



VICHY FRANCE QUICK REFERENCE SHEET

OVERVIEW

Immediately after French surrender, the German player may opt to create a new neutral Minor Power called Vichy France.

- Vichy remains neutral until such time that another Major Power declares war on it.
- Place a Vichy roundel on Corsica and Southern France and a German roundel on all remaining land zones in French Home Country.
- Remove all French forces in French Home Country & Corsica.
- Germany receives income from all Vichy land zones.
- Move all Axis units out of Southern France to an adjacent Axis-possessed land zone.

OTHER FORCES	If Allied forces are in any other part of France when the French surrender, they are allowed to move out of France. If they cannot they are eliminated. However, if Paris is encircled with Allied units in it, those units immediately surrender with Paris and are removed from the game.
VICHY ARMY	Place 3 Infantry, 1 Fighter, and 1 Artillery in Southern France.
FRENCH CONTROLLED & ALIGNED MINOR POWERS	All French Controlled/Aligned Minor Powers (e.g. Abyssinia) become Aligned to Free French. All land zones that France has captured become Possessed by Free French.
VICHY DIPLOMACY	Vichy is a neutral Minor Power that is controlled by Germany. Vichy can receive Lend Lease from Germany in Southern France. As long as Controlled, Vichy gets Recruitment rolls from Corsica and Southern France, (thus success on a "2"). If successful, place one regular Infantry or 2 Militia in any Vichy possessed land zone.
VICHY SURRENDER	If Southern France is conquered, Vichy surrenders. All Vichy colonies subsequently join Free France. All Vichy units join Free France.
INTERNAL FRENCH CONFLICT	<p>Vichy and Free France are in an internal French conflict. They may attack each other's units and land zones. A Free France attack on Vichy does not make Vichy Align with Germany.</p> <p>If Vichy attacks a Free French land zone containing units not from Free France, these non Free French units do not participate in the combat and are moved to the nearest land zone in their possession.</p> <p>If Vichy attacks Free France in a sea zone containing other Allied naval units, these non Free French units do not participate in the combat but stay in the zone.</p>

FRENCH COLONIES



For each French colony (all land zones marked with a French roundel on the map that are not part of French Home Country), roll a D12:

1-6	Place Vichy roundel there
7-12	Place Free French roundel there

The following land zones are combined into one die roll for purposes of this determination:

- Annam Tonkin, Cochinchina, Gambier Islands and New Caledonia *
- French Somaliland, Madagascar and Réunion
- French Guiana and St. Pierre Island
- Northern-, Western- and Southern Algeria
- Mauritania, French Guinea, French Sudan and Ivory Coast
- Dahomey, Niger, Chad, Cameroon and Oubangui-Chari

* Note: Annam Tonkin, Cochinchina, Gambier Islands and New Caledonia will become Japanese Possessed if they become Vichy (including any French military units present) – regardless of the war status of Japan.

VICHY NAVY



For each French naval unit on the board, roll a D12:

1-3	Join the Allies; Unit becomes Free French.
4-6	Scuttled, remove from game.
7-10	Becomes Vichy; Move to sea zone 49.
11-12	Join the Axis; Replace with German equivalent (Japanese equivalent if the naval unit is in the Indian- or Pacific Ocean).

The Axis players can decide to let some or all of its newly acquired ships sail to their Home Country under the French Flag. Thus, they can pass any ships belonging to a nation they are at war with. Independent on which sea zone they are in, they can make this move in one turn. This must be decided after the rolling has ended.

For ships on the French Production Chart, roll a D12:

1-7	Scuttled, remove from game.
8-10	Remains Vichy French and stays on the Production chart until Vichy France Aligns to a Major Power or surrenders. Germany can lend-lease IPP to Vichy for completion.
11-12	Replace with German equivalent on the Production chart. Must be finished in German possessed France.