

## HIDEABLE CONTROL AND PERIMETER MARKERS

Current version: 2.5

This extension is aimed at campaign games, and was borne out of a frustration with the fiddliness and clutter that comes with carefully keeping track of control of locations and hexes, drawing the perimeter at the end of a campaign day, and cleaning up the board afterwards.

It introduces new counters for marking control and drawing perimeters, as well as some useful abilities to select, manipulate and hide counters on the board.

The extension has been updated to be compatible with the BoardZoomer extension.

### CONTROL MARKERS

The control counters are based on the existing ones in VASL, but with additional features. They can be found in the usual VASL counter tray, under Other\Map\Hideable Control, and via menu buttons as described below.

Allied and Axis control markers come in two types. The white markers are the most versatile, and recommended for use. They can be cloned (CTRL+K), deleted (CTRL+D) and HIP (CTRL+H) as per usual, but can also have the following traits:

Flip (CTRL+F) flips the counter from Allied to Axis and back to Allied again.



Nation (CTRL+N) changes the nationality.



Level (CTRL+L) adds indicators for different building levels controlled.



Changing from Allied to Axis, or changing nationality, maintains the building level indicator.



The coloured markers, e.g. , ,  also have the Level (CTRL+L) trait, but cannot flip from Allied to Axis and back, and only a few of them can change nationality (US, French, Japanese and Allied and Axis Minor counters).

The white and coloured markers also come in two versions, 1/2" regular sized , and small half-sized  counters. The small counters make it easier to see the background terrain, do not stack and ignore the grid (so you can place them anywhere in a hex).

## PERIMETER MARKERS

These come in 8 colours and cover from 1 to 6 hexsides of the hex they are placed in. These are intended for Red Barricades type perimeters. The coloured line sits inside the hex, so opposing perimeters on the same hexside may be drawn with two counters in the adjacent hexes. The complete perimeter is drawn by stringing a group of such counters together. They come with the following traits:

Incr (CTRL+Equals) increases the number of hexsides:

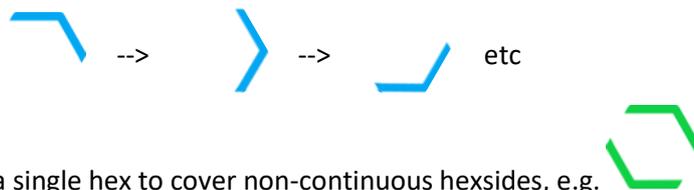


Decr (CTRL+Minus) does the same in reverse.

Color (CTRL+F) changes the colour:



The counters may be rotated (CTRL+X, CTRL+Z) to cover the required hexsides:

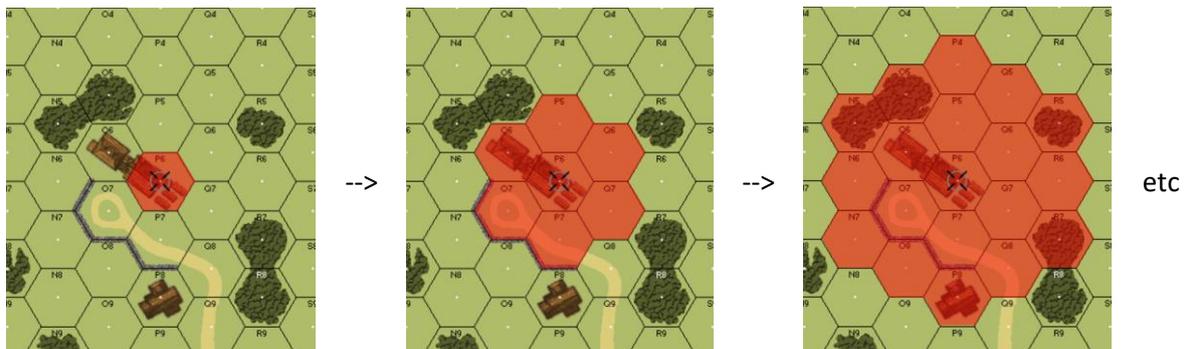


They may also be stacked in a single hex to cover non-continuous hexsides, e.g.

## AREA MARKERS

There are also area control markers, intended for campaign games that use hex distance from Strategic Locations to define the perimeter/setup area (e.g. 3 hexes for Drop Zone St Mere Eglise, 2 hexes for Pegasus Bridge). Control is indicated via map shading, which comes in the same 8 colours as the perimeter markers, and can be expanded from 0 to 6 hex radius.

Incr (CTRL+Equals) increases the radius of control:



Decr (CTRL+Minus) does the same in reverse.

Color (CTRL+F) changes the colour as per the perimeter markers.

Opacity (CTRL-O) changes the shading opacity between 30%, 50% and 70%.

Area markers of the same colour join to create a single shaded region. Area markers of different colours will overlap to show regions of No-Man's Land (hexes claimed by both sides). Note the central hex of the area marker (i.e. the controlled Strategic Location) is never overlapped, regardless of distance from an opponent's area marker.



## BUTTONS



Draggable menu button

It's a pain to go searching for the counter you want when it's buried deep in the counter tray. This button pops up a menu from which the Allied, Axis and Perimeter/Area markers may be dragged onto the map directly. Tick the Small checkbox to access the half-sized counters, otherwise leave it unchecked to access the regular sized counters. Perimeter and Area markers remain unaffected.

Show / hide control and perimeter button



Having many control markers on the board is sometimes necessary to mark each location that changes sides, but creates a very large amount of clutter. This button toggles the display of the Control and Perimeter markers on the board (note this only affects the new counters in this extension, if you use the original control markers they will be unaffected). All other VASL counters (units, terrain, overlays etc) remain visible. When turned off like this, you can't interact with the control and perimeter markers, so you can't accidentally move them. Each player can turn their view on/off without affecting what the other player sees.

It can be useful to leave the button toggled to the “off” state during play, only turning it on when you need to place a new control marker.

#### Layer cycle button



The show / hide functionality is accomplished by incorporating map layers from VASSAL (rather confusingly called Game Piece Layers, when pieces also have a separate unrelated Layer trait).

All the usual VASL counters, overlays etc are drawn on the base layer. This extension creates two additional layers, Control and Perimeter. By default the base layer is on top of the Control layer, with the Perimeter layer at the bottom. Counters will only stack with other counters on their same layer. When you have units, control markers and perimeter lines all in the same hex, the layer interaction can sometimes make it difficult to select the counter you want in that hex. This button allows you to bring the desired layer to the top, so you can select the counters/stacks from that layer.



#### Select specific control / perimeter markers button

This button opens up a menu and submenus which allow you to select all the control markers on the map, all the perimeter markers on the map, or all of the instances of any particular type of counter, e.g. all white Finnish counters, or all red perimeter lines.

Each selection is additive, i.e. you can select German counters and add Hungarian counters, leaving Russian counters unselected.

Once selected, you can do the usual things, i.e. move, clone, delete. Some potential uses include:

- Marking out front lines to establish the perimeter: If playing as e.g. German, you might map out your new front line on the next campaign day with a different white nationality marker, e.g. Hungarian. Then if everything behind the front line falls under your control, you can now safely remove the existing German counters by selecting them with this tool, deleting them all (CTRL+D), then select all the Hungarian counters and change back to German (CTRL+N several times).
- Duplicating perimeter lines: Once you have drawn e.g. a red perimeter, you might need to draw another 6 hexes back to indicate where reserves may set up. Select just the red perimeter, clone it (CTRL+K), change the colour to orange (CTRL+F), then move it back 6 hexes. You can then make minor adjustments to it as necessary, rather than having to draw it from scratch.
- Cleanup: select all the control markers and CTRL+D to delete them, leaving any perimeter lines you have drawn in place, ready for the start of the next campaign day.



The Select button popup menu also provides an Update button .This will attempt to update any existing control, perimeter and area counters on the board from previous versions of the extension, to the most up-to-date versions. WARNING: this may not work perfectly, it is recommended to save your game before doing this.