

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
<b>Explanation:</b> 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 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:

**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 in the last turn of *Gathering Storm* or in *A World at War*, 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 <a href="#">Singapore</a> , <a href="#">Manila</a> , <a href="#">Vladivostok</a> or <a href="#">Irkutsk</a> (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, <a href="#">Chungking</a> , 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.
<b>Explanation:</b> 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.	
<b>Situation Modifiers</b> are recalculated at the end of each game turn, in the same manner as modifiers for other resistance tables.	
<b>Cumulative Modifiers</b> are tracked as set out in 57.14.	

**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.

**58.21 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.

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*.

### 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.

### 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 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.

### 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.