

8. Lend-Lease



When the German Armed Forces invaded USSR on 22nd June 1941, military equipment was shipped to the USSR from the Western Allies already by autumn that same year. This was crucial in order to prevent a Soviet military collapse as the German Panzer Armies stormed towards Moscow.

Attack: -

Defense: -

Move: -

Cost: see below

Maximum on game board: see below

Enter game from: see below

From the round when the Soviet Union is at War with Germany, the United Kingdom and USA can send war material to the USSR.

The maximum amount of war material that these two Nations can send to support the Soviet War effort during the entire game is:

- 3 fighter or tactical bomber units
- 3 tank units

Example 1:

On the UK player's turn in the *Non-Combat Movement* phase, 1 UK fighter unit and 1 UK tactical bomber unit are moved from an Allied controlled territory or an Allied aircraft carrier into an original Soviet territory (this territory must be controlled by the Soviet player by the time of this movement). The UK air units cannot have taken part in any combat in this turn.

On the Soviet player's turn, the USSR must pay 1 IPC per air unit to the bank in the *Purchase & Repair Units* phase to convert these UK air units into Soviet air units.

The Soviet player replaces the UK air units with equivalent Soviet air units.

These Lend-Lease air units are immediately ready for combat and movement in this turn.

Example 2:

On the US player's turn in the *Non-Combat Movement* phase, 1 US Tank unit is moved into an original Soviet territory (this territory must be controlled by the Soviet player by the time of this movement).

It doesn't matter if the US Tank unit is transported by sea or comes from an Allied friendly territory.

On the Soviet player's turn, the USSR must pay 1 IPC to the bank in the *Purchase & Repair Units* phase to convert this US Tank unit into a Soviet Tank unit.

Replace the US Tank unit with a Soviet Tank unit. The Lend-Lease Tank is immediately ready for combat and movement in this turn and operates under Tank unit rules.

The UK and/or US player must announce during the *Non-Combat Movement* phase if the units can be converted into Soviet units – and the Soviet player must place a Soviet National Marker underneath the units and convert these units in the first coming Soviet turn.

Important:

If the Soviet territory that contains Lend-Lease units, is attacked before the Soviet player's first coming turn, the units defend by the player that controls them.

In this case, if the enemy attack is repelled and the Lend-Lease units survive the enemy attack, these Lend-Lease units must still be converted into Soviet units as mentioned above.

