## **®20** ➊ Dice of Decision Card / **Limited War**

# Demand Central Russia

###### Option Card Segment

* **Place in Delay Box:** Russia: one 2-2-1 HQ [3TB].

### Replacements Segment

* Russia: 2 infantry steps.

###### Political Events Segment

* If Russia’s Posture is Disputes or Neutrality and Central Russia is part of a Neutral Minor Country, select that Country and roll one die. If the modified result is 1, apply *Country Resists* (37.9); if 2 or more, apply *Ceded Land* (37.7).
* If Russia’s Posture is War, and Central Russia is part of Neutral Minor Country, you *may* apply *Country Resists* (37.9) to that Country.

***Dice of Decision* Card DSS-3** ★

## **®21** ➊ Dice of Decision Card / **Limited War**

# Demand Siberia

###### Option Card Segment

* **Place in Delay Box:** Russia: one 2-2-1 HQ [2TB].

### Replacements Segment

* Russia: 2 infantry steps.

###### Political Events Segment

* If Russia’s Posture is Disputes or Neutrality, Central Russia is part of Russia, and Siberia is a Neutral Minor Country, select Siberia and roll one die. If the modified result is 2 or less, apply *Country Resists* (37.9). If the result is 3 or more, apply *Ceded Land* (37.7, ®5.5.3).
* If Russia’s Posture is War, and Siberia is a Neutral Minor Country, you *may* apply *Country Resists* (37.9) to it.

***Dice of Decision* Card DSS-6** ★

## **®20** ➊ Dice of Decision Card / **Limited War**

# Demand Sinkiang

**Selection Requirement**

* Russia’s Posture is War, or card 9 *War Progress* 4 has been played.

###### Option Card Segment

* **Place in Delay Box:** Russia: one 2-2-1 HQ [3TB].

### Replacements Segment

* Russia: 2 infantry steps.

###### Political Events Segment

* If Russia’s Posture is Disputes or Neutrality and Sinkiang is a Neutral Minor Country, select it and roll one die. If the modified result is 3 or less, apply *Country Resists* (37.9). If the result is 4 or more, apply *Ceded Land* (37.7, ®5.5.3).
* If Russia’s Posture is War, and Sinkiang is a Neutral Minor Country, you *may* apply *Country Resists* (37.9) to it.

***Dice of Decision* Card DSS-5** ★

## **®22** ➊ Dice of Decision Card / **Limited War**

# Demand Amur

###### Option Card Segment

* **Place in Delay Box:** Russia: one 2-2-1 HQ [1TB].

### Replacements Segment

* Russia: 2 infantry steps.

###### Political Events Segment

* If Russia’s Posture is Disputes or Neutrality, Trans-Baikal is part of Russia, and Amur is part of a Neutral Minor Country, select that Country and roll one die. If the modified result is 2 or less, apply *Country Resists* (37.9). If the result is 3 or more, apply *Ceded Land* (37.7, ®5.5.3). If Primorye is *not* a Japanese Dependent, FER’s capital becomes Vladivostok (p5301).
* If Russia’s Posture is War, and Amur is part of a Neutral Minor Country, you *may* apply *Country Resists* (37.9) to that Country.

***Dice of Decision* Card DSS-8** ★

## **®21** ➊ Dice of Decision Card / **Limited War**

# Demand Trans-Baikal

###### Option Card Segment

* **Place in Delay Box:** Russia: one 2-2-1 HQ [2TB].

### Replacements Segment

* Russia: 2 infantry steps.

###### Political Events Segment

* If Russia’s Posture is Disputes or Neutrality and Trans-Baikal is part of a Neutral Minor Country, select that Country and roll one die. If the modified result is 2 or less, apply *Country Resists* (37.9). If the result is 3 or more, apply *Ceded Land* (37.7). FER’s capital becomes Khabarovsk (p5603).
* If Russia’s Posture is War, and Trans-Baikal is part of a Neutral Minor Country, you *may* apply *Country Resists* (37.9) to that Country.

***Dice of Decision* Card DSS-7** ★

## **®20** ➊ Dice of Decision Card / **Limited War**

# Demand Kazakhstan

###### Option Card Segment

* **Place in Delay Box:** Russia: one 2-2-1 HQ [3TB].

### Replacements Segment

* Russia: 2 infantry steps.

###### Political Events Segment

* If Russia’s Posture is Disputes or Neutrality and Kazakhstan is a Neutral Minor Country, select it and roll one die. If the modified result is 3 or less, apply *Country Resists* (37.9). If the result is 4 or more, apply *Ceded Land* (37.7, ®5.5.3).
* If Russia’s Posture is War, and Kazakhstan is a Neutral Minor Country, you *may* apply *Country Resists* (37.9) to it.

***Dice of Decision* Card DSS-4** ★

## **®13** 🄌Dice of Decision Card / **Pre-War**

# Pact with China

###### Option Card Segment

* **Place in Delay Box:** Communist Home Country: ®one 1-1-2 cavalry [Exp], ®one 1-1-1 infantry [8].

###### Political Events Segment

* Roll on this table:

1. Conflicting Plans: No Result

2. Conflicting Plans: No Result

3. Conflicting Plans: No Result

4. Roll on Cabinet Crisis Table

5. Roll on Colonialism Table

6. Roll on Strategy Board Table

###### Conditional Events Segment

* If Russia’s Posture is War, receive:

Russia: 1 infantry step.

***Dice of Decision* Card DSS-2** ★

## **®9** 🎖 🄌Dice of Decision Card / **Pre-War**

# War Progress 4

**Selection Requirements**

* Card 8 War Progress 3 has been played.
* Only one War Progress card can be played per year.

###### Option Card Segment

* Apply *European Commitment* (37.13, \*§10.5).
* \*ESV: -2.
* **Place in Delay Box:** Communist Home Country: one 0-1-1 infantry [N4]. Hopeh: one 0-1-1 infantry [J-L]*.*

###### Conditional Events Segment

* Apply *Minor Country Politics* (37.25).

***Dice of Decision* Card DSS-1** ★

## **®22** 🄌Dice of Decision / **Pre-War**

# Asian Diplomacy

###### Political Events Segment

* Select one Neutral Minor Country sharing a Border with a Soviet Country, and roll on this table:

1. *Influence* (37.18)

2. *Influence* (37.18)

3. Conflicting Plans: No Result

4. Roll on Cabinet Crisis Table

5. Roll on Colonialism Table

6. Roll on Diplomatic Incident Table

***Dice of Decision* Card DSS-9** ★

## **®41** ➊ Dice of Decision Card / **Limited War**

# Demand Heilungkiang

**Selection Requirement**

* Russia’s Posture is War, or card 9 *War Progress* 4 has been played.

###### Option Card Segment

* **Place in Delay Box:** Russia: ®one 2-2-1 HQ [4TB].

### Replacements Segment

* Russia: 2 infantry steps.

###### Political Events Segment

* If Russia’s Posture is Disputes or Neutrality and Heilungkiang is part of a Neutral Minor Country, select that Country and roll one die. If the modified result is 3 or less, apply *Country Resists* (37.9). If the result is 4 or more, apply *Ceded Land* (37.7).
* If Russia’s Posture is War, and Heilungkiang is part of a Neutral Minor Country, you *may* apply *Country Resists* (37.9) to that Country.

***Dice of Decision* Card DSS-10** ★

## **®41** ➊ Dice of Decision Card / **Limited War**

# Demand Primorye

###### Option Card Segment

* **Place in Delay Box:** Russia: ®one 2-2-1 HQ [4TB].

### Replacements Segment

* Russia: 2 infantry steps.

###### Political Events Segment

* If Russia’s Posture is Disputes or Neutrality, Amor is part of Russia, and Primorye is part of a Neutral Minor Country, select that Country and roll one die. If the modified result is 2 or less, apply *Country Resists* (37.9). If the result is 3 or more, apply *Ceded Land* (37.7, ®5.5.3) to Primorye *and* Kamchatka.
* If Russia’s Posture is War, and Primorye is part of a Neutral Minor Country, you *may* apply *Country Resists* (37.9) to that Country.

***Dice of Decision* Card DSS-11** ★