



Surrender of Major Powers

54. SURRENDER OF MAJOR POWERS

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54.1 DETERMINING MAJOR POWER SURRENDERS:

54.11 SURRENDER CONDITIONS: The conditions which lead to the surrender of the various major powers, and the specific results of such surrenders, are set out in rules 55 through 60. Russia never surrenders, although it may be weakened economically and militarily (60); Nationalist China never surrenders, although it may effectively disintegrate (61). The U.S. never surrenders, but it may sue for peace in one or both theaters (62). In Pacific scenarios, Britain and Russia never surrender or incur adverse resistance effects.

54.12 TIMING: Major power resistance levels are calculated and surrenders determined at the end of each Allied player turn. Thus Allied major powers in danger of surrendering have their player turn to attempt to rectify the situation; Axis major powers do not.

54.2 DP CALCULATIONS:

54.21 DP CALCULATIONS REQUIRED: DP calculations are required to determine the German, Italian, British and Russian resistance levels, and to determine U.S. election results.

54.22 WHEN DP CALCULATIONS NECESSARY: DP calculations for surrender purposes are only made at the end of a player turn in which a surrender by the major power concerned is possible. Usually it is obvious when such calculations are necessary.

54.23 DPs CALCULATED NORMALLY: DP calculations for surrender purposes are made in the same manner as during a YSS, using all the modifiers set out in the first page of the diplomatic tables, including the major power's basic allotment and the addition of one DP for every 100 BRPs. The DP level used for surrender purposes may be negative.

54.24 BRP LEVEL USED: The BRP level used for surrender and U.S. election purposes is calculated in the same manner as during a YSS (35.51A-I), although no BRP base growth is calculated, as this occurs only during an actual YSS. The current BRP total does not have any direct effect on this calculation. BRP base reductions since the previous YSS due to deficit spending are taken into account when making this calculation.

54.25 SURRENDER PURPOSES ONLY: DP calculations made for surrender purposes do not result in the allocation of any DPs.

54.26 OTHER MAJOR POWER DPs IGNORED: The DP levels of allied major powers are ignored when determining the surrender level of a

specific major power. Thus the Italian DP level is disregarded when determining the German resistance level, and vice versa.

54.3 EFFECTS OF MAJOR POWER SURRENDERS:

54.31 SURRENDER EQUIVALENT TO CONQUEST: When a major power surrenders, it is considered to have been conquered. The effects on the units, hexes, colonies, minor allies, associated minor countries and conquests of the conquered major power are set out in the rules applying to the surrender of each major power.



55. GERMAN SURRENDER

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55.1 DETERMINING GERMAN SURRENDER:

55.11 GERMAN RESISTANCE LEVEL: At the end of each Allied player turn, the German Resistance Table is consulted to determine whether Germany surrenders. Germany surrenders at the end of any Allied player turn in which the German resistance level is zero or less, whether or not Berlin is under Allied control or has an atomic attack marker in it.

German Resistance Table - 55.11	
+/-#	German DP level as calculated at the end of the current Allied player turn. The German DP level may be negative.
+2	German control of Berlin.
+1	German control Breslau, Essen, Cologne or Leipzig (+1 for each).
+1	German control of Berchtesgaden.
-1	For each German city that has been firestormed (cumulative).
-#	For each atomic attack against Germany (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
+#	The Italian resistance level. The Italian resistance level may not be less than zero, whether or not Italy has surrendered
Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Germany surrenders.	

55.2 EFFECTS OF A GERMAN SURRENDER:

55.21 PEACE: Germany's surrender ends the war in Europe, whether or not Italy has surrendered or ever went to war with the Allies.

55.22 NO BRP VALUE: Germany has no BRP value to the conquering major powers.

55.23 GLOBAL WAR: If Germany surrenders in a Global War game, Japan fights on.

55.24 POLITICAL EFFECTS: A German surrender modifies the U.S. election result for the Pacific and affects USJT increases following an unfavorable election result in the Pacific.



56. ITALIAN SURRENDER

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56.1 DETERMINING ITALIAN SURRENDER:

56.11 ITALIAN SURRENDER CONDITIONS: Italy surrenders at the end of any Allied player turn in which the Italian DP total is zero or less and one of the following conditions is met:

- A. Rome is under Allied control; or
- B. There are no Axis units (EXCEPTION: Wafdist partisans) in Africa (including Ethiopia and Egypt east of the Suez canal).

56.12 ITALY'S DP TOTAL: Italy's DP total is calculated at the end of the Allied player turn in the same manner as during a YSS. This level may be negative. In addition, the following modifiers apply:

- A. If the Western Allies declared war on Italy, a +2 modifier applies.
- B. If Italy declared war on the Western Allies in 1941, a -1 modifier applies; if Italy declared war on the Western Allies in 1942, a -2 modifier applies; and so on.

56.13 GERMAN SURRENDER: A German surrender causes Italy to surrender and ends the war in Europe.

56.2 EFFECTS OF AN ITALIAN SURRENDER:

56.21 EFFECTS: Italy's surrender is implemented as set out below.

56.3 UNITS:

56.31 ITALIAN SURRENDER LEVEL: The Italian surrender level is:

A. Italy's DP total, as calculated at the end of the current Allied player turn, modified by Axis and Allied DPs in Italy, any covert operations and any modifier for a Western Allied declaration of war on Italy or late Italian entry into the war (56.12).

B. The Italian surrender level may never exceed +/-2. An Italian surrender level which is greater than +2 or less than -2 is treated as +2 or -2, respectively.

56.32 ITALIAN UNITS: The Italian surrender level is the key modifier for determining the disposition of the Italian units:

- A. **AIR UNITS:** All Italian air units are permanently removed from play.
- B. **FOLGORE AIRBORNE:** Regardless of the Italian surrender level and the respective DP allocations, the 1-3 Folgore airborne unit, representing fanatical Fascist recruits to the SS, is added, unbuilt, to the German force pool, whether or not it was previously added to the Italian force pool by production, whether or not it is on the board at the time of the Italian surrender, and regardless of the post-surrender Italian diplomatic result. It may overstack and may be used anywhere on the board, but may not airdrop.

C. GROUND UNITS: All Italian ground units are removed from the board. Italian infantry units are then added, unbuilt, to the German and American force pools as detailed in the Post-Surrender Italian Forces Table.

D. ITALIAN NAVY: All Italian naval units are allocated to Germany and the United States as detailed in the Post-Surrender Italian Forces Table. Any Italian naval units in excess of those allocated to Germany and the United States are permanently removed from play. If there are not enough cruisers or destroyers available, the remainder of any insufficient type is lost. Ships from any port may be selected, but ships which join the Western Allies immediately relocate to the closest Western Allied controlled port(s) and are subject to interception in the same manner as displaced naval units. Italian naval factors continue to use the Italian naval nationality DRM if they engage in naval combat, may be repaired if damaged or sunk in port, but may not be reconstructed if lost.

56.321 AXIS FORCES HAVE PRIORITY: The Axis player selects the composition of any post-surrender Italian forces before the Allied player. This may only occur if the Italian surrender level is zero.

56.322 FORCES TABLE: In the Post-Surrender Italian Forces Table, infantry and destroyer force levels are listed in factors; named ship and cruiser force levels are listed by unit.

Post-Surrender Italian Forces Table - 56.32								
	Germany				U.S.			
ISL	Inf	Named CA	DD	Inf	Named CA	DD	DD	DD
+2	9	1*	2	2	-	-	-	-
+1	6	1*	1	1	-	-	-	-
0	3	-	1	1	3	-	1	1
-1	-	-	-	-	6	1*	1	1
-2	-	-	-	-	9	1*	2	2

*One named ship of the selecting player's choice. Unfinished or damaged ships in the "2" or "Launch" row of an Italian Naval Construction Chart may be selected.

Explanation: The Italian Surrender Level (ISL) determines the level of post-surrender Italian forces.

56.33 CONSTRUCTION OF ITALIAN GROUND UNITS: The Folgore airborne unit and Italian ground units may be built in any fully supplied, German- or American-controlled hex in Italy, as the case may be, and may be rebuilt in the same manner if lost.

56.4 HEXES:

56.41 HEXES: All Italian-controlled hexes in Italy, Sicily and Sardinia immediately pass to German control, along with any railheads in them.

56.5 MINOR COUNTRIES:

56.51 ASSOCIATED MINOR COUNTRIES: All Italian associated minor countries surrender and their units are removed from play.

56.52 COLONIES AND CONQUESTS: Italian colonies and conquests are controlled by no one and come under the control of the first major power to occupy them.

56.53 ITALIAN ECONOMIC INTERESTS: Italian economic interests in minor countries from *Gathering Storm* trade pacts become German when Italy surrenders.

56.6 BRPs:

56.61 ITALY'S BRP VALUE: After Italy surrenders, Rome, Genoa and Milan remain key economic areas worth 20, 10 and 10 BRPs, respectively. Otherwise Italy has no BRP value as a conquest.

56.62 WHEN ITALIAN BRPs ACQUIRED: Major powers which control the Italian key economic areas receive the BRPs for them in the same manner as other conquests.

56.63 COOPERATIVE CONQUEST: If two or more Allied major powers cooperate in gaining control of an Italian key economic area, the senior alliance partner receives the Italian BRPs (83.51).

56.7 ITALIAN IMPAIRMENTS PRIOR TO SURRENDER:

56.71 ITALIAN UNITS OUTSIDE THE MEDITERRANEAN: Italian infantry and replacement units defending in any type of hex outside the Mediterranean front incur a -1 DM (15.33B).

56.72 ITALIAN UNITS ON THE EASTERN FRONT: Italian air, armor and airborne units may not carry out any offensive actions on the eastern front at any time (9.93B).

56.73 ITALIAN RESOLVE: If either 56.11 condition is met prior to Italy's surrender (Rome is under Allied control or there are no Axis units in Africa), Italian units incur the following impairments. This determination is made at the start of each player turn, and the effects continue throughout the turn even if the conditions are reversed. If one of the 56.11 conditions arises in the course of a player turn, these impairments are not incurred unless and until the 56.11 condition is met at the start of the next player turn. These impairments do not apply to Italian forces after Italy has surrendered (56.32).

A. AXIS PLAYER TURN: Italian units may not undertake offensive operations.

B. ALLIED PLAYER TURN: Italian armor, infantry and replacement units in all types of hexes are subject to a -1 DM. The 1-3 Folgore airborne unit continues to defend normally.



57. JAPANESE SURRENDER

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57.11 JAPANESE SURRENDER CONDITIONS: Japan surrenders at the end of any Allied player turn in which the Japanese resistance level, as determined by the Japanese Resistance Table, is zero or less.

Japanese Resistance Table - 57.11	
Situation Modifiers	
+1	For every Pacific front objective under Japanese control.
+1	Japanese control of Chungking, Singapore, Manila or Yenan (one for each).
+1	For each island group (round down) controlled by Japan at its maximum expansion.
-3	Allied control of Tokyo.
-2	Allied control of Kagoshima or Osaka (-2 for each).
-#	For each Japanese hex occupied by an Allied unit (-3 for the first hex; an additional -2 for the second hex; an additional -1 for each subsequent hex).
-1	Allied control of Peking, Shanghai, Nanking, Canton, Harbin,

	Mukden, Seoul, Taipei or Okinawa (-1 for each).
-#	For each atomic attack against Japan (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each Japanese city firestormed (cumulative).
Cumulative Modifiers	
+1	If the Chinese resistance level is -3 or lower.
+1	If Japan controls both Vladivostok and Irkutsk.
+1	If Japan controls at least three of Calcutta, Colombo, Dacca and Rangoon.
+1	If Japan controls at least three of Cairns, Darwin, Port Moresby and Townsville.
+1	For every 25 BRPs of enemy, including Chinese, Russian and minor country, air, naval and non-partisan ground units eliminated each game turn in the Pacific theater (0-24 BRPs: no effect; 25-49 BRPs: +1; 50-74 BRPs: +2; etc.).
-1	If the Western Allies control at least 8, but less than 12, island groups (round down).
-2	If the Western Allies control 12 or more island groups (round down).
<p>Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Japan surrenders and the war in the Pacific ends.</p> <p>Situation Modifiers are recalculated at the end of each game turn, in the same manner as modifiers for other resistance tables.</p> <p>Cumulative Modifiers for control of objectives and island groups are determined at the end of each game turn, starting at the end of the second turn following the outbreak of war between Japan and the U.S. (the end of Spring 1942 if Japan attacks the U.S. in Winter 1941).</p> <p>When calculating the BRP value of eliminated Allied ground, air and naval units, damaged named ships count as 3 BRPs; named ships sunk in port count as 6 BRPs; damaged cruisers are not counted. Effects are calculated separately for each game turn; remnants are ignored.</p> <p>Australian, Indian and Russian objectives and island groups must be fully supplied to count as controlled.</p> <p>Control of one or more fully supplied islands in an island group which also contains at least one isolated or enemy-controlled island counts as half an island group. Totals are rounded down for both sides. Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.</p>	

57.12 JAPANESE COLLAPSE: Japan also surrenders if every objective in Japan and Manchuria (Tokyo, Osaka, Kagoshima, Mukden, Harbin) is occupied by the Allies. Control from an atomic attack marker is not enough to trigger a Japanese collapse.

57.13 SITUATION MODIFIERS: Situation modifiers are recalculated at the end of each game turn, in the same manner as modifiers for other resistance tables.

57.14 CUMULATIVE MODIFIERS:

A. TIMING: Cumulative modifiers for control of objectives and island groups are determined at the end of each game turn, starting at the end of the second turn following the outbreak of war between Japan and the U.S. (the end of Spring 1942 if Japan attacks the U.S. in Winter 1941).

B. ALLIED UNITS: When calculating the BRP value of eliminated Allied ground, air and naval units, damaged named ships count as 3 BRPs; named ships sunk in port count as 6 BRPs; damaged cruisers are not counted. Allied partisans are not counted. Effects are calculated separately for each game turn; remnants are ignored.

C. OBJECTIVES: Australian, Indian and Russian objectives must be fully supplied to count as controlled.

D. ISLAND GROUPS: Japanese resistance is modified by control of Pacific island groups (4.74).

- Pacific islands must be fully supplied to count as controlled.
- Control of one or more fully supplied islands in an island group which also contains at least one isolated or enemy-controlled island counts as partial control of that island group.
- Partial control of two island groups is the equivalent of full control of one island group. Otherwise totals are rounded down for both sides each turn.



E. ISLAND GROUPS - JAPAN:

- Japan receives a +1 resistance modifier for each island group (round down) it controls at its point of maximum expansion. This modifier is tracked from turn to turn, but is applied only once, at the end of the game turn when Japan has reached its peak. Japan starts the game with +4 resistance for control of the Carolines (East and West), the Kuriles and the Marshalls. As the game progresses, this total will increase.
- Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.



F. ISLAND GROUPS - WESTERN ALLIED:

- The Japanese resistance level is reduced by -1 each turn the Western Allies control 8 or more island groups.
- The Japanese resistance level is reduced by an additional -1 if the Western Allies control 12 or more island groups, for a net reduction of -2 each turn. Control of additional island groups by the Western Allies does not increase this modifier.

57.2 EFFECTS OF A JAPANESE SURRENDER:

57.21 GLOBAL WAR: If Japan surrenders in a Global War game, the European Axis fight on.

57.22 POLITICAL EFFECTS: A Japanese surrender modifies the U.S. election result for Europe and affects USAT increases following an unfavorable election result in Europe.

57.23 EFFECTS: Japan's surrender is implemented as set out below.

57.3 UNITS:

57.31 UNITS: All Japanese units, including Wang and Indian National Army units, are removed from play.

57.4 HEXES:

57.41 HEXES: Japanese-controlled hexes are controlled by no one and come under control of the first major power to occupy them (EXCEPTION: Siberian hexes under Japanese control revert to Russian control - 57.61).

57.5 THAILAND:

57.51 THAILAND SURRENDERS: Thailand surrenders and its units are removed from play.

57.6 CONQUESTS AND COLONIES:

57.61 CONQUESTS AND COLONIES: Japanese conquests and colonies, including Manchuria, are controlled by no one and come under the control of the first major power to occupy them (EXCEPTION: Siberian hexes under Japanese control revert to Russian control without the need for Russian units to occupy such hexes).

57.7 BRPs:

57.71 BRPs: Japan proper has no BRP value to the conquering major powers.

57.8 EUROPEAN THEATER SCENARIOS:

57.81 EUROPEAN THEATER SCENARIOS: In European theater scenarios, Japan is considered to surrender in Spring 1946. Japan's surrender is accelerated by one turn for each atomic bomb used against Japan by the indicated date, as follows: one atomic bomb: Winter 1945; two atomic bombs; Fall 1945; three atomic bombs; Summer 1945; and so on.

57.82 FORCES: In each of the three Allied player turns following Japan's surrender, the following units (if present in the Pacific) may be redeployed from the Pacific U.S. box to the Atlantic U.S. box, for use in Europe:

- Ten AAF (for a total of 30 AAF);
- Two 1-3 marine units (for a total of six 1-2 marine units);
- Three 3-4 infantry units (for a total of nine 3-4 infantry units);
- Three CVs, including their naval air component, two 4-factor battleships and three destroyer factors (for a total of nine CVs, with their naval air component, six 4-factor battleships and nine destroyer factors).

57.9 PACIFIC THEATER SCENARIOS:

57.91 PACIFIC THEATER SCENARIOS: If a Pacific scenario is being played, a Japanese surrender ends the game.



58. FRENCH SURRENDER

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- 58.6 VICHY AND FREE FRENCH FORCES
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58.1 DETERMINING FRENCH SURRENDER:

58.11 WHEN FRANCE SURRENDERS: France surrenders at the end of the Allied player turn if:

- Paris is controlled by the Axis; or
- France voluntarily surrenders when it would not otherwise do so. France may not voluntarily surrender until Fall 1940 or later.

58.12 TIMING: The French surrender is resolved at the end of the Allied player turn in which Paris is controlled by the Axis or France voluntarily surrenders, although the French player turn effectively ends after Allied post-combat phase adjustments for that player turn are completed; French forces may be eliminated due to isolation (30.54), but no French units may be constructed or redeployed.

58.2 FRENCH SURRENDER LEVEL:

58.21 CALCULATING THE FRENCH SURRENDER LEVEL: The French surrender level is the key modifier for determining the size of Vichy and Free French forces and the political alignment of the French colonies. The French surrender level, including after a voluntarily French surrender (58.11B), is the cumulative total of the following modifiers (positive modifiers favor the Axis):

A. TERRITORY: +2 for Axis control of Paris; +1 for Axis control of Lyon, Marseilles: (+1 for each); -1 for each European objective under French control other than Lyon and Marseilles.

B. FRENCH GROUND UNITS: -1 for every ten French ground factors in France (round down) at the end of the Allied combat phase when France surrenders, after removing units eliminated due to isolation. No French unit construction is permitted prior to making this calculation. French air units are ignored.

C. FRENCH FLEET: +/-1 for every five naval factors the French fleet varies from its historical 42 fleet factors, to a maximum of +/-3 (less than 27 factors: +3; 28-32 factors: +2; 33-37 factors: +1; 38-47 factors: no modifier; 48-52 factors: -1; 53-57 factors: -2; 58 or more factors: -3).

- Damaged ships and ships on the "2" or "Launch" rows of French shipyards are discounted at a 2:1 ratio, rounded down (two damaged naval factors are counted as one naval factor for surrender purposes; a remnant damaged naval factor is ignored).
- Uncompleted named ships on the "3" row or higher are not counted in determining the strength of the French fleet.

D. FRENCH BATTLESHIP DESIGN RESEARCH: +1 if the Allies didn't achieve a French battleship design research result in *Gathering Storm*; -1 if the Allies achieved two French battleship design research results in *Gathering Storm*.

E. TURN OF SURRENDER: The number of turns after Germany gains control of any hex in France, including the turn in which this first occurs: one turn: +2; two turns: no modifier; three turns: -2; four or more turns: -4.

F. DPs: Axis and Western Allied DPs placed in France, as reduced by covert operations (47.21C).

G. ANGLO-FRENCH COOPERATION RESEARCH RESULT: -1 if the Western Allies achieved a “7+” Anglo-French cooperation research result.

EXAMPLE: France falls (+2 for Paris) in Fall 1940 (-2 for the turn), the Axis control Marseilles (+1), and France has 21 ground factors in France (-2). The French surrender level is -1, unless modified by DPs and covert operations.

58.22 MAXIMUM FRENCH SURRENDER LEVEL: The French surrender level may never exceed +/-3. A French surrender level which is greater than +3 or less than -3 is treated as +3 or -3, respectively, for all purposes.



58.3 ESTABLISHMENT OF VICHY FRANCE:

58.31 AXIS OPTION: Once the French surrender level is determined at the end of the Allied player turn, the Axis player has the option of establishing Vichy France (EXCEPTION: Vichy France may not be established if France surrenders after the U.S. and Germany are at war):

A. VICHY FRANCE ESTABLISHED: If the Axis player establishes Vichy France, the southern part of France and Corsica become a neutral minor country (Vichy France) worth 20 BRPs, plus the value of any Vichy colonies.

B. VICHY FRANCE NOT ESTABLISHED: If the Axis player does not establish Vichy France, the Axis gain control of all hexes in France and Corsica and receive what would otherwise have been the Vichy BRPs, but not the BRPs of those colonies which would have otherwise been Vichy (58.532).

58.4 HEXES:

58.41 HEX CONTROL: At the end of the Allied player turn in which France surrenders, all non-Vichy hexes in France pass to Axis control (EXCEPTION: French surrender after U.S. entry – see 58.411). All non-French Allied ground units and airbases still in France are eliminated, and all non-French air and naval units are displaced to British-controlled bases. Western Allied units in France may operate freely in France, including that part of France which may constitute Vichy France and French colonies which may come under Vichy control, until the end of the Allied player turn in which France surrenders.

58.411 HEX CONTROL AFTER U.S. ENTRY: If the U.S. is at war with Germany when France surrenders, all French-controlled hexes in France and Corsica pass to British control. Non-French Western Allied ground, air and naval units and airbases may remain in France.

58.42 EFFECT ON AXIS FORCES: Axis forces in Vichy France or Vichy French colonies when Vichy France is established may only trace supply through Vichy French territory during initial supply determination of the Axis player turn following the French surrender. They must leave Vichy territory by the end of the Axis player turn following the French surrender or be eliminated, do not modify a diplomatic die roll for Vichy France, may not move into Spanish hexes, and may not attrition or

conduct offensive operations from Vichy territory, although they may do so if they first move out of Vichy territory. Additional Axis units may not enter Vichy territory unless the Axis declares war on Vichy France.

58.43 EFFECT ON ALLIED FORCES: Allied forces which are in Vichy France or Vichy colonies at the end of the Allied player turn in which France surrenders are eliminated.

58.5 FRENCH MINOR COUNTRIES AND COLONIES:

58.51 MINOR COUNTRIES: All French minor allies, associated minor countries and French economic interests in minor countries become British.

58.52 FRENCH CONQUESTS: French conquests and other French-controlled hexes become Axis-controlled unless they are occupied by a British ground unit or are able to trace a land supply route to a Free French colony and are closer to the Free French colony than to Vichy France or a Vichy colony.

58.521 FRENCH ECONOMIC INTERESTS: French economic interests in minor countries from *Gathering Storm* trade pacts become British when France surrenders.

58.53 FRENCH COLONIES:

58.531 After Germany has announced whether or not it is establishing Vichy France, the political alignment of the French colonies is determined by a die roll for Lebanon-Syria and a second die roll for Tunisia-Algeria-Morocco.

A. The die roll for the French colonies is modified by the French surrender level and by +3 if Vichy France was established.

B. French colonies that do not become Free French become Vichy French if Vichy France was established, and become independent, neutral minor countries if Vichy France was not established (58.532).

C. Britain receives the prorated BRPs for Free French colonies at the start of the next Allied player turn. All Free French colonial hexes become British-controlled, with the exception of Axis-controlled hexes, which remain under Axis control.

D. Lebanon-Syria becomes Free French on a modified die roll of 3 or lower.

E. For French North Africa:

- Morocco becomes Free French on a modified die roll of 3 or lower.
- Algeria and Morocco become Free French on a modified die roll of 2 or lower.
- Tunisia, Algeria and Morocco also become Free French on a modified die roll of 1 or lower.

French Colonies Table - 58.53						
Colony	Die Roll					
	1	2	3	4	5	6
Lebanon-Syria	Free		Vichy/independent			
Morocco	Free		Vichy/independent			
Algeria	Free		Vichy/independent			
Tunisia	Free	Vichy/independent				
Modifiers						
+3	Vichy France established					
+/-3	French surrender level					
Explanation: One die roll is made for Lebanon-Syria and a second die roll is made for Tunisia-Algeria-Morocco.						

58.532 If Vichy France was not established:

A. Each French colony which would otherwise have become Vichy overthrows its colonial administration and becomes an independent, neutral minor country with a force pool consisting of one 2-3 infantry unit, which is placed in its capital. These newly formed minor countries may only be attacked after a declaration of war costing 10 BRPs, with its attendant effect on the USAT level.

B. Allied forces which are in former French colonies at the end of the Allied player turn in which France surrenders are eliminated.

C. Axis units in a former French colony at the start of the Axis player turn immediately following the French surrender are considered to be in at least partial supply during that Axis player turn and, unless the Axis declare war on the former French colony, must leave the former French colony by the end of that Axis player turn, may not make any attacks while still in the former French colony and are eliminated if they fail to leave.

58.533 French colonies controlled by the Axis when France surrenders are unaffected by the French colonial die rolls. They are treated as Axis conquests until captured by the Allies.

58.534 French colonies controlled by Britain when France surrenders are unaffected by the French colonial die rolls. Such colonies become Free French. This may occur only if a French colony were conquered by the Axis and reconquered by Britain prior to the fall of France.



58.6 VICHY AND FREE FRENCH FORCES:

58.61 FRENCH FORCES REMOVED FROM BOARD: Once the political alignment of the French colonies is established, the French fleet and French ground and air units in Free French colonies and British-controlled hexes remain on the board. All other French ground and air units and airbases are removed from the board. Free French and Vichy France forces are then established.

58.611 FREE FRENCH HAVE PRIORITY: The Allied player selects the composition of any Free French forces before the Axis player selects the composition of the Vichy French forces.

58.612 FRENCH FORCES TABLES: In the Free French and Vichy France Forces Tables, infantry, army air, and destroyers force levels are listed in factors; armor, battleship and cruiser force levels are listed by unit.

58.613 FRENCH ARMOR: If France had a 4-5 armor unit in its force pool as a result of French armor research in *Gathering Storm*:

A. FREE FRENCH FORCES: If the French surrender level is -3 and Vichy France is not established, the Free French forces include a French 4-5 armor unit, rather than a 3-5 armor unit.

B. VICHY FRENCH FORCES: If the French surrender level is +3 and Vichy France is established, the Vichy French forces include a French 4-5 armor unit, rather than a 3-5 armor unit.

58.62 FREE FRENCH FORCES:

58.621 LEVEL OF FREE FRENCH FORCES: The level of Free French forces is set as detailed in the Free French Forces table:

Free French Forces Table - 58.621												
	Vichy France Established						Vichy France Not Established					
	Army		Air		Naval		Army		Air		Naval	
FSL	Inf	3-5	AAF	NS	CA	DD	Inf	3-5	AAF	NS	CA	DD
+3	-	-	-	-	-	-	3	-	-	-	-	-
+2	1	-	-	-	-	-	6	-	-	-	1	1
+1	2	-	-	-	-	-	6	-	1	1*	1	1
0	3	-	-	-	-	-	6	-	2	1*	2	2
-1	6	-	-	-	1	1	9	-	2	1*	2	5
-2	6	-	1	1*	1	1	12	-	2	1*	3	6
-3	6	-	2	1*	2	2	9	1	2	2*	3	6

*The indicated number of named ships of the selecting player's choice. Unfinished or damaged ships in the "2" or "Launch" row of a French Naval Construction Chart may be selected.

Explanation: The French Surrender Level (FSL) and whether or not Vichy France was established determines the level of the Free French forces.

58.622 REDUCTION IN FREE FRENCH FORCES IF VICHY FRANCE ESTABLISHED: If Germany established Vichy France, the level of Free French forces is less than if Vichy France was not established.

58.623 PLACEMENT OF FREE FRENCH FORCES: The British player may select all, some or none of the French units in Free French colonies and in British-controlled hexes as Free French forces. French units in these areas which are not selected are removed from play. If additional Free French units are required, the British player then adds the necessary French ground and air units, unbuilt, to the British force pool as Free French forces. See 58.64 for the placement of Free French naval units.

58.624 STATUS OF FREE FRENCH UNITS: Free French units are treated as British units for all purposes but retain their air and fleet nationality modifiers (EXCEPTIONS: Free French units are treated as a distinct nationality for attrition purposes (14.522), when allocating air losses (19.61A) and when recombining air squadrons into factors (23.14); Free French units may not operate in the Pacific theater; the production of Free French units is subject to the restrictions set out in 42.332B and 42.333E). Britain pays for offensive operations involving Free French forces and may construct Free French units in Britain. Objective hexes controlled by Free French units count as British-controlled objectives.

58.63 VICHY FRANCE:

58.631 LEVEL OF VICHY FRANCE FORCES: The level of Vichy France forces is set as detailed in the Vichy France Forces table:

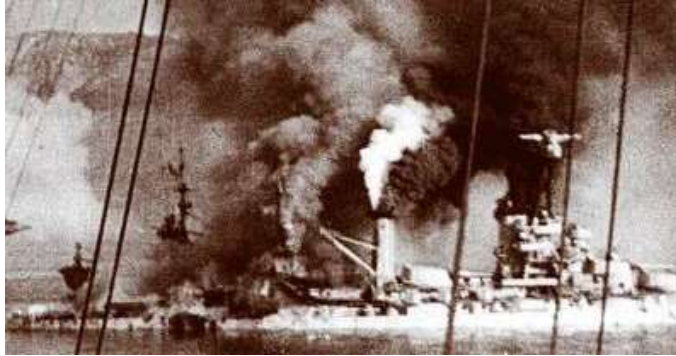
Vichy France Forces Table - 58.631						
	Army		Air	Naval		
	Inf	3-5	AAF	Named	CA	DD
+3	12	1	3	2*	3	6
+2	15	-	3	1*	3	6
+1	12	-	3	1*	2	5
0	12	-	2	1*	2	2
-1	12	-	1	1*	1	1
-2	12	-	-	-	1	1
-3	10	-	-	-	-	-

*The indicated number of named ships of the selecting player's choice. Unfinished or damaged ships in the "2" or "Launch" row of a French Naval Construction Chart may be selected.

Explanation: The French Surrender Level (FSL) determines the level of the Vichy French forces. If Vichy France is not established, there are no Vichy French forces.

58.632 PLACEMENT OF VICHY FORCES: One Vichy 2-3 infantry unit must be placed and remain in Vichy city and in the capital of each Vichy French colony until Vichy France associates or allies with one side or the other (EXCEPTIONS: Vichy infantry units in French colonial capitals may be sent to Russia after a “5-6”, “7” or “8” diplomatic result for Vichy France; Vichy units in French colonies which become Free French after Vichy deactivation may move freely). The remaining Vichy French ground and air forces are placed in Vichy France. See 58.64 for the placement of Vichy French naval units.

58.633 STATUS OF VICHY FRANCE: Vichy France is a neutral minor country whose hexes are controlled by neither side. For the rules relating to Vichy France, see 77.



58.64 THE FRENCH FLEET:

58.641 ALLOCATION OF FRENCH NAVAL UNITS: French naval units remain at their bases when France surrenders. If there are too few French naval units based in British-controlled ports to make up the Free French navy (58.621), the required number of French naval units based in Axis-controlled or neutral French colony ports move to any British-controlled port(s) within range with the basing capacity to receive them and may not be intercepted by Axis air and naval units as they do so. Similarly, if there are too few French naval units based in Vichy French-controlled ports to make up the Vichy navy (58.631), the required number of French naval units based in British-controlled ports move without impediment to any Vichy-controlled port.

58.642 FREE AND VICHY FRENCH FLEETS LIMITED BY EXISTING UNITS: The size of the Free and Vichy French fleets is limited by the size of the French fleet when France surrenders. French ships which are damaged may be selected and are counted at their full, undamaged value; damaged Vichy French naval units may be repaired in the Marseilles shipyard at no BRP cost prior to Vichy activation; damaged Free French naval units may be repaired at a Western Allied shipyard. French ships unfinished on the “2” row of a French Naval Construction Chart are treated as damaged ships (27.7281).

58.643 NO SUBSTITUTIONS: If there are not enough named ships, cruisers or destroyers available to fulfill the levels shown in 58.621 or 58.631, the remainder of any insufficient type is lost.

58.7 BRPs:

58.71 FRANCE’S BRP VALUE: After the fall of France, Paris, Lyon, and Marseilles remain key economic areas worth 20, 10 and 10 BRPs, respectively. In addition to the economic value of any key economic areas under German control, France’s BRP value as a German conquest is 20 BRPs, regardless of any French BRP growth prior to France’s surrender.

58.72 WHEN FRENCH BRPs ACQUIRED: The major power which conquered France receives the prorated BRP value of France as a conquest at the start of its next player turn (35.7). During each subsequent YSS, that major power receives the BRP value of France as a conquest, provided it retains control of at least one city in France.

58.73 COOPERATIVE CONQUEST: If two or more major powers cooperated in conquering or reconquering France, the senior alliance partner receives the French BRPs (83.51).



59. BRITISH SURRENDER

- 59.1 OVERVIEW
- 59.2 DETERMINING BRITISH RESISTANCE
- 59.3 GERMANY REJECTS A BRITISH SURRENDER OFFER
- 59.4 GERMANY ACCEPTS A BRITISH SURRENDER OFFER
- 59.5 EFFECTS OF A BRITISH SURRENDER
- 59.6 GERMAN-BRITISH NEGOTIATIONS
- 59.7 GERMAN FORBEARANCE
- 59.8 AFTER A BRITISH SURRENDER

59.1 OVERVIEW:

59.11 At the end of each game turn, the British resistance level is determined to see whether Britain surrenders. As is evident, on most turns the possibility of a British surrender will not arise and this calculation can be safely omitted.

59.12 If the British resistance level is zero or less, Britain offers to surrender. The Axis may accept or decline this offer.

59.13 If the Axis decline a British surrender offer, the game continues as though the offer was not made.

59.14 If the Axis accept a British surrender offer:

A. The size of the British ground and air force pools is adjusted and portions of the Royal Navy may be eliminated. Commonwealth force pools are unaffected.

B. A British surrender does not trigger a U.S. election. The U.S. may enter or continue the war in Europe without restriction alongside what remains of Britain after Britain surrenders unless Russia is also in a state of surrender and Japan has not surrendered (62.91).

59.15 GERMAN ATOMIC ATTACK ON BRITAIN: For the effects of a German atomic attack on Britain if the Western Allies do not have the atomic bomb, see 43.321C.



59.2 DETERMINING BRITISH RESISTANCE:

59.21 THE BRITISH RESISTANCE TABLE: At the end of each game turn, the British Resistance Table is consulted to determine whether Britain offers to surrender. No die roll is made - if the net result on the British Resistance Table is zero or less, Britain offers to surrender.

British Resistance Table - 59.21	
+/-#	British DP level as calculated at the end of the current Allied player turn. The British DP level may be negative.
-1	Axis control of Malta or Singapore (-1 for each).
-2	If Australia or India has surrendered (-2 for each).
-#	For each atomic attack against Britain (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each British city firestormed (cumulative).
-1	For each oil effect currently applicable to Britain.
-#	If there are less than ten Western Allied transports in the Atlantic SW box (-1 for each missing transport, up to a maximum of -10).
-1	If there is no Russian armor or infantry unit in eastern Europe.
-1	For every ten unbuilt British and Commonwealth ground/army air factors (round down).
+/-#	Ratio of Allied/Axis naval factors (4:3: +/-1; 5:3: +/-2; 2:1: +/-3; 3:1: +/-4; 4:1 or greater: +/-5). Damaged and uncompleted ships on the "2" or Launch row of a shipyard are considered to be at half strength. Naval units in the Pacific are not counted.
+1	For each major power other than Britain at war with the European Axis.
+1	If the USAT level is between 30 and 39 (inclusive).
+2	If the USAT level is 40 or more and the U.S. is not at war with Germany.
+1	For every five Western Allied ground/army air factors on the western front. Units in the U.S. box are not counted.
+1	If there is a Western Allied armor or infantry unit in Germany.
+1	If there is a Russian armor or infantry unit in western Poland or Rumania.
-1	For every two concession points of territory returned to Britain or not taken by Germany in a previous British surrender.
Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Britain offers to surrender.	

59.22 BRITISH RESISTANCE MODIFIERS:

A. BRITISH DP LEVEL: The British DP level is calculated as though a YSS were taking place. This level may be negative.

B. HEX CONTROL: Objectives controlled by Axis partisans are not controlled by either side and therefore may reduce the British DP level. Hexes which contain Axis atomic attack markers are considered Axis-controlled when calculating the British resistance level. When calculating the British resistance level in a European scenario, Singapore is considered to have been captured by Japan in Winter 1941.

C. OIL EFFECTS: Only oil effects against Britain (excluding Ulster) are counted; oil effects elsewhere are ignored. If the Western Allies offset an oil effect in part of Britain, the adverse resistance modifier for that oil effect is not incurred, even if that oil effect is incurred elsewhere in Britain.

If no oil counters can be shipped to Britain, either because of Atlantic transport problems or because the Axis control every British port, excluding Belfast, Britain will incur all four oil effects unless some are offset by oil counters in the Western Allied European oil reserve. If the Axis have also captured London, Birmingham and Manchester, eliminating the Western Allied European oil reserve (33.422D), Britain will automatically incur all four oil effects.

D. ATLANTIC TRANSPORT LEVEL: The Atlantic transport level is determined at the end of the game turn, after the Western Allies have had an

opportunity to replace transport losses. Repaired and newly constructed transports are counted when determining the Atlantic transport level.

E. UNBUILT BRITISH UNITS: Commonwealth units, Free French units, and ground and air units added to the British force pool by production are included when making this determination. Minor ally and associated minor country units are not.

F. NAVAL FORCE RATIO: American and Russian naval factors are included only if they are at war with Germany. Italian naval factors are only included if Italy is at war with Britain. Naval units in the Atlantic and Indian Ocean SW boxes and in the U.S. Atlantic and South Africa boxes are included; naval units in the Pacific, submarines, ASW and transports are not. Uncompleted named ships on the "3" row or higher are not counted; damaged ships and ships on the "2" or "Launch" rows of shipyards are discounted at a 2:1 ratio, rounded down (two damaged naval factors are counted as one naval factor; a remnant damaged naval factor is ignored). A 4:3 ratio yields a +/-1 modifier; a 5:3 ratio yields a +/-2 modifier; a 2:1 ratio yields a +/-3 modifier; a 3:1 ratio yields a +/-4 modifier; and a 4:1 or greater ratio yields a +/-5 modifier. The naval force ratio modifier may not exceed +/-5. Always round toward a 1:1 ratio.

59.23 GERMAN RESPONSE TO A BRITISH SURRENDER OFFER: Germany has the option of accepting a British surrender offer or rejecting it in the hope of imposing more severe terms on Britain later in the game. However, Germany must accept a British surrender offer if the British resistance level is -10 or lower.

59.3 GERMANY REJECTS A BRITISH SURRENDER OFFER:

59.31 PLAY CONTINUES: If Germany rejects a British surrender offer, Britain and Germany remain at war and play continues normally. At the end of each subsequent game turn, the British resistance level is again calculated to determine whether Britain again offers to surrender.

59.32 REFUSED SURRENDER OFFER LAPSES: If a British surrender offer is rejected, Germany may not later change its mind and accept the offer; it must await a new offer at the end of another game turn and accept or reject the new offer as it wishes.

59.4 GERMANY ACCEPTS A BRITISH SURRENDER OFFER:

59.41 BRITISH SURRENDER: If Germany accepts a British surrender offer, Britain surrenders and the British resistance level at the moment of surrender becomes the British surrender level, up to a maximum of -10, and the size of the British ground and air force pools and Royal Navy is adjusted (59.51).

59.5 EFFECTS OF A BRITISH SURRENDER:

59.51 BRITISH FORCE LEVELS:

59.511 NO REDUCTION AFTER A "0" SURRENDER: A "0" surrender level has no effect on the level of British forces.

59.512 REDUCTION OF BRITISH FORCES: For each level of surrender below "0", Britain removes two AAF and four BRPs of ground units or NAS from its force pool and eliminates ten naval factors. A British surrender level of -1 thus results in the removal of two AAF, four BRPs of other British units and 10 naval factors; a British surrender level of -2 results in the removal of four AAF, eight BRPs of other British units and 20 naval factors; and so on.

59.513 IMPLEMENTING BRITISH FORCE REDUCTIONS: British force reductions following a "-1" or lower British surrender are implemented as follows:

A. BRITISH PLAYER SELECTS: Subject to 59.512, the British player selects the ground and air units to be removed from the British force pool and the naval units to be eliminated.

B. GROUND UNITS: Unbuilt ground units, ground units in the European and Pacific theaters and ground units of any type added to the British force pool through mobilization or production are subject to removal. Units removed continue to count towards Britain's maximum force pool limits. Canadian, South African, Australian and Indian ground units remain in the British force pool.

C. AIR UNITS: Unbuilt air units, air units in the European and Pacific theaters and AAF or NAS added to the British force pool through mobilization or production are subject to removal. British strategic

bombers, interceptors and jets and Australian AAF remain in the British force pool.

D. NAVAL UNITS: For each level of surrender below “0”, ten factors of British naval units must be eliminated. Submarines and incomplete, damaged, sunk in port and salvageable naval units are subject to elimination. ASW, transports and Australian naval units are not subject to elimination. Naval units in Asia are subject to elimination except in a European scenario. Incomplete, damaged, sunk in port and salvageable naval units are discounted as follows:

- damaged naval units: -1 factor;
- naval units sunk in port: -2 factors;
- naval units on the British Naval Construction Chart: on the Launch row: full value; on the 2 row: -1 factor; on the 3 row: -2 factors; on the 4 row: -3 factors; on the 5 row: -4 factors.

E. ELIMINATION OF ONE TYPE OF UNIT: If all the existing British ground, air or naval units are eliminated, this has no effect on the remaining British force levels (for example, if no ground units are available for removal, this does not result in the removal of additional air units from the British force pool).

F. REQUIREMENTS MUST BE MET: The total value of ground and air units removed from the British force pool and naval units eliminated must at least equal the requirements of the British surrender level (59.512). If the right denominations of ground, air or naval counters are not available, the British player may be forced to eliminate excess units in order to meet the requirements of a British surrender. Thus four 3-factor battleships could be eliminated to meet the requirement to eliminate ten naval factors.

59.514 UNITS NOT SUBJECT TO ELIMINATION: The following units are not subject to elimination following a British surrender:

- A. Strategic bombers, interceptors and jets (59.513C).
- B. ASW and transports (59.513D).
- C. Canadian, South African, Australian and Indian ground, air and naval units (59.513B, C and D).
- D. Free French units.
- E. Minor ally and associated minor country units, unless their political status is changed by surrender negotiations.

59.52 COMMONWEALTH NATIONS TURN TO U.S.: Starting in the turn after a British surrender, all Canadian, South African, Australian and Indian units may be freely lent to the U.S. The U.S. may pay for and control their operations. The Commonwealth BRP base remains under British control (35.46).

59.6 GERMAN-BRITISH NEGOTIATIONS:

59.61 WAR CONTINUES: If the U.S. was at war with Germany when Britain surrenders both Britain and the U.S. continue the war. Both the Axis and Western Allies retain all territory they control and no concessions or territorial transfers are made. The only effect of the British surrender is that the British force levels are reduced (59.51).

A British surrender where the Western Allies remain at war with the Axis represents the collapse of the Churchill government due to war weariness among the British public and the associated political paralysis in Parliament. The British continue to fight, largely because of the U.S., but their warmaking capability is permanently reduced.

59.62 PEACE: If the U.S. was not at war in Europe, then a peace treaty is negotiated between Germany and Britain and the following adjustments are made:

59.63 HEX CONTROL:

59.631 BRITISH-CONTROLLED HEXES REQUIRE SUPPLY: Subject to German territorial demands (59.66), Britain retains control of all hexes it controlled when it surrenders, provided it can fully supply such hexes by tracing a supply line from a mapboard box to them. Axis ZoCs and possible air and naval interception of sea supply lines are not taken into account in determining the supply status of British-controlled hexes. Supply from an on-board supply source and air supply, which provides only partial supply, are insufficient to retain hex control. Axis and Western Allied partisans are not taken into account in determining hex control or tracing supply when implementing a British surrender.

59.632 UNSUPPLIED HEXES: British-controlled hexes which cannot trace a supply line from a mapboard box come under German control.

59.633 NO EXCEPTIONS: There are no exceptions to the hex control rules set out in 59.631 and 59.632: British key economic areas and other objective hexes, including London, are transferred to German control if they cannot trace a supply line from a mapboard box. British fortifications and fortresses in such hexes are eliminated.

59.634 BRITISH COLONIES: Outside of Britain, after determining control of all British hexes, the side which controls an area for BRP purposes gains control of all hexes in the area, regardless of supply, and the other side must withdraw all its units (EXCEPTION: partisans) from that area, repatriating them to the nearest supplied hex under friendly control, subject to stacking limits. Areas which have no BRP value are considered to be controlled by the side which controls the capital or, if there is no capital, the most cities in the area (Allied control if an equal number of cities). Once hex control is determined, some areas may change hands as a result of the terms of the British surrender, as outlined below.

British Concession Table - 59.65	
Priority	Concession (value)
1	Lebanon/Syria, Tunisia, Algeria, Morocco, Libya, Albania (one each)
2	British minor allies, associated minor countries or conquests (neutrality: one for every five minor BRPs; Axis control: two for every five minor BRPs)
3	Malta, Palestine, Transjordan (one each)
4	Egypt, Iraq, (two each); Gibraltar (three)
5	Ulster (two: becomes part of Ireland); Ireland (two); Scapa Flow (three)
6	Scotland (four: hex rows C to F)
7	Central England, including Birmingham and Manchester (five: hex rows G to J)
8	Southern England, including London (six: hex rows K and L)
	Indemnity, to a maximum of 30 BRPs. (One for each 10 BRPs)
<p>Explanation: The British Concession Table sets out the value of territorial and economic concessions that may be demanded by Germany if Britain surrenders. The same values are used if Germany returns British territory which is under Axis control at the time of surrender.</p> <p>For concession purposes, Cyprus is considered to be part of Palestine and Kuwait is considered to be part of Iraq.</p> <p>All priority 1 territories must be conceded or under Axis control before any priority 2 territories are taken; all priority 2 territories must be conceded or under Axis control before any priority 3 territories are taken; and so on. An indemnity of 10, 20 or 30 BRPs may be imposed without restriction.</p>	

59.65 BRITISH CONCESSION TABLE: The value in concession points of the territorial and economic concessions Germany may obtain from Britain is set out in the British Concession Table. Germany receives two concession points for each British surrender level, up to a maximum total value of all eligible concessions (British surrender level of 0: no concessions; British surrender level of 1: two concession points; British surrender level of 2: four concession points; and so on).

59.66 TERRITORIAL DEMANDS: Germany may select any combination of eligible territorial and economic concessions up to the value allowed, subject to the restriction that a higher priority territory may only be selected if all eligible lower priority territories are first selected, or are already under Axis control or are independent when Britain surrenders. Concessions are implemented as follows:

A. AMERICAN UNITS: Concession territories will not contain American units, because no British concessions are made if the U.S. is at war with Germany (59.61).

B. AREAS CONTAINING RUSSIAN UNITS: Russian units do not prevent an area from being ceded to the Axis. Russian units in areas ceded to the Axis are immediately placed in the nearest Russian-controlled hex outside the ceded area, subject to stacking limits. Russian units in areas that remain under control of a neutral Britain are automatically considered to be in at least partial supply, but may not attack and are eliminated if they have not left neutral territory by the end of their next player turn.

C. EFFECT ON BRITISH AND COMMONWEALTH UNITS: All British and Commonwealth units in ceded areas are immediately placed in any hex in the nearest concession area remaining under British control, subject to stacking limits and geographical restrictions, then to mapboard boxes (Australian units to the Australia box; Indian units to the India box; British, Canadian, and South African units to the U.S. Atlantic box or South Africa – Britain's choice) if no onboard map hexes are available. Supply status, transport and sea escort requirements are not considered when relocating British units from ceded areas.

D. DISPUTED AREAS IN BRITAIN: If areas in Britain contain both British-controlled and Axis-controlled hexes, each side retains control of those hexes. If Germany wishes to obtain control of the entire area, it must pay the full concession price.

E. MINOR COUNTRIES: Neutralized minor countries return to their original status. British minor allies and associated minor countries that are not neutralized or transferred to Axis control retain their status. Minor countries transferred to Axis control are treated as conquests. If Persia and Arabia have associated with Britain, they are treated as minor countries worth five BRPs for concession purposes, although they have no actual BRP value.

F. WAFDISTS: If Britain surrenders prior to U.S. entry into the war and retains control of Egypt, all Wafdist partisans are eliminated and no new Wafdist partisans may be built by the Axis until they are at war with the U.S. If the Axis take Egypt as a concession or if the U.S. is at war with Germany, the Wafdist partisans remain in play.

G. ITALIAN ACQUISITIONS: Territories in the Mediterranean front ceded to the Axis may, if Germany permits, come under Italian control.

H. USAT EFFECTS: Areas obtained by the Axis as concessions have the same effect on USAT as though they were obtained by conquest.

59.67 INDEMNITIES: Each time Britain surrenders, Germany may impose a one-time indemnity of 10, 20 or 30 BRPs on Britain in the same manner as it obtains territory. Britain's BRP level is immediately reduced by the amount of the indemnity and Germany's BRP level is increased by the same amount.

59.68 THE TERMS OF SURRENDER: The reductions in the British force pool set out in 59.51 are automatic and are not negotiable. The territorial and economic concessions Britain may be compelled to make to the Axis are limited by the British surrender level. The total concession value of all British territories acquired by the Axis and any indemnity imposed on Britain may not exceed the number of concession points for the British surrender level.

59.7 GERMAN FORBEARANCE:

59.71 GERMAN CONCILIATION: Germany may pursue a conciliatory policy with respect to Britain and the United States by voluntarily limiting its territorial and economic demands to less than the maximum allowed (the lower of the number of concession points for the British surrender level or whatever Britain has left). In addition, territories already controlled by the Axis may be returned to British control.



59.72 RETURNING TERRITORY TO BRITISH CONTROL: Territories controlled by the Axis when Britain surrenders may be returned to Britain as part of a conciliatory policy. Germany may return to Britain any territory it wishes; it is not restricted to returning territories with higher priority values first. Britain may not refuse to accept the return of territories.

59.73 RESTRICTIONS ON THE RETURN OF TERRITORY: The return of territory to Britain is subject to the following restrictions:

A. The territories must be listed on the British Concession Table.

B. The territories must have been controlled by Britain at the start of the game or have come under British control in the course of play other than as a result of an Axis declaration of war.

C. A territory may only be returned to Britain once per game. Territories returned to Britain during a previous British surrender, then reconquered by the Axis, may not be returned to Britain again during a subsequent Britain surrender.

D. To return southern England to Britain as part of a conciliatory policy, the Axis must control London.

E. To return central England to Britain, the Axis must control Birmingham and Manchester.

F. Scotland, which does not contain a key economic area, must be completely controlled by the Axis before it can be returned to Britain.

G. Germany may not exchange territories already controlled by the Axis for territories controlled by Britain at the moment of surrender. If Germany returns territory to Britain, it may not acquire other territory and must content itself with economic and political concessions.

59.74 FORCE REDUCTIONS UNAFFECTED BY CONCILIATION: A German policy of conciliation does not affect any reduction in British forces required by the British Surrender Table.

59.75 EFFECTS OF A CONCILIATORY POLICY: The value of concessions voluntarily not taken by Germany, as well as the value of any territories returned to Britain by Germany during negotiations, is determined by reference to the British Concession Table.

A. BRITISH RESISTANCE LEVEL REDUCED: The British resistance level for future turns is reduced by one for every two full concession points of territory returned to Britain or not taken by Germany. This effect is only relevant if the U.S. later declares war on Germany, so that Britain is again at war (59.86). If Britain surrenders more than once, only the resistance effects of concessions during the most recent British surrender apply to subsequent calculations of the British resistance level. The resistance effects of concessions during previous British surrenders are ignored.

B. USAT: The USAT level is reduced by two for each concession point of territory returned to Britain or not taken by Germany. No other USAT event modifiers are triggered by the return of territory to Britain. For example, the normal -1 USAT modifier for Britain's regaining control of Baghdad is subsumed by the -4 USAT adjustment resulting from the return of Iraq (a two-point concession area).

59.8 AFTER A BRITISH SURRENDER:

59.81 BRITAIN CONTINUES AS A MAJOR POWER: After a British surrender, Britain continues the game as a major power, with its own BRP base and level, force pool, RPs, DPs and airbase counters. Britain's BRP base may not drop below the 40 BRPs associated with the Commonwealth, reduced to 30 or 20 BRPs if one or both of Australia and India surrender (35.46).

59.82 CONSTRUCTION OF BRITISH FORCES IN CANADA: British units may be built in Canada if:

A. Britain has surrendered and the British resistance level is zero or less; or

B. All hexes in Britain are isolated or under Axis control.

59.83 BRITAIN GOVERNED BY RESTRICTIONS ON U.S.: Once it has surrendered, British participation in the war is governed by American participation. If the U.S. is neutral, British forces are also neutral.

59.84 DEPLOYMENTS BY A NEUTRAL BRITAIN: While the U.S. and Britain are neutral, British and Commonwealth, but not American, units may deploy to Europe. A neutral Britain may not redeploy units past an Axis-controlled Gibraltar or through Axis-controlled territory, nor may it declare war on neutral minor countries.

59.85 CONTINUATION OF THE WAR: If the U.S. is at war with Germany when Britain surrenders, the U.S. and Britain continue to be at war with the Axis unless Russia is also in a state of surrender and Japan has surrendered (62.91).

59.86 RESUMPTION OF THE WAR: If the U.S. is not at war with Germany when Britain surrenders, the following rules apply to the resumption of the war:

A. IMMEDIATE RESUMPTION OF WAR PROHIBITED: Neither Germany nor the U.S. may declare war on the other in the turn following a British surrender.

B. GERMAN DECLARATION OF WAR: A German declaration of war on the U.S. in the second or any subsequent turn after a British surrender puts Germany at war with the U.S. and Britain at no BRP cost (50.32A) and allows Axis attacks on British territory and forces. Germany may not declare war on Britain alone.

C. AMERICAN DECLARATION OF WAR: If the USAT level reaches 50 in the second or any subsequent turn after a British surrender, the U.S. may declare war on Germany. This puts the U.S. and Britain at war with Germany.

59.87 ADDITIONAL BRITISH SURRENDERS: British resistance level calculations are made normally at the end of each turn and Britain may surrender again if its resistance level drops below the level of the initial surrender unless Germany declares war on the Western Allies after a British surrender (59.86B).

59.871 CALCULATING THE BRITISH RESISTANCE LEVEL: British units which were removed from the British force pool when it first surrendered are considered to be unbuilt when calculating the British resistance level for a second surrender. If Germany adopted a conciliatory policy towards Britain during previous surrender negotiations, an additional modifier may apply to the British resistance level (59.75A).

59.872 EFFECTS OF A SECOND SURRENDER: If Britain surrenders a second time, the concession level and value of forces removed are determined by the difference between the new and old surrender levels.

59.873 REPEATED SURRENDERS POSSIBLE: Theoretically, there is no limit to the number of times Britain may surrender.

59.88 BRITISH PARTISANS: The Western Allies, if at war with Germany, may build two (increased to a maximum of four by Western Allied partisan production - 11.22B) partisans in Axis-controlled territory in Britain.



59.89 BRITISH SURRENDER EFFECTS IN THE FAR EAST:

59.891 If, when Britain surrenders to Germany, Japan:

A. Is not at war with either Britain or the U.S., Japan may not go to war with Britain without also going to war with the U.S.

B. Is at war with both Britain and the U.S., the British surrender takes effect only in Europe and Britain continues to fight Japan in conjunction with the U.S.

C. Is at war with Britain, but not with the U.S., Japan may either end hostilities with Britain or continue fighting. The Japanese player makes this decision at the moment of surrender.

59.892 If Japan adheres to the peace treaty between Germany and Britain:

A. Hex control is determined according to 59.63.

B. No British concessions are made in the Far East. Australia and India remain British minor allies.

C. In the second or any subsequent turn following a British surrender, Japan may declare war on Britain and the U.S. and resume fighting.

59.893 British ground, air and naval units in Asia are subject to the normal British force pool reductions, whether or not Japan adheres to the peace treaty between Germany and Britain.

59.894 If Japan declines to adhere to a German-British treaty, fighting between Japan and Britain continues indefinitely unless Britain reenters the European war and then surrenders to Germany a second time.



60. RUSSIAN SURRENDER

- 60.1 RUSSIAN RESISTANCE LEVEL
- 60.2 BRP EFFECTS
- 60.3 FORCE POOL EFFECTS
- 60.4 NO U.S. ELECTION

60.1 RUSSIAN RESISTANCE LEVEL:

60.11 RUSSIAN RESISTANCE TABLE: The Russian resistance level is determined at the end of each Allied player turn. If the Russian resistance level is zero or less, Russia incurs BRP (60.2) and force level (60.3) effects. The Russian resistance level has no effect on play unless it is zero or less.

Russian Resistance Table - 60.11	
+/-#	Russian DP level as calculated at the end of the current Allied player turn. The Russian DP level may be negative.
-#	For each atomic attack against Russia (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each Russian city firestormed (cumulative).
-1	For each oil effect currently applicable to Russia.
-1	If Axis forces control at least one hex in Britain (Scapa Flow is included, Ulster is not).
-1	For every ten unbuilt Russian ground/army air factors.
-1	For each IC controlled by Russia below 7 (6 ICs: -1; 5 ICs: -2; 4 ICs: -3; and so on).
+1	For each IC controlled by Russia above 7 (8 ICs: +1; 9 ICs: +2; 10 ICs: +3; and so on).
+1	For each Western Allied major power at war with Germany.
+1	If the Western Allies control at least two hexes in European France.
Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Russia incurs adverse BRP effects; if the net result is negative, Russia also incurs adverse unit effects.	

A cursory examination of the Russian Resistance Table surrender rules will confirm that Russia's resistance level will not be zero or less until it has suffered substantial territorial, economic and military losses. This means players only have to calculate the Russian resistance level if Russia is in trouble.

60.12 RUSSIA CONTINUES FIGHTING: If the Russian resistance level is zero or less, Russia is considered to be in a state of surrender for victory condition purposes (62.91), but no matter how low the Russian

resistance level drops, Russia never surrenders as such and continues to fight, although its ability to do so may be fatally impaired by BRP and units losses.

60.2 BRP EFFECTS:

60.21 RUSSIAN OPTIONS: If the Russian resistance level is zero or less at the end of an Allied player turn, Russia incurs one of the following two BRP effects, at the Russian player's option:

A. IC VALUES FROZEN: Russia does not increase the value of its ICs in the following turn (37.13F); or

B. IC SURRENDERED: Russia surrenders an isolated IC to Germany. Russia immediately removes any Russian units in the isolated IC and returns them to the Russian force pool as unbuilt units. The IC itself remains under Russian control until the Axis gain control of the hex containing the IC. ICs which are fully supplied from the eastern edge of the mapboard may not be surrendered.

60.22 SUBSEQUENT TURNS: The BRP effects described above are implemented for every turn the Russian resistance level is zero or less.

60.3 FORCE POOL EFFECTS:

60.31 20 BRPs OF UNITS REMOVED FROM PLAY: If the Russian resistance level less than zero at the end of an Allied player turn, Russia permanently removes 20 BRPs of units from play for each negative Russian resistance level (Russian resistance -1: 20 BRPs of units; Russian resistance -2: 40 BRPs of units; Russian resistance -3: 60 BRPs of units; and so on), as follows. Russia does not remove units if the Russian resistance level is zero or higher.

A. UNITS REMOVED: For each negative Russian resistance level, Russia must remove the following units:

- One AAF.
- One armor unit.
- Sufficient infantry units to reach a total of 20 BRPs of removed units.

If a 5-6 armor unit is removed, seven infantry factors are removed; if a 4-5 armor unit is removed, nine infantry factors are removed; if a 3-5 armor unit is removed, 11 infantry factors are removed.

B. SOURCES OF REMOVED UNITS: The removed units are taken from the following sources, in the indicated order:

- Mobilized units which have not yet entered the Russian force pool.
- Unbuilt units.
- Built units which are on the mapboard or in the Urals box. The Russian player decides which units.

60.32 SUBSEQUENT TURNS:

A. REMOVAL OF ADDITIONAL UNITS: Once a negative Russian resistance level has triggered the removal of Russian units, Russia does not remove additional units in subsequent turns unless the Russian resistance level decreases.

EXAMPLE: At the end of the Fall 1942 Allied player turn, the Russian resistance level is -3. Russia removes 60 BRPs of units. At the end of the Winter 1942 Allied player turn, the Russian resistance level is -2. Russia does not remove an additional 40 BRPs of units. Russia would only remove additional units in Winter 1942 if the Russian resistance level dropped to -4 or less.

B. REMOVED UNITS NOT COUNTED WHEN CALCULATING THE RUSSIAN RESISTANCE LEVEL: Russian units removed from play are not considered to be unbuilt when calculating the Russian resistance level in subsequent turns.

60.4 NO U.S. ELECTION:

60.41 A Russian surrender does not trigger a U.S. election. The U.S. may enter or continue the war in Europe without restriction unless Britain is also in a state of surrender and Japan has not surrendered (62.91).



61. CHINESE SURRENDER

- 61.1 DETERMINING CHINESE SURRENDER
- 61.2 MODIFIERS
- 61.3 RESULTS

61.1 DETERMINING CHINESE SURRENDER:

61.11 CHINA NEVER SURRENDERS: Nationalist China never formally surrenders, but the Nationalist Chinese government can disintegrate under Japanese pressure. At the end of each Chinese player turn, the Chinese Resistance Table is consulted. The result applies from the beginning of the next Japanese player turn and until the end of the next Chinese player turn, when another determination of the Chinese resistance level is made.

61.2 MODIFIERS:

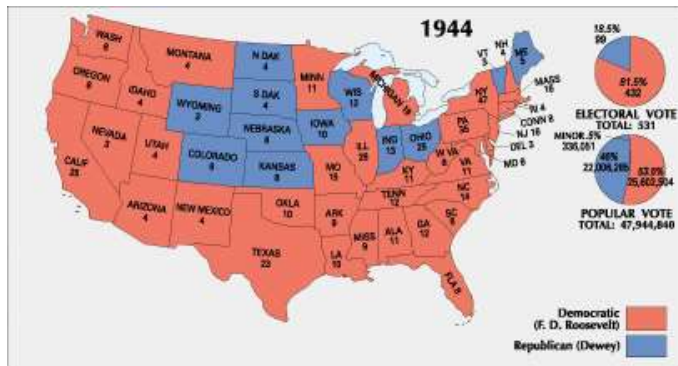
61.21 UNBUILT UNITS: Unbuilt partisans do not affect Chinese resistance levels.

61.22 FLYING TIGERS: The Flying Tigers do not count as American air factors.

61.3 EFFECTS:

61.31 REFERENCE: Details as to the specific application of the various Chinese resistance results are found in rules 78-80.

Chinese Resistance Table - 61.11	
-1	For every five unbuilt Nationalist Chinese ground factors.
-1	Japanese control of Chungking.
+2	Nationalist Chinese control of Peking, Shanghai, Nanking or Canton (+2 for each).
+1	For every five British, American or Russian ground/air factors in Nationalist China, Communist China or Manchuria.
+1	If the Japanese control Yanan.
Results	
-5	Nationalist Chinese government collapses and China disintegrates into warring factions. All Nationalist Chinese units remain immobilized in their hexes.
-4	Nationalist Chinese units may not be built.
-3	All Nationalist Chinese units are subject to a -1 DM.
-2	Nationalist China may not carry out offensive operations.
-1	Nationalist Chinese units may not operate outside China.
0	No effect.
+1	Nationalist Chinese units operating outside China are not subject to a -1 DM.
+2	All restrictions on Nationalist-Communist cooperation are lifted.
Explanation: Check at the end of each Chinese player turn and implement the result. Results are cumulative - each result includes all lesser results on its side of a "0" result.	



62. U.S. ELECTIONS

- 62.1 OVERVIEW
- 62.2 WHEN U.S. ELECTIONS OCCUR
- 62.3 DETERMINING U.S. ELECTION RESULTS
- 62.4 U.S. ELECTION RESULTS
- 62.5 POST-ELECTION TENSIONS
- 62.6 A SEPARATE PEACE
- 62.7 AMERICAN REENTRY INTO THE WAR
- 62.8 ATOMIC WAR
- 62.9 ALLIED DEFEAT

62.1 OVERVIEW:

62.11 The U.S. may not be conquered. It may, however, be pressured by adverse military and political developments into scaling back its efforts or even signing separate peace agreements in one or both theaters of conflict.

62.12 "U.S. ELECTION" A BROAD TERM: In most games the only "U.S. election" will occur after the 1945 YSS, which represents the U.S. presidential election held in November 1944, the results of which take effect in January 1945. However, a German atomic attack against the U.S. also triggers a "U.S. election", which represents a complete Congressional review of American involvement in the war.

62.2 WHEN U.S. ELECTIONS OCCUR:

62.21 TRIGGERING EVENTS: A U.S. election occurs at the following times:

A. AFTER THE 1945 YSS: Immediately after the 1945 YSS, in every game.

B. IF THE U.S. IS SUBJECT TO ATOMIC ATTACK: At the end of any game turn in which the continental U.S. is subject to a successful German atomic attack.

U.S. Election Modifiers - 62.31	
Europe	
-#	Axis DP level, including neutral Italian DPs, as calculated when the election is held.
-#	For each atomic attack against a hex in Britain or the U.S. Atlantic box (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each current British surrender level below -5 (-6:-1; -7:-2; 8:-3; -9:-4; -10:-5).
+1	For each current British surrender level above -5 (-4:+1; -3:+2; -2:+3; -1:+4; 0:+5)
+5	If Britain is not in a state of surrender.
+#	Allied DP level, including neutral Russian DPs, as calculated when the election is held.
+10	If Japan has surrendered.
Pacific	
-#	Japanese resistance level (zero if Japan has surrendered).
+20	If Japan declared war on the U.S.
+10	If Germany has surrendered.

62.3 DETERMINING U.S. ELECTION RESULTS:

62.31 CALCULATION MADE FOR EACH THEATER: The U.S. election result is determined by making a calculation for each theater, using the following modifiers. If the election is triggered by the 1945 YSS, then the results from both theaters are combined; if the election is triggered by an atomic attack, only the European theater calculation is made. If the result is 1 or greater, there is no effect on American policies or actions. If the net result is zero or less, a pro-Axis U.S. election result occurs.

62.32 BRITISH AND RUSSIAN DP LEVELS: The British and Russian DP levels may be negative when calculated for U.S. election purposes.

62.4 U.S. ELECTION RESULTS:

62.41 THEATER RESULTS COMBINED: At the end of the 1945 YSS, the U.S. election results in each theater are added together. For all U.S. elections, if the total result is positive, President Roosevelt wins reelection (or Congress endorses his leadership) and U.S. policy is unchanged. However, if the total is zero or less, U.S. policy shifts in favor of disengagement and the net result is implemented as set out below (62.42). Each result includes all higher number results.

U.S. Election Results - 62.41	
Result	Effect
0	The U.S. ceases all offensive economic warfare, including strategic and conventional bombing, submarine strategic warfare and attacks by flying bombs and rockets, and may not make atomic attacks.
-1	The U.S. seeks to reduce casualties for political reasons. American forces may not initiate or continue ground attacks at less than 2:1 odds.
-2	The U.S. may not conduct full offensives.
-3	U.S. forces may not engage in any offensive operations.
-4	U.S. forces may not take part in attritions.
-5	U.S. ground units may not leave the U.S. box.
-6	U.S. air units may not leave the U.S. box.
-7	The U.S. signs a separate peace, with a tension level for that theater of 46.

If the U.S. election result for a theater is -8 or less, the U.S. signs a separate peace and the tension level for that theater is reduced by four for each additional election level: -8: tensions = 42; -9: tensions = 38; and so on.

62.42 RESULTS APPLIED TO EACH THEATER SEPARATELY: There are four possible U.S. election results:

A. ALLIED VICTORY: If the net U.S. election result favors the Allies, there is no effect.

B. AXIS VICTORY: If the net U.S. election result favors the Axis (zero or less), the U.S. will disengage in Europe, the Pacific, or both:

- If the Axis wins the U.S. election in Europe, that result, offset by the pro-Allied result in the Pacific, is implemented in Europe; the war continues in the Pacific.
- If the Axis wins the U.S. election in the Pacific, that result, offset by the pro-Allied result in Europe, is implemented in the Pacific; the war continues in Europe.
- If the Axis wins the U.S. election in both theaters, the result for each theater is implemented in that theater.

62.43 HIGHER RESULT MAY BE TAKEN: Germany and Japan may select a higher result in their theater if they feel it would be to their advantage to do so. For example, after a -9 result, Germany could impose a -6 result instead, allowing the U.S. to remain in the war on a restricted basis.

62.44 ELECTION RESULTS APPLY ONLY TO AMERICAN UNITS: The restrictions set out for U.S. election results 0 to -5 apply only to American units, including American-built partisans (EXCEPTION: If Britain has surrendered, U.S. election results 0 to -4 also apply to Britain.)

62.45 BRP GRANTS: The extent to which American BRP grants are allowed to the Western Allies or China after an election result of -7 or below is governed by the USAT or USJT level in the relevant theater (40.33).

62.46 SINGLE THEATER GAMES:

A. EUROPEAN SCENARIOS: In European scenarios, the Pacific theater U.S. election result is considered to be zero and is disregarded.

B. PACIFIC SCENARIOS: In Pacific scenarios, there is no U.S. election.

62.5 POST-ELECTION TENSIONS:

62.51 TENSIONS AGAIN RECORDED: After an adverse U.S. election result, USAT and USJT (as the case may be) are again recorded to determine the extent to which the U.S. resumes involvement in the war in that theater. Increases in the USAT or USJT levels reflect the impact which continued Axis or Japanese aggression has on American public opinion, even if the U.S. has signed a separate peace with Germany or Japan.

62.52 FOUR TENSION POINTS = ONE ELECTION RESULT LEVEL: For every four points the applicable tension level increases, the U.S. election result increases by one level in the corresponding theater, until eventually the U.S. can again participate in the war in that theater without restriction. Thus after an election result of “-3” for the European theater, USAT would have to increase by four before American forces could carry out offensive operations; by another four before the U.S. could conduct full offensives; by another four before attacks at less than 2:1 were allowed; and by another four before the final restriction, the prohibition against offensive economic warfare, was lifted and the U.S. could fully participate in the war in Europe.

62.53 POST-ELECTION TENSION MODIFIERS: U.S. tension modifiers which apply only after an adverse election result are listed distinctly from the normal modifiers. All normal tension modifiers also apply (EXCEPTION: The normal status modifiers for the number of major powers at war with the Axis are superseded by a +1 modifier for each major power other than the U.S. at war with Germany). The American oil embargo on Japan is considered to be lifted, but unless the U.S. signs a separate peace with Japan and the USJT level drops below 20, the U.S. may reimpose an oil embargo on Japan in the following turn, triggering a +1 increase in tensions in that and each subsequent turn.

62.6 A SEPARATE PEACE:

62.61 EUROPE: After signing a separate peace with Germany following a “-7” or worse election result, all American ground, air and naval units, airbases and rocket bases are immediately transferred from Europe to the Atlantic U.S. box (EXCEPTION: American units are allowed in the South Africa box if the U.S. is at war with Japan - 50.57A). This is done before determining any concessions from a British surrender (59.66A).

62.62 PACIFIC: After signing a separate peace with Japan, American units already in the Pacific theater may remain in, and move or redeploy freely to, any Western Allied-controlled hexes on the Pacific front or Australia, where they remain in play and may not be attacked by Japan without a declaration of war.

62.63 RETURNING AMERICAN UNITS MAY NOT BE ATTACKED: American redeployments from Europe and within the Pacific may not be intercepted by the Axis or Japan.

62.64 WAR CONTINUES: American withdrawal from the war in either or both theaters does not directly affect the rest of the war. All remaining Allied powers at war with Germany and Japan continue to fight. Play continues normally in the Pacific if war has not yet broken out between Japan and the U.S.

62.65 TENSIONS AFTER A SEPARATE PEACE: If the U.S. signs a separate peace with either Germany or Japan, the USAT or USJT level drops below 50 and is set according to the U.S. election result, with four tension points again equal to one election result level. If the election result were -7, the tension level would be set at 46; if the election result were -8, the tension level would be set at 42, and so on. Tensions may be reduced by German conciliatory policy toward Britain (59.75B).

62.66 AMERICAN REENTRY GOVERNED BY TENSION LEVEL: The extent of American involvement in the war after a separate peace is governed by the applicable tension level. As tensions rise, American involvement short of war increases according to the tension results, just as it did earlier in the game, subject to the following qualifications:

A. Mobilizations which have already occurred are not triggered again.

B. Tension results do not override U.S. election result restrictions. For example, USJT results which permit the deployment of American units to the Pacific mapboard are prohibited by a -5 election result.

62.67 AMERICAN ACTIVITY WHILE NEUTRAL: While the U.S. is neutral:

A. AMERICAN MOBILIZATIONS CONTINUE: The U.S. continues to mobilize each turn in a theater in which it was at war until it has completed all its mobilizations for that theater.

B. DPs: The U.S. receives five DPs in each YSS if it was at war with Germany. The U.S. continues diplomacy while neutral.

C. RPs: The U.S. receives five RPs for each theater in which it was at war. The U.S. continues research and production while neutral.

62.7 AMERICAN REENTRY INTO THE WAR:

62.71 RESTRICTED REENTRY PERMITTED: The U.S. may reenter the war in either theater if tensions increase sufficiently, just as is the case prior to the initial U.S. entry into the war. However, the restrictions associated with the U.S. election results apply after the U.S. reenters the war, so tensions continue to be tracked to determine when the U.S. moves from the -6 election result to the -5 election result, and so on, until it is no longer subject to any restrictions.

62.72 NO RESTRICTIONS IF GERMANY OR JAPAN DECLARE WAR: If Germany or Japan declares war on the U.S. while it is neutral, the U.S. immediately resumes full participation in the war in that theater and the restrictions associated with the U.S. election results do not apply. Germany does not receive any modifiers for submarine warfare as a result of a declaration of war on the U.S. if the U.S. has already participated in the European war.

62.8 ATOMIC WAR:

62.81 GERMAN ATOMIC ATTACKS: A U.S. election result for the European theater is calculated at the end of any game turn in which Germany successfully detonates an atomic device in the U.S.

62.82 U.S. DEFEAT: If the U.S. signs a separate peace with Germany as a result of a German atomic attack, it is considered defeated. The U.S. signs a separate peace with both Germany and Japan, even if the election result for the Pacific would normally mandate a continuation of the Pacific war, and the U.S. may not reenter or take part in the war in any manner in either theater for the remainder of the game. In most circumstances, this means Germany and Japan will win a decisive victory, but it does not preclude other Allied major powers from fighting on.

62.83 FAILURE TO DEFEAT THE U.S.: If a German atomic attack fails to force the U.S. to sign a separate peace with Germany, it has no effect on American participation in the war. Similarly, if Germany makes an atomic attack against the U.S. when the U.S. is subject to U.S. election result restrictions, and the U.S. does not sign a separate peace, all restrictions on U.S. participation in the European theater are lifted. An atomic attack on the U.S. is an all-or-nothing affair.

The U.S. may not make atomic attacks unless it is fighting without restriction, and a German atomic attack on the U.S. lifts all restrictions on American participation in the European war. If the Germans, moving first, make an atomic attack against the U.S., the U.S. may try to retaliate, and the success of the retaliation may determine whether the U.S. keeps fighting or not. The Germans might want to think twice before making such an attack, for a German atomic attack on Britain or Russia does not automatically allow a U.S. response in kind, because of the American fear of German retaliation. Atomic war is a dangerous business!

62.9 ALLIED DEFEAT:

62.91 MAJOR POWER SURRENDERS: The game ends in a decisive Axis victory, without the need for a U.S. election, if:

A. France, Britain and Russia are in a state of surrender; and

B. Germany and Japan have not surrendered.