

## 7. Red Army Conscription



*In the summer of 1941 and spring of 1942 the Soviet High Command was under extreme pressure as the German Panzer Divisions pushed forward towards Moscow, Leningrad and Stalingrad. But Russian troops had one advantage – their number of boots.*

**Attack: 1**

**Defense: 2**

**Move: 1**

**Cost: 2**

**Maximum on game board: 26**

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

In round *Early 1942* Russia can produce a maximum of 26 *Red Army Conscription* infantry units at a cost of 2 IPC per unit.

### **Note 1:**

*Red Army Conscription* can only occur once in the game – and only in round *Early 1942*. These infantry units can be placed at any Soviet Industrial Complex that the Soviet player controls from the start of that turn.

They operate under infantry rules and are used on same terms as regular infantry units.



### **Note 2:**

#### **Special placement option:**

Russia can place a maximum of 20 *Red Army Conscription* infantry units in Moscow and a maximum of 6 *Red Army Conscription* infantry units in Stalingrad in round *Early 1942*.

This exceeds the regular production capacity of the Moscow and Stalingrad industrial complexes – even without Heavy Industry capacity.

### **Remember:**

If Russia places more *Red Army Conscription* infantry units in Moscow and/or Stalingrad than the production capacity of these industrial complexes, Russia cannot place any other units there this turn. Not even mines, rockets etc.