



Surrender of Major Powers

54. SURRENDER OF MAJOR POWERS

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- 54.2 DP CALCULATIONS
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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.

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 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 is not relevant to this calculation, other than that a BRP deficit will reduce the BRP level in the notional YSS calculation by the full amount of the deficit, and this may affect the major power's DP level. German BRP base reductions since the previous YSS due to the loss of German conquests (35.42A) 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.

54.3 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.
+#	For each strategic atomic attack made by Germany (+3 for the first attack; an additional +2 for the second attack; an additional +1 for each subsequent attack).
-#	For each strategic atomic attack against Germany (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each German city containing a firestorm marker.
+#	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.



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 resistance level 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 ITALIAN RESISTANCE LEVEL: The Italian resistance level is equal to Italy's DP total, 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 in the last turn of *Gathering Storm* or in *A World at War*, a +2 modifier applies.

Classic <i>A World at War</i>
In classic <i>A World at War</i> , rule 56.12A applies only if the Western Allies declare war on Italy in <i>A World at War</i> .

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 RESISTANCE: A positive Italian resistance level modifies the German resistance level.

56.14 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. **GROUND UNITS:** All Italian ground units are removed from the board, other than Italian infantry units added to the German force pool, as detailed in the Post-Surrender Italian Forces Table, and the 1-3 Folgore airborne unit. Other Italian infantry units added to the German and American force pools, as detailed in the Post-Surrender Italian Forces Table, are unbuilt.

C. **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 to the German force pool:

- If the 1-3 Folgore airborne unit is on the board, it remains in play. If the Folgore airborne unit is not on the board, it is added, unbuilt, to the German force pool, whether or not it was in the Italian force pool when Italy surrendered.
- The 1-3 Folgore airborne unit may overstack and may be used anywhere on the board. The CTL and airdrop ability of the 1-3 Folgore airborne unit does not change.

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
+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.

Classic A World at War

In classic A World at War, Italy has no economic interests in any minor countries and rule 35.53 does not apply.

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. Italian naval units may not intercept Western Allied naval activities, provided the Western Allies hold back at least an equal number of uninverted naval factors in any Mediterranean front port for counter-interception.



57. JAPANESE SURRENDER

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- 57.9 PACIFIC THEATER SCENARIOS

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.

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.

Japanese Resistance Table - 57.11	
Situation Modifiers	
+1	For every Pacific front objective under Japanese control.
+1	Japanese control of Singapore , Manila , Vladivostok or Irkutsk (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 controlled and fully supplied by the Allies (-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, Chungking , 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 containing a firestorm marker.
Cumulative Modifiers	
+1	If Japan controls all four Siberian cities within three hexes of Manchuria .
+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	If Japan controls at least 2, but less than 6, more island groups than the Western Allies control.
+2	If Japan controls 6 or more island groups than the Western Allies control.
+1	For every 50 BRPs of enemy, including Chinese, Russian and minor country, air, naval and non-partisan ground units eliminated each game turn in the Pacific theater, up to a maximum of two Japanese resistance modifiers per turn (50-99 BRPs: +1; 100+ BRPs: +2). Remnants are carried over into the next turn.
-1	If the situation modifiers for controlling mainland Asia front objectives favor the Allies by at least -4, but less than -6.
-2	If the situation modifiers for controlling mainland Asia front objectives favor the Allies by at least -6, but less than -8.
-3	If the situation modifiers for controlling mainland Asia front objectives favor the Allies by -8.
-1	If the Western Allies control at least 2, but less than 6, more island groups than Japan controls.
-2	If the Western Allies control 6 or more island groups than Japan controls.
<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 are tracked as set out in 57.14.</p>	

Classic A World at War

The changes to the Japanese Resistance Table arose out of *Storm Over Asia* and apply to classic A World at War.

57.14 CUMULATIVE MODIFIERS:

A. TIMING:

- Cumulative modifiers for control of cities and objectives 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., Britain or Russia (for example, the end of Spring 1942 if Japan attacks the U.S. in Winter 1941).
- Cumulative modifiers for control of island groups are also 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., Britain or Russia (EXCEPTION: If Japan declares war on a neutral Russia, the cumulative modifier for control of island groups is counted starting at the end of the game turn in which Japan and the U.S. or Britain are at war).

B. ENEMY LOSSES:

- Enemy losses are tracked every turn.
- When calculating the BRP value of eliminated enemy ground, air and naval units, damaged named ships count as 3 BRPs and named ships sunk in port count as 6 BRPs.
- Enemy BRP losses from Japanese bombing, flying bomb and rocket attacks, Indian partisans and Japanese units adjacent to the Australia, India and Ural boxes are counted.
- Partisans and damaged cruisers are not counted.
- The maximum Japanese resistance increase from eliminated Allied units is +2 per turn. Any remnants which do not increase the Japanese resistance level are carried over into the next turn.

EXAMPLES: In Summer 1943, Allied losses are 67 BRPs. The Japanese resistance level increases by +1, and 17 BRPs of Allied losses are carried over into Fall 1943.

In Summer 1945, Allied losses are 178 BRPs. The Japanese resistance level increases by +2 (the maximum), and 78 BRPs of Allied losses are carried over into Fall 1945.

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.
- An island group that was the target of an enemy raid is not counted as controlled for the purpose of determining Japanese resistance (21.5398A).
- Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.
- Each cumulative Japanese resistance modifier from island group control costs the side that benefits one oil counter per modifier (33.74).



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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.
- The Japanese resistance level is increased by +1 each turn Japan controls at least 2, but less than 6, more island groups than the Western Allies control.
- The Japanese resistance level is increased by +2 each turn Japan controls 6 or more island groups than the Western Allies control.



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F. ISLAND GROUPS - WESTERN ALLIED:

- The Japanese resistance level is reduced by -1 each turn the Western Allies control at least 2, but less than 6, more island groups than Japan controls.

- The Japanese resistance level is reduced by -2 each turn the Western Allies control 6 or more island groups than Japan controls.

G. MAINLAND ASIAN SITUATION MODIFIERS: A negative cumulative modifier may be triggered if the net situation modifier for control of mainland Asian objectives favors the Allies:

- Allied control of Peking, Shanghai, Nanking, Canton, Chungking, Harbin, Mukden, Seoul: -1 situation modifier for each.
- Japanese control of Vladivostok, Irkutsk: +1 situation modifier for each.
- Control of Hong Kong has no effect, because it is not a situation modifier.
- Control of objectives in Japan have no effect, because they are not on the Asian mainland.

57.2 EFFECTS OF A JAPANESE SURRENDER:

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

57.23 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:

A. Ten AAF (for a total of 30 AAF);

B. Two 1-3 marine units (for a total of six 1-2 marine units);

C. Three 3-4 infantry units (for a total of nine 3-4 infantry units);

D. 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

- 58.1 DETERMINING FRENCH SURRENDER
- 58.2 FRENCH SURRENDER LEVEL
- 58.3 ESTABLISHMENT OF VICHY FRANCE
- 58.4 HEXES
- 58.5 FRENCH MINOR COUNTRIES AND COLONIES
- 58.6 VICHY AND FREE FRENCH FORCES
- 58.7 BRPs

58.1 DETERMINING FRENCH SURRENDER:

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

- A. Paris is controlled by the Axis; or
- B. 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; 38-46 factors: no modifier; 47-51 factors: -1; 52-56 factors: -2; 57 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.

Classic A World at War

This rule applies in classic *A World at War*, as written. Reference to Fall 1939 has been removed to make the rule of general application.

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*.

Classic A World at War

In classic *A World at War*, rule 58.21D does not apply.

E. TURN OF SURRENDER: The French surrender level is modified based on how long it takes the Axis to conquer France:

- The turn in which Germany first gains control of any hex in France: +2.
- The turn after Germany first gains control of any hex in France: no modifier.
- Two turns after Germany first gains control of any hex in France: -2.
- Three or more turns after Germany first gains control of any hex in France: -4.

Classic A World at War

In classic *A World at War*, the French surrender level is modified as follows: Spring 1940 or earlier surrender: +2; Summer 1940 surrender: no modifier; Fall 1940 surrender: -2; Winter 1940 or later surrender: -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.

Classic A World at War
In classic A World at War, France has no economic interests in any minor countries, so only part of rule 58.51 applies.

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.

Classic A World at War
In classic A World at War, France has no economic interests in any minor countries, so rule 58.521 does not apply.

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.

Classic A World at War
In classic <i>A World at War</i> , France may not have 4-5 armor units, so rule 58.613 does not apply.

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												
FSL	Vichy France Established						Vichy France Not Established					
	Army		Air	Naval			Army		Air	Naval		
	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						
FSL	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. The U.S. enters or continues the war in Europe without restriction alongside what remains of Britain after Britain surrenders unless France has surrendered, Russia is in a state of surrender, and Japan has not surrendered, in which case the game ends in an Axis victory (62.2).

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.

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.

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 containing a firestorm marker.
-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.	

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. Removed ground units may later be restored to the British force pool by production, but otherwise remain out of play and may not be built.

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 IN BRITAIN:

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.

59.64 HEX CONTROL OUTSIDE BRITAIN: Outside Britain, 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.

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).

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)

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.

For concession purposes, Cyprus is considered to be part of Palestine and Kuwait is considered to be part of Iraq.

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.

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. Britain has unbuilt units that may not be built in Britain.

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.

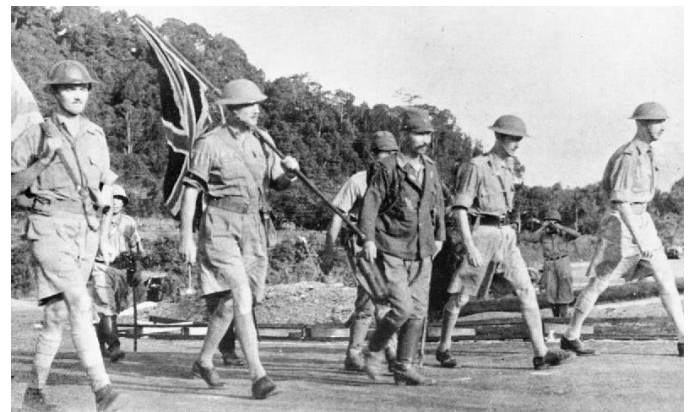
59.87 ADDITIONAL BRITISH SURRENDERS: British resistance level calculations are made normally at the end of each turn and Britain may surrender again if its resistance level drops below the level of the initial surrender unless Germany declares war on the Western Allies after a British surrender (59.86B).

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 VLASOV'S

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.

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.

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 containing a firestorm marker.
-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.

60.3 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 removes 20 BRPs of units from its force pool 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. Removed ground units may later be restored to the Russian force pool by production, but otherwise remain out of play and may not be built.

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

- Two 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, four infantry factors are removed; if a 4-5 armor unit is removed, six infantry factors are removed; if a 3-5 armor unit is removed, eight 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 VLASOV:

60.41 RUSSIAN OCCUPATION RESULT: If the Russian resistance is zero or less at the end of an Allied turn, the Axis gain a Russian occupation policies production result in the following Axis player turn. This Russian occupation policies production result:

A. May occur only once per game.

B. Is achieved at no RP cost and does not prevent normal Russian occupation policies production in the year it occurs.

C. Does not count against the limit of three Russian occupation policies production results per game.

D. Increases the Vlasov construction rate by one for the remainder of the game.

60.42 ADDITIONAL VLASOV CONSTRUCTION: If the Russian resistance is less than zero at the end of an Allied turn, Germany may build one additional Vlasov factor in the next Axis player turn for each negative Russian resistance level (-1: one additional Vlasov factor; -2: two additional Vlasov factors; and so on). This additional construction:

A. Does not count against the Vlasov construction limit as determined by the number of Russian occupation policies results.

B. Applies only in the Axis player turn following a negative Russian resistance level determination.



61. CHINESE SURRENDER

61.1 DETERMINING CHINESE SURRENDER

61.2 MODIFIERS

61.3 FORCE POOL EFFECTS

61.4 OTHER EFFECTS

Classic A World at War

This reorganization of the Chinese surrender rules arose out of *Storm Over Asia* and applies to classic *A World at War*.

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.

Chinese Resistance Table - 61.11

-1	For every three unbuilt Nationalist Chinese ground factors, (0-2 factors: no effect; 3-5 factors: -1; 6-8 factors: -2; and so on).
-1	If ten or more Wang infantry factors are in China.
-1	If China did not achieve at least three steps of <i>Storm Over Asia</i> Burma Road research or the Burma Road is closed.
-1	Japanese or Communist control of each of Peking, Shanghai, Nanking, Canton and Chungking (-1 for each city).
+1	For every ten ground and air factors in the Nationalist Chinese force pool, including unbuilt units (round up).
+1	For every five British, American or Russian ground/air factors in Nationalist China, Communist China or Manchuria.
+1	China achieved a second <i>Storm Over Asia</i> China Lobby result.
+1	If Communist China does not control any Chinese regions.
Results	
-3	The CTL of all Nationalist Chinese units is reduced by -1.
-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.
+3	Nationalist Chinese units may operate in any Asian front hex other than in Russia.
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.	

Classic A World at War

The changes to the Chinese Resistance Table arose out of *Storm Over Asia* and apply to classic *A World at War*, with some inapplicable modifiers removed.

61.2 MODIFIERS:

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

61.22 AIR FACTORS IN CHINA:

A. British, American and Russian air factors in China must be uninverted in a fully supplied, operational air base to modify Chinese resistance.

B. The Flying Tigers do not count as American air factors.

61.3 FORCE POOL EFFECTS:

61.31 NATIONALIST DEFECTIONS: If the Chinese resistance level is less than zero at the end of an Allied player turn, one unbuilt Chinese replacement or infantry factor is considered to have defected and is removed play for each negative Chinese resistance level, to a maximum loss of three factors per turn (Chinese resistance -1: 1 factor; Chinese resistance -2: 2 factors; Chinese resistance -3: 3 factors), and a maximum reduction of Nationalist China's ground unit force level to 15 ground factors, plus any additional infantry units from Chinese army research and Chinese military counters. China does not remove units if the Chinese resistance level is zero or higher or if it does not have unbuilt units.

A. UNITS REMOVED:

- If the Chinese resistance level is -1, China removes a replacement or a 1-2 infantry unit.
- If the Chinese resistance level is -2, China removes two one-factor units or a 2-2 infantry unit.
- If the Chinese resistance level is -3, China removes any combination of units that total three factors.

B. SOURCE OF REMOVED UNITS: Only unbuilt units are removed. The number of factors removed is limited to the number of unbuilt Chinese units at the end of the turn.

C. WANG FORCE POOL INCREASES:

- For each Nationalist factor that defects, Japan adds one Wang infantry factor, unbuilt, to its force pool.
- Japan may defer adding a 1-2 Wang infantry unit to its force pool in order to add a 2-2 Wang infantry unit in a subsequent turn.
- Wang infantry units added to Japan's force pool from Nationalist defections do not count against the normal Wang force pool limits (one 1-2 and one 2-2 infantry unit for each of Peking, Nanking, Shanghai, Canton and Chungking controlled by Japan - *A World at War* rules 42.26E, 44.33; plus up to three additional Wang factors from Japanese *Storm Over Asia* Chinese Puppets research - *Storm Over Asia* transition rule 6.76), subject to the proviso that the Wang force pool from all sources is limited by the counter mix (six 1-2 and six 2-2 Wang infantry units, for a total of 18 Wang infantry factors).
- If the Wang force pool has reached its maximum, additional Nationalist units that defect are simply removed from play.
- Wang infantry units added to Japan's force pool from Nationalist defections do not count against the construction limit for Wang units.

61.32 SUBSEQUENT TURNS:

A. DEFECTORS NOT COUNTED WHEN CALCULATING THE CHINESE RESISTANCE LEVEL: Nationalist units that have defected are not considered to be unbuilt when calculating the Chinese resistance level in subsequent turns.

B. CHINESE RESISTANCE INCREASES: If the Chinese resistance level is positive at the end of a subsequent game turn, the 61.31 process is reversed – Wang units defect and China's force pool is increased. This may not result in China's force pool exceeding its original size.

Classic A World at War
This change arose out of <i>Storm Over Asia</i> and applies to classic <i>A World at War</i> .

61.4 OTHER EFFECTS:

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

62. ALLIED DEFEAT

- 62.1 SUSPENSION OF HOSTILITIES
- 62.2 ALLIED DEFEAT

62.1 SUSPENSION OF HOSTILITIES:

62.11 The Western Allies, including Britain, offer to suspend hostilities in the following circumstances, unless they have the atomic bomb (59.94):

A. GERMAN ATOMIC ATTACK: Germany makes a successful strategic atomic attack against a hex in Britain or against the Atlantic U.S. box (43.321C).

B. JAPANESE ATOMIC ATTACK: Japan makes a successful strategic atomic attack against the Pacific U.S. box (43.321C).

62.12 AXIS REJECTION: The European Axis (59.91A, B) or Japanese (59.91C) player has the option of rejecting the Western Allied offer to suspend hostilities and continuing to fight.

62.13 EFFECTS:

A. EUROPE: If hostilities are suspended because of a German atomic attack (59.91B), neither the European Axis nor the Western Allies may engage in any operations against the other until the Western Allies resume hostilities. There is no effect on the Pacific theater.

B. PACIFIC: If hostilities are suspended because of a Japanese atomic attack (59.91C), neither Japan nor the Western Allies may engage in any operations against the other until the Western Allies resume hostilities. There is no effect on the European theater.

62.14 WESTERN ALLIED ATOMIC BOMB: The Western Allies do not offer to suspend hostilities if they have the atomic bomb, and revoke any suspension of hostilities at the start of any Western Allied player turn in which they obtain the atomic bomb.

any Western Allied player turn in which they obtain the atomic bomb.

Classic A World at War
In classic <i>A World at War</i> , Japan may not conduct atomic attacks, so the provisions of rule 62.1 relating to the effects of a Japanese atomic attack do not apply.

62.2 ALLIED DEFEAT:

62.21 MAJOR POWER SURRENDERS: The game ends in a decisive Axis victory if:

- A.** France, Britain and Russia are in a state of surrender; and
- B.** Germany and Japan have not surrendered.