



# USSR UNIT TABLES AND REFERENCE

## INCOME AND PRODUCTION (Industrial Production Points)

SENARIO	DIPLOMACY	STARTING INCOME	STARTING INCOME	WARTIME INCOME (value of land zones)	ADDITIONAL INCOME
1936	PEACE	8	8	46	+D12 until reaching wartime income starting July 1939
1939	PEACE	8	8	46	+D12 until reaching wartime income starting July 1939

### PEACE TIME BONUS INCOME (can not exceed wartime income)

Japan attacks or possess a Mongolian land zone or Sinkiang	+5 EACH
Germany/Italy Possess/Aligns any land zone bordering USSR Home Country	+ D12 EACH
Any Major Power declares war on USSR	Increase to Wartime Income
SLEEPING BEAR Starting July 1939	+D12 until reaching wartime income each collect income phase
MOLOTOV-RIBBENTROP PACT JULY 1939 (+1 free technology roll)	+3 / TURN exceeds income

### WARTIME BONUS INCOME

Each German Original Land zone Owned by USSR,if USSR has all original Land zones.	+4
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### SOVIET OVERVIEW

HOME COUNTRY	All USSR land zones and Tanna Tuva.
WAR STATUS	All scenarios at peace with all nations. Starting July 1939 able to declare war on any nation. Income does not automatically increase to full if USSR Initiates the war.
SURRENDER CONDITIONS	If Moscow falls USSR player may select a new second capitol in any USSR home country with a point value. All USSR current IPP is given to capitol captor and USSR continues to collect income. If both locations are taken the USSR surrenders and all units are removed.
SPANISH REPUBLICAN	1936 only, this minor power is a member of the COMINTERN Alliance, and is Controlled by the USSR player. If the USSR is at war with a Major power this country Aligns with the USSR.
CCP CHINA	All scenarios CCP China is a member of the COMINTERN Alliance, and is Controlled by the USSR player.
LEND-LEASE	USSR can lend-lease to any member of the COMINTERN at any time. USSR can lend-lease to any other country at war with a major power.
ALLIANCE	COMINTERN Alliance, USSR player, plays as CCP and Spanish Republicans
JAPAN SOVIET BORDER CLASHES	Japan and USSR are not at war but may engage in border clashes. These attacks are only one round on border land zones, and the land may not be taken.

### USSR DECLARATION OF WAR CONDITIONS

ANY NEUTRAL	YES, July 1939. These Minors are Controlled by their parent alliance, If not part of one the Axis 1-6 and Allies 7-12 these players can decide who Control Neutral minor with a D12 roll.
NEUTRAL MINORS KMT, NETHERLANDS, FINLAND ETC.	YES, July 1939. These minors are Controlled by the Alliance they will join. And does not affect war status with the Majors of its Alliance when it Aligns at a later date
AXIS AND ALIGNED MINORS	YES, July 1939
ALLIES AND ALIGNED MINORS	YES, July 1939
CCP, SPANISH REPUBLICANS	NO
VICHY FRANCE	YES, this would Align Vichy France to whomever USSR is at war with. If USSR is at war with Axis 1-6 and Allies 7-12 these players can decide who Aligns Vichy with a D12 roll.

**ORDER OF PLAY** 1. GERMANY, SPANISH NATIONALISTS 2. USSR, CCP & SPANISH REPUBLICANS, 3. JAPAN, 4. GREAT BRITAIN, FEC, CANADA, SOUTH AFRICA, ANZAC & NETHERLANDS, 5. FRANCE & FREE FRENCH, 6. ITALY, 7. UNITED STATES, KMT.



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INFANTRY CLASS	A	D	→	\$	AVAILABLE	NOTES
INFANTRY	2	4	1	3	ANY-TIME	
MILITIA	1	2	0*	2	ANY-TIME	no factory required, build 1 per land zone, build 1 or up to value of land zone in home country.
INFANTRY SPECIAL	A	D	→	\$	AVAILABLE	NOTES: BUILD ONLY 2 OF EACH TYPE PER TURN
MARINE	2	4	1	4	ANY-TIME	no double casualties
MOUNTAIN	2	4	1	4	ANY-TIME	no mountain penalty, +1 defense in mountains
AIRBORNE	2	2	1	3	ANY-TIME	airborne assault
GUARDS INFANTRY	+1	+1	1	N/A	VARIES	infantry upgrade, see Soviet reference sheet excerpt*
ELITE INFANTRY	+1	+1	1	+1	VARIES	infantry upgrade, must be on supply line to upgrade

\* **GUARDS INFANTRY:** After each battle the USSR may attempt to promote a number of units to the elite Guards designation. 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). The USSR may only attempt this if they won the previous battle (they defeated the enemy or the enemy retreated)

\* **ALL SOVIET MILITIA:** have a move of 1 once the USSR is at war with a Major Power.

ARMOR CLASS	A	D	→	\$	AVAILABLE	NOTES
CAVALRY	3	2	2	3	ANY-TIME	
MOTORIZED INF	2	4	2	4	ANY-TIME	infantry upgrade, can tow artillery (\$1 each existing infantry upgrade on supply route)
MECHANIZED INF	3	4	2	4	JULY 1939	pair with blitzing armor 1:1
ARMORED CAR	3	2	2	3	ANY-TIME	
LIGHT ARMOR	4	3	2	4	ANYTIME	
MEDIUM ARMOR	6	5	2	6	JAN. 1940	blitz
AMPHIBIOUS LVT	3	2	2	5	ANYTIME	AMPHIBIOUS, no double casualties, 1 <sup>st</sup> round attack
TANK DESTROYER	5	5	2	5	JAN. 1942	target select @ 1 armor class
TECH ADVANCES			→			
ADV MECHANIZED	4	5	2	4	TECH	pair with blitzing armor 2:1 build only in home country
HEAVY ARMOR	8	7	2	8	TECH	blitz, target select @ 1 build only in home country
ARTILLERY CLASS	A	D	→	\$	AVAILABLE	NOTES
ARTILLERY	3	3	1	4	ANY-TIME	first strike, pair 1:1 with infantry
SP ARTILLERY	3	3	2	5	JULY 1941	SELF PROPELLED, first strike, pair 1:1 with infantry
ANTI-AIRCRAFT	3	3	1	4	ANY-TIME	1 <sup>st</sup> round only, 1 roll per plane(max 3 rolls) defends units
TECH. ADVANCES	A	D	→	\$	AVAILABLE	NOTES
ADV ARTILLERY	4	4	1	4	TECH	upgrades artillery build only in home country
ADV SP ARTILLERY	4	4	2	5	TECH	upgrades self propelled artillery build only in home country
KATYUSHA	5	4	2	5	TECH	SELF PROPELLED, first strike, pair 1:1 with infantry build only in home country

AIRCRAFT CLASS	A	D	→	\$	AVAILABLE	NOTES
FIGHTER	6(3)*	6(3)*	4	10	ANY-TIME	air superiority*
TAC BOMBER	7	5	4	11	ANY-TIME	target select @ 1-3 ground/naval
MED BOMBER	7(1)*	4	5	11	ANY-TIME	strategic bombing 1D6-facility
STRAT BOMBER	CB(1)*	2	6	12	JULY 1939	strategic bombing 2 D6-facility, airborne assault*
AIR TRANSPORT	N/A	N/A	6	9	ANY-TIME	transport infantry, airborne assault*
SEA PLANE	4	4	8	9	JULY 1938	can land in a sea zone with either a naval base or seaplane base. combat air patrol range is 2, target select naval @1
TECH ADVANCES	A	D	→	\$	AVAILABLE	NOTES
JET FIGHTER	8(5)*	8(5)*	4	12	TECH	air superiority* build only in home country
HEAVY STRATEGIC	CB(2)*	3	6	15	TECH	strategic bombing 3 D6-facility, airborne assault* build only in home country

\* CB = Carpet Bombing, attack on units 3 @2, heavy 5 @2. (#) = Interception combat.

RAILROAD CLASS	A	D	→	\$	AVAILABLE	NOTES
ARMORED TRAIN	N/A	N/A	8	10	ANY-TIME	combat move a land unit uses a rail move
RAIL GUN	5	2	3	5	ANY-TIME	first strike, siege gun= attack adjacent city by Carpet Bomb 1@5 or strategic @ 1 D6 max 1-3 damage to facility
ANTI-AIR TRAIN	3	3	3	4	ANY-TIME	1 <sup>st</sup> round only, 1 roll per plane (max 3 rolls) defends units or Rail Line strategic bombing.



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SUB CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
COASTAL SUB	2	2	1	N/A	N/A	multiple special rules, cannot be built
SUBMARINE	3	3	3	6	ANY-TIME	multiple special rules
TECH ADVANCES	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
ADV SUBMARINE	4	4	3	7	TECH	multiple special rules build only in home country
NON-WARSHIP SURFACE CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
TRANSPORT	N/A	N/A	2	8	ANY-TIME	Transport 1 unit, plus 1 infantry class unit
SURFACE WARSHIP CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
TB DESTROYER	2	2	2	N/A	N/A	cannot be built
DESTROYER	4	4	3	8	ANY-TIME	shore bombardment @1
LIGHT CRUISER	5	5	3	5/5	ANY-TIME	shore bombardment @2
CRUISER	6	6	3	4/4/4	ANY-TIME	shore bombardment @2
BATTLE CRUISER	7	7	3	5/5/4	JULY 1939	shore bombardment @3
BATTLESHIP	8	8	2	6/6/5/5	ANY-TIME	shore bombardment @4 *Capital ship, 2 hits
HEAVY BATTLESHIP	9	9	3	7/6/6/6	JULY 1939	shore bombardment @5 *Capital ship, 2 hits (-2 Attack/Defend per hit) build in home country only
LIGHT CARRIER	N/A	1	3	3/3/3	ANY-TIME	carries 1 aircraft (fighter or tac bomber)
CARRIER	N/A	2	2	6/4/4/4	ANY-TIME	carries 2 (fighter or tac bomber) *Capital ship 2 hits

\* Capital ship = multiple hits to sink, requires a Shipyard to build or repair

FACILITIES	MAX DAMAGE	\$ TURN/TURN	NOTES
MINOR FACTORY	5	5/5	builds 1 unit.
FACTORY	10	5/5/5	builds 3 units.
MAJOR FACTORY	20	5/5/5/5	builds 5 units.
FACTORY UPGRADE	0	5	upgrades 1 factory a level higher.
AIR BASE	5	5/5	+1 movement for aircraft, scramble.
NAVAL BASE	5	4/3/3	+1 movement for ships, place up to 5 ships if in supply line.
NAVAL SHIPYARD	8	5/5/5	naval base, build and repair capitol ships.
SUBMARINE BASE	3	3	naval base only for subs.
COASTAL ARTY	N/A	8	first round only, 1 roll per attacking ship, max 3 rolls/ships @3..
FORTAFICATION	N/A	5/5	round 1 only +2 def. all units, 2 attacks @5.
RAIL LINE	RAIL MOVE #	4	rail line extension, cost double (8) to cross mountain zone border.
SEA PLANE BASE	3	3	required to place Sea planes, grants +1 move bonus to Sea planes.
FLAK TOWER	N/A	3/3	Additional AA 3@4 to land zone, either facility or troop defense.

Multiples of the same type can be built in the same land zone (rail line, Fortification, Flak tower all have maximum 1 per zone)

## SOVIET UNION SPECIAL ABILITIES

**Factory Movement:** The USSR 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. The factory may not produce any units the turn it moves. It must move along a rail line and remain inside the Soviet home country. Factories cannot be moved until the USSR is at war with a Major Power.

**Northern Sea Route:** The USSR (or any nation they permit) 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.

**Soviet Surprise Attack:** On the player turn that declares war with the Soviet Union all attacker land/air units get +1 Attack and all Soviet units get -1 Defense on all rounds of combat (including subsequent blitz) in Soviet Home Country. Negated by USSR declaring War first. An Enemy nation that conquers a Soviet land zone gets no income from that land zone on the turn it initiates war with the USSR.

**Scorched Earth:** The USSR can destroy its own factories, naval bases, air bases, and facilities during the Combat Phase of its turn. No unit is required for the destruction to occur.

Nobody collects the income from Captured USSR home country, on the same turn it is taken from USSR.

**Mobilize the Reserves:** During the first turn the USSR is at war with a Major Power all land units cost -1 IPP to purchase.