

Several of the scenarios published in C3i include special rules that prohibit certain ships from using Full Sails (see, for example, the Cuddalore scenario in C3i #23). Those ships have had their Full Sails options disabled in their right-click menus to ensure that players do not accidentally ignore the restriction.

In Escape from Lorient (C3i #18), the British player is required to secretly set up his ships. Instead of recording their locations, the counters for those ships have been made invisible to the French player in VASSAL. They will appear to the British player as normal ships with darkened backgrounds. The British player is the only one who can reveal them when the necessary conditions are met. Please note that it is necessary to log in as the correct side when you start this scenario in order to make this feature work.