#### \*Soviet Current Card ESV Adjustment

If Pre-War or Limited War is in effect: Production Value 0: No Adjustment Production Value 1: +1 No War / +2 War

If Total War is in effect:

Production Value 0: No Adjustment

Production Value 1: +1 No War / +2 War Production Value 2: +2 No War / +4 War

Production Value 3: +3 No War / +6 War

#### **©Soviet Production Limit Restrictions**

When selecting Pending Option Cards, the combined Production Value for both cards cannot exceed the Soviet Production Limit.

If Pre-War or Limited War is in effect on both maps, the Soviet Production Limit is 1.

If Total War is in effect on either or both maps, the Soviet Production Limit is 3.

Russian Tank or Guards Tank Army

#### Russian Cav-Mech Army















#### Communist China HQ







## **Soviet Conditional Events Box**

#### Outbreak of War (12.2)

When Pre-War ends, place these counters in the Delay Box.





#### Russian Far Eastern Forces (38.5.3)

This event can only occur once per game. If Russia's Posture is War, or card 1a Mongol Purges is played and the Soviet Minor Posture is War, place these counters in the Delay Box.







### \*European Reserves (38.5.4)

If Russia's Posture is War, or European Limited War has occurred, place the Limited War Reserves marker in the Delay Box. When that marker is removed from the Turn Track, place the Russian Interceptor unit in the European War Support Unit Holding Box.





If European Total War has occurred, place the Total War Reserves marker in the Delay Box. When that marker is removed from the Turn Track, place the Russian Air Force unit in the European War Support Unit Holding





## Aid to Communist China (38.5.5)

If an Aid to China marker is in this box and Communist China's Posture is War, the Soviet faction may roll on the Aid to China Table, once for each marker.





## Lend-Lease to Russia (38.5.6)

If a Lend-Lease marker is in this box and Russia's Posture is War, the Soviet faction may roll on the Lend-Lease Table.



# Soviet Force Pool / Dai Senso

## **Ground Units**

**Support Units & Markers** 

## **Soviet Conquered Minor Countries Box**

When one of your Minor Countries is conquered, place its units in this box.