

# VSQL Version History

updated 210425

*Note: Version 4.2.3 is specific to Vassal Engine 3.2.17 [Java 8 update 91]; Version 4.3 is specific to Vassal engine 3.3+ (requiring Java 8, update 295 aka Java SDK 15). The two versions are not compatible and are independent in terms of capability. VSQ 4.3 is an Vassal Engine 3.3+ version of VSQ. WGA is not attempting to keep changes in 4.2.# and 4.3.# n sync with each other. [I cannot run Vassal Engine 3.3+ on my older systems, which are used to create/develop/update the 50+ WGA vassal modules.*

## Version 4.2.3 (Scott Bramley, Pete Pollard, Bill Thomson) 210425

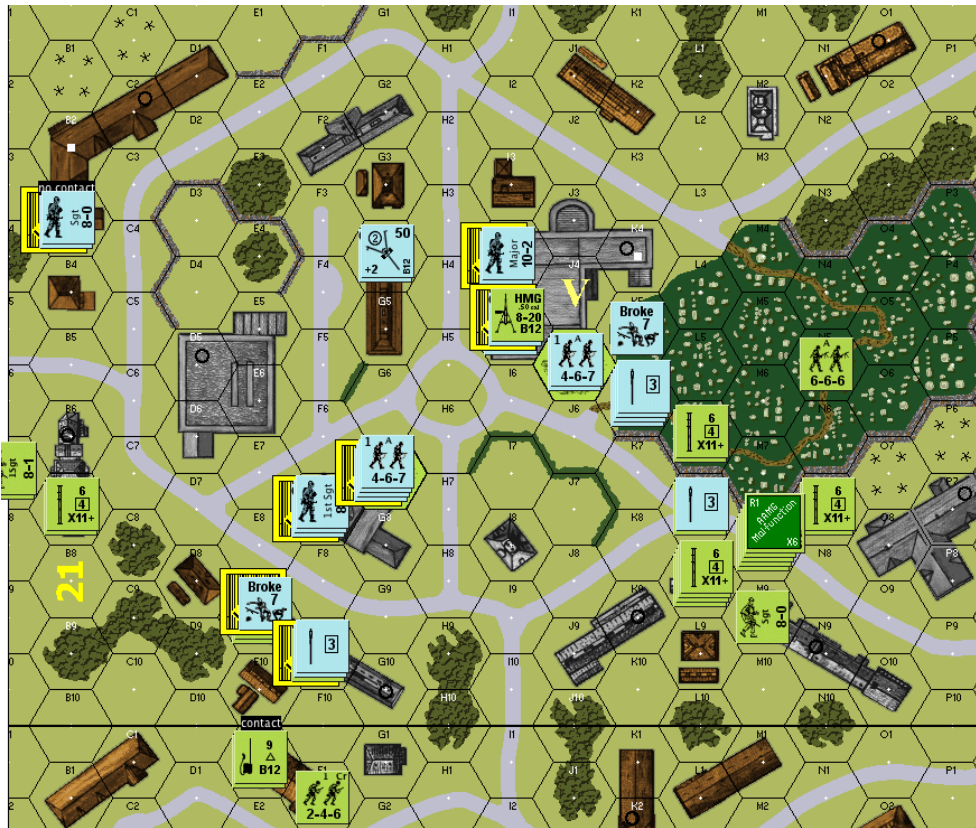
- Paul Blankenship's PBU LookAt capability assimilated. Similar to VASL from which the code was extracted, CNTL-Right Click will temporarily draw a large red circle on the map around the mouse location. This is used to draw opponent's attention to the location being acted upon. This circle will appear both during server play and any logfile.
- Removed Basic Counter Tray II.
- Renamed Basic Counter Tray from Tray from 'Basic I' to 'Basic'.
- Remove Marked Moved on Graveyard
- Removed blank help file.
- Updated version history. There was a gap between 4.1.7 and this version.
- Removed the pseudo ASL Incremental IFT chart [IIFT]. This is not part of any SQLS game nor matches the ASL IIFT [given lack of Pin Task Checks in SQLS]. Believed to be a customized optional additions, it an the ASL IIFT can be added as VSQ module extensions.
- Enabled the missing 'Change Vehicle ID' trait in the The Squad Leader STGHII(75) and STGHII(105).
- Squad and crew unit ID label changed to blank replacing default of 'I' or 'A'. Player can redefine by SHIFT-N.
- Return the counters to the original artwork
  - Removed AE squad type identifier on GE 838.
  - Changed the 'Cv' squad type identifier on GE 548 & RU 537 to 'C'.
  - Removed 'E' squad type identifier on GE 468.
  - Removed 1 squad type identifier from GE 467. 1st line squad notation used in GIA using GIA counter; exists in the CodGia module extension.
  - Removed C squad type identifier from GE 436.
  - Removed Cr crew type identifier from GE 248.
  - Removed Cr squad type identifier from GE 247.
  - Removed SS icon from all SS leaders, squads, leaders, and snipers.
  - Removed Cr crew type identifier from AM 246.
- Removed counters of unknown purpose/scenarios. (The images remain in the module should they be needed later.)
  - GE FJ 548 squad type identifier with GE (1)08 sub-units.
  - GE 447 2nd line squad. They are introduced in GIA and exist in the CodGia module extension.
  - RU 448 squad.
  - [RU 458 squad type retained as used in several WGA scenarios; represents elite rifle squad introduced in ASL].
  - [RU 9-0 and 10-0 Commissar counters retained as used in several WGA scenarios; Commissars introduced in ASL].
  - [Retained GE 447 counters utilized in selected WG SQL/COI scenarios; GE 447 2nd line squad. They are introduced in GIA.]
- Updated all the default squad letters of 'A' to 'blank' for all nationalities. [The Shift-N trait remains should player wish to letter squads]. Some scenarios may require the owning player to secretly define which squad possess a SW [in VSQ play denoted by creating a Delayed Note].
- Updated all the default crew numbers of 'I' to 'blank' for all nationalities. [The Shift-N trait remains should player wish to letter squads]. Some scenarios may require the owning player to secretly define which squad possess a SW [in VSQ play denoted by creating a Delayed Note].
- Updated the default 'Your Name Here' on Russian Armor Leaders. Replaced with the same convention as German: TSgt, Lt., Cpt., Major, Col.
- Modified COI Horse counter to three sides, Normal [12 MP], Charging [18 MP], and winded [6 MP].
- Added Sequence of Play [SOP] with tabs for SQL and COI. Accessed via SOP button.
- PENDING: Remove all Wounded Leader counters [standard, berserk, heroic]. Wounded leaders Is introduced I COD 122]. This trait will exist in the COD/GIA v9.2 module extension. The wound icon will be added via trait rather than a new set of wounded leaders for all nationalities. There is a wounded leader in SQL WG1##, this is addressed in SSR.
- PENDING: Remove the 'Wounded' trait on all sniper counters. There is no wounded status for snipers in SQLS; ASL uses an completely different mechanism for Snipers.
- DEBATING: Add Berserk superimposed sidebars trait to all infantry units [SMC, MMC] similar to VASL. At present there are red counters for Russian and SS units in SQL & COI. However starting in COD, all units can go Berserk. Red Counters for all nationalities is no longer distinct. Morale of Berserk units is standardized in GIA independent of nationality.
- DEBATING: Add Fanatic superimposed sidebars trait to all infantry units [SMC, MMC] similar to VASL. At present fanatic units are a function of SSR and such notation is a mental exercise based on location or usage of a Label trait.

Example of LookAt feature, CNTL-Right Click will temporarily draw a large red circle on the map around the mouse location. This is used to draw opponent's attention to the location being acted upon. This circle will appear both during server play and any logfile. [Courtesy of Paul Blankenship et al]. This eliminate the usage of the red track marker some use.



In VSQ 4.2.3, squads & crew appearance changes; ASL nomenclature of AE, 1, 2, Cr is removed to match actual SQL counters. Similarly the default squad IDs of 'A' and crew default IDs of '1' are removed [both currently 'blank']. Units must be replaced to effect this change [old unit deleted when in graveyard, new ones pulled from menu].

### VSQ 422



### VSQ 423

