

20. French units in United Kingdom:



After the Fall of France in June 1940 French Combat Fighter Pilots were offered a chance to join the British RAF and many French soldiers who had been evacuated from Dunkirk volunteered to join the British forces.

Many of those who survived the initial years of the conflict joined the British forces to fight against the Axis Powers.

Attack: -

Defense: -

Move: -

Cost: 5

Maximum on game board: see below

Enter game from: *Early 1942* (round 5)

The French *Fighter* unit and the 2 French *Infantry* units that are present in the *United Kingdom* territory from game start (*Early 1940*) can be converted to UK units of the same type in *Early 1942*.

No other French units can be converted to UK units – not even if they are present in the *United Kingdom* territory in *Early 1942*.



This can occur only once in the game – and only in *Early 1942* when these conditions are fulfilled:

- *France, Normandy/Bordeaux and Southern France* must be controlled by the Axis
- No French naval units are in a sea zone adjacent to the *United Kingdom* territory
- All these 3 French units must be in the *United Kingdom* territory in *Early 1942*.

Follow this procedure:

On the UK players turn in *Early 1942*, the UK player must pay 5 IPC to the bank in the *Purchase & Repair Units* phase.

Once these 5 IPC are handed over to the Bank, the French *Fighter* unit and the 2 French *Infantry* units that are present in *United Kingdom* are immediately replaced by UK units of the same type.



These units are ready for movement, combat etc. in the same round.



Once these French units are converted to UK units there is no reverse.



These units now operate as any other UK units on the UK players turns.

