

Russian Empire Nation Sheet

Unit Type	Cost	Att	Def	Move
Infantry	5	2	5	1
Artillery	11	5	2	1
Tank	16	4	1	1
Bi-Plane	7	2	1	3
Bomber	13	4	1	4
Ind. Complex	55	-	1	-
Port	50	-	1	-
Battleship	95	7/2	7	2
Destroyer	35	3	2	3
Transport	27	-	1	2
Submarine	18	1	1	2

Trenches: 5 Radar Unit: 18 Sonar: 13

AA Guns: Cost: 3 Att: -, Def: 1 Move: 1
Rockets: Cost: 10 Att: 4, Def: 1, Move: 1
AC Carrier: Cost: 95 Att: 2, Def: 2, Move: 2

See Special Build Units Rule Below

TURN ORDER

- 1) Serbia
- 2) Germany
-- German Colonies
- 3) France
-- French Colonies
- 4) **Russia**
- 5) Autro-Hungary
- 6) United Kingdom
-- British Colonies
- 7) Italy
- 8) Japan
- 9) United States
- 10) Ottoman Empire
- 11) China
- 12) Central Minors
- 13) Allied Minors

STARTING RESOURCES

<u>Nation</u>	<u>Resources</u>
Russia	150 + 4

(+) represents Naval Trade resources that are routed to those nations/colonies.

The Russian Empire is a huge land with a large population and it has great potential as a great war time power, but that potential will go mostly unrealized due to the backwards russian government and economy. You will have a large front to defend with poor troops and worry about desertions and rebellion. But good news is, you have plenty of manpower to throw up on the front lines.

MANPOWER LIMITS

<u>Nation</u>	<u>Starting</u>	<u>Maximum</u>
Russia	51	480

STARTING NATION SET UPS

Russia:

Helsinki: 1 Inf	St. Petersburg: 4 Inf, 1 I.C., 1 Des	Lithuania: 1 Inf
Grodno: 3 Inf, 1 Art	Vilnius: 2 Inf, 1 Art, 1 Gen (Rennenkampf)	Smolensk: 1 Inf
Poznan: 2 Inf	Bialystock: 2 Inf	Lodz: 2 Inf
Warsaw: 2 Inf	Brest-Litovsk: 1 Inf	Kielce: 2 Inf
Minsk: 2 Inf	Rovno: 4 Inf, 2 Art, 1 Gen (Samsonov)	Vinnista: 2 Inf
Kiev: 2 Inf, 1 I.C.	Moscow: 4 Inf, 2 Art, 1 I.C.	Sevastopol: 1 Inf, 1 Des, 1 TRS
Kutaisi: 1 Inf	Tskhinvali: 2 Inf, 1 Art	Baku: 1 Inf
Tblilisi: 1 Inf	Omsk: 1 Inf	Tashkent: 1 Inf
Charsk: 1 Inf	Novokuznetsk: 1 Inf	Kyzyl: 1 Inf
Sretensk: 1 Inf	Vlodovostok: 2 Inf, 1 Art	

Russian Troop Desertion:

Due to extremely poor supply and bad leadership the Russian army can become demoralized very easily. Any turn after Russia has lost at least 2 battles (in the entire war), at the start of that turn and everyturn thereafter, russia must roll 1D10 for every infantry unit in play. On a D10, remove that unit from play. Do this before anything else on the Russian players turn.