

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.	

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 offers to surrender.	

Chinese Resistance Table - 61.11

-1	For every five unbuilt Nationalist Chinese ground factors.
+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 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.	

Japanese Resistance Table - 57.11

Situation Modifiers	
+20	Basic Japanese resistance level.
+1	For every Pacific front objective under Japanese control.
+1	Japanese control of Singapore or Manila (one for each).
-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 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).
-1	For each oil effect currently applicable to Japan.
-1	For every ten unbuilt Japanese ground/army air factors.
Cumulative Modifiers	
+1	If Japan controls all five Chinese objectives. Peking, Shanghai, Nanking, Canton and Chungking.
+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.
+#	If Japan controls 8 or more island groups (+1 for control of 8 island groups: +2 for 9 island groups; +3 for 10 island groups, etc., up to a maximum modifier of +7 per turn).
-1	If the Western Allies control 8 or more island groups (-1 maximum for each turn this condition is met).

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 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 turn, starting at the end of the second game 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).

Chinese, Russian and Indian objectives and islands must be fully supplied to count as controlled.

Control of one or more fully supplied islands in an island group which also contains at least one isolated or enemy-controlled island counts as half an island group. Totals are rounded down for both sides each turn. Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.

59.51 BRITISH FORCE LEVELS:

59.511 NO REDUCTION AFTER A “0” SURRENDER: A “0” surrender level has no effect on the level of British forces.

59.512 REDUCTION OF BRITISH FORCES: For each level of surrender below “0”, Britain removes two AAF and four BRPs of ground units or NAS from its force pool and eliminates ten naval factors. A British surrender level of -1 thus results in the removal of two AAF, four BRPs of other British units and 10 naval factors; a British surrender level of -2 results in the removal of four AAF, eight BRPs of other British units and 20 naval factors; and so on.

See 59.513 for the implementation of British force reductions.

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.

62.21 TRIGGERING EVENTS: A U.S. election occurs at the following times:

A. IF BRITAIN OR RUSSIA SURRENDERS: At the end of any game turn in which Britain or Russia surrenders, if the U.S. is at war with Germany.

B. IF THE U.S. IS SUBJECT TO ATOMIC ATTACK: At the end of any game turn in which the continental U.S. is subject to a successful German atomic attack.

C. AFTER THE 1945 YSS: Immediately after the 1945 YSS, in every game.

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 every two concession points of territory (round down) returned to Britain or not taken by Germany in a British surrender.
-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 (the basic +20 Japanese resistance modifier and the negative modifier for unbuilt Japanese ground and army air factors are ignored).
+5	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.