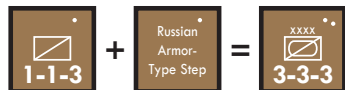
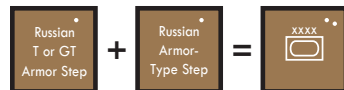


### Russian Cav-Mech Army



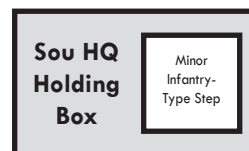
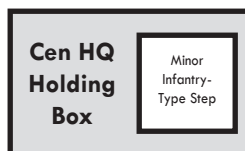
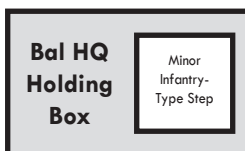
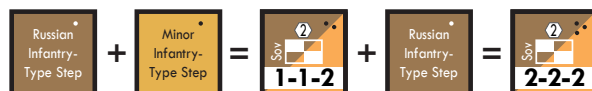
### Russian Tank or Guards Tank Army



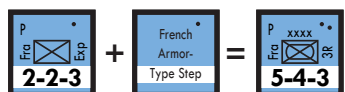
### Russian Mech Army



### Soviet Bal, Cen or Sou HQ (Place the Minor Country step in the proper Holding Box.)



### French 3R Mech Army



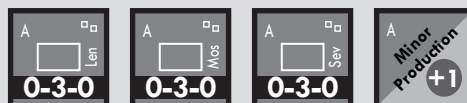
### Italian FL Mech Army



## Soviet Conditional Events Box

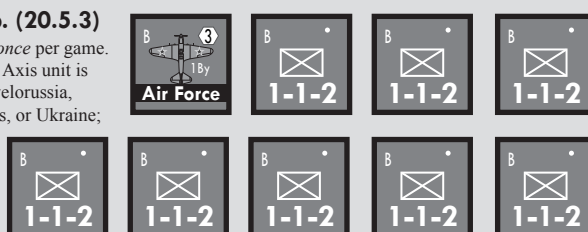
### Outbreak of War (12.2)

When Pre-War ends or *Military Victory* (19.24) is applied, place these units in the Delay Box.



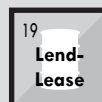
### Russian Emer. Mob. (20.5.3)

This event can only occur *once* per game. If Total War is in effect; an Axis unit is in Russia, Baltic States, Byelorussia, Caucasus, Crimea, Donbass, or Ukraine; or the Soviet faction plays card 4d *Wartime Mobilization*, place these units in the Delay Box.



### Lend-Lease to Russia (20.5.6)

If the Western 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 / Totaler Krieg!

## Ground Units

## Support Units & Markers

### ©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.

## Soviet Conquered Minor Countries Box

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