

Turn Sequence

Germany	Russia	CCP	Japan	UK	FEC	Anzac	France	Italy	US	KMT
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Starting IPP

Russia	CCP
8	2

Land Units (Guard: A/D+1)	A	D	M	\$	\$
Militia	1	2	(1)	2	2
Infantry	2	4	1	3	3
Infantry, Mountain (2 pr. turn)	2	4	1	4	4
Infantry, Airborne (2 pr. turn)	2	2	1	3	-
Infantry, Marine (2 pr. turn)	2	4	1	4	-
Infantry, Ski (1st, retreat, 2 pr. turn)	2	4	1	4	4
Motorized Infantry	2	4	2	4	-
Mechanized Infantry	3	4	2	4	-
Mechanized Infantry, Advanced (B: 2:1)	4	5	2	4	-
Anti Aircraft (^3)	3	3	1	4	-
Artillery (1st)	3	3	1	4	-
Artillery, Advanced (1st)	4	4	1	4	-
Artillery, Advanced, Katyusha (1st)	5	4	2	5	-
Artillery, self-propelled (1st)	3	3	2	5	-
Cavalry	3	2	2	3	3
RF-8 Aerosani (1st)	2	2	1	2	-
Light Armor	4	3	2	4	-
Medium Armor (avail. January '40)	6	5	2	6	-
Heavy Armor	8[1]	7	2	8	-

Air Units	A	D	M	\$	\$
Fighter	6(3)	6(3)	4	10	-
Bomber, tactical	7[3]	5	4	11	-
Bomber, medium	7(1)	4	5	11	-
Bomber, strategic	(1)	2	6	12	--
Bomber, strategic, heavy	(2)	3	6	15	-
Jet	8(5)	8(5)	4	12	-
Transport	-	-	6	9	-

Sea Units	A	D	M	\$	\$
Torpedo Boat	2	2	2	-	-
Destroyer	4(1)	4	3	8	-
Cruiser	6(2)	6	3	4/4/4	-
Battleship	8(4)	8[2]	2	6/6/5/5	-
Light Carrier	-	1	3	3/3/3	-
Carrier	-	2[2]	3	6/4/4/4	-
Submarine	3	3	3	6	-
Submarine, Coastal	2	2	1	-	-
Submarine, Advanced	4	4	3	7	-
Transport	-	-	2	8	-

Facilities	Max Damage	\$	\$
Minor Factory	5(-)	5/5	-
Factory Upgrade	-	5/5	-
Major Factory	20(1 less pr.)	5/5/5/5	-
Airbase	5(-)	5/5	-
Submarine Base	3(-)	3	-
Sea plane Base	3(-) (-AA)	3	-
Minor Port (M+0)	3(-) (-AA)	5	-
Naval Base (M+1)	5(-)	4/3/3	-
Shipyards	8(-)	5/5/5	-
Coastal Artillery (^3@3)	-	8	-
Fjell Battery (^3@4, conv. BB)	-	5/5	-
Fortification (2@5, D+2/R1, -B)	-	5/4	-
MG Pill Box (2@5, Infantry)	-	3	-
Railroad	4/2/1(-)	4(8)	-
Radar	5(-)	5	-
Rocket Launching Facility	8(-)	8	-

Country Specific - Turn wise

Country	Event
Russia	
All rounds	Sleeping Bear: Income rises 1D12 until Wartime income of 46 is reached.
CCP	
All rounds	1 recruitment roll. If the roll is less than or equal to the total number of Chinese land zones the CCP Possess, the CCP may place 1 infantry or 2 militia in any of those territories



Peacetime Bonus Income

Russia	IPP
Japan Possess Mongolia or Sinkiang	+5
Germany/Italy aligns a land zone adjacent to Soviet Home Country	1D12 each zone
Molotov-Ribbentrop	+3

Wartime Bonus Income

Russia	IPP
For each original German territory possessed so long as it has not lost any of its original territories	+4
CCP	
Control land zone adjacent to a Russian possessed/aligned territory	+1

Victory Points

Russia	Scoring	#
Buffer Zone	Possess East Poland, Lubelski, Vipuri, and all three Baltic States (Estonia, Latvia and Lithuania)	1
Worldwide Communism	Score 1 point for each new land zone worth at least 1 IPP not possessed at the start of game and are not scored as part of another Soviet victory condition	12
Eastern Security	Twice as many land units as Japan on their shared border	1
Ice Free Port	Possess a Naval Base bordering the Atlantic, North Sea or Mediterranean or possesses Crimea and the Bosphorus Strait	1
CCP		
Expel foreign influence	No foreign troops from any nation (ex. KMT) in China or Formosa	2
Inflame the Revolution	More land units in China than KMT	1

Special Abilities

Russia	Ability
Factory Movement	May use 1 rail move to move a minor factory and 2 rail moves a major factory. The factory cannot produce any units the turn it moves. It moves in whatever state of damage it has suffered. It must move along a rail line and remain inside the Soviet home country. Factories cannot be moved until at war with a Major Power.
Northern Sea Route	May move one naval unit per turn via the Northern Sea Route. This unit must begin its non-combat movement in SZ5 or SZ6. By expending its entire movement allowance (including any Naval Bases bonus) it is placed in SZ7.
Guard Infantry	May attempt after each battle to promote units to elite Guards. You may attempt a number of promotions equal to the number of land units you lost in combat. You may only attempt to promote a unit one time. To promote a unit roll a D12. On a "12" the unit is promoted and gains +1 attack and +1 defense. Any land units are eligible for promotion (except current Guards units). May only attempt this if the previous battle was won.
Soviet Surprise Attack	When Germany declares war on the Soviet Union all German land/air units get +1 Attack and all Soviet units get -1 Defense on all rounds of combat (including subsequent blitz). The Soviets may not Attack more than one land zone on their next turn.
Scorched Earth	Can destroy its own factories, naval bases, air bases, and facilities during the Combat Phase of its turn. No land unit is required. An Enemy that conquers a Soviet land zone gets no income from that land zone the turn it is conquered.
Mobilize the Reserves	During the first turn the USSR is at war with a Major Power all land combat units cost -1 IPP. All Soviet Militia have a move of 1 inside Soviet Home Country once the USSR is at war with a Major Power.
CCP	
Decentralised Military	May place infantry-class units and Cavalry in territories they possessed since the start of the turn. A maximum of 3 units per territory per turn may be placed. These units may be placed in China, Manchuria, Korea, or French Indo China (Hanoi and Saigon).
Facilities	May purchase facilities and produce all units available to the Russian player after they have eliminated all KMT units.