

WHAT'S NEW IN THIS VASL VERSION – VASL6.6.8-beta6



Bug Fixes in 6.6.8-beta6

Counters:

New Steeple and Stairwell counters are added to Counter Palette and Draggable Overlays.

New SASL counters have been added.

Ammo depletion states now carries over properly when assembling/dis-assembling mortars.

#1642: added class ID indicators to broken side of SQD and HS counters

#1639: corrected incorrect CVP values for Russian and US SW mortars

#1625: corrected Show Info errors for US M4 MT

#1623: corrected ELR bug for German 5-3-7 squad

#1618: confirmed that Finnish hs are breaking properly

#1601: confirmed that M16 MGMC Show Info is correct

#1581: added Ethiopian and Eritrean counters from Hollow Legions to core VASL module

#1564: fixed CC and Melee counters to show illumination correctly when Night in effect

#1532: corrected Show Info errors for M3A1(a) Scout Car

#1525: corrected Show Info errors for S35 French and German tank

#991: corrected errors for blue SS counters

Play:

Terrain transformations are fixed for Deluxe boards e-h.

Several LOS-to-Vertex bugs are fixed, including those to crest vertices and to/from depression hexes.

LOSH bug involving inherent terrain is fixed.

Map edge LOS bug for inherent terrain is fixed.

The LOS transformation for Huts now works across all boards with VASL LOS Checking.

#1632: corrected Cliff LOS bug

#1620: correct los bug with islands-in-streams

Setup and System:

#1646: Added Advancing Fire boards for Biazza Ridge, Brevity Assault, Orsogna, and Prokhorovka to VASL auto-syncing

#1644: Both Save Map As Image and Save Map as Text now provide 'as seen by' options and a bug was fixed