

3. Diplomacy

3.1 Diplomatic Points – Germany, Italy, France, Britain, Russia and the USA may all engage in active Diplomacy through the allocation of Diplomatic Points (DPs). Japan, Nationalist China, and all Minor Nations do not receive any DPs.

3.1.1 Alliance Factions – The Alliance Factions will always combine their DPs. These Factions are the European Axis (Germany and Italy), Russia, and the Western Allies (France, Britain, and the USA). The net total of DPs available to each Faction will also determine Initiative. Japan will act with the Axis, Nationalist China with the Allies, and Communist China with Russia.

3.1.2 1939 Diplomacy – In 1939, some elements of Diplomacy have already been determined, and only the Base DPs are assigned to each Nation. These add up to 5 for the Allies, 5 for the Axis, and 2 for Russia. Germany begins with the Initiative, and is at War with Poland, France and Britain. Japan is at War with Nationalist and Communist China.

3.1.3 DP Allocation (YSS) – During each Year Start Sequence (YSS), Diplomatic Points (DPs) are allocated by each Alliance Faction. The number of DPs available is a Base plus an adjustment for various conditions, primarily Territorial. The more successful the war is going, the more influence you have. Details are indicated on each Nation's Sheet under Diplomacy. DPs may not be accumulated from Year to Year, either by the Major Power generating them or in a recipient, so there is no point in leaving DPs uncommitted. At the end of each year, all DPs are eliminated, even in recipients which were not selected for a Diplomatic Action. If a Major Power is conquered or surrenders, its DPs remain in play for the remainder of the Year.

3.1.3.1 Allocation Limits – Each Faction may not apply more than $\frac{1}{3}$ (round $\frac{1}{3}$ down but to a minimum of 1, and round $\frac{2}{3}$ up) of its DPs to any one (1) Target. For example, if the Axis has 8 DPs, they could not place more than 3 DPs on any target, say Rumania for example.

3.1.4 Western Allied and Russian DPs – Before Russia and Germany have gone to war or Russo-German tensions are 50 or more, Western Allied and Russian DPs are not combined. If both the Western Allies and Russia allocated DPs to the same target, the Allied total is considered to be the greater of the Western Allied or Russian DPs, and the DPs allocated by the other are disregarded. Once Russia and Germany go to war or Russo-German tensions reach 50 or more, even if Russia has surrendered to Germany, Western Allied and Russian DPs are combined in targets selected by the Axis, but for targets selected by the Western Allies or Russia, only DPs allocated to the target by the Side which selected the target modify the Diplomatic Action (this last also applies before tensions reach 50). "Pro-Allied" Modifiers for the Western Allies are not applicable to Russian Diplomacy and visa versa, even after both Russia and the Western Allies are at War with the Axis.

3.2 Diplomatic Phase – The Diplomatic Phase takes place at the start of every Turn, and when applicable in the following order. At the beginning of each Campaign Year, the YSS will precede the Diplomacy Phase.

3.2.1 Surrender – Any surrender results are determined at this time, including any voluntary surrender offers. In the case of a Minor Nation, this is usually not a significant event that requires much analysis, so in practice it can be handled immediately. However, the Surrender of a Major Power will usually involve other issues that need to be resolved during this Phase, and should be done prior to any other Diplomatic activity.

3.2.2 USA Political Reaction – In each YSS beginning in 1943, the Allies must hold at least a minimal number of key cities, or they will offer some kind of negotiated settlement with the Axis. See USA Diplomacy below for details.

3.2.3 Initiative – Initiative is determined for the Turn. Although DPs are only assigned and allocated during the YSS, the calculation of what they would be is looked at each Turn and totaled. Usually, this is not something you need to check very often. However, it will determine when the various factions act during the Turn. Each Faction determines its own Initiative – the Axis, the Western Allies, and Russia. Russian Initiative is always independent of the Western Allies.

3.2.4 Diplomatic Actions – Each Faction may only select a target for a Diplomatic Action if it has placed DPs in the target during the YSS. Each Diplomatic Action is increased by the total number of Axis DPs in the target, and decreased by the total number of Allied DPs in the target (German and Italian DPs always combine, even when Italy is Neutral, but see above note re: Russia and the Western Allies). The Action has a random element to it (the only part of the Rules that do), which is a random 1 to 6 (originally, this was a “die” roll), added to the DPs and modifiers for a final result. From a practical perspective, these are handled by mixing up the 6 results on a zipped, password protected spreadsheet. The other player then chooses a number, and the password is revealed and he may open the file to view the result.

3.2.4.1 Diplomatic Modifiers – Each Nation subject to Diplomatic Action has a number of Modifiers that apply to each Action. The DPs allocated always modify the Action, as does the status of the Nation (either plus or minus, depending on whom the Action favors). Additional modifiers may include control of various cities or Territories, other Diplomatic conditions, and friendly or hostile forces within (or sometimes adjacent to) the Nation. Force modifiers apply when a Minor Nation has less than its usual component of Divisions or has lost its Air Force. This reflects heavy combat losses and encourages the Faction to maintain even second line forces up to strength or risk losing its Allies. Some Actions may result in a Nation surrendering or even switching sides. Details on the various modifiers can be found under the Diplomacy Sheet.

3.2.4.2 Diplomatic Results – The sum of all DPs and Modifiers, plus the Random Factor, are added together and indicated under the Diplomatic Results. Diplomatic Results are immediately implemented when applicable. Note that it is always permissible to except a “lesser” result. This only matters when an attempt is made to change the status of a Nation, as the “neutral” result presumes no change in status. For example, if you have a Minor Nation with a status of “Military Cooperation” it would be better to keep that the same than accept a result of “Economic Cooperation.”

3.2.4.3 Axis “Free” Actions – The Axis may take a “free” Action at any time, in addition to its normal Diplomatic Action for the Turn, on any of Hungary, Finland, Rumania, Bulgaria, or Yugoslavia. This does not exempt these Actions from the one Action per Year limit, but does mean that the Action can be taken by the Axis at any time during the Year, with or without any assigned DPs, and regardless of any other Diplomatic Action the Axis takes at the same time. As a note, this lets the Axis begin to activate its likely Minor Allies in 1940, and usually they can be fully activated by 1941. Of course, circumstances can cause these results to vary, and note that there is usually a benefit to waiting until the Surrender of France.

3.2.4.4 Russian Subversion – Russia has the option to convert any 1 DP allocated to a Balkan Nation (Hungary, Rumania, Yugoslavia, or Bulgaria) into a Subversion when the Russo-Axis Tension level reaches 15 or higher. This is then converted from a –1 Modifier into a Random Modifier of –1 to –6. Subversion represents Russian use of Communist agents and sympathizers in these Nations. However, using Subversion will have negative effects on future actions on other Balkan Nations because of strong anti-Communist sentiments. This is reflected in a cumulative –1 Modifier for the balance of the game for (all) of the Balkan Nations, including the one subverted, and regardless of the results. Historically, this is exemplified by the coup in Yugoslavia against the Axis government there, requiring the Axis to divert resources into occupying Yugoslavia. Note that Subversion can be announced at any time by the Russians, but is always announced prior to the Action’s resolution. It does not mean that an Action may be taken on a Nation that has already been the subject of Diplomacy that Year. Negative effects will not apply to a Subversion attempt until the next Turn, so will not affect any current actions that are being taken.

3.2.4.5 Russian Territorial Demands – Russia may demand the border territories of Finland (Karelia or Viipuri) and Rumania (Bessarabia) during any Diplomacy Phase as part of Russia’s Turn. This causes an immediate Reaction Roll, and may cause the Nation to cede the Territory or have the option to Resist. If the Nation Resists (the Axis may decide this), then a Border War will take place. This does not require a DoW, nor does it allow Russia to continue and occupy the rest of the Nation. Once a Nation has Military or better Cooperation with the Axis, Russia may not make Territorial demands. A Territorial Demand does not constitute a Diplomatic Action on a Nation.

3.2.4.6 Russian Limits on Diplomacy – Russia may not make a DoW on any Neutral Nation until such time as the Russo-Axis Tension Level is 25 or greater, and then it cannot do so to any Pro-Axis Aligned Nation. Once the Tension Level is 35 or greater, it may make a DoW on any Neutral Nation short of one with Military Cooperation with the Axis.

3.2.4.7 Tension Level DP Activation – At this time, *prior to making adjustments to Tension Levels*, any assigned Nation may activate 1 DP assigned to a Tension Level. A Faction may not assign more than 1 DP to each Tension Level per Turn. Therefore, no more than 2 DPs may be assigned in 1939, and 4 in each year thereafter, to either the Russo-Axis or USA-Axis Tension levels.

3.2.4.8 Limits on Diplomacy – No Nation may have more than one (1) Diplomatic Action per Year. Once any Nation has chosen to take Action on a Nation, that Nation is not subject to any further Actions until the following Year. This applies only to direct actions, and not Reactions, Territorial Demands, or Tension Levels. In addition, Spain may not be selected for a Diplomatic Action until after France has surrendered.

3.2.5 Diplomatic Reactions – Certain Diplomatic Actions, including a DoW, will cause an immediate Diplomatic Reaction. This occurs at the moment the event happens, over and above any other Diplomatic Actions, and has no effect on them nor does it preclude them from happening at a later date. Diplomatic Reactions may only occur for Norway, Spain, or as a result of a Russian Territorial Demand.

3.2.6 Declaration(s) of War (DoW) – In order to attack a Neutral, a Faction must choose to make a Declaration of War first. This is announced during the Diplomacy Phase after other Diplomatic Actions have taken place. Note that a DoW may result in a Diplomatic Reaction, which may be made immediately.

3.2.7 Tension Levels – There are three Tension Level Tables that track the relationships between the USA and the Axis, the USA and Japan, and Russia and the Axis. These determine the extent to which the USA and Russia may participate in the War, and rather than using a strictly historical timetable this will allow actions to dictate a slow but ineluctable escalation in hostilities that did in fact take place. Details on each are indicated below under Major Nation Diplomacy, but all of the Tension Levels work in a similar way. At the start of the War, the Tension Level = 0 (and this is used as the Tension Level for Fall, 1939 – i.e. the adjustments accumulate starting in Winter, 1939 from the events that take place in Fall, 1939). Then, during this portion of the Diplomacy Phase, all modifiers from the previous Turn are accumulated into the Tension Level which will be applicable to the current Turn. This is tracked on the USA and Russia’s National Sheets for easy reference.

3.2.7.1 Status Modifiers – Status Modifiers accrue each and every Turn, rather than one time. Usually, there is a modifier of +1 that is automatic for every tension level, and other factors applied on a per-turn basis are also indicated as such.

3.2.7.2 Event Modifiers – Event Modifiers will be added once, and then they are deleted from the chart. Once an event takes place, it cannot change status again even if it represents capture of a territory that is later lost again.

3.2.7.3 Effective Tension Levels – The USA (only) had an “actual” tension level and an effective one. The actual is what is calculated, but as a random factor at the start of each diplomacy phase this can be changed by from –2 to +2 from the actual level. The results of the effective level are what actually occur that turn, but the actual level is the only level that carries over to the next turn.

3.2.7.4 Tension Level Drops – For any Nation, if an event occurs because a certain Tension Level is achieved, that cannot be rescinded even if the Tension Level drops on the following Turn. Variable effects such as the level of Lend-Lease aid do change as tension fluctuates, but that is just a change of degree.

3.3 Axis Diplomacy – The Axis consists of the European Axis, Germany and Italy, and Japan (in the Far East).

3.3.1 Germany – The Term “Axis Control” under German Diplomacy indicates that either Germany or Italy either Occupies or has Military Cooperation with the Territory indicated. Repulsing an Allied Invasion of Occupied France refers to any portion of Occupied France (not Vichy France) post-surrender. Germany must defeat the invasion during a Battle, either during the Invasion or afterwards by engaging the Allies (i.e. if they simply leave without a fight it doesn’t count). Similarly, an Axis Invasion of Britain works in the same manner.

3.3.1.1 Nazi-Soviet Pact – The Germans and Russians agreed in 1939 to divide Poland, and therefore the Germans are not allowed to move into Eastern Poland (Vilna, Brest-Litovsk, and Lvov) or the Baltic States in Fall, 1939. If the Russians do not enter Eastern Poland in Fall, 1939, then either side may do so in subsequent Turns, and the same applies to the Baltic States. The natural distrust of Russia and Germany is expressed in the Russo-German Tension Level.

3.3.1.2 Slovakia – Slovakia is a colony of Germany worth 250 PPs. The Slovak Division is formed in Slovakia and available as a part of the German Force Pool, although it may only be used on the East Front

(including against Poland). Following an Axis Declaration of War on Russia, if the Russians have 2x the number of units adjacent to Slovakia than the Germans do at the start of any subsequent Diplomacy Phase, there will be a Slovakian uprising. This will change the existing Slovak Division into a Russian Force, or alternately will create a Partisan Division in Slovakia. The Russians may also provide attachments for this Division with any forces it has in reserve, and it will fight either at full strength if the Russians attack that Turn or half-strength otherwise (as a partisan battle). The core units are free, but the attachments (half or full strength) must be provided by the Russians. The Slovak Division should be converted to roughly equivalent Russian units if applicable.

3.3.1.3 Axis Blitzkrieg – Axis Surprise and advanced tactics at the start of the war, as well as errors on the part of the Allies, mean that the Axis has several periods of significant advantage in the Attack. These occur as follows:

Poland – Fall, 1939

France – Spring and Summer, 1940, Germany vs. France and the Low Countries.

Russia – 2 Turns after an Axis DoW with a Russo-German Tension Level of less than 40, or 1 Turn if the Tension Level is less than 50. German Surprise on the East Front eliminates any Mud Effects (consider the ground dry instead of muddy) if it occurs on a Spring Turn. In addition, The Russian Severe Winter cannot occur during a Blitz Turn, but automatically occurs on the first Winter Turn following an Axis Blitz or Attack (it is a one-time event, however).

The affect of the Axis Blitz is that Battles and Breakthroughs are extended by 5 Turns each. See 4. Ground Warfare for more details.

3.3.1.4 Fascist Partisans – Although less likely to be available, there are occasions when the Axis is able to build its own Fascist Partisans, especially if the Allies are particularly aggressive against a neutral nation. Fascist Partisans are available as follows:

Nationality	Immediate	Next YSS	Second YSS
Occupied Germany		2	4
Egypt, Iraq, Persia, or Ireland	Diplomacy		
Allied Spain		1	2
Occupied Spain	1	2	3
Allied Turkey		1	
Occupied Turkey	1	2	3

3.3.2 Italy – Italy begins the campaign Neutral, and until they are at War with the Allies German Units may travel through (via Strategic Movement) but not remain in Italian Territory, and they are also prohibited from using Italian Naval Transport.

3.3.2.1 Neutral Italy – Italy may choose a DoW against the Allies at any time, and the Allies may do the same. Regardless of which side makes the DoW, Italy immediately suffers 500 PPs of SW damage because of lost trade, and may no longer import Oil from the International Market. A Neutral Italy may make a DoW against another Neutral Nation, but both Germany and Italy may not do so against the same Nation unless Italy also makes a DoW against the Allies. Similarly, the Allies may not intervene without a DoW on Italy.

3.3.2.2 Italian Colonies – Italy begins the game with Colonies in Albania (250 PPs), Libya (250 PPs) and East Africa (worth 0 PPs). A Neutral Italy may not add or subtract from its forces in East Africa, and on the Turn of a DoW vs. the Allies (regardless of who makes it), the Italian forces there are automatically engaged against British forces there to consolidate their hold on the Territory (there is a small British Colony there that they occupied first). This won't prevent an Allied attack, but does mean the Italians are not able to do anything with those forces that turn (i.e. list them as "Organizing"). Following the outbreak of War, they may supply East Africa only by Air Transport from Libya unless they manage to establish a land route.

3.3.2.3 German-Italian Cooperation – Until Italy is at War with the Allies, there is little cooperation between Germany and Italy, except to the extent that their use of Oil Resources are pooled and that German forces may use Italian territory and air bases for strategic movement (though it is not a likely option, nor may they remain in Italian Territory). Once Italy is at War with the Allies, then Germany and Italy may freely interact, though there are some restrictions that remain. Italy may operate freely on the Mediterranean Front, but is limited to 1 Army on the Eastern Front (the Italian 8th Army). On the Western Front, they are limited to operating in France (Spain is on the Mediterranean Front) unless the Axis control Gibraltar, in which case all restrictions are lifted. German and Italian Armies remain independent of each other except for North Africa. In North Africa, Germany may use 1 Army that can combine forces (DAK – the Deutsche Afrika Corps, made famous by Rommel).

3.3.3 Japan – Japan does not conduct Diplomacy with DPs, but is affected by Diplomacy through its actions

3.3.3.1 China – Japan is at War with both China and Communist China, and this remains the case for the entire Campaign or until Japan surrenders. Japan begins with some of China already Occupied, and with Garrisons in those areas not covered by Armies as well.

3.3.3.2 Russia – Japan is not at War with Russia, but may make a DoW against Russia at any time it chooses to. Russia may not do so unless certain conditions have been met, notably that they have twice the number of units in Siberia as the Japanese have in Manchuria. Once Japan and Russia are at War, they will remain so until Russia has surrendered (in the Far East), Japan surrenders, or Russia surrenders to the European Axis and Japan chooses to make peace with Russia as well (that is optional for them, but Russia will always offer terms to Japan if they submit to the Axis).

3.3.3.3 Britain – Japan may choose to make a DoW against Britain but not the USA. If they do so, the USA will gain control of all British Pacific Islands that are not currently under attack by the Japanese at the start of the following Turn. There are also modifiers that automatically go into effect that increase the USA-Japan Tension Level

3.3.3.4 USA – Japanese relations with the USA deteriorate over time based on the USA-Japan Tension Level. If Japan makes a DoW on the USA, an Option to make a Pearl Harbor attack is always available (see Naval Warfare for details). Otherwise, the USA may not make a DoW against Japan until the Tension Level reaches 50.

3.3.3.5 French Indochina – Following the surrender of France to the Axis, Japan may choose to annex some or all of French Indochina from Vichy France (or if Vichy France does not form, the provisional government of French Indochina). Vichy forces are very limited, so initially France may choose to enter and occupy Haiphong without a DoW. To go further than that, Japan must make a DoW and attack French Indochina. If for some reason France has not yet surrendered, then a DoW on Britain is required to enter any portion of French Indochina.

3.3.3.6 Thailand – Thailand becomes a Co-belligerent ally of Japan in the Diplomacy Phase following the surrender of French Indochina.

3.3.3.7 Japanese Surprise – If the Japanese make a DoW against Britain or the USA prior to the USA-Japanese Tension Level reaching 40, the Allied forces in the Pacific – land, naval or air – are frozen for the Turn and unable to move or act.

3.4 Allied Diplomacy – The Allies are divided into two factions, the Western Allies and Russia (or the Communists).

3.4.1 France – France begins the campaign at war with Germany, but chances are that France will not remain in play past 1940.

3.4.4.1 French European Colonies – France has a fairly large Colonial Empire. In North Africa, this is Morocco, Algeria, and Tunis (250 PPs each), and Lebanon-Syria in the Middle East (250 PPs). French Colonial forces may not be moved from their original locations, and France may not add any ground forces to any of its Mediterranean Colonies until the Allies are at War with Italy. If any French Colonies are attacked by the Axis, Colonial Forces are freed to move within the same command (i.e. if Tunis is attacked, France may move forces from Morocco to help drive out the Italians).

3.4.4.2 French Possessions in the Far East – France possesses some Islands in the Pacific (no PPs value) as well as French Indochina (250 PPs). The Islands will immediately become Free French following the surrender of European France, and will come under the control of the USA. French Indochina will become Vichy or will otherwise be governed independently until such time as the Japanese most likely occupy (see Japan).

3.4.4.3 Anglo-French Cooperation – France limits cooperation with Britain during the early stages of the War. These restrictions are in place until either the 1941 YSS or until the Diplomacy Phase following an Italian DoW against the Allies (i.e. if Italy makes a DoW on the Allies in Spring, 1940, the restrictions are lifted in Summer, 1940). This does not apply for an Allied DoW on Italy. During this time, British Air and Naval Units cannot base in French Territory, nor may Air Units use French Bases for Strategic Movement. Ground forces cannot enter or move through French Territory except for the BEF. The BEF is an Army that Britain may send to the France proper to help fight against the Axis. British Air support may only be used to support the BEF while restrictions remain in place.

3.4.2 Britain – Britain begins the campaign at war with Germany and allied with France and Poland. Britain may not make a DoW on Japan except as part of a USA DoW on Japan, though Japan is not so restricted. Britain, India, Australia, and South Africa may surrender to the Axis, but Canada will not.

3.4.2.1 British Colonies in Europe – Egypt (250 PPs) and Palestine (250 PPs) are British Colonies. In addition, Britain has Military Cooperation with Iraq (250 PPs) and control of Kuwait, Trans-Jordan, Malta, Gibraltar, and Cyprus (all with no PPs value). In addition, Britain controls several Territories in Africa, namely the Sudan and Kenya-Rhodesia in addition to South Africa (which is part of the British Commonwealth).

3.4.2.2 British Colonies in the Far East – In addition to India and Australia, which are part of the Commonwealth, British Colonies in the Far East include Burma (250 PPs), Malaya (250 PPs), Singapore (250 PPs), Hong Kong (250 PPs), Brunei (no PPs but a source of 2 Oil per Turn), and a number of Islands and Territories (Papua New Guinea) without any additional economic value. In addition, in the YSS following the surrender of the Netherlands in Europe, control of the Dutch East Indies cedes to Britain as well.

3.4.2.3 British Surprise Port Attack – Britain is allowed to make a special surprise attack against neutral Vichy France. This is a port attack against the Vichy Fleet in North Africa in which they may add Naval Units to the attack.

3.4.2.4 British Aid to Russia and China – Britain may send aid to Russia on the Turn following an Axis offensive against Russia on the Eastern Front (requires the expenditure of Oil for the Army and 1 or more attacks against Russia on the Eastern Front). Britain may send aid to Nationalist China on the Turn they make a DoW on Japan, or on the Turn following a Japanese DoW on Britain.

3.4.2.5 Anglo-American Cooperation – USA and British Air and Naval Units may freely use each other's bases and cooperate in any fashion. Ground Forces may stack together and operate under either British or USA Army Command. However, US and British Armies will remain independent of one another and

Divisions will not mix. Typically, Army Commands will remain under British control until such time as forces reach the continent. At that point, liberated French or Italian Territory is established as a US Army Command, rather than British.

3.4.2.6 Resistance – British Partisan support in Europe to Resistance fighters was extensive. Resistance forces are available to Britain as follows:

Nationality	1st YSS	2nd YSS	3rd YSS
Occupied France*		1	2
Occupied Britain	2	3	4
Occupied Italy (post-surrender)	1	2	
Denmark (Paris is liberated)		1	
Occupied Greece	1	2	
Axis Greece		1	
Netherlands (Paris is liberated)	1		
Occupied Norway			1
Occupied Western Poland		2	4
Occupied Spain	2	3	4
Axis Spain		1	2
Occupied Turkey	2	3	4
Axis Turkey		1	2
Occupied Sweden		1	2
Axis Sweden			1
Occupied Yugoslavia	2	3	4
Axis Yugoslavia		1	2

*including continental Vichy France and Occupied Belgium/Luxembourg

3.4.3 Russia – Russia begins the war as a nominal ally of Russia (see the Nazi-Soviet pact), but increasing tensions will inevitably lead to war (probably historically accurate, but regardless also essential to make the game work).

3.4.3.1 Ukraine – The Ukraine is integral to Russia, but because of past Russian atrocities in the Ukraine, it was ripe for rebellion and initially sympathetic to the axis invaders (until they started to commit similar atrocities). In the campaign, the Ukraine can be a diplomatic target for the Axis once they have captured Kiev.

3.4.3.2 Occupation of East Europe – Russia is allowed by the Nazi-Soviet pact to expand into Eastern Europe. This means that in Fall, 1939 they are allowed to enter Eastern Poland (probably without any opposition. Poland moves with the Western Allies, so will react to a German attack before Russia moves). They may then choose to occupy the Baltic States as well as annex Bessarabia and Karelia from Rumania and Finland respectively. These actions may or may not face resistance, and there are also diplomatic consequences, but usually the extra buffer from an Axis attack and the extra PPs is worth it, not to mention giving the troops some combat experience! Germany is prohibited from moving into Eastern Poland or the Baltic States only in Fall, 1939. After that, they are fair game if the Russians have not occupied them.

3.4.3.3 Communist China – Communist China is an independent Minor Nation at war with Japan, and as such is listed under the Russian sheet. Communist China has a value of 250 PPs, or 500 PPs if they possess Yenan. Since Communist China is integrated with Russia, it may freely pay for any Communist Chinese Partisans and Units. However, Communist China and Russia do not otherwise cooperate, so forces cannot move into or through each other's territory, nor may they cooperate in attack or defense of any territory. Communist China never surrenders, and if all of Communist China is occupied they may continue to resist via Partisans until such time as they are able to liberate territory and rebuild formed divisions. Communist Chinese have the Communist Militia as a free Garrison, and post-battle these are upgraded at no cost into regulars. In addition, any regulars that surrender can be converted to Partisans at a 2:1 strength ration

(Militia are converted at 3:1 if they surrender). Communist China is similarly restricted from cooperating with any other Nation, and may only operate in Communist China or occupied China. Communist China remains at War with Japan regardless of the status of Russia for the entire campaign (they take the very long view, which is why they won in the end).

3.4.3.4 Russian Aid to Nationalist China – Russia may also aid Nationalist China by sending up to 5 Units of Aid (Equipment or Supplies) via the Urals Box through the back areas of China. If Japan is at War with Russia, this increases to 10 Units as efforts are made to enhance the infrastructure in the area. Once that happens, it does not change even if the war ends, nor does Russia lose the ability to provide aid regardless of their diplomatic status with Japan.

3.4.3.5 Russo-German Tension Level – The Border between the Axis and Russia is considered any Axis Territory that is adjacent to Russian Territory, and visa versa. Minor Nations only count as Axis Territory if they are occupied by the Axis or their military forces have been deployed. The latter can happen if they activate as co-belligerents, allies, or they have fought a border war with Russia. German forces in a Minor Nation as a result of Military Cooperation also count, but only if they are deployed on the border. Ground Units only count toward these limits, and the ratio is calculated at the start of each Diplomacy Phase.

3.4.3.6 Russian DoW on Japan – Russia may not make a DoW on Japan until such time as they have 2x the number of units based in Siberia vs. the units Japan has in Manchuria. Japan may make a DoW at any time it wishes.

3.4.3.7 Communist Partisans – Russia may build and activate Communist Partisans in Europe once they are at War with Axis, even if they subsequently sue for peace. In addition to Partisans available in Minor Nations, Communist Partisans are also available following the Surrender of Italy and France, and following the outbreak of any war between Japan and Russia (In Siberia). The following Table indicates the number of Communist Partisans available to Russia and when they activate:

Nationality	1 st YSS	2nd YSS	3rd YSS
Occupied Russia*	4	6	8
Axis Ukraine activates	-1	-2	-3
Occupied Italy	1		
Albania (Italy)		1	
Occupied Siberia	1	2	3
Occupied France**		1	2
Axis Bulgaria			1
Occupied Greece	1	2	
Axis Greece		1	
Occupied Spain	2	3	4
Axis Spain		1	2
Occupied Turkey	2	3	4
Axis Turkey		1	2
Occupied Sweden		1	2
Axis Sweden			1
Occupied Yugoslavia	2	3	4
Axis Yugoslavia		1	2

*including Ukraine and Eastern Poland.

**including continental Vichy France and Occupied Belgium

Communist Chinese Partisans are fixed, until 1941 it is 1 Division, plus 1 additional added in each YSS starting in 1942, for a maximum of 6 in 1946. If the Axis Ukraine activates, the indicated loss of Partisans occurs according to the time when that occurred, which may be on a different schedule than the increase in the Russian Partisan force pool.

3.4.3.8 Russo-Allied Cooperation – Russia and the Western Allies cannot cooperate except through Lend-Lease aid to Russia from either Britain or the USA. The Western Allies cannot enter any originally Russian Territory, nor may they base any Air, Naval, or Army Forces in Russian Territory

3.4.4 USA – The USA will slowly but surely become involved in both the European and Pacific conflicts. This is expressed diplomatically in the USA-Axis and USA-Japan Tension Level Tables. This determined what the USA can do as well as when it may enter the war as a full combatant.

3.4.4.1 Philippines – The Philippines (250 PPs) are the only USA Colony in the game, although they do possess a number of islands in the Pacific, notably Hawaii.

3.4.4.2 USA-Axis Tension Level – This determines the level of aid granted to Britain prior to entry into the war in Europe as well as the timing of that entry. The DD grant occurs over 3 Turns, with 5 DDs granted on Turn 1, 10 on Turn 2, and the remaining 10 (a total of 25) on Turn 3. On the Turn the DDs are granted, they are placed in any British shipyard at 10 strength under construction, and construction may be completed by bringing them to 12 (therefore, they are launched at the end of that turn if they are completed when granted). The construction of ships for Britain allows the USA to grant these as part of their Lend-Lease Grants. These would be built in the USA and then can be given to Britain like any other Lend-Lease Unit. Once the USA begins to escort British Merchant convoys, it has already partially entered the war and while not yet officially at war, the convoy escorts can fight against axis SW attacks against them. An Axis Offensive on a Front is considered any time Oil is provided for the Army on that Front and at least one Attack is made on a Territory there. The initial attack on Poland is considered an Offensive on the East Front.

3.4.4.3 USA-Japan Tension Level – This determines the level of aid granted to Nationalist China prior to the US entry into the Pacific war. The grants of aircraft are 1-off grants and the units may be integrated into the Chinese OOB. Once Tensions reach 40 or higher, the AVG may be setup to directly cooperate with China. This is a USA Fighter Unit that begins with a leader and 200 experience and may then be moved to China. Later, once the war begins against Japan, this becomes the 14th Air Force. The USA may use 2 Fighter (one of which will be the AVG) and 2 Bomber Units to directly help and cooperate with China. Other than that, cooperation with Chinese Units is limited (i.e. only the 14th Air Force can provide ground support to Chinese Units). If destroyed, the AVG can be replaced but not with a leader or experience, that is a 1-time gift representing Chenault.

3.4.4.4 USA Lend-Lease Aid – Until the USA is at war with the Axis or Japan, Lend-Lease aid to Britain or Nationalist China is limited by the Tension Level in that Theatre. See Lend-Lease Routes for more details. The number of Units in Lend Lease is equal the number of Transports, so that it can represent 100 PPs of Supply, 100 PPs of Economic Aid, or 1 Unit of Equipment that may be used as Lend-Lease (see Equipment Schedule to see what types of units qualify). Ships are counted as 1 Unit for Transports, 2 for DD Units, and 3 for any CVE Units so granted.

3.4.4.5 USA Convoy Escort – Prior to war with the Axis, the USA did help to defend some of its convoys to Britain and had somewhat of a de-facto war against the Axis submarines. Starting at a Tension Level of 35, 1 unit of any type (Air or Naval Units) for each Tension Level in excess of 34 may be used to help defend British Convoys, including any Lend-Lease aid they receive.

3.4.4.6 USA Atlantic Shipping – Despite the British experience, the USA itself completely neglected convoy defense even up to the point they entered the war. Therefore, the USA may not provide any convoy escort for its Atlantic Shipping until a Turn in which the USA-Axis Tension Level is 50 or higher. This means that any Axis DoW prior to that allows them a “free” turn of SW attacks against unescorted US shipping in the Atlantic. The Pacific shipping lanes are in any case hard for Japan to attack, but escort there is determined as indicated by the USA-Japan Tension Level.

3.4.4.7 Philippine Resistance – Philippine resistance begins in the YSS following the Japanese Occupation of Manila with 1 Division available as Resistance Fighters, followed by a second Division in the next YSS, and a third and final division in the YSS after that.

3.4.5 Nationalist China – Nationalist China has no Diplomatic actions it may take, and is at War with Japan throughout the Campaign. Nationalist China may receive aid from both Russia and the Western Allies, from Britain once they are at War with Japan and the USA based on Lend-Lease and the Japanese-USA Tension Level.

3.4.5.1 Chinese Cooperation – Cooperation with Communist China is non-existent, because while they both fought Japan they each felt the other to be the greater enemy, ultimately. China may not cooperate with Russia, and Chinese Cooperation with the Allies is limited to their Divisions trained in India-Burma and the interaction with the AVG and the US 14th Air Force (as well as Lend-Lease, of course).

3.4.6 Lend-Lease Routes – Lend-Lease Aid to Nationalist China, Britain, or Russia must be sent by various routes that are not always easy to establish. The following routes and their limitations are open to the Allies:

3.4.6.1 British Lend-Lease – Lend-Lease to Britain may be sent in almost any manner to Canada, Britain, India, Australia, or South Africa. This is usually limited by the available Naval Transport, and of course may be intercepted by the Axis. Lend-Lease to Britain (or France) prior to War with the Axis must be shipped by British Transports and Escorted by British ships (until the Tension level allows USA Participation in Allied Convoys).

3.4.6.2 Murmansk – The Murmansk Route is used to ship Lend-Lease to Russia across the Arctic and to the Port of Murmansk. No more than 20 Units may be shipped to Murmansk if either Petrozavodsk and Vologda are under Russian control and connected to Murmansk and the Urals (i.e. a Route from the Urals to either city and then on-map to Murmansk must be available). Otherwise, only 10 Units per Turn may be sent either through Archangel from Murmansk or to Archangel directly. Shipping Units to Archangel is only possible during the Summer and Fall Seasons, however. Russian ships in the Arctic won't escort British Convoys, but they may Patrol the Barents, Arctic and Norwegian Seas to try to intercept any Axis Fleets. Units arriving in Murmansk are immediately placed in the Russian East Front Reserve.

3.4.6.3 Persia – The route through Persia may be open to Lend-Lease units shipped from the Middle East reserve through Persia and to the Urals Box by land. Note that this will take more than one turn, since shipments must first arrive in the Middle East Reserve before they may be sent the following Turn to Russia. The Allies may also send Oil to Russia from Persia via pipelines, and each Unit of Oil counts as 1 Unit of Lend-Lease. No more than 10 Units per Turn may be sent to Russia through each of Baku and Krasnovodsk (for a total of 20 Units per Turn). Units may also be sent by (Russian) Naval Transport on the Caspian Sea (in place of either of the above routes). See Persian Diplomacy for details on Lend-Lease. Units arriving by Persia may be added to the East Front or Urals Reserve.

3.4.6.4 Turkey – The route through Turkey may also be open through occupation or diplomacy. Shipments via Turkey can be up to 20 Units through Istanbul and 10 by Land through Kars, up to the maximum allowed by Diplomacy or occupation of Turkey.

3.4.6.5 Alaska through Siberia – This route is available by sending Units from the USA to Alaska and then to a Port with Access to Russia. Vladivostok can accept up to 20 Units and Petropavlovsk up to 10 Units per Turn by Naval Transport (or ferrying Air Units). Units arriving via Petropavlovsk are added to either the Urals or Siberian Reserve *on the following Turn*, and units arriving at Vladivostok are added to the Siberian Reserve immediately. In other words, Petropavlovsk is very remote and requires an extra Turn to move the units (unless you use them there). In addition, Petropavlovsk is only available in Summer and Fall.

3.4.6.6 Chinese Ports – The USA can ship Lend-Lease to any Ports the Chinese may have possession of, to a maximum of 10 Units per Minor and 20 per Major Port.

3.4.6.7 French Indochina – Up to 10 units per Turn may be sent to China via neutral French Indochina as long as a land route is available through Kunming. Lend-Lease sent to China may take a long time to reach China, because once the Lend-Lease has been transferred to another Army Reserve, it has to stop and be transferred again. Therefore, this would usually involve a trip to some stop-off area, such as Australia, followed by transport to Indochina, and then to China.

3.4.6.8 The Burma Road – The Burma Road is a very difficult route by land via India-Burma and then through Kunming (lots of jungle). It can only accommodate 5 Units per Turn because of the harsh terrain.

3.4.6.9 The Hump – The Hump in question is the Himalayas. Inaccessible by land, they may be crossed by Allied Air Transports and send supplies and light equipment directly to China by landing in a friendly Chinese Air Base. The Japanese can attempt to Intercept such Transports. Note that the Transports are also limited to the number of Units that may be based on the Air Base (2 or 4 Units each per Turn), even if they return to base after the Mission.

3.5 Minor Nation Diplomacy – Minor Nations may be influenced by Diplomacy and of course a DoW against them.

3.5.1 Surrender of Minor Nations – By default, every Minor Nation will surrender on the Diplomacy Phase following the Turn its Capitol is occupied. This is the most common way Minor Nations surrender. Other possibilities and special conditions are listed below:

3.5.1.1 Diplomatic Surrender – In some cases, a Diplomatic Action can pressure a Nation to surrender. This only happens to Minor Nations that have become Allied or Co-Belligerent Nations, and usually only after they are under substantial pressure such as much of their armed forces being destroyed, some of their territory occupied, their allies are losing the war, etc. This is reflected in the Diplomacy Sheet under each particular Nation.

3.5.1.2 Voluntary Surrender – Although some states, for example the Baltic States and Denmark, essentially capitulated immediately, for purposes of the game I have assigned them (their historic) armed forces. This means that it is up to the player to decide if he wishes to resist or surrender when the attack takes place, like in any battle surrender is always an option. If your forces are overwhelmed, that makes sense. However, if the attack comes in on a shoestring then fighting could happen (i.e. they come in with say only a division or two). This way the results are more naturally generated, and a realistic number of forces must be sent in to force a surrender.

3.5.1.3 Territorial Control – When a Minor Nation Surrenders, all Territory cedes to the occupying Nation and all armed forces disband. If some Territory is occupied by its Allies, however, that will of course be controlled by that Nation instead (i.e. if Athens is occupied by the Axis, Greece surrenders. If the British are in Crete, Crete becomes British. If they are not, it becomes Axis). If a Minor Nation surrenders, it cannot be re-activated even if its Capitol is liberated. It is permanently out of the War. In general, the Nation that controls the Capitol gains the PPs value of the Nation's Economy. However, if the Minor Nation is large enough to have more than one IC, then its economy is dictated by control of its various ICs, with any base value ceding to occupation of the Capitol city.

3.5.1.4 The Dutch East Indies – The Dutch East Indies do not surrender when the Netherlands does. Instead, they remain under Dutch colonial control but also retain some degree of cooperation with the Allies and may receive some limited Lend-Lease Units as well (see USA Equipment). Initially, the Dutch East Indies will surrender to Japan when Batavia is Occupied, and all Dutch Territory not currently

occupied by Allied Forces will become Japanese. However, Japan may not make a DoW against the Dutch East Indies without also making a DoW against Britain. In addition, if the Dutch East Indies are attacked they may become an Allied Co-Belligerent if the Allies intervene. However, if the Allies are taken by surprise (i.e. Japan attacks before the USA-Japan Tension Level has reached 40), then they won't be able to even attempt an intervention that Turn, making this very unlikely. Once the initial surrender of the Dutch East Indies takes place, the PPs of the various Islands each may be controlled by occupation of their capitol city. Again, if Japan makes an attack with surprise, they can take Batavia on that Turn, and on the following Turn may send reinforcements to occupy various portions of the Dutch East Indies, all of whose Territory they now control. Without surprise, the Allies will have had a chance to provide support during the first turn and potentially cause the Japanese some problems.

3.5.1.5 The Ukraine – If the Ukraine has been activated (in any capacity) by the Axis, it surrenders when Kiev is occupied by Russia. It cannot be re-activated once it has surrendered.

3.5.1.6 Saudi Arabia – The Arabians don't have any significant military, so once a DoW is made there is no need to do more than occupy their Territory. However, they don't take kindly to such occupation and the opposing faction gains a Saudi Partisan Division in the following YSS.

3.5.2 Neutrality – The standard condition for a Minor Nation is usually Neutrality. This can change as a result of Diplomatic Actions or a DoW. Armed forces for Neutrals are never placed on the Map until either its status changes or when there is a DoW against the Nation.

3.5.2.1 Territorial Integrity – Neutral Territory cannot be passed through or flown over or entered by any Faction. Naval Units may pass through a neutral strait, however.

3.5.2.2 Diplomatic Change in Status – Diplomatic Actions, or reactions, may cause a Neutral Nation to immediately change its status accordingly.

3.5.2.3 Intervention after DoW – Immediately upon a DoW by a Faction, the Neutral will ask for the opposing Faction to help. During the Orders Phase, the opposing faction may choose to intervene with ground forces by entering the Minor Nation's Territory with 1 or more Divisions. If 1 or more Divisions are sent to and arrive in the Minor Nation's Territory during the Orders Phase, the Nation's status immediately changes to that of a Co-Belligerent. During Orders, Air and Naval forces of the Faction cannot re-base in the Minor Nation's Territory (Naval Units can enter a Port to bring in forces but could not re-base there), but may fly over it freely. If intervention takes place, then during the Ops Phase the Nation is now a Co-Belligerent so cooperation becomes unrestricted. Note that it does require the commitment of at least 1 Division. If special forces or the like are sent, they may fight with the Nation but the status does not change, so air support would not be available and other forces could not be sent in, etc. It is also possible to just send some supplies, but again this help won't change the Nation's status, only actual intervention by 1 or more Divisions during the Orders Phase. If the Nation continues to resist the following Turn, the same option continues to apply.

3.5.2.4 Border Wars – This only applies to Finland and Rumania, who may engage in a limited War with Russia for Karelia and Bessarabia respectively. Russia is restricted in its ability to make DoW on Neutrals by the Russo-German Tension Level, but even while this is in effect they may make territorial demands for these territories, which triggers a Diplomatic Reaction. If a Border War takes place, then Russia may attack the border territory but is not permitted to advance further. Once it occupies the border territory, a treaty is signed and the war is over, but the Minor Nation remains in the Campaign. Its forces are now added to the Axis, and its economy is integrated, regardless of the current status of the Nation, which could even be Neutral still. This allows those forces to then be rebuilt by the Axis (or not) as they choose. Many times this will have them spend more for rebuilding than the Nation generates, so it is not an undue advantage. Normal Diplomacy still applies, however, regardless of the above (i.e. to enter the Nation the Axis would still need a Military Cooperation or better diplomacy result, etc.).

3.5.3 Economic Cooperation – This represents trade and other agreements that allow some or all of the Economic Value of the Nation to be assigned to the Faction. Economic Cooperation can only be achieved via Diplomacy, and otherwise the Nation remains Neutral, although they will now allow Air Units of that Faction to fly over their Territory.

3.5.4 Military Cooperation – This status increases economic cooperation further and also allows for military cooperation within the Minor Nation's Territory. This is also a status only achieved via Diplomacy, and allows free travel over and through the Minor Nation's Territory. In addition, from 10 to 30 friendly units may remain in or base in the Territory as well. The amount is typically 20 Units, but is reduced for smaller Nations and increased for larger (see Diplomacy Sheet for details). The armed forces of the Minor Nation are not yet deployed, and it remains Neutral regarding the opposing Faction. However, if an opposing faction is at War with the Faction aligned to the Minor Nation, they may violate their air space by flying over their Territory. This is because of escalating hostilities, and is not quite enough of a threat to cause outright war, but the Nation is no longer really truly Neutral at this point either.

3.5.5 Co-Belligerent – This status may be attained either through Intervention or by Diplomacy. The Nation is no longer Neutral, and is at War with any Nation that the associated Faction is at War with.

3.5.5.1 Integration of Armed Forces – At this point, all of the Minor Nation's forces are integrated onto the sheet of the Faction it is aligned with, and may be given Orders, participate in Ops, etc. The forces themselves, however, remain independent such that its units will not mix with allied formations. For example, its Armies remain intact and Divisions can't attach to allied armies, or visa versa, but they will fight together in a battle within their own organizational structure.

3.5.5.2 Geographic Restrictions – Naval and Air Units can only remain in must remain based in the Minor Nation's Territory, but may perform missions from those bases. Ground forces must also remain in the Minor Nation's Territory, but they are permitted to react to attacks against any adjacent friendly territory. Naval Units are limited to defense against Invasion and escorting any supplies or friendly forces into or out of their Territory. Air Units are limited to protection of friendly Naval Forces and ground support for their own forces, as well as interception of bombing missions within their territory (crossing their air space or attacking targets in their country).

3.5.5.3 Ex-Patriots – In some cases, the surrender of a Minor Nation may allow some formations to be built later from some elements of the military that remain. In this case, the experience of some of the surviving units and their type may be saved and when the formation is built assigned to the same unit type. Note that in order to survive, a unit need only trace a route free from enemy ZOC (i.e. not adjacent to an enemy unit) to the edge of the map. Recon Units can even ignore the ZOC. The units themselves surrender, and can be converted to partisan strength on a 1:3 basis for future use.

3.5.6 Minor Ally – This status can only be attained through Diplomacy, and is essentially a full allegiance to the Faction the Minor Nation is allies with.

3.5.6.1 Geographic Restrictions – Ground, Air and Naval Forces of the Minor Nation may freely operate within a defined Territorial Area (see the Minor Nation's Sheet for details). Air and Naval Forces may base and operate from within this area as well, and can perform offensive or any other types of missions with or without other allied forces.

3.5.6.2 Expeditionary Forces – As an expansion of the normal Geographic Limits, a Nation may send a limited number of Expeditionary Forces into other areas, notable the Axis Allies will have limits on Expeditionary Forces that may fight on the Eastern Front.

3.5.6.3 Force Integration – It is possible to integrate formations into other allied formations of a Major Nation in the Faction. This includes Army Attachments and individual Divisions when applicable. The Supply Level is determined by the majority of the Units in the Formation.

3.5.6.4 Ex-Patriots – Ex-Patriots also apply to former Allies.

3.5.7 Switching Sides – It is possible for a Nation to move diplomatically from an Allied or Co-Belligerent status into the same for the opposing side, notably on the Eastern Front if Russia is winning the war.

3.5.7.1 Change in Force Pool – The Minor Nation's Force Pool is reduced to the level of its current forces, such that if they normally can have 6 divisions but only have 3, that is their new force pool level. Formations can be rebuilt again by the new Faction, but can't exceed the new force levels. All other restrictions for Co-Belligerent and Allied Minor Nations still apply.

3.5.7.2 Mixed Forces – If any Forces are currently mixed with forces of the former faction, they remain where they are and may be moved during the orders phase to friendly territory. If this is not possible or they do not move, then either combat takes place or they surrender.

3.6 Surrender of Major Nations – Major Nations don't surrender easily, and except for France, their surrender has a significant impact.

3.6.1 Germany – Germany will surrender if Berlin is Occupied, and only if the German Redoubt in Berchtesgaden has not been activated. In that case, both Berchtesgaden and Berlin must be occupied in order to force a German Surrender. Italy must be forced to surrender independently of Germany, and therefore the War in the European Theatre will not end until both Italy and Germany Surrender, or until Russia and the Western Allies offer terms to the Axis.

3.6.1.1 German Redoubt in Berchtesgaden – Germany may create a redoubt in the Bavarian Alps and attempt to keep fighting the war from Berchtesgaden. If the Germans surround the entire territory with fortified lines, this qualifies as Redoubt. If the Redoubt has been built, then both Berlin and Berchtesgaden must be occupied before Germany will surrender. In addition, the Allies must maintain at least 4 Divisions in Berlin.

3.6.1.2 Occupied Germany – In the YSS following any Occupation of German Territory, excluding Prague and Slovakia, 1 Partisan Division will form (Werewolf), and in the 2nd YSS another Partisan Division will form. This is regardless of whether Germany has surrendered or not. The Allies gain no benefit from any Germany ICs that are captured, though they are not destroyed if recaptured by the Axis.

3.6.2 Italy – Italy will surrender when Rome is occupied by the Allies, or when there are no Axis Units in Africa and the Italian DP Level is 0 or less. If the Allies made a DoW on Italy, then they must occupy Rome in order to force a surrender.

3.6.2.1 Occupied Italy – Occupied Italy will yield the value of its ICs to whichever side occupied them, but its Base Economy will be eliminated. In addition, refer to the Italian OOB sheet for organized forces (in addition to the partisans) that will continue to fight on either side after Italy has surrendered. Finally,

captured equipment and supplies from the Italian Reserve go to the side that Occupies Rome at the time of Surrender. Supplies are reduced by 50% and Units by 50% of their Strength, rounded up.

3.6.3 Japanese Surrender – Japan will surrender when Tokyo is occupied. This campaign will not at the present time model atomic weapons.

3.6.3.1 Occupied Japan – Japan's Base Economy and ICs have no value when captured. For each YSS in which any portion of the Japanese Home Islands are occupied, Japan may form 1 Partisan Division. These Partisans only operate prior to Japanese surrender. Once Japan does surrender, the war in the Pacific ends, and any colonies currently under control of Japan are ceded to the Nation that occupies Tokyo. In addition, the Allies must maintain at least 4 Divisions in Tokyo.

3.6.4 French Surrender – France will surrender when Paris is Occupied by the Axis. Once France Surrenders, the Axis may choose to either activate Vichy France or not to. When France Surrenders, its current forces in European France are eliminated, but all Forces within its colonies remain intact. All equipment (infantry are not considered equipment) in formations and in reserve are reduced by 50% in strength and sent to the Axis Reserve, and all remaining supplies are captured. PPs in the Strategic Reserve is multiplied by the previous YSS growth rate (for France) and added to the Base Economic Value of France (this occurs immediately). Free French and Vichy French forces are then determined as indicated below.

3.6.4.1 Occupied France – Occupied France is that area of continental France excluding Vichy. The full Value of the Base Economy of France as well as Paris is obtained by the Nation that controls Paris. If Vichy forms, then both Lyons and Marseilles are part of Vichy, as are any unconquered colonies. If Vichy France does not form, then Lyons and Marseilles may be occupied, but all remaining colonies in Europe become Free French and control is ceded to the Allies, and Corsica is occupied by Italy. French Indochina in the Far East is not affected either way.

3.6.4.2 Vichy France – If Vichy France forms, then the new Vichy OOB is established for continental Vichy France, consisting only of core infantry units, and any attachments may be assigned from the pool of remaining French equipment at Axis discretion. Once assigned, the units become part of the Vichy Organization and cannot be taken back. In addition, it is up to the Axis to assign any supply it wishes to. Vichy becomes officially Neutral and is now governed by Vichy France Diplomacy as a Minor Nation. Vichy France proper cannot be attacked without a DoW on Vichy France, but its colonies may be attacked by the Allies without a DoW (see Vichy France Diplomacy for details).

3.6.4.3 Free France – The Free French OOB is indicated on the French Organization sheet, including Naval Units. Those FFR formations that are formed in French Colonies may only do so if that Territory is FFR or has been liberated. If no Vichy France forms, then those FFR formations that remain in the colonies extend the current OOB until attrition reduces them to the normal FFR OOB limits. It is also permissible to upgrade a formation into the newer OOB, as long as doing so does not violate the Organization limits.

3.6.4.4 Ex-Patriots – French Ex-Patriots are calculated in the same manner as other Nations, but may later be established as either FFR or Vichy Units depending upon activation. Initially, all formed Vichy Units are not given any experience. However, if Vichy is activated as a Co-Belligerent or Ally, then Ex-Patriot experience may be applied to their formations. This does not apply to the Vichy Colonial Forces, because these remain in play as-is after the surrender of France.

3.6.5 Britain – Britain will never completely surrender, but portions of the Commonwealth may be forced to surrender, and the British Government may be forced

into exile in Canada as an Ally of the USA. Canada will never surrender, but both Canada and any exile British Government must then follow the status of the USA.

3.6.5.1 Surrender to the Axis – Britain will surrender to the Axis if they occupy London. Otherwise, Britain will remain at War with the Axis until such time as the USA has entered the war and a political reaction causes the Western Allies to offer the Axis an armistice. If Britain surrenders, its forces will remain in play the following turn and as many as possibly will attempt to escape to Canada, India, South Africa, the USA, or any Territory the USA occupies (including British Territory with USA ground forces). Forces, both Air, Naval, and Ground, that fail to escape will surrender. The abandoned Territory will cede to the Axis. All forces that have escaped will establish the new British OOB as an Ally of the USA based in Canada. The USA and its forces may actively aid in this evacuation, including occupying as much of British Territory as it can to prevent its falling into Axis hands, during this Turn. Axis forces may freely attack any fleets attempting to escape, and any British and USA forces as well. If British ground forces are attacked, they will fight with USA ground forces. Because they are required to attempt to leave or enter Territory occupied by the USA during Orders, it will not be possible that they end up fighting independent of US forces. The only independent battles possible are naval. In addition, a British surrender will trigger an Axis reaction roll for Egypt, Iraq and Persia, and both the Axis and Japan will be able to activate 1 division of Fascist Partisans in India. The Axis must have a connection to the East edge of the European Theatre Map in order to activate its partisans in India, however.

3.6.5.2 Britain at War with Japan – Once Britain is at War with Japan, it will remain so unless and until the USA makes peace with Japan as a result of a political reaction. India and Australia may be forced to surrender independently, but Britain itself is not affected by that. If Britain surrenders to the Axis, it becomes a USA ally so in either case its status with Japan would coincide with the USA.

3.6.5.3 India – India will surrender if Delhi (the Capitol) is occupied by Japan. Prior to surrendering to Japan, the Indian Force Pool is reduced by 1 Division for each of Dacca and Calcutta occupied by Japan. In addition, Japan may form an Indian National Division for each of Rangoon, Dacca and Calcutta that it occupies, and a fourth Division if India itself surrenders. Indian PPs is captured by the Japanese when it surrenders, and for each of its ICs when they are occupied. When India surrenders, 1 Indian Division may remain in the British OOB, but remaining Indian forces are eliminated – any equipment they might have are reduced by 50% strength and added back to the British Reserve, if applicable.

3.6.5.4 Australia – Australia, including New Zealand, will surrender if Townsville is occupied by Japan. If Australia surrenders, 1 ANZAC Division may remain in the British OOB, remaining forces will disband as indicated above for India. Japan will gain the PPs for Australia, but not for New Zealand. New Zealand will be marginally neutral and remain unavailable for either the Axis or the Allies for the remainder of the game.

3.6.5.5 South Africa – South Africa will surrender if the Axis occupy all of North Africa and the African Territories. The Middle East is not considered part of Africa for this purpose, and only the African Territories on the European Theatre Map need to be occupied (Sudan, Ethiopia, Rhodesia). The Axis will gain the PPs of South Africa if they surrender, and all SAF forces will disband.

3.6.6 Russia – Russian resistance in the war was tenacious, so it is not easy to force a Russian surrender. Russia will offer surrender terms in Europe and the Far East under the following conditions:

3.6.6.1 Russian Surrender to the Axis – Russia will surrender to the Axis if the Axis occupy Moscow prior to the YSS following an Axis DoW on Russia, or if the Axis occupy Moscow and Russia has surrendered to Japan. Otherwise, Russia will not surrender until the Axis occupy Leningrad, Stalingrad, and Moscow. Russian surrender may be accepted or declined by the Axis, but is offered each Diplomatic Phase that the conditions apply. Russia may also voluntarily offer to surrender at the player's discretion. All Territorial borders remain in place, although any Territory that is isolated is lost to the other side. Isolated Russian Forces will surrender, and Axis Forces will be repatriated. After Russia surrenders to the

Axis, it must permanently delete 1 Mechanized or Tank Corps for each of Moscow, Leningrad, and Stalingrad Occupied, as well as 1 Rifle Divisions per 250 PPs of IC Value Occupied by the Axis (the additional PPs from Moscow, Kiev, Leningrad, and Stalingrad are also counted). If the Axis make a DoW on Russia after a surrender, Russia won't offer surrender again until 1) The YSS following the outbreak of a new war, under the same proviso as above and 2) The Axis has gained a substantive advantage in Territory by gaining 1 or more ICs from Russia in addition to what they already held. Both conditions must be met.

3.6.6.2 Russian Resistance in Europe – Russia remains in the Campaign, even following a surrender to the Axis. Russia's economy will continue to expand (IC values, growth, etc.) as will its force pool (less any permanent reductions). Russia may continue to receive Lend-Lease aid, and may also continue to actively support Communist Partisans. Russia may not make a DoW against the Axis again until such time as 1) The YSS following the Surrender and 2) Russia has at least 2x the number of Units on the Eastern Front that the Axis does. Once Russia is able to make a DoW against the Axis, they may also choose to renounce any (non-territorial) concessions they have made to the Axis without actually declaring war (during any Diplomacy Phase).

3.6.6.3 Russian Concessions – As part of an offer to Surrender, Russia and the Axis may enter negotiations regarding any additional, or even fewer, concessions on the part of Russia. This is strictly limited to Territory, the granting of PPs up to the value of 1 Russian IC (and can be fixed or increase in value as the IC increases in value), and the granting of Resources such as Metal Ore or Oil. Germany may choose to make its own Territorial concessions to Russia (to better fix the borders most likely, or exchange territories), but may never offer any PPs or Resources to Russia as part of surrender terms (except when ceding back Russian Territory will yield these).

3.6.6.4 Armistice with Japan – Russia must offer an Armistice to Japan when Japan occupies both Vladivostok and Irkutsk. However, both Japan and Russia may voluntarily agree to an Armistice during any Diplomatic Phase, and may negotiate Territorial exchanges as part of the Armistice. When Russia is required to offer Terms to Japan, it must at a minimum offer the current Territorial boundaries. Territorial boundaries following any Armistice must be contiguous, but otherwise isolated Territories may be exchanged or negotiated, including surrender or repatriation of forces. If there is an impasse on any negotiation, and Russia was required to make the offer, then they must accept Japan's Terms. Japan may always choose not to accept any Armistice with Russia. Russia loses 1 Siberian Rifle Division for each IC lost in the East from its force pool as each IC is lost, but they may be regained again. However, following any Armistice with Japan, Russia will permanently lose 1 Rifle Division from its force Pool for each 250 PPs of ICs occupied by Japan. In addition, if both Vladivostok and Irkutsk are Occupied, 1 Mechanized or Tank Corps must also be deleted from the Russian OOB.

3.6.6.5 Russian Resistance in Siberia – Russia may continue to operate Partisans in Siberia, and its support for Communist and Nationalist China is not affected by any Armistice. Russia may not make a new DoW against Japan until such time as 1) the next YSS following the Armistice and 2) Russia has at least 2x the number of units in Siberia that Japan has in Manchuria (note that this is just Manchuria, and not the entire Asian Front). If Japan chooses to renew its War against Russia, Russia does not need to offer an Armistice until such time as 1) the following YSS after the outbreak of War and 2) Japan has made Territorial gains against Russia.

3.6.7 USA-Axis Political Reaction – The USA will not surrender, and any significant attack on the USA itself would have been both highly unlikely as well as outside the scope of this Campaign. Instead, the USA may withdraw from a War that is clearly lost, especially if isolationism has good reasons to come back into play as a result of losses and few hopes for victory. Prior to actually being at War with the Axis, the politics of the USA are expressed in terms of the Tension Level charts. However, the following conditions may affect the US war effort:

3.6.7.1 Complete Axis Victory in Europe – If the Axis somehow manage to force Russia, France, and Britain to surrender, then regardless of the tension level or current state of war, the USA will not intervene and the war is won by the Axis decisively. I don't expect this will ever happen.

3.6.7.2 Europe, YSS 1943 – If the Allies (including Russia) do not control at least 1 of London, Moscow, Paris or Rome, then the Western Allies will offer an Armistice with the Axis. Any Nation or Colony other than Britain itself will be ceded to the Axis if they control any Territory in the Nation or Colony, and the Axis must withdraw from any Territory it holds in Britain, but the Allies must offer another Territory in compensation for each Territory so evacuated, if possible. Malta and Gibraltar qualify, as do Minor Nations and Colonies and the like under Allied control. The Axis may reject the offer, but it will not be offered again unless conditions in YSS 1944 warrant such (see below). Other compromises may be negotiated, but the Allies must accept the minimum conditions detailed above.

3.6.7.3 Europe, YSS 1944 – If the Allies (including Russia) do not control at least 2 of London, Moscow, Paris or Rome, then the Western Allies will offer an Armistice with the Axis. This is similar to the above, except that Territory in disputed Nations is ceded to the side that has the most combat units based in the Nation. Other compromises may be negotiated, but the Allies must accept the minimum conditions detailed above.

3.6.7.4 Europe, YSS 1945 – If the Allies (including Russia) do not control at least 3 of London, Moscow, Paris or Rome. In this case, the Allies have enough material and investments in the war to demand more from the Axis, and in this case if any portion of a Nation is under Allied control, they may demand it be ceded as part of the armistice. This would include control of France and the surrender or control of Italy, assuming that some of each were occupied. For both Nations, this means occupation of any mainland European Territory, including Sicily, but excluding any colonies or other islands. Once again, other options may be negotiated if both parties agree.

3.6.7.5 Europe, YSS 1946 – If the Allies (including Russia) do not control London, Moscow, Paris and Rome, they will make an offer to an armistice with Germany, if Germany will relinquish its control over any Nations it has conquered by force on the Western and Mediterranean Fronts. Italy must also surrender and allowed to have free elections, and Poland will cede Danzig to Germany but will be allowed independence again following the end of the War against Russia. Other options may be negotiated if both parties agree.

3.6.7.6 Russia after an Allied Armistice – If Russia controls Moscow, they may choose to offer an armistice with the Axis or may choose to continue the war. If the Axis control Moscow, then Russia is forced to offer the same armistice terms. The Axis may decline or accept either offer independently of the other. Despite having an Armistice, the Western Allies may continue to provide aid to Russia.

3.6.7.7 Western Allies post-armistice – The Western Allies may continue to maintain forces in the theatre and if there is still an Allied Presence in mainland Europe or the Mediterranean then the Axis must maintain at least 50% of the Allied forces on the same Front, or the Allies may choose to declare war again. This applies to the Mediterranean and Western Fronts only, but Allied Units in Britain are not counted. In addition, the Allies may continue to operate Partisans against the Axis. The USA East Coast mobilization level is frozen at its current level if it has not yet reached 10.

3.6.7.8 Cessation of Hostilities – If both Russia and the West are no longer at War as a result of the above, the War in Europe is concluded.

3.6.8 USA-Japan Political Reaction – The USA will not surrender to Japan, but can be forced to offer an Armistice with Japan under certain conditions.

3.6.8.1 Japanese Surprise Attack on Pearl Harbor – If the Japanese made a surprise attack on Pearl Harbor, the USA will not offer an Armistice unless India and Australia have surrendered, and the Japanese Occupy Pearl Harbor.

3.6.8.2 Japanese DoW on USA – If the Japanese made a DoW on the USA, the USA will offer an Armistice if Australia has surrendered and the Japanese occupy Pearl Harbor.

3.6.8.3 USA DoW on Japan – If the Japanese force either Australia or India to surrender, or have occupied Pearl Harbor, the USA will offer an Armistice with Japan.

3.6.8.4 1945 & 1946 YSS – If the USA does not Occupy at least one of Manila, Taipei, Okinawa, or Guam and Iwo Jima (both), they will offer an Armistice with Japan.

3.6.8.5 Armistice Terms – If an offer for Armistice takes place prior to 1945, the Allied will cede all contested Territory in Colonies to the Japanese. The Japanese must leave any Australian Territory they occupy, but if they control either Dacca or Calcutta then India will become an Independent Neutral state (assuming it hasn't surrendered). In exchange for any ceded Australian Territory, the Allies must offer some additional Territory or concessions, if possible. If the Armistice takes place in 1945 or later, the offer will force the Japanese from any Territory in Australia, Pearl Harbor or the Aleutians, but otherwise Territories must remain as they are. Negotiations agreeable to both sides are allowed.

3.6.8.6 Post-Armistice – Once an Armistice takes place, the Allies must keep all current forces in the Pacific in place, and the USA West Coast Economy is eliminated. Russia and China are not affected, but the War in the Pacific is over for the Allies.

3.6.9 Nationalist China – Nationalist China does not surrender per-se, but the overall central government may collapse. This has no effect on Communist China, which may continue as indicated under **3.4.3.3 Communist China** above.

3.6.9.1 Nationalist Government Collapse – The Nationalist Government will suffer a Collapse if 1) They do not control any Chinese IC and 2) China has less than 15 active divisions available (armies don't count, just divisions in the OOB).

3.6.9.2 Post-Collapse – The Collapse of the Central Government means a return to the rule of Warlords. The Chinese Economy remains as does it forces, and it may still receive lend-lease aid. However, all forces currently in play and all forces built are frozen. Each Territory now belongs to an independent Warlord, who may not support any other Warlord nor may his forces Train or Entrench. However, when at least 2x the number of Chinese Units are adjacent to any Japanese or unoccupied Chinese Territory, they may attack it. If they succeed, that becomes a part of the Warlord's Territory, and he may not move forces between and mutually support his Territory. If a Warlord re-captures a Chinese City, he declares himself the new leader of China and re-establishes the Nationalist Government.

3.6.9.3 Communist Expansion – During this time, Communist China may build new Communist Chinese Divisions in place of any of the unbuilt Nationalist Chinese Divisions (excepting the Western Allied associated Divisions). To do so, they must build them in Nationalist Territory that has no forces in it and is also adjacent to Communist Chinese Territory. The Territory and forces now become a permanent part of Communist China.

3.6.9.4 Chinese Partisans – The Chinese Irregulars (Partisans) are reduced to 1 Division only (though current Irregulars remain in play) and 1 Division is now added to the Communist Chinese Partisans.

3.6.9.5 Western Chinese Divisions – The "New Divisions" and 1 Tank Brigade may still be built in Western India, from various escaped Chinese Forces, regardless of any of the results above.