

## VASL BROKEN AND MALFUNCTIONED UNITS FINDER HELP

This function highlights counters & markers that require attention during the Rally Phase.

### Procedure:



After you load a game, a button representing a Malfunctioned Gun will appear in the 'VASL controls' toolbar. Click the button and all broken infantry units, SW, AFV and Guns will be highlighted by a red circle.



To remove the highlighting, click the button again.

During your Rally Phase, you can make changes to the counters, flipping or deleting them as appropriate, while the highlighting is in place. Simply click the button again when finished to remove the highlighting before continuing to the next phase.

### Counters highlighted:

- All Broken MMC & SMC counters
- All Malfunctioned SW counters
- All Malfunctioned Dismantleable Guns (in both their 1/2" & 5/8" states)
- All Malfunctioned Guns (v5.9 and later, only)
- DM & Disrupt markers
- MG & Gun Malfunction markers (but not their Disabled flips)
- Vehicle MA / SA / MG Malfunction markers (but not their Disabled flips)
- Shock / UK markers (both sides)
- stun & STUN markers (but not their +1 / Recall flips)

Your opponent will not see any of your Hidden counters with this highlighting, but will see a '?' counter' (say, a malfunctioned SW that was moved out of LOS in the APH and was able to gain Concealment in the CCPh). Players may wish to adopt the technique of Hidden any Concealed malfunctioned SW, and adding a generic '?' counter to the stack.

Counters from Extensions (especially those created prior to v5.5) may not show.