

OPTIONAL RULES MANIFEST

- | | |
|---|--|
| <input type="checkbox"/> 1. African, American & Scandinavian maps (AfA, AiF & AsA) ~ 1.2.3, 2.1.1, 2.1.3, 2.1.4, 13.3.2, 19.8, 22.7 | <input type="checkbox"/> 31. Saving build points & disbanding units (TiF) ~ 4.3, 10.4, 11.10, 13.6.10 |
| <input type="checkbox"/> 2. Divisions (DiF) ~ 1.2.1, 2.2, 2.3.1, 9.2, 9.5, 11.4.5, 11.11, 11.13, 11.14, 11.15.5, 22.1, 24.1.6 | <input type="checkbox"/> 32. Building and destroying facilities (factory (WiF), synth oil, rail, road, fort & coastal fort (all TiF), shipyard & factory specialisation (both FiF) markers) ~ 1.3, 4.2.2, 11.7, 11.10.6, 13.5, 13.6.1, 13.6.6, 13.6.11, 13.8, 22.9 |
| <input type="checkbox"/> 3. Artillery (DiF) ~ 1.2.1, 2.2, 2.3.1, 11.2, 11.4, 11.8, 22.2 | <input type="checkbox"/> 33. Printed factory, rail & oil destruction and repair ~ 11.7, 13.6.7, 13.8 |
| <input type="checkbox"/> 4. Planes in Flames units (PiF) ~ 1.2.1, 13.6.5 | <input type="checkbox"/> 34. Minimum and maximum impulses ~ 12 |
| <input type="checkbox"/> 5. Ships in Flames units (SiF) ~ 1.2.1, 2.3.1, 4.1.3, 9.1, 11.3, 11.5.8, 13.5.1, 13.6.1, 13.6.5, 14.4.1 | <input type="checkbox"/> 35. Isolated reorganisation ~ 13.5 |
| <input type="checkbox"/> 6. Cruisers in Flames units (CLiF) ~ 1.2.1, 11.5.10, 22.14 | <input type="checkbox"/> 36. Cadre ~ 13.6.3 |
| <input type="checkbox"/> 7. Convoys in Flames units (CoiF) ~ 1.2.1, 22.16 | <input type="checkbox"/> 37. Building foreign aircraft ~ 13.6.4 |
| <input type="checkbox"/> 8. Aircraft abilities ~ 2.3.1, 8.2.1, 11.8, 11.11, 11.14, 11.15.4, 11.17, 14.2, 14.3.2 | <input type="checkbox"/> 38. Building ahead ~ 13.6.5, 13.6.11 |
| <input type="checkbox"/> 9. Pacific & Asian ZOCs ~ 2.2 | <input type="checkbox"/> 39. Gearing limits ~ 13.6.6, 13.6.8, 16, 22.8, 22.11 |
| <input type="checkbox"/> 10. Surprised ZoCs ~ 2.2 | <input type="checkbox"/> 40. Factories in Flames (FiF) ~ 13.6.11 |
| <input type="checkbox"/> 11. Limited overseas supply ~ 2.4.2 | <input type="checkbox"/> 41. Intelligence (KiF) ~ 13.6.12, 24.1.6 |
| <input type="checkbox"/> 12. Limited access across straits ~ 2.4.2, 11.9, 13.6.1 | <input type="checkbox"/> 42. USSR-Japan compulsory peace ~ 13.7.3 |
| <input type="checkbox"/> 13. HQ supply and support ~ 2.4.3, 11.15, 11.15.3, 11.15.5 | <input type="checkbox"/> 43. En-route aircraft interception ~ 14.2.5 |
| <input type="checkbox"/> 14. Supply units (DiF) ~ 2.2, 2.3.1, 11.4.5, 11.11, 13.5, 22.3 | <input type="checkbox"/> 44. Bounce Combat ~ 14.3.3 |
| <input type="checkbox"/> 15. Winterised movement ~ 11.10.2 | <input type="checkbox"/> 45. Carrier plane units (CVPiF) ~ 14.4.1 |
| <input type="checkbox"/> 16. Dynamic naval movement ~ 11.4.2 | <input type="checkbox"/> 46. Pilots (PiF) ~ 13.6.5, 14.6 |
| <input type="checkbox"/> 17. In the presence of the enemy ~ 11.4.2 | <input type="checkbox"/> 47. Flying bombs (PiF) ~ 14.7 |
| <input type="checkbox"/> 18. Rough seas ~ 11.4.2 | <input type="checkbox"/> 48. Kamikazes ~ 14.8 |
| <input type="checkbox"/> 19. Task force markers (SiF) ~ 11.4.3 | <input type="checkbox"/> 49. Offensive points ~ 16. |
| <input type="checkbox"/> 20. SCS transport (DiF) ~ 11.4.5 | <input type="checkbox"/> 50. Ukraine (TiF) ~ 19.12 |
| <input type="checkbox"/> 21. Transport defence (AiF & PatiF) ~ 11.5.8 | <input type="checkbox"/> 51. Frogmen (SiF) ~ 11.4.5, 22.10 |
| <input type="checkbox"/> 22. Air-sea search ~ 11.5.7 | <input type="checkbox"/> 52. Guards Banner Armies (DiF) ~ 22.4 |
| <input type="checkbox"/> 23. Screening ~ 11.5.8 | <input type="checkbox"/> 53. Siberians (TiF) ~ 22.5 |
| <input type="checkbox"/> 24. V-weapons and A-bombs (PiF) ~ 11.4.5, 22.17 | <input type="checkbox"/> 54. Territorials (TiF) ~ 22.7 |
| <input type="checkbox"/> 25. Railway movement bonus ~ 11.10.2 | <input type="checkbox"/> 55. City based volunteers (AiF & TiF) ~ 22.8 |
| <input type="checkbox"/> 26. Fractional Odds ~ 11.15.5, 11.15.6 | <input type="checkbox"/> 56. Heavy Weapons units (AiF, PatiF & PoliF) ~ 22.11 |
| <input type="checkbox"/> 27. 2die10 Land combat results table ~ 11.15.6, 13.6.12 | <input type="checkbox"/> 57. Air Cav (AiF, PatiF & PoliF) ~ 22.12 |
| <input type="checkbox"/> 28. Spotting fleets ~ 11.5.5, 11.15.7 | <input type="checkbox"/> 58. Service Squadrons (SiF) ~ 22.13 |
| <input type="checkbox"/> 29. Variable reorganisation costs ~ 11.17.4 | <input type="checkbox"/> 59. Warlords (TiF) ~ 22.6 |
| <input type="checkbox"/> 30. Saving & spending oil (TiF) ~ 5, 10.3, 10.4, 11.10, 13.5, 13.6.2, 13.6.9, 16.2, 17.3.2 | <input type="checkbox"/> 60. Partisan HQs ~ 22.15 |

~ we always play

~ we often play

~ we sometimes play