | 2 | G-H | CPVA | |
| M32A1B3 TRV Tank Recovery Vehicle | 2 | D-E | American | 6. |
| M38A1C Jeep | 2 | D-E | American | 11. |
| M19A1 MGMC | 4 | A-D | American | 14. |
| M15 Special Halftrack | 2 | A; F | American | 16. |
| M39 AUV Armored Utility Vehicle | 4 | B-E | American | 19. |
| M39 MC Mortar Carrier | 2 | A; F | American | 19. |
| M37 HMC | 3 | B-D | American | 21. |
| M41 HMC | 6 | A-F | American | 22. |
| M40 GMC | 2 | E-F | American | 23. |
| M43 GMC | 2 | A-B | American | 23. |
| LVT(A)5 | 4 | A-D | American | 24. |
| LVT(A)5m | 4 | A-B; E-F | American | 24. |
| LVT3 Amtrac | 6 | A-F | American | 25. |
| LVT3C Amtrac | 4 | C-F | American | 25. |
| M75 Armored Personel Carrier | 3 | A; E-F | American | 26. |
| M29 Weasel | 2 | B-C | American | 27. |
| M29C Weasel | 2 | D-E | American | 28. |
| TACP Jeep | 2 | B-C | American | 31 |
| Searchlight Truck | 2 | A; F | American | 33. |
| MTR 81* M1(L) 81mm Mortar | 4 | A-D | American | 24. |
| FB AD Skyraider | 3 | A-C | American | |
| FB F80 Shooting Star | 3 | A-C | American | Errata: No ID on front |
| M4A3E8(a) | 4 | A-D | BCFK | 34. |
| M4A3E8(a) Dozer | 2 | E-F | BCFK | 34. |
| Centaur Dozer | 2 | A-B | BCFK | 36. |
| Centurion III | 6 | A-F | BCFK | 38. |

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|---|-----|----------|--------------|-------------------|
| Centurion III(L) | 6 | A-F | BCFK | 38. |
| M4A1 MC(a) | 2 | A-B | BCFK | 40. |
| Carrier 3in MTR | 3 | C-E | BCFK | 45. |
| Oxford Carrier | 6 | A-F | BCFK | 46. Opt: D-E AAMG |
| Oxford Carrier MMG | 2 | A; F | BCFK | 47. |
| Oxford Carrier HMG | 2 | B-C | BCFK | 47. |
| Oxford Carrier 3-in MTR | 2 | D-E | BCFK | 48. |
| M3A1(a) Halftrack | 3 | A-B; F | BCFK | 54. |
| M20(a) Scout Car | 2 | C-D | BCFK | 55. |
| M8(a) Amoured Car | 2 | E-F | BCFK | 56. |
| MTR 81* OML 3-in. Mortar | 4 | A-D | BCFK | 16. |
| MTR 81* M1(L) 81mm Mortar | 4 | A-B; E-F | BCFK | 24. |
| SR (Red) [VTE:1] | 1 | | Game-Veh/Ord | |
| VTE:2 (Red) [VTE:C] | 1 | | Game-Veh/Ord | |
| SR (Blue) [VTE:1] | 1 | | Game-Veh/Ord | |
| VTE:2 (Blue) [VTE:C] | 1 | | Game-Veh/Ord | |
| Forward Air Controller Contact [FAC No Contact] | 1 | | Game-Veh/Ord | |
| SL Trailer | 3 | A-C | Game-Veh/Ord | |

Scenarios

Maps

| Name | ID | ID | Description |
|---------------------------|---------|----|--|
| Hard ROK | ASL 203 | 80 | Hills: Level 5, cliffs, gullies, woods, brush, crags |
| Human Bullets | ASL 204 | 81 | Hills: Level 5, cliffs, gullies, woods, brush, crags |
| Super Bazooka | ASL 205 | 82 | Hills: Level 5, cliffs, gullies, woods, brush, crags |
| Hey, That Ain't a ROK | ASL 206 | 83 | Hills: Level 5, cliffs, gullies, woods, brush, crags |
| Bullets for Breakfast | ASL 207 | | |
| The Grist Mill | ASL 208 | | |
| A Line too Thinly Held | ASL 209 | | |
| This is Where We Stand | ASL 210 | | |
| Task Force Faith Breakout | ASL 211 | | |
| First Bayonet Charge | ASL 212 | | |
| It's So Easy | ASL 213 | | |
| Seoul Saving | ASL 214 | | |
| Red Devils | ASL 215 | | |
| Centurions Reverse! | ASL 216 | | |
| Gloster Hill | ASL 217 | | |
| Siberia Diverson | ASL 218 | | |

ASL Mapboards and Mapsheets

Revised 02/18

SL/ASL Mapboards

| Mapboard Description | ID | Module | Thin | Notes |
|--|-----|-------------------------|---------|-------------------------------------|
| City; stone buildings | 1 | For King and Country | BV3 | SL |
| Hills; two level three hills, light woods | 2 | Paratrooper | BV3 | SL |
| Village; level two hills | 3 | The Last Hurrah | BV3 | SL |
| Farmlands; woods and grainfields | 4 | Paratrooper | BV3 | SL |
| Woods; gullies | 5 | Cross of Iron | BV3 | CoI |
| Chateau; orchard and grainfields | 6 | Crescendo of Doom | FKaC | CoD |
| River; islands and marsh | 7 | For King and Country | FKaC | CoD |
| River; cliffs and hills | 8 | For King and Country | BV3 | GI;AoV |
| Hills; level four barren hill, crags, cliff | 9 | Doomed Battalions | DB3 | |
| Village; rowhouses, woods and ponds | 10 | Partisan! | FKaC | |
| BSO Village; rowhouses, woods, stream and pond | 10z | WO Bonus Pack 2015 | WO BP6 | Geo-Board |
| Farmlands; hedges, walls and low hills | 11 | Last Hurrah | DB3 | |
| Village; gullies and graveyard | 12 | For King and Country | FKaC | GI;AoV |
| Rural; elevated road and stream | 13 | GI: Anvil of Victory | FKaC | GI;AoV |
| Airfield; sunken road | 14 | GI: Anvil of Victory | FKaC | GI;AoV |
| Hills; two level four hills | 15 | GI: Anvil of Victory | FKaC | GI;AoV |
| Farmland; grainfields | 16 | Yanks | Yanks2 | |
| Farmland; brush, woods and grainfields | 17 | Yanks | Yanks2 | |
| BSO Farmland; brush, woods, grain and level 1 hill | 17z | WO Bonus Pack 2015 | WO BP6 | Geo-Board |
| Rural; level one hills | 18 | Yanks | Yanks2 | |
| Rural; bordered by woods | 19 | Yanks | Yanks2 | |
| City; rowhouses and gullies | 20 | Beyond Valor (BV1, BV2) | BV3 | |
| City; rowhouses and graveyards | 21 | Beyond Valor (BV1, BV2) | BV3 | |
| City; suburbs and streams | 22 | Beyond Valor (BV1, BV2) | BV3 | |
| City; canal | 23 | Beyond Valor (BV1, BV2) | BV3 | |
| Village; valley, gully and cliffs | 24 | Paratrooper | AP3, Y2 | |
| Hill; wadis, hammada | 25 | West of Alamein | HL3 | |
| Desert; scrub, hammada | 26 | West of Alamein | HL3 | |
| Desert; scrub, hammada | 27 | West of Alamein | HL3 | |
| Desert; scrub, hammada | 28 | West of Alamein | HL3 | |
| Desert; scrub, hammada | 29 | West of Alamein | HL3 | |
| Desert; scrub, hammada | 30 | Hollow Legions | HL3 | |
| Desert; scrub, hammada | 31 | Hollow Legions | HL3 | |
| Woods; stream | 32 | Partisan! | FKaC | |
| Farmland; extensive grainfield | 33 | Last Hurrah | DB3 | |
| Woods; marshy streams | 34 | Code of Bushido | RS | |
| Farmland; orchard and grainfields | 35 | Code of Bushido | RS | |
| Wooded hills; marshy streams | 36 | Code of Bushido | RS | |
| Woods; orchard and grainfields | 37 | Code of Bushido | RS | |
| Airstrip; farmland | 38 | Gung Ho! | RS | |
| Wooded hill; gully, cliffs, orchards | 39 | Gung Ho! | RS | |
| Narrow River; wooded hill and farmland | 40 | Croix de Guerre | Yanks2 | |
| Village; stone buildings, stream, hills | 41 | Croix de Guerre | Yanks2 | |
| Woods; small village, orchard | 42 | Action Pack 1 | AP3 | Errata; Misplaced wall (TtT) |

| Mapboard Description | ID | Module | Thin | Notes |
|---|-----------|-------------------------|-------------|--------------------------------|
| Farmland; villa, grainfields, brush | 43 | Action Pack 1 | AP3 | |
| Rural; open terrain and crossroads | 44 | Doomed Battalions | DB3 | |
| Urban; city, large building | 45 | Doomed Battalions | DB3 | |
| Village; grain, level two hill | 46 | Action Pack 2 | Yanks2 | |
| Wooded valley; stream, hills | 47 | Action Pack 2 | RS | |
| Crossroad Village; single-hex wooden buildings | 48 | Armies of Oblivion | AoO | |
| Urban Transition; city outskirts | 49 | Armies of Oblivion | AoO | |
| Wooded hills; stream | 50 | Armies of Oblivion | AoO | |
| City; many stone buildings; church steeples | 51 | Armies of Oblivion | AoO | |
| Woods; one long road | 52 | Hakkaa Päälle | HP | Last of the Hard Boards |
| | | | | |
| Mapboard Description (Thin Boards) | ID | Module | Thin | Notes |
| Normandy; substantial centered stone village | 53 | Action Pack 4 | AP4 | |
| Normandy; bocage, unpaved roads, buildings | 54 | Action Pack 4 | AP4 | |
| Normandy; dense bocage, low hills, sunken roads | 55 | Action Pack 4 | AP4 | |
| East Front; centered, scattered terrain village | 56 | Action Pack 5 | AP5 | |
| East Front; village | 57 | Action Pack 5 | AP5 | |
| East Front; ridge, single long hill, two level 3 peaks | 58 | Action Pack 5 | AP5 | |
| Village; river, orchards, one level 1 hill with grain | 59 | WO Bonus Pack 2010 | WO BP1 | |
| Hill; level 2 stone village, rowhouses, village squares | 60 | Action Pack 7 | AP7 | |
| Hills; level two hills, cliffs, valley, gully | 61 | Action Pack 7 | AP7 | |
| Large valley; small village, pond, woods, orchards | 62 | Action Pack 7 | AP7 | |
| Village; hedges, orchards, church, cemetery | 63 | WO Bonus Pack 2011 | WO BP2 | |
| "Double-wide" Village; rowhouses, church, brush | 64 | WO Bonus Pack 2012 | WO BP3 | |
| "Double-wide" Village; rowhouses, valleys, orchards | 65 | WO Bonus Pack 2012 | WO BP3\ | |
| Stone Buildings; level two hill, open ground, orchards | 66 | WO Bonus Pack 2013 | WO BP4 | |
| Small Wooden Village; Stone Church, woods, brush | 67 | WO Bonus Pack 2014 | WO BP5 | |
| Dense City; level one hill, Church, valley, hedges | 68 | Special OPS #5 | S.OPS5 | |
| Crossroads; wooden buildings, small fields | 69 | Action Pack 10 | AP10 | |
| Crossroads; stone and wood buildings, open ground | 70 | Action Pack 10 | AP10 | |
| Village; stone and wooden buildings, hedges, grain | 71 | Action Pack 11 | AP11 | |
| Stream; woods, level 1 hill, stone buildings, orchards | 72 | Action Pack 11 | AP11 | |
| Orchards; woods, grain, ponds | 73 | Action Pack 12 | AP12 | |
| Marsh; scattered woods, ponds, orchards, brush | 74 | WO Bonus Pack 2016 | WO BP7 | |
| Woods; orchards, brush, grain, ponds | 75 | WO Bonus Pack 2016 | WO BP7 | |
| City, Stone and Wood buildings, level one hill, stream | 76 | WO Bonus Pack 2017 | WO BP8 | |
| | 77 | ASL Journal 13 ? | J13 | |
| Wilderness; level 3 hill, brush, woods, grain | 78 | Action Pack 13 | AP13 | |
| River; village, stone and wooden buildings, both sides | 79 | Action Pack 13 | AP13 | |
| Hills: Level 5 , cliffs, gullies, woods, brush, crags | 80 | Forgotten War | FW | |
| Hills: Level 5, cliffs, gullies, woods, brush, crags | 81 | Forgotten War | FW | |
| Hills: Level 5, cliffs, gullies, woods, brush, crags | 82 | Forgotten War | FW | |
| Hills: Level 5, cliffs, gullies, woods, brush, crags | 83 | Forgotten War | FW | |
| | | | | |
| Mapboard Description (End Boards) | ID | Module | Thin | Notes |
| Small Town; woods, orchards, rowhouse, grain | 1a-1b | Action Pack 6 | AP6 | |
| Hills; level two, gully, buildings, sunken road | 2a-2b | Action Pack 6 | AP6 | |



ASL Mapboards and Mapsheets

| Mapboard Description (End Boards cont.) | ID | Module | Thin | Notes |
|---|-------|---------------|------|-------|
| River; marsh, buildings, elevated road | 3a-3b | Action Pack 6 | AP6 | |
| Small level one town; extensive grainfields, stream | 4a-4b | Action Pack 8 | AP8 | |
| Large level 3 hill; gullies, wooden buildings | 5a-5b | Action Pack 8 | AP8 | |
| River; riverside village, small islands, woods | 6a-6b | Action Pack 8 | AP8 | |
| Stone and wooden buildings; woods, orchards, brush | 7a-7b | Action Pack 9 | AP9 | |
| Village; Stone Buildings atop two level 2 hills, | 8a-8b | Action Pack 9 | AP9 | |
| Open Ground; some wooden buildings, woods, grain | 9a-9b | Action Pack 9 | AP9 | |

Deluxe ASL Mapboards

| Mapboard Description | ID | Module | Thin | 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 | | |
| City; stone buildings, wooded buildings, orchard | i | WO Bonus Pack 2018 | WO2018 | |
| City; large stone buildings | j | WO Bonus Pack 2018 | WO2018 | |
| Country; Orchards, wooden uildings | k | WO Bonus Pack 2018 | WO2018 | |
| Country; level three hill, woods | l | WO Bonus Pack 2018 | WO2018 | |

ASL Starter Kit Mapboards

| Mapboard Description (Thin Boards) | ID | Module | Thin | Notes |
|--|----|--------------------|--------|-----------|
| City; stone multi-hex buildings, orchards | z | ASL Starter Kit 1 | SK1 | |
| Village; level one bldgs, orchards, woods | y | ASL Starter Kit 1 | SK1 | |
| Open Country; large grainfields, orchards, woods | x | ASL Starter Kit 2 | SK2 | |
| Village; level one hills, town square, intersections | w | ASL Starter Kit 2 | SK2 | |
| Open Country; level 1 hills, orchard roads, brush | v | ASL Starter Kit 3 | SK3 | Journal 7 |
| Rural; stone buildings, orchard and paved roads | u | ASL Starter Kit 3 | SK3 | |
| Open Country; large grainfields, level 1 hill | t | ASL Starter Kit 3 | SK3 | |
| European town; woods, orchards | s | ASL SK Exp. Pack 1 | SK EP1 | |
| Large town; Italian/Sicilian | r | ASL SK Exp. Pack 1 | SK EP1 | |
| Small Village; crossroads, wooded hills | q | ASL SK Exp. Pack 1 | SK EP1 | |
| Village; Stone buildings, orchards, hedgerows | p | ASLSK Bonus Pack 1 | SK BP | |

Historical ASL Mapsheets

| Mapsheet Description | ID | Module (Mapsheet) | Notes |
|-------------------------------------|------|-----------------------|----------|
| Factory Complex; city, gullies | RB | Red Barricades | 2 sheets |
| Stoumont Village; wooded hills | St | Kampfgruppe Peiper I | 2 sheets |
| La Gleize Village | Lg | Kampfgruppe Peiper II | 2 sheets |
| Cheneux Village | Ch | Kampfgruppe Peiper II | |
| Pegasus Bridge; Benouville, Le Port | PB | Pegasus Bridge | |
| Blood Reef; Tarawa | BRT | Blood Reef; Tarawa | 2 sheets |
| Arnhem Bridge | ABtF | A Bridge too Far | |

Historical ASL Mapsheets (cont.)

| | | | |
|--------------------------------|------|---------------------|----------|
| Central Railway Station | VotG | Valor of the Guards | 2 sheets |
| Buda; Western side of Budapest | FB | Festung Budapest | 4 sheets |

ASL Historical Studies Mapsheets

| Mapsheet Description | ID | Module (Mapsheet) | Notes |
|----------------------|----|-----------------------|-------|
| Edson's Ridge | ER | Operation; Watchtower | |
| Riley's Road | RR | Operation: Veritable | |

ASL Mini-Historical Mapsheets

| Mapsheet Description | ID | Module (Mapsheet) | Notes |
|----------------------|-----|----------------------------|-------|
| Nhpum Ga | NG | ASL Annual 97 | |
| Kakazu Ridge | KR | ASL Journal 2 | |
| Primosole Bridge | PBr | ASL Journal 6 | |
| Singling | SG | Operations Special Issue 1 | |
| Suicide Creek | SC | ASL Journal 9 | |
| Hell's Corner | HC | Operations Special Issue 3 | |
| Gavutu-Tanambogo | GT | Rising Sun | |

Historical Module SK Mapsheets

| Mapsheet Description | ID | Module (Mapsheet) | Notes |
|----------------------|-----|-------------------|-------|
| Elst | DaE | Decision at Elst | |

ASL Overlays
ASL Overlays

| Overlay Description | ID | Module/Publication | Notes |
|--|-------|---------------------|--------|
| Woods; open ground, 1 wooden bldg | A | Rivers to the Reich | GI;AoV |
| Hill; Level 1 w/one hex level 2 | B | Rivers to the Reich | GI;AoV |
| Orchard; 15 hexes with hedgerow | C | Rivers to the Reich | GI;AoV |
| Open Ground; Grain, woods, stone wall, 1 wood bldg | D | Rivers to the Reich | GI;AoV |
| Open Ground: 5 hex, woods | E | Rivers to the Reich | GI;AoV |
| Woods; 21 hexes, | F | Rivers to the Reich | GI;AoV |
| Woods; 20 hexes | G | Rivers to the Reich | GI;AoV |
| Hill; Level 2, wooden building | H | Rivers to the Reich | GI;AoV |
| Hill; Level 2, woods | I | Rivers to the Reich | GI;AoV |
| Ocean; 3 x 3 | J | Rivers to the Reich | GI;AoV |
| Orchard; 2 hexes | K | Rivers to the Reich | GI;AoV |
| Open Ground; 3 hexes | L | Rivers to the Reich | GI;AoV |
| Ocean;; 5 hexes | M | Rivers to the Reich | GI;AoV |
| Woods; 3 hexes | N | Rivers to the Reich | GI;AoV |
| Brush; 3 hex | O | Rivers to the Reich | GI;AoV |
| Village; 13 huts | 1 | Code of Bushido, RS | |
| Wooded hill and stream | 2 | Code of Bushido, RS | |
| Village and rice paddies | 3 | Code of Bushido, RS | |
| Wooded Road | 4 | Code of Bushido, RS | |
| Stream with Bridge | 5 | Code of Bushido, RS | |
| Town on Level 1 | 6 | Action Pack 2 | |
| Half-Board Overlay: Marshes and "Path" | 7 | WO Bonus Pack 2013 | |
| Brush; 1 hex-5 hexes | B1-B5 | Code of Bushido, RS | |



ASL Overlays

| Overlay Description | ID | Module/Publication | Notes |
|---|---------|----------------------|-------------------------------|
| Beach; 5 x 11 hexes | Be1-Be3 | Gung Ho!, Rising Sun | |
| Beach; 12 x 7 hexes | Be4-Be6 | Gung Ho!, Rising Sun | |
| Beach with River | Be7 | Gung Ho!, Rising Sun | |
| 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 | Errata; Too Small (Gen. 30/3) |
| Deluxe; 1 hex woods | dx2 | ASL Annual 95W | Errata; Too Small (Gen. 30/3) |
| Deluxe; 1 hex orchards | dx3 | ASL Annual 95W | Errata; Too Small (Gen. 30/3) |
| Deluxe; 2 hex woods | dx4 | ASL Annual 95W | Errata; Too Small (Gen. 30/3) |
| Deluxe; 3 hex open ground | dx5 | ASL Annual 95W | Errata; Too Small (Gen. 30/3) |
| Deluxe; 2 woods, 1 brush | dx6 | ASL Annual 95W | Errata; Too Small (Gen. 30/3) |
| Deluxe; 4 hex orchards | dx7 | ASL Annual 95W | Errata; Too Small (Gen. 30/3) |
| Deluxe; 1 woods, 4 orchards | dx8 | ASL Annual 95W | Errata; Too Small (Gen. 30/3) |
| Deluxe; 1 woods, 1 orchard, open ground | dx9 | ASL Annual 95W | Errata; Too Small (Gen. 30/3) |
| Escarpment | E | West of Alamein | |
| Effluent; 9 hexes | Ef1 | Gung Ho!, Rising Sun | |
| Effluent; 11 hexes | Ef2 | Gung Ho!, Rising Sun | |
| Effluent; 14 hexes | Ef3 | Gung Ho!, Rising Sun | |
| Grain; 1 hex-5 hexes | G1-G5 | Code of Bushido, RS | |
| Gaomi (Gavutu-Tanamongo Overlays) | GT | ASL Annual 93b | |
| Gavutu (Gavutu-Tanamongo Overlays) | GT | ASL Annual 93b | |
| Tanamongo (Gavutu-Tanamongo Overlays) | GT | ASL Annual 93b | |
| 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 | |

| Overlay Description | ID | Module/Publication | Notes |
|---|-----------|---------------------------|--------------|
| 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 | |
| Hill; Ridge | Hi7 | Action Pack 2 | |
| Hill; 24 hexes, 4 orchard, 3 brush, Level 3 | Hi8 | Armies of Oblivion | |
| Hill; 9 hexes, 2 orchard, brush | Hi9 | Armies of Oblivion | |
| Hill; 5 hexes, Level 1 straight ridge line | Hi10 | Armies of Oblivion | |
| Hill; 5 hexes, Level 1 curved ridge line | Hi11 | Armies of Oblivion | |
| Hill; 7 hexes, Level 2, 3 orchard, brush | Hi12 | Armies of Oblivion | |
| Marsh; 1 hex-5 hexes | M1-M5 | Code of Bushido, RS | |
| Orchard; 1 hex-5 hexes | O1-O5 | Code of Bushido, RS | |
| Ocean Beach; 10 x 8 hexes | OB1 | Action Pack 11 | |
| Ocean; 12 x 13 hexes | OC1-OC4 | Gung Ho!, Rising Sun | |
| Open Ground; 1 hex-5 hexes | OG1-OG5 | Croix de Guerre | |
| Orchard-Woods | OW1 | Doomed Battalions | |
| Pond; 1 hex-5 hexes | P1-P5 | Gung Ho!, Rising Sun | |
| Rice Paddy 1 hex-5 hexes | RP1-RP5 | Code of Bushido, RS | |
| Railroad; 11 hex ground | RR1-RR2 | Doomed Battalions | |
| Railroad; 6 hex ground | RR3-RR4 | Doomed Battalions | |
| Railroad; 3 hex curved ground | RR5-RR6 | Doomed Battalions | |
| Railroad; 11 hex elevated | RR7-RR8 | Doomed Battalions | |
| Railroad; 3 hex curved elevated | RR9-RR10 | Doomed Battalions | |
| Railroad; 6 hex elevated | RR11-RR12 | Doomed Battalions | |
| Hill with sunken Railroad | RR13 | Doomed Battalions | |
| Railroad double track siding | RR14 | Doomed Battalions | |
| River; 2 hex wide, board length | Rv1 | Armies of Oblivion | |
| Sand; 8 hexes | S1 | West of Alamein | |
| Sand; 2 hexes | S2 | West of Alamein | |
| Sand; 12 hexes (3 scrub) | S3 | West of Alamein | |
| 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 | |
| Stream; 5 hex River to Stream | St4 | ActionPack 11 | |

ASL Overlays

| Overlay Description | ID | Module/Publication | Notes |
|------------------------------------|---------|---------------------|-------|
| Wadi (Various) | W1-W4 | West of Alamein | |
| Woods; 1 hex-5 hexes | Wd1-Wd5 | Code of Bushido, RS | |
| Woods; 12 hexes | Wd12 | Armies of Oblivion | |
| Woods; Large wood hexes with trail | Wd34 | Armies of Oblivion | |
| 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, RS | |
| 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 | |
| 2 hex stone with steeple | X27 | Action Pack 2 | |
| 2 hex huts | X28 | Action Pack 2 | |
| 1 hex hut | X29 | Action Pack 2 | |
| 7 hex Fort | X30 | Action Pack 11 | |

ASL Mini-Historical Scenarios

| Gavutu-Tanambogo | Loc. | ID |
|---------------------|---------|----------|
| Grabbing Gavutu | 93b, RS | HASL A03 |
| Tanambogo Nightmare | 93b, RS | HASL A04 |
| Take Two | 93b, RS | HASL A05 |
| Sand & Blood | 93b, RS | GT CG I |
| Nhpum Ga | Loc. | ID |
| Blockbusters | 97 | ASL A115 |
| Tangled Up in Blue | 97 | ASL A116 |
| Maggot Hill | 97 | ASL A117 |

| Nhpum Ga (cont.) | Loc. | ID |
|---------------------------|-------------|-------------|
| The Waterhole | 97 | ASL A118 |
| Matsumoto's Charge | J3 | ASL J55 |
| Kakazu Ridge | Loc. | ID |
| The Gorge | J2 | ASL J13 |
| On the Hoss' Side | J2 | ASL J14 |
| Turning off the Spigot | J2 | ASL J15 |
| Kakazu's Tombs | J2 | ASL J16 |
| Clearing Kakazu | J2 | ASL J17 |
| American Tragedy | J3 | ASL J64 |
| Primosole Bridge | Loc. | ID |
| Typical German Response | J6 | ASL J95 |
| Another Bloody Attack | J6 | ASL J96 |
| A Nice Morning for a Ride | J6 | ASL J97 |
| Who are these Devils? | J6 | PBr CG I |
| Paying the Devil's Bill | J6 | PBr CG II |
| When Devils Collide | J6 | PBr CG III |
| Singling | Loc. | ID |
| Abrams' Charge | OSI 1 | ASL SG01 |
| Fitzgerald's Fire | OSI 1 | ASL SG02 |
| A Pleasant Diversion | OSI 1 | ASL SG CG I |
| Hell's Corner | Loc. | ID |
| First Matanikau | OSI 3 | ASL HC01 |
| Bailey's Demise | OSI 3 | ASL HC02 |
| HC03 Samurai Sunset | OSI 3 | ASL HC03 |
| HC04 Whaling Good Time | OSI 3 | ASL HC04 |
| HC05 The Sand Spit | OSI 3 | ASL HC05 |
| Suicide Creek | Loc. | ID |
| First Love | J9 | ASL J131 |
| Jungle Infiltration | J9 | ASL J132 |
| One Miserable Night | J9 | ASL J133 |
| Kerry's Crossing | J9 | ASL J134 |
| Diversion | J9 | ASL J135 |
| Muddy Mayhem | J9 | ASL J136 |
| The Green Inferno | J9 | ASL SC CGI |