5. DYO CAMPAIGN VASL EXTENSION

The VASL extension, "DYO Campaign.vmdx" version 4.1, includes various counters that support the use of these rules (as well as other aids to play). The following paragraphs provide information regarding its contents. In addition to this extension, it is highly recommended players also use the 'Hideable Control Markers' and the 'Nationality Smoke' extensions, versions of which are on the VASL.info web site.

The DYO Extension counters are accessed by using the "HASL and CGs" tab in the counter tray. Use the drop-down button to the right of the input area and select the "DYO Campaign" item from the list. You will then see the eight tabs of the extension, each of which is described below. All of these counters use both shortcut keys as well as drop down menu items to control their functions. The use of brackets (**EX:** [ALT+C]) indicates the shortcut key.

5.1 ADMIN Tab

The ADMIN tab has eight counter tray categories listed down the right side. These include Location Control, RePh Markers, FMD Areas, Setup Area Markers, Entry Areas, Notes, Additional Resources, and Decoration.

5.11 Location Control

The top row contains the standard VASL Foxhole, Trench, Level, and Fortified Building Location counters with added Control symbols. The primary use of these is to limit excess control counters on the mapboard. [ALT+A] is used to toggle the display of the control symbol and [CTRL+N] is used to cycle through German, Russian, American and British/Commonwealth control symbols on the counter.

The lower row contains four additional counters as described in the next sub-paragraphs. All of these are non-stackable counters designed to stay in their placed location when manipulating other game counters.

5.111 The first counter is the 'Objective Hex' marker, which can be flipped using [ALT+CTRL+L] to become a 'Strategic Location' marker as covered in CG29. It is made to be hidden during setup as an Objective Hex and then revealed and flipped to the Strategic Location side when activated. Both sides include a control symbol that cycles through German, Russian, American and British/Commonwealth symbols using [CTRL+N].

5.112 The second counter is the 'Gun Strategic Location' marker (see "Strategic Location" definition). Nationality symbols are cycled through using the [CTRL+N]. It is designed to be placed during setup hidden, and to be revealed either during a game when a HIP Gun is placed onboard or during the Refit Phase when determining Setup Areas (3.305).

5.113 The third counter is a small control marker. This marker is coded to work with the Hideable Control Marker extension so that if you choose to hide the markers they also hide (as well as being individually capable of being HIP). It is a non-stackable marker that also does not use the grid for placement, allowing it to be moved around a hex for better visibility of the underlying terrain within the hex. It also uses [CTRL+N] to cycle through the German, Russian, American and British/Commonwealth nationalities as well as a "U" which indicates "Uncontrolled". It is intended to be used as an alternative to the larger control markers as well as a marker to indicate uncontrolled Strategic Locations that may exist at the start of a campaign game that may not be as obvious at a casual glance.

5.114 The fourth counter is a small marker designed as a player aide to help in reminding the player of certain "Search" or "Cleared" hexes over the course of the multiple sessions required to complete these large campaign games. It is capable of being hidden so that each player may secretly keep track of any hexes they may be focusing on during the game. It uses [CTRL+F] to toggle between the "S" (Yellow) and "C" (Green) sides of the counter and is non-stackable, does not use the grid for placement, and is hideable as if a control marker (as well as being able to individually HIP).

5.12 RePh Markers
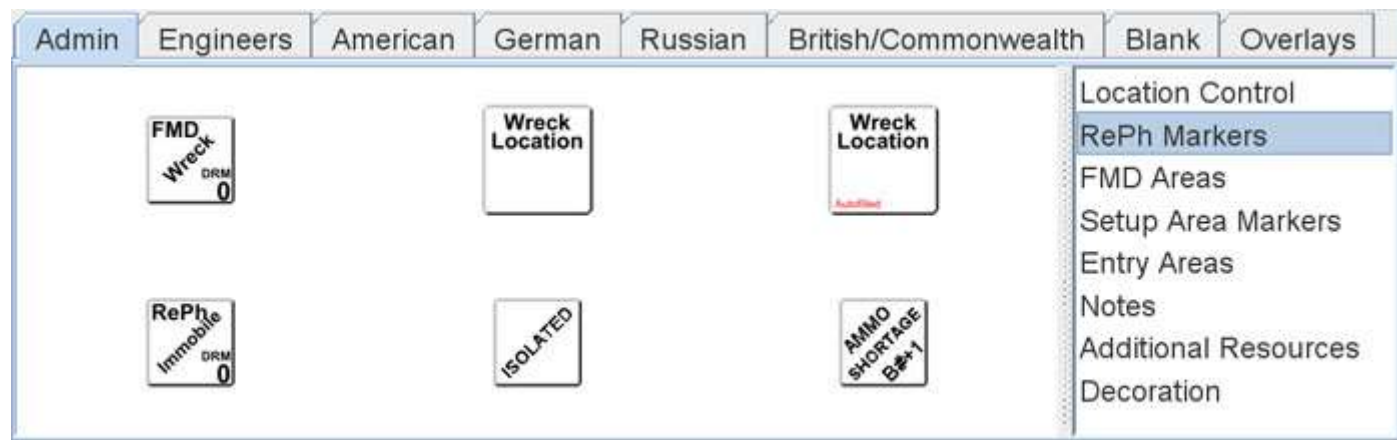
The second category within the 'Admin' tab is "RePh Markers" which contains counters used during the Refit Phase, including with the Field Maintenance Depot (FMD) (CG27). These are all administrative aides to help keep track of the status of Wrecks during the

campaign game.

The first counter is used to keep track of repair drm when in the FMD. [CTRL+F] cycles through the four potential repair situations; wreck, abandoned, weapon and immobilization. [CTRL+R] cycles through the drm (from 0 to -2) in the lower right of the counter. A copy of this counter is also located at the top of the FMD map window.

The second counter is a generic Wreck Location counter. It can be used to record the map location of a wreck so that it is easier to find when recovered. [CTRL+F] is used to cycle through white, German, Russian, American and British colors. [CTRL+L] is used to label them with the mapboard location where the non-recovered vehicle's corresponding wreck is at on the main map.

The third counter is an autofilled Wreck Location counter. It is automatically filled with the current location of the vehicle destroyed. To implement this functionality, use [CTRL+ALT+Slash] or select 'FMD' on the drop down menu. This will accomplish two things, first a clone of the vehicle is created in the location and second a Wreck Location counter is placed on top with the Location filled in. [CTRL+F] is used to cycle through white, German, Russian, American and British colors. You can not manually fill in a Location with this counter, as signified by the "

The final two counters are for placing on vehicles which remain on the main mapboard during the RePh.

5.13 FMD Areas

The third category within the 'Admin' tab is "FMD Areas" which contains precanned html custom boxes that can be used for the FMD Unrecovered vehicles and for the FMD Recovered vehicles. These are streamlined down a bit from those developed by Neal Ulen and the original tool to create your own is here: asl-players.net.vasl-notes. The areas provided are colored by their nationality and have headers and text for their specific use.

5.14 Setup Area Markers
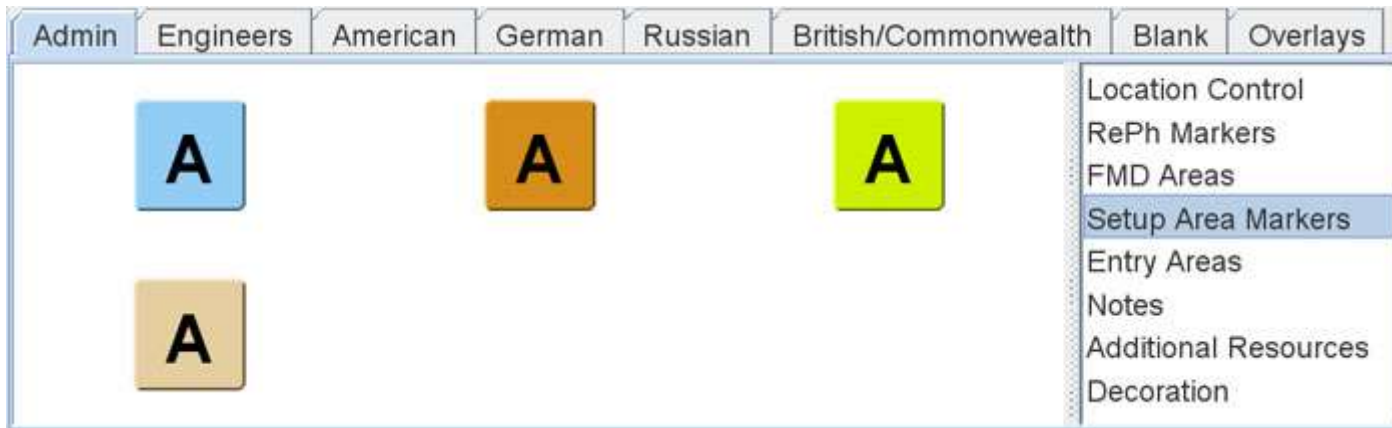
The fourth category within the 'Admin' tab is "Setup Area Markers" which contains counters to help with labeling setup areas created during the Refit Phase. The panel includes four large nationality colored counters with large, bold letters to indicate the setup area. [CTRL+L] is used to label them.

5.15 Entry Areas
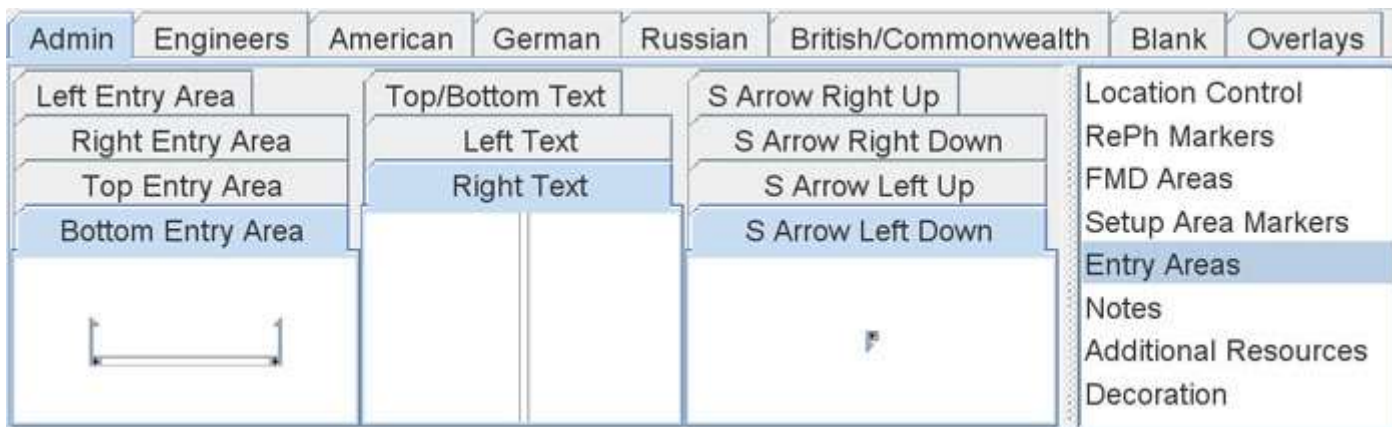
The fifth category within the 'Admin' tab is "Entry Areas" which contains a collection of overlays for use in defining reinforcement entry areas. They use the overlay selection method of [ALT+Click]; rotate through German, Russian, American and British/Commonwealth nationalities using [CTRL+F]; each can be "nudged" using the [CTRL+Up/Down/Left/Right] keys to move 1px or the [ALT+Up/Down/Left/Right] keys to move 5px per key click; and each with a white text box uses [CTRL+L] to enter the Label in the text box. The first column contains 4 "standard size" entry areas of either 8 hexes wide for the vertical (or right/left board edges in VASL) and 7 hexes wide for the horizontal (or top/bottom board edges in VASL) entry area. This corresponds to 3 hexes from a road hex (right/left edges cover 2 hexes for the road making it a total of 8 hexes wide). The second column contains 3 text box only overlays, one for the top/bottom edges and one each for the right/left edges. The third column contains 4 short arrow overlays that are oriented for the top/bottom edges. There is one overlay for each up/down and left/right arrow combination along with a nationality symbol on each overlay.

The text box only overlays are provided for use when the CG may have more complex entry options that require more text than can be filled in just one box or when it may have an entry area that does not correspond to the standard size. If this is the case, the use of the short arrow overlays can be used with the text box only overlay to portray any size needed.

5.16 Notes
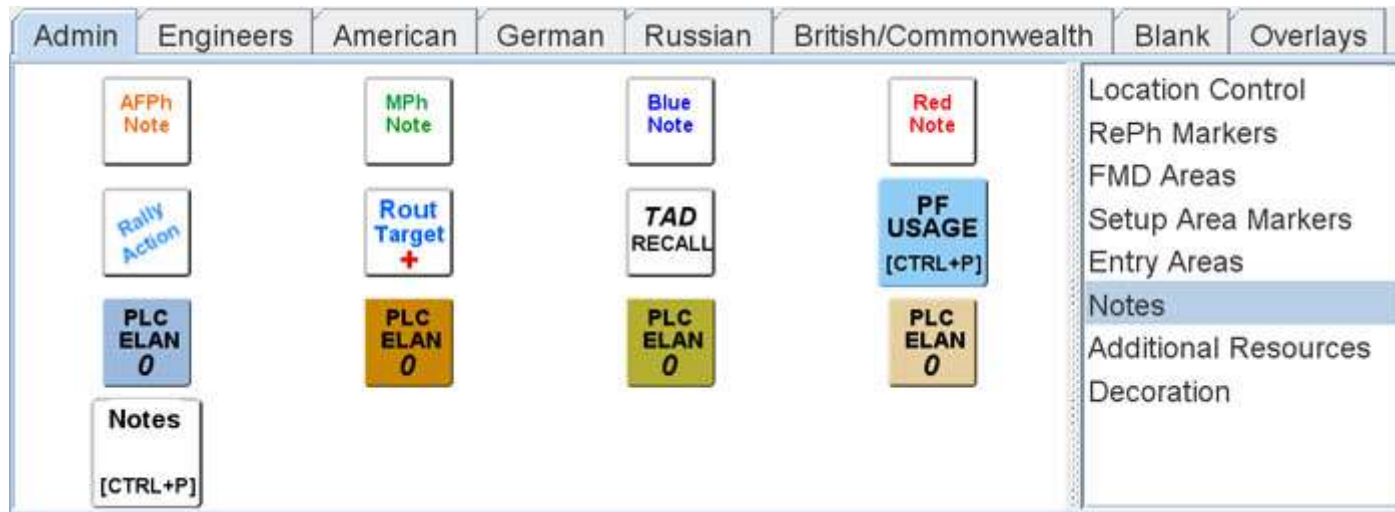
The sixth category within the 'Admin' tab is "Notes" and contains counters to aide in keeping track of various aspects of the game. Along the top row are basic counters with colored text for the PFPh and AFPh and the MPh along with a blue and a red text note. The next row includes a counter marked 'Rally Action' which is coded to work with the broken unit tool so any potential action (such as weapon transfer) can be highlighted and is also removed with the remove all DM counters function. The Rout target counter is for an aid when designating your rout target when things get a bit confused and/or tricky, the 'TAD RECALL' counter is to mark vehicles from TAD motorized units once they have unloaded their Passengers. Next is a basic 'PF Usage' counter that uses [CTRL+P] to bring up a property sheet that can be used to track you PF usage.

Next are a row of four nationality colored Personal Leader Counter (PLC; CG23) ELAN tracking counters. [CTRL+E] increments by +1 the number of earned ELAN points. [ALT+E] decrements by -1 the number of earned ELAN points. [ALT+L] decrements by -10 the number of ELAN points when the leader is promoted. [CTRL+ALT+R] resets the number of ELAN points to '0'. And finally [CTRL+P] brings up a property sheet with a list of notes that can be used to record what action was performed to earn or lose the ELAN points.

Finally there is a basic 'NOTES' counter that uses [CTRL+P] to bring up a property sheet with 4 multi-line notes sections. This counter can use HIP and when it does it shows a red 'HIP' on the counter and does not go as transparent as normally done with other counters.

5.17 Additional Resources
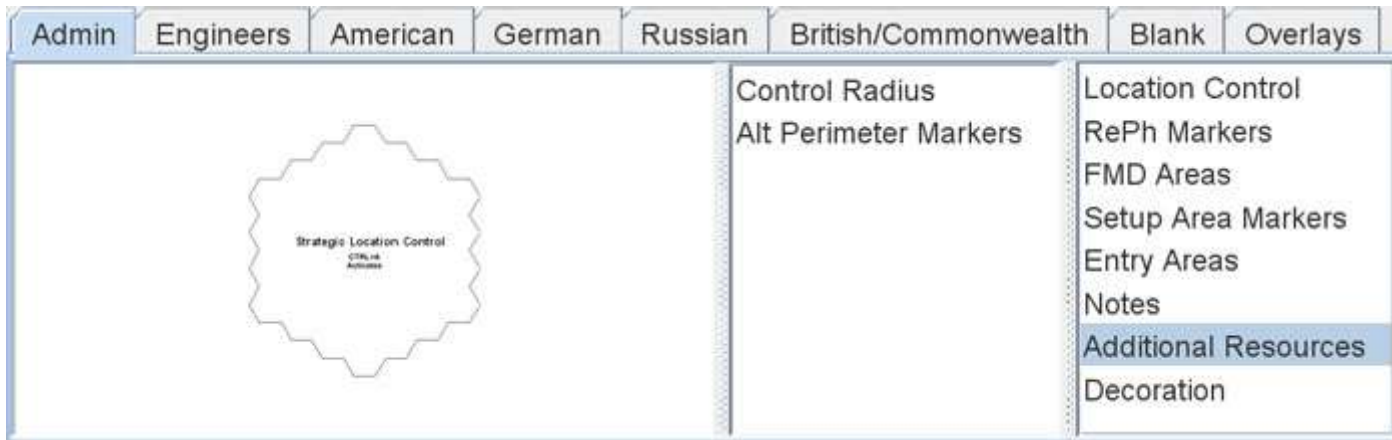
The seventh category within the 'Admin' tab is "Additional Resources" and contains two sub-categories, the first is 'Control Radius'. This has a single overlay developed prior to v2.5 of the Hideable Control extension being released. It is an alternative to the newly created area markers found in that extension. It differs in the following ways. A) It only highlights the outer ring of hexes based on the radius, using [CTRL+X] to cycle through 1, 2 or 3 hex radii, B) it has an inner small circle for use in placing it in the center of a hex, C) it has a text label with large font to use in labeling the area. It uses [CTRL+A] to activate the overlay (something I have used with the .svg layers), [CTRL+C] to cycle 'up' some colors, and [ALT+C] to cycle 'down' those colors. Its intended use is for more strategic planning of Objective Hexes during a RePh or prior to initial Setup of campaign game scenarios.
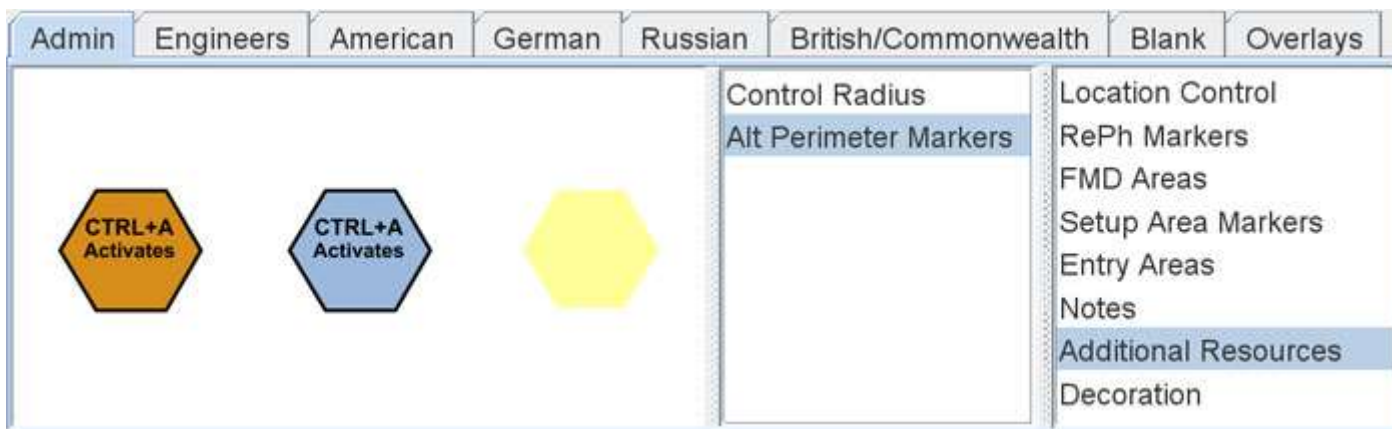
The second sub-category is 'Alt Perimeter Markers' and includes three alternative perimeter markers, the first two use the Russian and German nationality colors (coded like the ones in the Hideable Control extension). Color contrast with the boad is not the best. They are left in the extension for potential further development in the future. The third is a transparent hex, shaded in various colors and includes toggleable text to indicate it is 'No Man's Land'. [CTRL+C] cycles through yellow and the nationality colors and [CTRL+F] toggles the 'No Man's Land' text.

5.18 Decoration
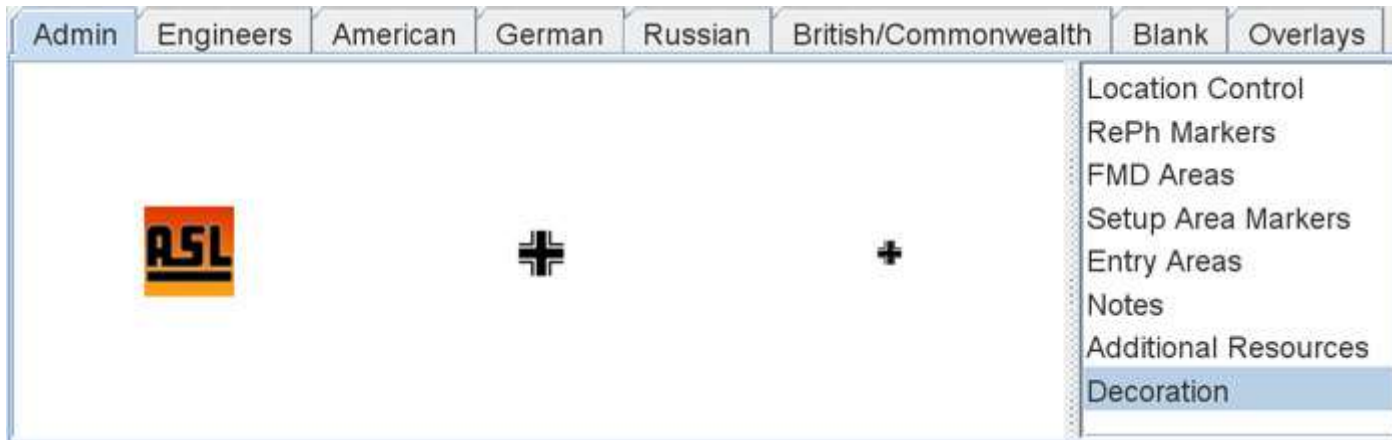
The eighth category within the 'Admin' tab is "Decoration" and contains three counters. The first is the ASL logo. The next two are nationality symbols, one large and one small. Both are non-stackable and use [CTRL+F] to cycle through German, Russian, American and British/Commonwealth symbols. Both have transparent backgrounds (unlike the Control counter found in the 'Location Control' panel.)

5.2 Engineers

The "Engineers" tab contains a Combat Engineer (see CG11) counter for each of the German, Russian, American and British/Commonwealth nationalities (an SS CE Engineer counter is in the "German ➤ SS Counters" tab). Each has a 'CE' in the upper right of the counter to signify their capabilities as well as the increased smoke exponent for each one. All Battle Harden and ELR per the rules in CG Special Rule CG11.

5.3 American

The American tab contains two subtray categories; SW Counters and Vehicles.

5.31 SW Counters

The first category within the 'American' tab is "SW Counters". This panel includes captured German LMG, MMG, HMG, Lt.Mtr, PSK and PF counters. Each has its captured use penalties applied and shown (lower ROF, lowered B# and an X#). Each is color coded with the American colors around the edge and when concealed is an American counter. In addition, an American colored British LMG counter is supplied for use when scrounging a vehicle (per D10.52).

5.31 Vehicles

The second category within the 'American' tab is "Vehicles". This tray includes five vehicle counters. The first two, *M6 GMC* and *M13 MGMC* are covered in the Vehicle Notes section.

 The next three are the mortar halftracks, *M4 MC*, *M4A1 MC*, and *M21 MC*, each with an additional layer toggled by using [ALT+A] to indicate if the Mortar has been removed by the crew as part of it abandoning the vehicle. The layer covers the MA on the counter with a "DRIVER" label as shown to the left to indicate there is only an inherent driver in the vehicle per American Multi-Applicable Vehicle Note M. In addition, a dmMTR is placed on top of the stack with the halftrack. This has the same label and Depleted Ammo status as the halftrack. If remanning the halftrack, any Depleted Ammo status that changed while not part of the halftrack will need to be updated.

5.4 German

The German tab contains four subtray categories; 1/2" Counters, Captured SW, SS Counters and Vehicles.

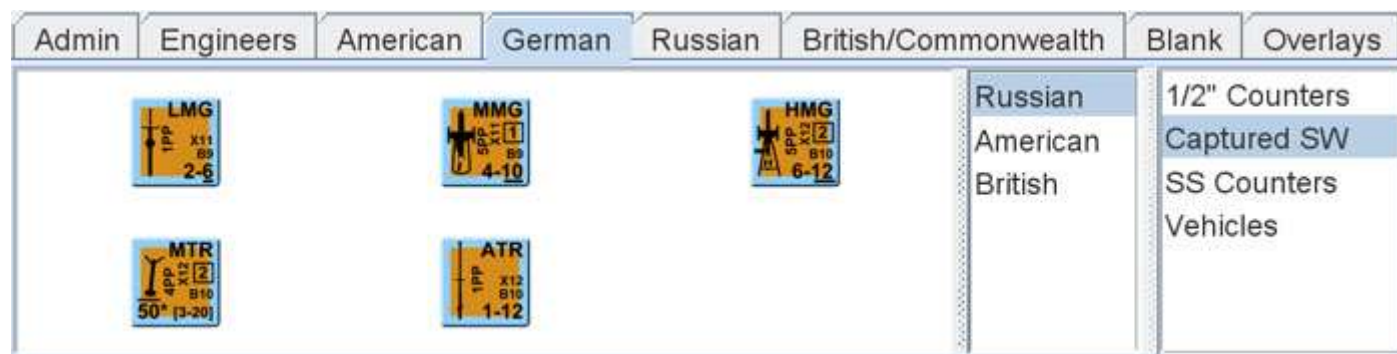## 5.41 1/2" Counters

The first category within the 'German' tab is "1/2" Counters". This tray includes the MG and AT Teams (see CG2) and the Assault Bridge counter (see 2.2.AB German Assault Bridges).

5.42 Captured SW

The 'Captured SW' category has three subpanels, one for the Russian, American and British captured support weapons.

The first subcategory is the Russian captured SW. This panel includes captured Russian LMG, MMG, HMG, Lt.Mtr and ATR counters. Each has its captured use penalties applied and shown (lower ROF, lowered B# and an X#). Each is color coded with the German colors around the edge and when concealed is a German counter. .
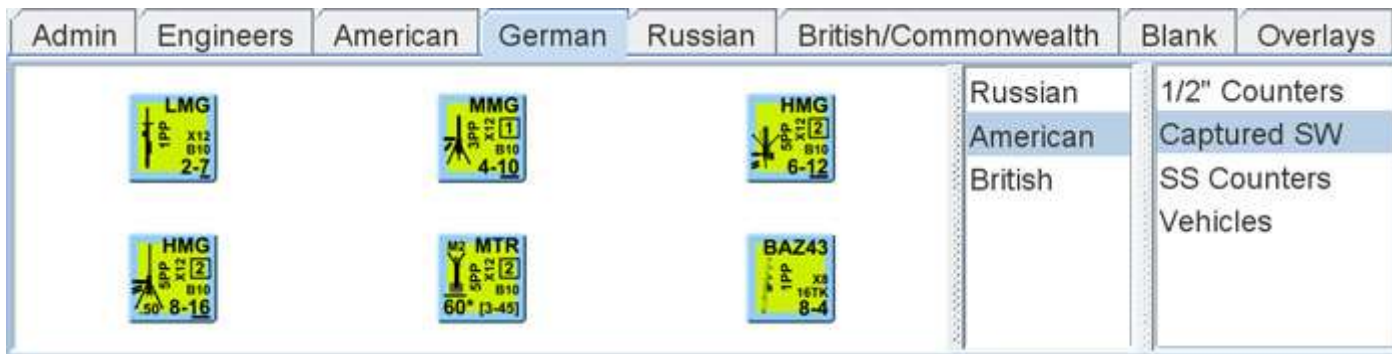
The second subcategory is the American captured SW. This panel includes captured American LMG, MMG, HMG, 0.50-cal HMG, Lt.Mtr and BAZ counters. Each has its captured use penalties applied and shown (lower ROF, lowered B# and an X#). Each is color coded with the German colors around the edge and when concealed is a German counter. The BAZ counter uses [CTRL+V] to cycle through '43, '44 and '45 versions of the SW.
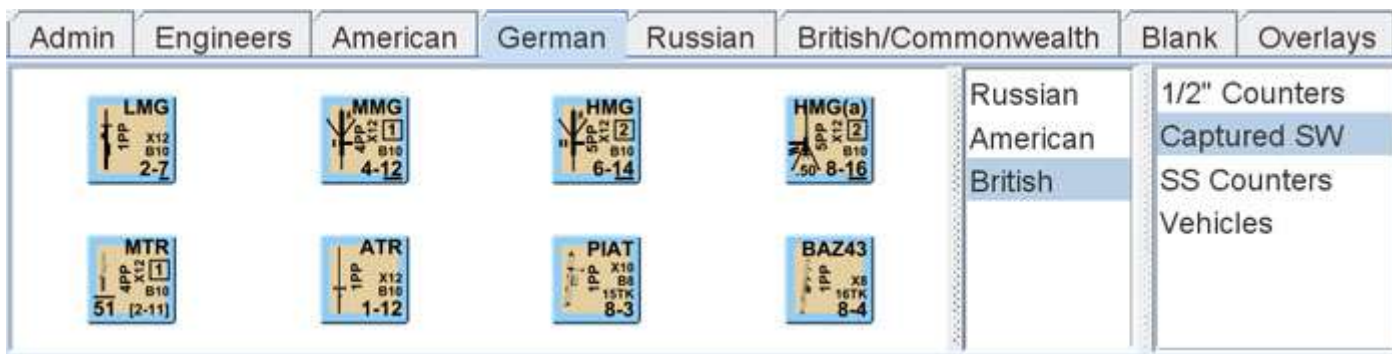
The third subcategory is the British captured SW. This panel includes captured British LMG, MMG, HMG, 0.50-cal HMG, Lt.Mtr ATR, PIAT and BAZ counters. Each has its captured use penalties applied and shown (lower ROF, lowered B# and an X#). Each is color coded with the German colors around the edge and when concealed is a German counter. The BAZ counter uses [CTRL+V] to cycle through '43, '44 and '45 versions of the SW.
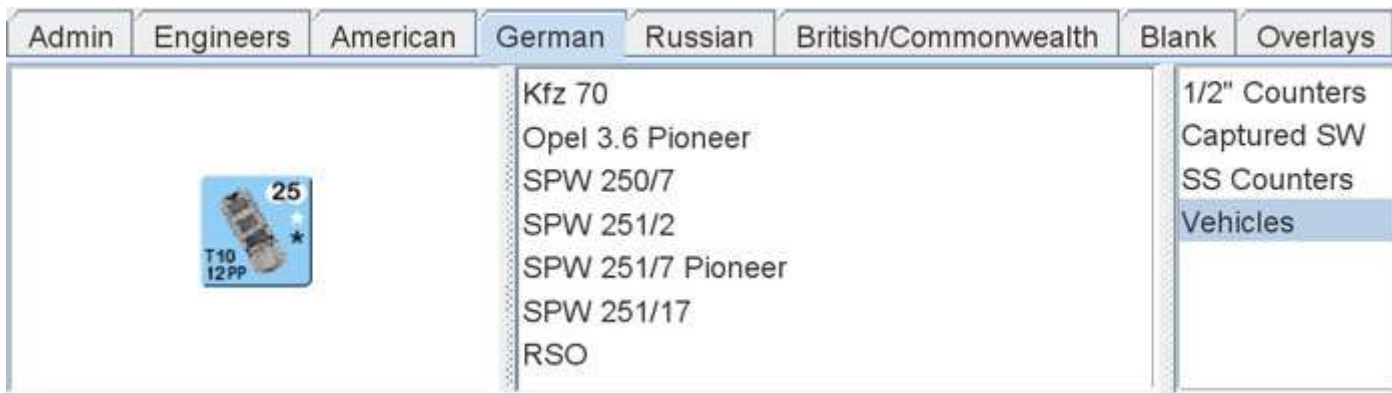
5.43 SS Counters

The third category within the 'German' tab is "SS Counters". This tray includes five SS counters. The first three represent a) the early war squad, b) the 1943 squad, and c) the 1944+ squad with assault fire. All three can BH/ELR based on the SS substitution rule (see CG17). The next two are an SS CE squad (CG11) and an SS MG Team (see CG2).

5.44 Vehicles

The fourth category within the 'German' tab is "Vehicles". It contains the five vehicle counters in the Vehicle Notes section; *Kfz 70, Opel 3.6 Pioneer*, *SPW 251/7 Pioneer*, *SPW 251/17*, and the *RSO*.

 In addition it contains the two mortar halftracks, *SPW 250/7* and *SPW 251/2*, with an additional layer toggled by using [ALT+A] to indicate if the Mortar has been removed by the crew as part of it abandoning the vehicle. The layer covers the MA on the counter with a "DRIVER" label as shown to the left to indicate there is only an inherent driver in the vehicle per each of their respective chapter H vehicle notes. In addition, a dmMTR is placed on top of the stack with the halftrack. This has the same label and Depleted Ammo status as the halftrack. If remanning the halftrack, any Depleted Ammo status that changed while not part of the halftrack will need to be updated.

5.5 Russian

The Russian tab contains three subtray categories; 1/2" Counters, Captured SW and Vehicles.

5.51 1/2" Counters

The first category within the 'Russian' tab is "12" Counters". This panel includes the MG and AT Teams (see CG2).

5.52 Captured SW

The second category within the 'Russian' tab is "Captured SW". This panel includes captured German LMG, MMG, HMG, Lt.Mtr, PSK and PF counters. Each has its captured use penalties applied and shown (lower ROF, lowered B# and an X#). Each is color coded with the Russian colors around the edge and when concealed is a Russian counter.

5.53 Vehicles

The third category within the 'Russian' tab is "Vehicles". This contains the two vehicle counters in the Vehicle Notes section; *GAZ-MM DshK* and *M9A1(a)*.

5.6 British/Commonwealth

The "British/Commonwealth" tab contains a single panel, Captured SW. This panel includes captured German LMG, MMG, HMG, Lt.Mtr, PSK and PF counters. Each has its captured use penalties applied and shown (lower ROF, lowered B# and an X#). Each is color coded with the British colors around the edge and when concealed is a British counter
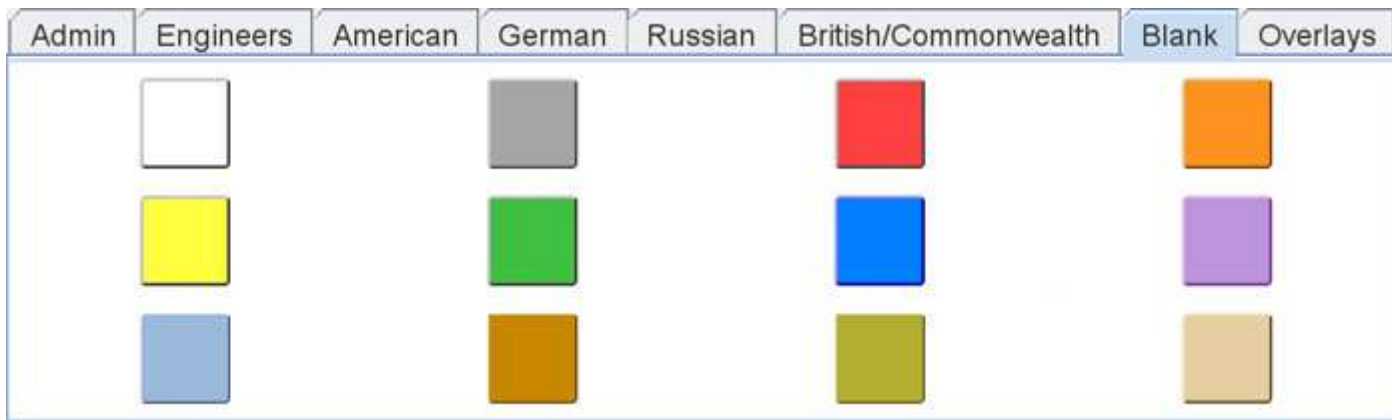
5.7 Blank

The "Blank" tab contains the standard blank counters with an additional four counters with German, Russian, American (Olive Drab), and British colors. Each of these is non-stackable, uses [SHIFT+Click] to select and the four nationality colored counters also use [CTRL+P] to bring up a property sheet for notes.

5.8 Overlays

The "Overlays" tab contains both additional overlays as well as counters that work similar to overlays. Terrain features that normally would not be touched during play are treated as overlays and are selected using the [ALT+Click] method. Playing aids and map annotations that are placed or moved during play are treated as counters and use the [SHIFT+Click] method to select. Both the Overlays and some of the counters use the "Nudge" function found in the Overlays extension allowing them to be "nudged" into proper alignment within the board hexes. They use [CTRL+X] and [CTRL+Z] to rotate through their orientations. If capable of being "nudged" they move using the [CTRL+Up/Down/Left/Right] (1px) or the [ALT+Up/Down/Left/Right] (5px) keys.

The Overlays tab has the following subcategories included: GLRR, EmRR, Canal, Roads, Graveyard, Firelanes Trailbreak, and Circled text. Each subcategory is detailed in the following paragraphs.
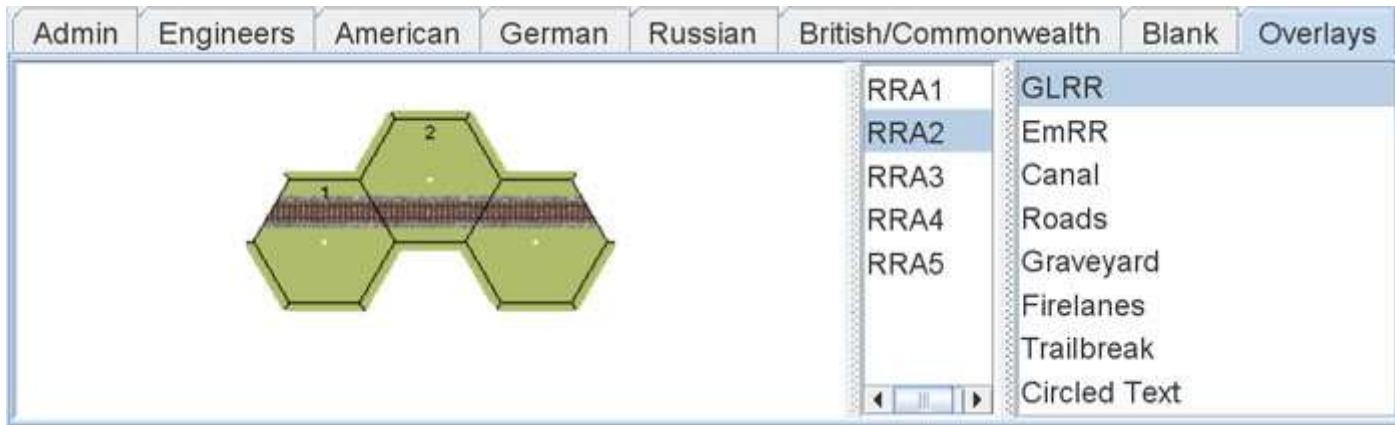
Ground Level Railroads: The "GLRR" panel includes five Ground Level Railroad overlays supporting alternate-hexgrain running railroads. These include ov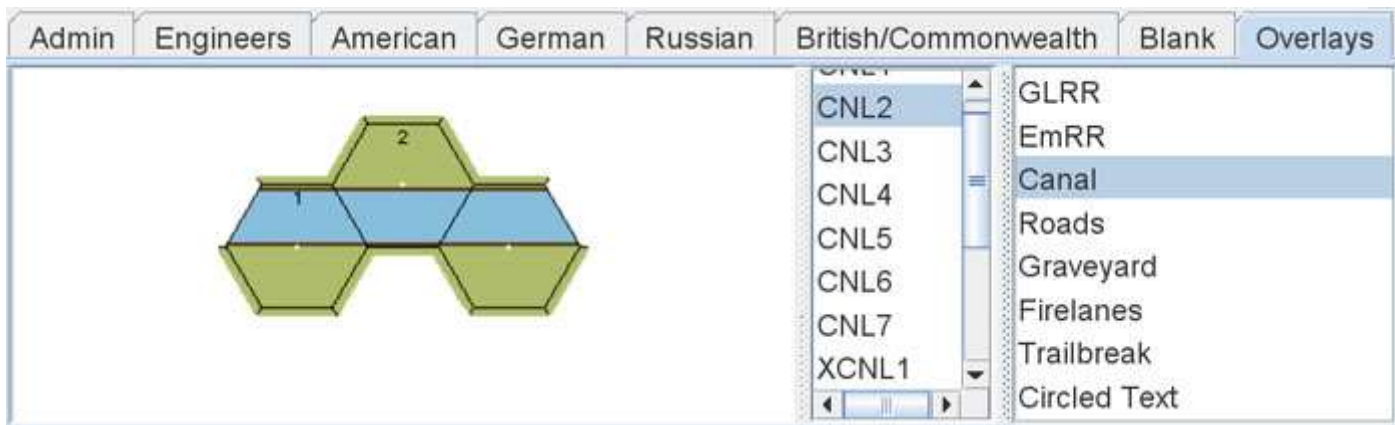erlays RRA1 through RRA5. RRA1 is a single hex, RRA2 is three hexes, RRA3 transitions the alternate-hexgrain by one, RRA4 transitions from an alternate-hexgrain to the normal hexgrain, and RRA5 is a junction with the third line entering the hex on a normal hexgrain.
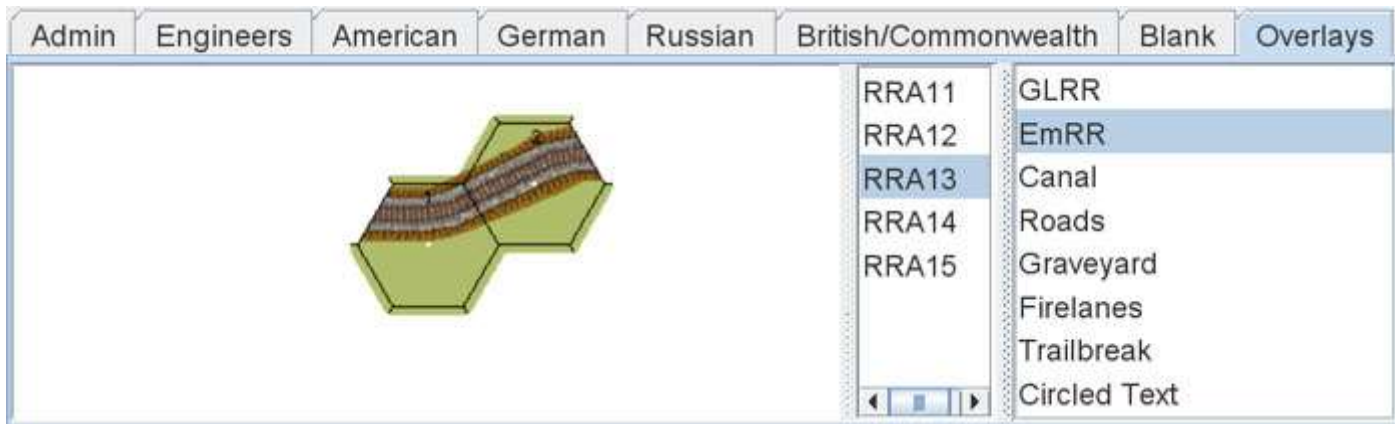
Embankment Level Railroads: The "EmRR" panel includes five Embankment Level Railroad overlays supporting alternate-hexgrain running railroads. These include overlays RRA11 through RRA15. RRA11 is a single hex, RRA12 is three hexes, RRA13 transitions the alternate-hexgrain by one, RRA14 transitions from an alternate-hexgrain to the normal hexgrain, and RRA15 is a junction with the third line entering the hex on a normal hexgrain.

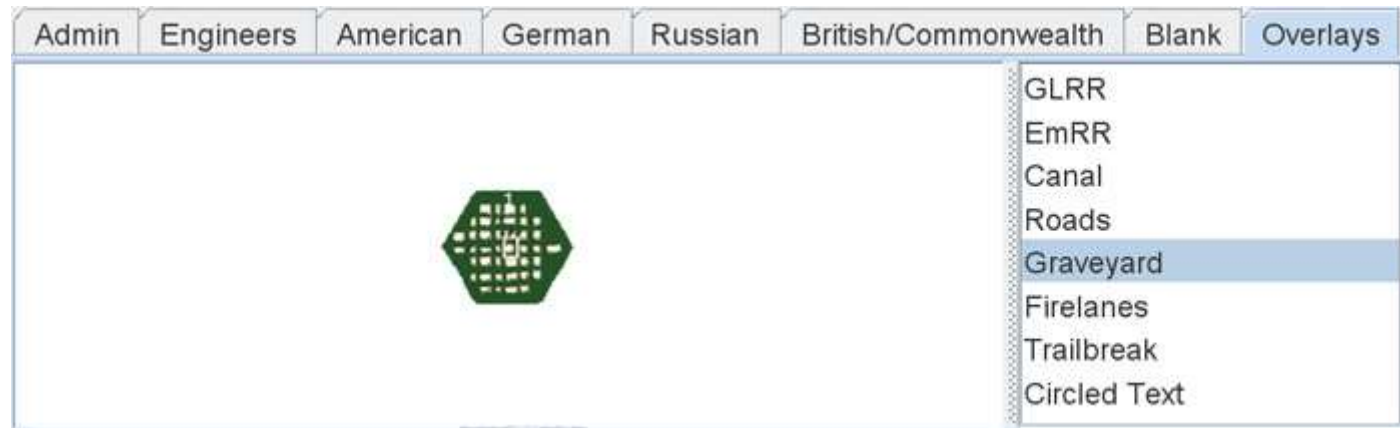**Canals:** The "Canal" panel includes 14 different canal overlays of seven different configurations. CNL1 is a single hex, alternate-hexgrain, CNL2 is a three hex alternate-hexgrain, CNL3 is transitions the alternate-hexgrain by one, CNL4 transitions from an alternate-hexgrain to the normal hexgrain, CNL5 is a three hex normal hexgrain, CNL6 is a one hex normal hexgrain, and CNL7 is a transition from one normal hexgrain

to another normal hexgrain. All of these have ground level backgrounds. XCNL1-XCNL7 are identical with a transparent background instead of the ground level background.

| Admin | Engineers | American | German | Russian | British/Commonwealth | Blank | Overlays |

GLRR
EmRR
Canal
Roads
Graveyard
Firelanes
Trailbreak
Circled Text

Roads: The "Roads" panel includes all the same road overlays that exist in the dragable overlays with the new "ALT+Click" selection method (instead of the "SHIFT+Click" method used by the dragable overlays) to be consistent with the overlays extension method. In addition, they do not snap to the grid, have the "Nudge" functionality to better align them with existing printed roads, and are shaped to match just their outlines to easier select and manipulate them in areas with multiple overlays present.

| Admin | Engineers | American | German | Russian | British/Commonwealth | Blank | Overlays |

GLRR
EmRR
Canal
Roads
Graveyard
Firelanes
Trailbreak
Circled Text

Graveyard: The next overlay is a single hex graveyard. This cycles through layers using the [CTRL+X] and [CTRL+Z] keys, in this case starting with a graveyard that does not cover the hexsides, one that covers the hexsides, and then six more that have walls surrounding it with one entrance hexside that rotates around each of the six hexsides.

Firelanes: The "Firelanes" panel includes four Firelane Residual Counters for use during the game. They are drag and drop, use the [SHIFT+Click] method to select once placed, do not snap to the grid, rotate ([CTRL+X], [CTRL+Z]) on 12 angles allowing both normal and alternate hexgrain orientation, and extend from one to eight, twelve or sixteen hexes long using [CTRL+A] and [CTRL+S] to extend or reduce the length. Each has a MG symbol for their starting hex and then a thick green line with an end arrow pointing to the Residual Firepower symbol. The maximum distance each will extend is 8 hexes for a 1FP FL, 12 hexes for a 2FP FL, and 16 hexes for the 4FP and 6FP FL, corresponding to the maximum range of existing MGs Firelane FP. As long as the Firelane is not labeled it will be removed (an issue with how the label changes the counters name) with other residual counters when selecting them with the Remove All button in the map window menu bar. The counter can also be HIPed ([CTRL+H]) and used as a visual indicator of a planned firelane (which for some unknown reason causes it to NOT be removed by the Remove All button).
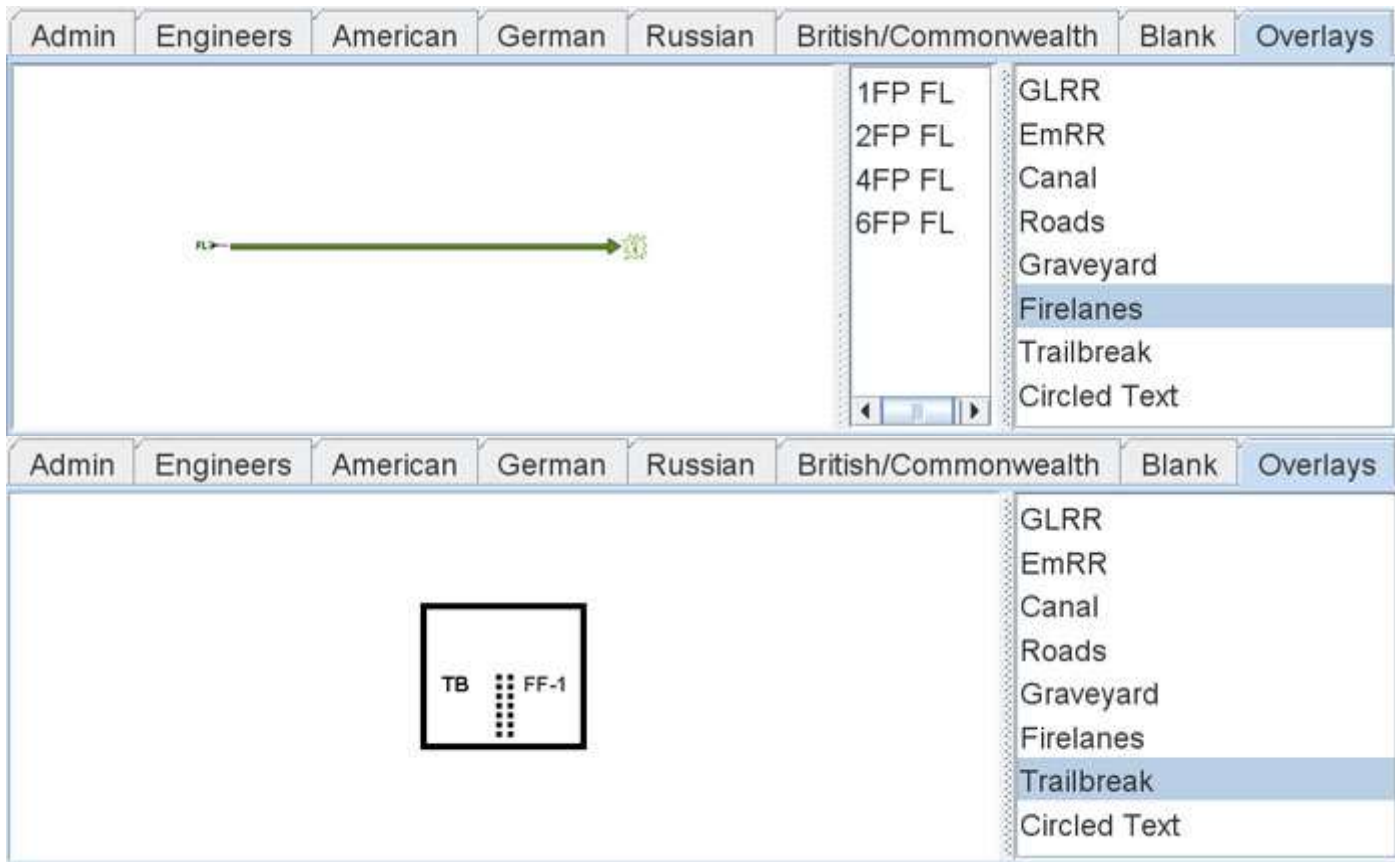
Trailbreaks: The next 'overlay' is really a partially transparent counter for a Trailbreak. It is designed to reduce counter clutter, allow viewing of the underlying terrain, and have labels that contrast with the mapboard terrain for easier recognition. Since it is a non-stackable counter it is selected using [SHIFT+Click]. [CTRL+M] adds a text label (White on Red) on the lower right to indicate the type of mines and [CTRL+S] adds a text label (White on Red) on the lower left to indicate the strength of mines if it is through a minefield hex. The white text indicating a TB and the -1 First Fire drm if using it for movement is always shown. [CTRL+F] changes the shape of the traibreak starting as a partial TB, then a straight line, a soft curve, and a hard curve. [CTRL+X] and [CTRL+Z] rotate the traibreak shape within the hex to orient the hexsides crossed. Note that both of the text labels designed to indicate strength and type of mines may have any text entered and if longer than two characters it can stretch across the hexside/trailbreak graphics.
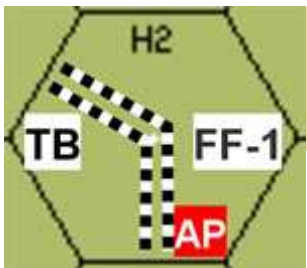
EX: A vehicle moved through hex H2 finding an AP minefield. The attack was not conclusive as to the strength of the minefield. A TB counter was placed indicating the path the vehicle took (entering from H3 and exiting into G2) and it has been labeled (using [CTRL+M]) as an AP minefield with no strength indication.

Circled Text: The next overlay is the Circled Text overlay. This is a modified version of the standard Victory Point draggable overlay. It's modifications include using [ALT+Click] to select, it does not snap to the grid, and it is marked as a control layer so it is hidden like other control overlays when using the Hideable Control extension. It's standard features remain; [CTRL+C] to change colors, [CTRL+L] to
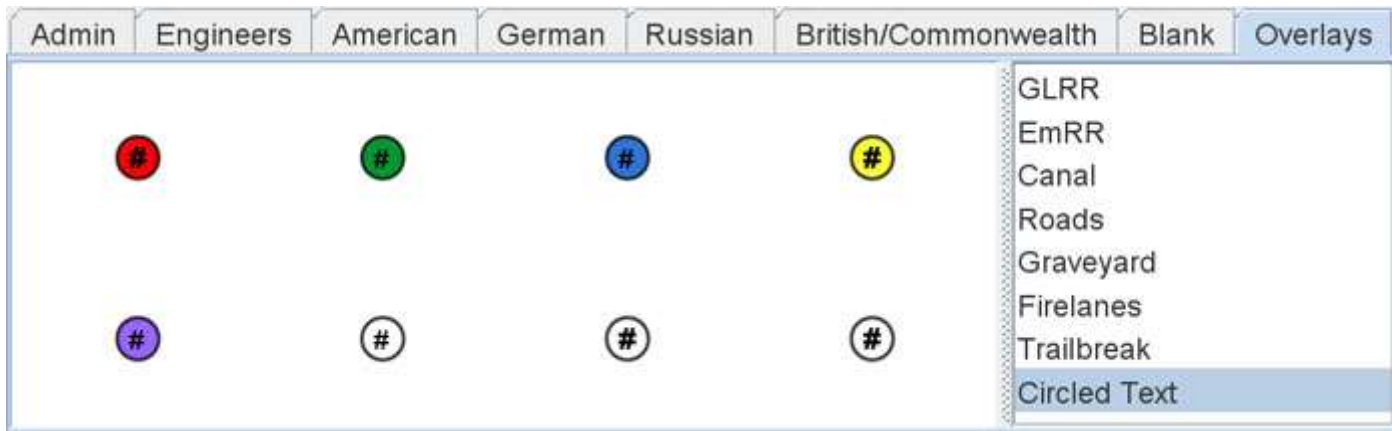
change the label and [CTRL+H] to HIP the counter regardless of the Hideable Control extension layers. Note that if using the Hideable Control extension it will be hidden to you as well if you do not have the control layer visible.

5.9 Non-Counter Tray Contents

The DYO Campaign extension comes with two additional, non-counter tray functions. The first is a separate map for use as the Field Maintenance Depot and the second is an experimental implementation of Bicycles and Skis. Both are described below.

5.91 Field Maintenance Depot

Field Maintenance Depot: The Field Maintenance Depot (FMD) mapboard is accessed by the yellow "FMD" button in the menu bar of the mapboard window. It can be used if the players prefer to keep vehicles on a different window than the Main Map window. Drag and drop vehicles from the Main Mapboard to the FMD Mapboard by using [CTRL+K] to clone the vehicle and then drag the cloned counter to the FMD prior to flipping the original to become a Wreck. See CG27 for more on how this feature is used in a game.

5.92 Ski and Bicycle overlays

A player request was received for implementing a method for reducing counter clutter when using skis and bicycles. This extension makes an attempt at implementing something, although it is a *beta* version.

> **Game Piece Prototype Definition Overloading:** This implementation uses overloading of the Unit (for Move menu additions) and INFmark, LDRmark, LDRmark1, GESmark, and HROmark (for the Ski and bicycle overlays) Game Piece Prototype Definitions within the main VASL module. You can find the Submenu to activate these under the Move Submenu. You use [CTRL+SHIFT+B] to activate the bicycle overlay and [CTRL+SHIFT+S] to activate the ski overlay. [CTRL+ALT+Z] is used to toggle between on and off for both transport modes.

HIP	Ctrl-H
Move ▶	
To Casualties Bin ▶	
Conceal	Ctrl-C
Label	Ctrl-L
HoB ▶	
Break	Ctrl-F
Prep Fire	Ctrl-G
First Fire	Ctrl-J
Pin	Ctrl-P
Reset CVP	Ctrl+Shift-V
SQ/HS	Ctrl-V
Clone	Ctrl-K
Delete	Ctrl-D

Move submenu:

Moved	Ctrl-M
CX	Ctrl-X
dir1	Ctrl-NumPad-8
dir2	Ctrl-NumPad-9
dir3	Ctrl-NumPad-3
dir4	Ctrl-NumPad-2
dir5	Ctrl-NumPad-1
dir6	Ctrl-NumPad-7
Movement Trail	Ctrl-U
Bicycle/Skis ▶	

Bicycle/Skis submenu:

Activate Bicycle	Ctrl+Shift-B
Activate Skis	Ctrl+Shift-S
Toggle ON/1pp	Ctrl+Alt-Z

Ski Overlays: The Ski overlay depicts either that Skis are 'ON' or that they are off and require '1pp' to carry them. If you drop the skis you will need to use the Skis counter provided in the VASL module.

Bicycle Overlays: The Bicycle overlay depicts either that you are riding the bicycle and may only move on a 'road' or that the unit is pushing the bicycle and requires '1pp' to do so. If you drop the bicycle you will need to use the bicycle counter provided in the VASL module.

5.93 FMD Wreck Location Autofill

This is another beta version function included in this version of the extension. This function will automatically do two things if you select 'FMD' from the drop-down menu or use [CTRL+ALT+L] when selecting a vehicle. It will clone the existing vehicle and then place the FMD Wreck Location on top of it with the current Location filled in. This will enable you to drag both the cloned vehicle and the FMD

Wreck Location counters to the Unrecovered area for later potential recovery to the FMD. This implementation also overloads the Unit58v and Unit58vw Game Piece Prototype Definitions to add in this functionality for all vehicles.