

German Resistance Table - 55.11

+/-#	German DP level as calculated at the end of the current Allied player turn. The German DP level may be negative.
+2	German control of Berlin.
+1	German control Breslau, Essen, Cologne or Leipzig (+1 for each).
+1	German control of Berchtesgaden.
-1	For each German city that has been firestormed (cumulative).
-#	For each atomic attack against Germany (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Germany surrenders.	

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

A. Rome is under Allied control; or

B. There are no Axis units (EXCEPTION: Wafdist partisans) in Africa (including Ethiopia and Egypt east of the Suez canal).

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

A. If the Western Allies declared war on Italy, a +2 modifier applies.

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

Japanese Resistance Table - 57.11

Situation Modifiers	
+1	For every Pacific front objective under Japanese control.
+1	Japanese control of Chungking, Singapore, Manila or Yenan (one for each).
+1	For each island group (round down) controlled by Japan at its maximum expansion.
-3	Allied control of Tokyo.
-2	Allied control of Kagoshima or Osaka (-2 for each).
-#	For each Japanese hex occupied by an Allied unit (-3 for the first hex; an additional -2 for the second hex; an additional -1 for each subsequent hex).
-1	Allied control of Peking, Shanghai, Nanking, Canton, Harbin, Mukden, Seoul, Taipei or Okinawa (-1 for each).
-#	For each atomic attack against Japan (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each Japanese city firestormed (cumulative).
Cumulative Modifiers	
+1	If the Chinese resistance level is -3 or lower.
+1	If Japan controls both Vladivostok and Irkutsk.
+1	If Japan controls at least three of Calcutta, Colombo, Dacca and Rangoon.
+1	If Japan controls at least three of Cairns, Darwin, Port Moresby and Townsville.
+1	For every 25 BRPs of enemy, including Chinese, Russian and minor country, air, naval and non-partisan ground units eliminated each game turn in the Pacific theater (0-24 BRPs: no effect; 25-49 BRPs: +1; 50-74 BRPs: +2; etc.).
-1	If the Western Allies control at least 8, but less than 12, island groups (round down).
-2	If the Western Allies control 12 or more island groups (round down).

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.

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

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

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

Australian, Indian and Russian objectives and island groups 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 half an island group. Totals are rounded down for both sides. Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.

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.

British Resistance Table - 59.21

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

British Concession Table - 59.61

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.

Russian Resistance Table - 60.11

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

Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Russia incurs adverse BRP effects; if the net result is negative, Russia also incurs adverse unit effects.

Chinese Resistance Table - 61.11

-1	For every five unbuilt Nationalist Chinese ground factors.
-1	Japanese control of Chungking.
+2	Nationalist Chinese control of Peking, Shanghai, Nanking or Canton (+2 for each).
+1	For every five British, American or Russian ground/air factors in Nationalist China, Communist China or Manchuria.
+1	If the Japanese control Yenan.

Results

-5	Nationalist Chinese government collapses and China disintegrates into warring factions. All Nationalist Chinese units remain immobilized in their hexes.
-4	Nationalist Chinese units may not be built.
-3	All Nationalist Chinese units are subject to a -1 DM.
-2	Nationalist China may not carry out offensive operations.
-1	Nationalist Chinese units may not operate outside China.
0	No effect.
+1	Nationalist Chinese units operating outside China are not subject to a -1 DM.
+2	All restrictions on Nationalist-Communist cooperation are lifted.

Explanation: Check at the end of each Chinese player turn and implement the result. Results are cumulative - each result includes all lesser results on its side of a "0" result.

U.S. Election Modifiers - 62.31

Europe

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

Pacific

-#	Japanese resistance level (zero if Japan has surrendered).
+20	If Japan declared war on the U.S.
+10	If Germany has surrendered.

U.S. Election Results - 62.41

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

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