

France

75. RESTRICTIONS ON FRENCH FORCES

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75.1 HISTORICAL BASIS:

75.11 France entered the war weakened by internal political strife and haunted by memories of the terrible casualties it suffered in World War I. These political weaknesses, which were distinct from the military incompetence which characterized Italy's war effort, are reflected in the following restrictions on the activities of French forces. These restrictions exist independently of Anglo-French cooperation restrictions (53.2).

75.2 GROUND ATTACKS:

75.21 ATTACKS AT LESS THAN 1:1 ODDS PROHIBITED: French ground units may not carry out or assist in ground attacks at less than 1:1 odds.

75.3 FRENCH UNITS IN BRITAIN:

75.31 FRENCH UNITS PROHIBITED FROM ENTERING BRITAIN: French units may not enter or base in Britain.

75.4 AXIS OCCUPATION OF PARIS:

75.41 ADDITIONAL RESTRICTIONS: The following additional restrictions apply while Paris is occupied by Axis ground units. These additional restrictions do not apply if Paris is merely Axis-controlled rather than occupied (i.e., if an Axis unit moved through Paris and did not remain in it). While Paris is occupied by Axis ground units:

75.42 DECLARATIONS OF WAR PROHIBITED: France may not make any declarations of war.

75.43 NAVAL UNITS: French naval units may only change base. French naval units may not escort sea supply, conduct naval missions, intercept enemy naval activities, NR or provide sea escort.

75.44 GEOGRAPHICAL RESTRICTIONS: French units may not leave France. French units already outside France may not enter enemy-controlled hexes.

75.45 OFFENSIVE OPERATIONS: France may conduct offensive operations only on the western front. France may conduct offensive operations only in conjunction with an attack on Paris at 1:1 or greater odds. France may not engage in attrition combat unless the Western Allies regain control of Paris.

75.46 ATTACK ON PARIS: French attacks against Axis units blocking the movement of Western Allied units to Paris are prohibited. French units are limited to an attack against the Axis units in Paris, as follows:

A. Such an attack must be at odds of 1:1 or greater (75.21). French units may not participate in attacks at lower odds, even if such attacks could theoretically lead to the recapture of Paris.

B. Paris may not be attacked by French units unless at least one attacking Allied ground unit is in supply and is eligible to advance into Paris after combat. British units adjacent to Paris could only advance into Paris if Anglo-French cooperation restrictions do not apply. In rare cases, even if prohibited from advancing into Paris after combat, a British unit could recapture Paris if it were vacant by moving through it, either during movement or exploitation, despite Anglo-French cooperation restrictions.

C. If France lacks the BRPs to undertake offensive operations or is unable to obtain 1:1 odds against Paris, no attacks may be made by French units. If Axis defensive air support is required to immunize Paris against possible recapture, the Axis player indicates, if he wishes, that defensive air support is being provided to the Axis units in Paris. These calculations must take into account, however, the possible elimination of such defensive air support from Allied interception. Axis air units which commit to flying defensive air support on Paris may not be used for other purposes during the Allied player turn.

D. While Paris is occupied by Axis ground units, French air units may only fly missions in support of a legal ground attack on Paris. The permitted air missions are ground support to assist the attack on the Paris hex, counterair missions against Axis air units which are in a position to provide defensive air support for Axis units in the Paris hex, and the interception of such defensive air support. French air units may not fly any other air missions while Paris is occupied by Axis units. If no legal ground attack on Paris is possible, France may not fly any air missions. This does not prohibit French air units from staging or modifying British naval interception die rolls. If the Allies wish, they can decline to carry out the ground attack after French counterair missions have been flown, but the ground attack must be possible. If developments during the Allied turn make the attack on Paris an impossibility, the French air force may no longer carry out any missions and any missions in which they are engaged are aborted. French air units may not participate in a British 1:2 attack on Paris.

75.47 NO EFFECT ON BRITAIN: These restrictions apply only to French forces and do not prevent a British attack against Paris.

75.48 RECAPTURE OF PARIS: If the Allies succeed in eliminating all Axis forces in Paris and advancing into Paris after combat, other unused French units on the western front may also attack during that combat phase. The sequence of play must be kept in mind. France could not retroactively announce air or naval missions which were previously prohibited. French air units could fly ground support or intercept enemy defensive air support during exploitation on the turn that Paris was recaptured, as this would occur after Paris had been reoccupied by the Allies.

75.49 REDEPLOYMENTS PROHIBITED: French redeployments are prohibited in the turn in which France surrenders (58.12).

75.5 FRENCH UNITS CONFINED TO THE EUROPEAN THEATER:

75.51 French units may not deploy to the Pacific theater.

75.6 FRENCH COLONIAL UNITS:

75.61 FRENCH COLONIAL UNITS CONFINED TO COLONIES:

The two French 1-3 infantry units which begin the game in French North Africa must remain in the French North African colonies or Libya. The French 1-3 infantry which begins the game in Lebanon-Syria must remain in Lebanon-Syria. If lost, such units may be rebuilt only in the region (French North Africa or Lebanon-Syria) in which they began the game. The three French 1-3 infantry units may not enter France until their status changes as a result of a French surrender.

76. FRENCH ASIAN COLONIES

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76.1 FRENCH INDOCHINA:

76.11 FRENCH COLONY: French Indochina is a French colony worth 10 BRPs, with its capital at Saigon.

76.12 BRPs ADDED NORMALLY: Beginning in the 1940 YSS, France includes the BRP value of French Indochina in its BRP total in the same manner as for its European colonies.

76.2 STATUS OF FRENCH INDOCHINA:

76.21 BEFORE A FRENCH SURRENDER: Until France is conquered by the Axis, Japan may not enter French Indochina without a declaration of war against Britain. If Japan declares war on Britain or the U.S. declares war on Japan before France is conquered by the Axis, the provisions of 76.4 do not apply and hex control of French Indochina is determined normally.

76.22 AFTER FRENCH SURRENDER: If France is conquered by the Axis, French Indochina becomes an independent minor country. Subsequent European events, including diplomatic results for Vichy France, have no effect on French Indochina. Once France is conquered by the Axis, Japan may occupy French Indochina without the need for a declaration of war (76.4). Britain may not attack French Indochina until Britain and Japan are at war.

76.23 CONTROL IN CERTAIN SCENARIOS: Historically Japan occupied French Indochina prior to the outbreak of war in the Pacific. Thus, at the start of all scenarios beginning after Summer 1941, French Indochina is controlled by Japan.

76.3 BRP GRANTS THROUGH FRENCH INDOCHINA:

76.31 BRP GRANTS THROUGH FRENCH INDOCHINA: The U.S. may grant BRPs to Nationalist China through French Indochina, before or after an Axis conquest of France, if Japan is not at war with the Western Allies and the Western Allies control Haiphong and can trace a supply line from Haiphong to Kunming without passing through Burma (40.83).

76.4 JAPANESE OCCUPATION OF FRENCH INDOCHINA:

76.41 NO DECLARATION OF WAR REQUIRED: Once France is conquered by the Axis, Japan may occupy some or all of French Indochina without a declaration of war simply by announcing its intention to do so and then by moving, sea transporting, air transporting, airdropping or NRing ground units into Hanoi or Saigon. Unless Chinese units may move outside China, Japanese units may redeploy next to Chinese units in China.

76.42 OCCUPATION OF NORTHERN FRENCH INDOCHINA: The Japanese occupation of the northern portion of French Indochina occurs when a Japanese ground unit enters Hanoi and gives Japan control only of the French Indochinese hexes adjacent to the Chinese border. Japanese units may operate against China from these hexes, BRP grants to China through French Indochina are prohibited, and the USJT level is not affected. However, Japan does not receive the BRPs for French Indochina and does not gain control of any other hexes in French Indochina.

76.43 OCCUPATION OF ALL OF FRENCH INDOCHINA: The Japanese occupation of all of French Indochina is a two-stage process:

A. In the first turn of the occupation, one Japanese ground unit may enter Saigon. Japan then receives the prorated BRPs for French Indochina at the start of its next player turn. The USJT level increases by one in the turn in which Japanese ground units enter Saigon and by one in each subsequent turn. Japanese units may not enter any of the remaining hexes of French Indochina in the turn Japan enters Saigon (EXCEPTION: Northern French Indochina - 76.42).

B. At the start of the Japanese player turn following its occupation of Saigon, all the remaining hexes in French Indochina not already under Japanese control come under Japanese control.

76.44 Japan may not use airbases in southern French Indochina in the player turn it attacks the Western Allies unless it has occupied Saigon in a previous player turn.

76.45 EFFECT ON THAILAND: If Japan declares war on Britain, Thailand immediately associates with Japan if Japan has occupied all of French Indochina (76.43B) on a previous turn. Otherwise, Thailand associates with Japan in the Japanese player turn following Japanese occupation of all of French Indochina (89.51A).

76.46 EUROPEAN EFFECTS: The Japanese occupation of French Indochina has no effect on the USAT level or any diplomatic die rolls. If France is unconquered when Japan occupies French Indochina, the French BRP level is reduced accordingly.

76.5 OTHER FRENCH POSSESSIONS:

76.51 FRENCH PACIFIC ISLANDS: Other French possessions in the Pacific (New Caledonia, Wallis Island and the Society Islands) are treated as being under British control at the start of the game and automatically become Free French if France is conquered by the Axis.



77. VICHY FRANCE

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77.1 ESTABLISHMENT OF VICHY FRANCE OPTIONAL:

77.11 AXIS PLAYER HAS OPTION: When France surrenders, the Axis player has the option of creating Vichy France as part of the French surrender process (58.3).

77.2 VICHY FRANCE:

77.21 VICHY FRANCE AS A MINOR COUNTRY: Vichy France consists of the southern portion of France as defined by the Vichy French border, Corsica and all French colonies which became Vichy French, other than colonies subsequently conquered by the Allies. If Vichy France is established by the Axis player, it is a minor country worth 20 BRPs (for the key economic areas of Lyon and Marseilles), plus the BRP value of any Vichy colonies (58.31A), with its capital in Vichy city.

77.22 VICHY CITY: Vichy city functions as the capital of Vichy France between the fall of France and the conquest or deactivation of Vichy France and is an unlimited supply source for Vichy units. Vichy city becomes an Axis or Allied limited supply source only if Vichy France associates or allies with one side or the other; it is treated as an ordinary city at all other times.

77.3 VICHY FRENCH HEXES:

- **77.31 CONTROL OF VICHY FRENCH HEXES:** Vichy French hexes are neutral and are controlled by neither side except after a Vichy French diplomatic result which specifies that one side or the other gains control of the Vichy French hexes.
- **77.32 AXIS CONTROL:** The Axis gain control of the Vichy French hexes after a diplomatic result for Vichy France of "8" or greater.
- **77.33 ALLIED CONTROL:** The Allies gain control of the Vichy French hexes after a diplomatic result for Vichy France of "-1" or less.
- **77.34 SUPPLY:** Neither side may trace supply through Vichy French territory unless it controls the Vichy French hexes (EXCEPTION: Axis units in the Axis player turn following the French surrender).

77.4 VICHY FRENCH UNITS:

- 77.41 AXIS CONTROL VICHY FRENCH FORCES: When Vichy France is established, one Vichy French 2-3 infantry unit must be placed and remain in Vichy city and the capital of each European 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 forces are placed in Vichy France and are controlled by the Axis, regardless of the French surrender level, until a diplomatic result for Vichy France alters the situation.
- **77.42 REINFORCEMENT OF VICHY COLONIES:** Vichy French colonies may be reinforced by Vichy units only if a diplomatic result of "5-6" or greater for Vichy France is in effect. If this condition is met, Vichy French units may NR from Vichy France to Vichy French colonies, using Vichy French destroyers for sea escort, and both newly-arrived Vichy French units and Vichy French units already in Vichy French colonies may redeploy within and between Vichy colonies.
- **77.43 AIR AND NAVAL NATIONALITY DRMs:** Vichy French air and naval units have a Nationality DRM of one. This may be increased if Vichy France is associated or allied with an alliance faction which has achieved an Air or Naval Nationality research result.
- **77.44 VICHY FRENCH NAVAL UNITS:** Damaged or unfinished Vichy French naval units may be repaired or completed in the Marseilles shipyard at no BRP cost prior to Vichy activation.
- **77.45 CONSTRUCTION OF VICHY FRENCH UNITS:** Regardless of the status of Vichy France, Vichy French units may only be rebuilt in continental Vichy France. Vichy French units may not be rebuilt in Corsica or Vichy colonies.

77.5 ATTACKING VICHY FRANCE:

- **77.51 DECLARATION OF WAR REQUIRED:** A declaration of war on Vichy France is permitted only in the following circumstances:
- A. Germany, Britain and the U.S. may declare war on Vichy France if Germany and the U.S. are at war. A declaration of war on Vichy France may be made at the same time as a German declaration of war on the U.S. or an American declaration of war on Germany.
- **B.** Germany may declare war on Vichy France in the turn in which it makes a reaction die roll as a result of an Allied attack on a French North African colony in the previous turn (49.633). Otherwise Germany may not declare war on Vichy France prior to U.S. entry into the war.
- C. Britain may not declare war on Vichy France prior to U.S. entry into the war unless a diplomatic result of "7" or "8" for Vichy France is in effect.
- 77.51B and C cover all the situations where a declaration of war on Vichy France is required in order to attack it. A pro-Allied diplomatic result for Vichy France causes Vichy France to either deactivate or associate or ally with Britain, putting it at war with the Axis; a diplomatic result of "9" or "10" for Vichy France causes Vichy France to associate or ally with Germany, putting it at war with the Allies.

77.52 EFFECT OF AN AXIS DECLARATION OF WAR: If Germany declares war on Vichy France:

A. All Vichy French ground, air and naval units other than those in Vichy French colonies are permanently eliminated immediately after the German declaration of war on Vichy France.

- **B.** All hexes in European Vichy France and Corsica are deemed to have been controlled and fully supplied by Germany from the start of the Axis player turn in which it declared war.
- **C.** Control of Vichy French colonies after a German declaration of war on Vichy France is determined as follows:
- All Vichy French-controlled hexes in Vichy French colonies are deemed to have been controlled, but not supplied, by Germany from the start of the Axis player turn in which Germany declares war on Vichy France until the end of the Axis movement phase of that turn.
- The movement of Axis units into Vichy French-controlled hexes in Vichy French colonies may not be impeded or opposed by Vichy French units.
- If, at the end of the Axis movement phase, there is a German, Italian
 or Axis minor allied ground unit in a Vichy French colonial capital,
 the Axis retain control of that colony's hexes and all Vichy French
 units in that colony are eliminated. Otherwise, all Vichy French
 controlled hexes in that colony come under Western Allied control and
 all Vichy French units in that colony become Free French, including
 Vichy French units which survived a Western Allied attack on that
 colony (77.62C).
- **D.** Germany does not receive the BRPs for conquering Vichy France until the turn after it declares war.
- **77.53 EFFECT OF AN ALLIED DECLARATION OF WAR:** If an Allied major power declares war on Vichy France, the Vichy French forces remain in their hexes and are not redeployed to meet the attack. Vichy France associates with Germany if it survives the first turn of the attack. In addition, the Axis may make a reaction die roll for Vichy France during their next diplomatic phase (49.633).

77.6 ATTACKING VICHY FRENCH COLONIES:

77.61 NO DECLARATION OF WAR REQUIRED: Britain and the U.S. may attack Vichy colonies without a declaration of war on Vichy France or the Vichy colony, even if the Axis have control of the Vichy colonies following a diplomatic result of "8" for Vichy France. Such attacks on Vichy colonies do not cost 10 BRPs for a declaration of war and do not trigger a decrease in the USAT level.

If Vichy France has associated or allied with the Axis, Vichy France and its colonies will be at war with the Western Allies and this rule does not apply.

- **77.62 VICHY COLONIAL RESISTANCE:** The resistance offered by Vichy colonies attacked by the Western Allies is determined as follows:
- **A. RESISTANCE DIE ROLL:** For each European Vichy colony attacked by the Western Allies, one die is rolled at the moment the attack occurs (the movement phase if Western Allied ground units enter the Vichy colony by land; the combat phase if the Western Allies conduct a seaborne invasion, ground attack or exploit).
- **B. MODIFIERS:** The die roll is modified by all the diplomatic modifiers applying to Vichy France at that moment, including DPs placed in Vichy France in that year, whether previously used or not, any spy rings in Vichy France, and any covert operations successfully used against Vichy France when the die roll is made.
- **C. RESULTS:** The resistance offered by the attacked Vichy colony depends on the result of the modified die roll:
- On a result or "2" or less, the attacked Vichy colony capitulates. All
 Vichy French units in the colony become Free French, and all hexes in
 the colony immediately come under either American (if the U.S. is at
 war with Germany) or British control.
- On a result or "3" or "4", the attacked Vichy colony disintegrates. All Vichy French units in the colony are permanently eliminated, and all hexes in the colony are controlled by no one.
- On a result or "5" or more, the attacked Vichy colony resists. All Vichy
 French units in the colony are controlled by Germany and may stack,
 attack and defend with Axis units, and all hexes in the colony
 immediately come under German control.
- **D. EACH COLONY SEPARATE:** Morocco, Algeria, Tunisia and Lebanon-Syria are each treated as separate colonies for the purposes of this rule

77.63 VICHY REACTION TRIGGERED: Regardless of the outcome of the die roll(s) for Vichy colonial resistance, the Axis may make a reaction die roll for Vichy France during their diplomatic phase following any Western Allied attack on a Vichy colony (49.633). No reaction die roll is permitted if Vichy France was associated or allied with Germany when the colony is attacked.

77.64 EFFECT OF AXIS UNITS IN ATTACKED VICHY COLONIES: Axis units in Vichy French colonies which have been attacked by the Western Allies (77.6) are not counted against the ten-factor limit for Vichy France which applies following a diplomatic result of "8" for Vichy France and do not modify subsequent diplomatic die rolls for Vichy France.

77.7 VICHY FRANCE AS A DIPLOMATIC TARGET:

77.71 NAMING VICHY FRANCE: Vichy France may be named as a diplomatic target by either side, but not in the same year as the fall of France. In addition, the Axis may make a reaction die roll for Vichy France if the Allies attack a Vichy colony.

77.72 FRENCH SURRENDER LEVEL AS A MODIFIER: A positive French surrender level generates a +1 modifier to all Vichy diplomatic die rolls; a negative French surrender level generates a -1 modifier to all Vichy diplomatic die rolls.

77.73 FRIENDLY AND ENEMY UNITS AS A MODIFIER: When determining the modifier to Vichy French diplomatic die rolls from the presence of friendly and enemy ground/air factors, only units in continental Vichy France, Corsica and Vichy colonies which have not been attacked by the Western Allies (77.6) are counted. Units in Vichy colonies which have been attacked by the Western Allies are disregarded.

77.8 VICHY FRANCE AS A GERMAN MINOR ALLY:

77.81 ACTIVATION OF VICHY FRANCE: Vichy France may only be activated as a German minor ally by a diplomatic result of "10+" for Vichy France. When activated, all Vichy units become part of the German force pool, and Germany receives the Vichy French BRPs.

77.82 NO AREA RESTRICTIONS ON ACTIVE VICHY FORCES: If Vichy France activates as a German minor ally, there are no area restrictions on Vichy unit activity.

77.83 VICHY FORCES OUTSIDE FRENCH TERRITORY: Vichy infantry units incur a -1 DM if attacked while outside France or a French colony (15.33B; EXCEPTION: Vichy volunteers fighting on the eastern front following a diplomatic result for Vichy France of "5-6", "7", "8" or "9").

77.84 REBUILDING VICHY UNITS: Vichy units may only be rebuilt in the Vichy portion of France proper.

77.9 ELIMINATION OF VICHY FRANCE:

77.91 CONQUEST: Vichy France ceases to exist and all Vichy French units are removed from the board at the end of any combat phase in which the city of Vichy is solely occupied or controlled by enemy forces. Free French units are unaffected.

77.92 ALLIED RECAPTURE OF PARIS: If the Allies have not declared war on Vichy France and a diplomatic result of "-2" or "-3" is not in effect, Vichy France ceases to exist and all Vichy French units are removed from the board at the end of any Axis combat phase in which the Axis fail to recapture an Allied-controlled Paris. Free French units are unaffected.

77.93 EFFECTS: If Vichy France is eliminated as set out in 77.91 or 77.92, all hexes in European Vichy France and Corsica pass to German control, unless Allied units have moved into or through them. Any remaining Vichy colonies are controlled by no one.

77.94 DIPLOMATIC RESULT OF "0" or "-1": A diplomatic result of "0" or "-1" for Vichy France, before or after Vichy activation, deactivates Vichy France and all Vichy forces, including those in Vichy colonies, are removed from the board. Vichy France ceases to exist as a political entity, becoming again merely a part of France. After a diplomatic result of "-1" for Vichy France, the Vichy French hexes come under Allied control; after a "0" result, the Vichy French hexes are controlled by no one; Vichy colonies that do not have an Axis or Allied unit in their capital are controlled by no one.

If a diplomatic result of "-2" or a "-3" for Vichy France is in effect and the Axis name Vichy France as a diplomatic target and achieve a "-1" or "0" result, the Allies can avoid the deactivation of Vichy France by choosing a lesser "3-4" result (49.53).

77.95 DIPLOMATIC RESULTS OF "-2" or "-3": After a diplomatic result of "-2" for Vichy France, Vichy France becomes an Allied associated minor country, and after a diplomatic result of "-3" for Vichy France, Vichy France becomes an Allied minor ally. In both cases, all Vichy colonies become Free French, along with the forces in them, and Britain receives the prorated BRPs for Vichy France and the Free French colonies. All Vichy French units which survive the change in sides (85.5) become either British associated minor or minor allied units and, if eliminated, may only be rebuilt in any Allied-controlled hex in continental France.