



VICHY RULES AND REFERENCE



VICHY FRANCE CREATION

Immediately after French Surrender the German Player may opt to create a new neutral country called Vichy France. **No British units can be located in French Marseilles for this to happen.** Vichy France creation results in the immediate surrender of all French units remaining in French home country. If Vichy France isn't or can't be created at this time, then all French colonies and forces become Free French.

Use the following sequential process for Vichy creation.

- ❖ **VICHY FRANCE:** The Marseilles land zone becomes Capital of Vichy France. Place a Vichy roundel on this territory and a German roundel on all remaining territories in mainland France and Corsica. Germany receives income from all Vichy territories. Move all Axis units out of Marseilles to an adjacent Friendly-controlled land zone.
- ❖ **VICHY DIPLOMACY:** Vichy is a neutral nation that will be Aligned to Germany if attacked by the Allies/Comintern and becomes Free French if attacked by the Axis.
- ❖ **ALLIED FORCES:** If Allied forces are in any other parts of France they remain. However if Paris is encircled with Allies units in it, those units surrender with Paris and are removed from the game.
- ❖ **VICHY ARMY:** Place three infantry, one fighter and one artillery in Vichy capitol Marseilles. Vichy units do not move.
- ❖ **FRENCH COLONIES:** For each French colony, roll a D12:
 - ❖ **1-6 = Vichy**
 - ❖ **7-12 = Free French**Place the corresponding roundel on each colony. Adjust the income of both Free French and Vichy France. Any french units located in the territory remain and are controlled by the owner of the land zone. The following land zones are combined for the purposes of this determination.
 - A. **French Indo China:** Hanoi and Saigon.
 - B. **Algeria:** Northern, Western and Southern Algeria.
- ❖ **VICHY NAVY:** For each French naval unit on the board, roll a D12.
 - 1-3 = Join Allies unit is Free French**
 - 4-6 = Scuttled, remove from the game.**
 - 7-10 = Vichy, move to sea zone beside nearest Vichy land zone, moved by German player.**
 - 11-12 = Join the Axis, replace with German equivalent.**
- ❖ **FRENCH ITEMS ON THE FACILITY AND UNIT PRODUCTION CHART:** All become German and are replaced with a German equivalent.
- ❖ **VICHY SURRENDER:** When Vichy France capitol Marseilles is conquered it surrenders. All Vichy colonies and units in them become Free French. All Vichy French Naval Ships are subject to another D12 roll: **1-6 + Free French, 7-10 = Scuttled, 11-12 = German.**
- ❖ **FREE FANCE CREATION:** The French Player Creates the Free French by choosing a new capitol (see French Sheet). All French Money goes to Germany at the loss of Paris.
- ❖ **JAPANESE POSSESSION:** All French territories in or near the Pacific ocean will become owned by Japan if they become Vichy. All German/Vichy rolled French units in this area will be replaced with Japanese units.
- ❖ **NOTE:** Since Germany resolves the Vichy rule at the end of combat movement, any ships acquired by the Germans through the Navy roll can move in non-combat movement. This may also result in Waring navies in the same sea zone. Since its now non-combat movement these ships may not initiate any attacks on this German turn, but may be moved in non-combat movement only.



VICHY RULES AND REFERENCE

