

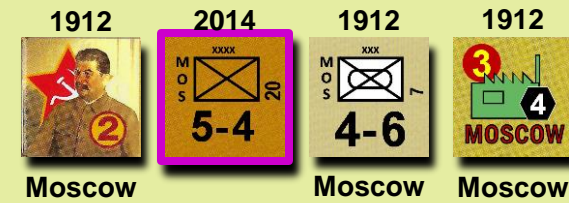
Russian Order of Battle Card



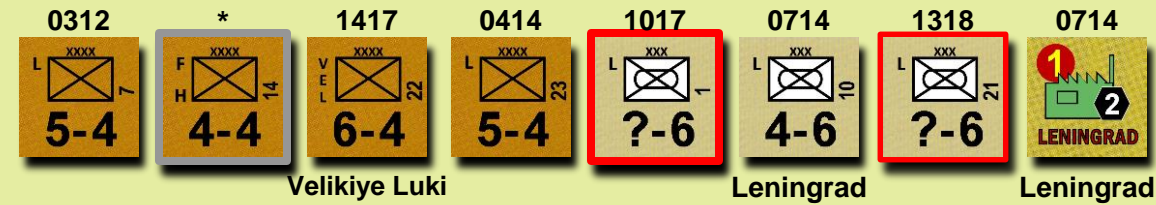
New Units

At Start Forces (Except for Stalin and WECs, all combat units designated to set up in a City may set up within 1 hex of the named City as well):

MOSCOW MILITARY DISTRICT



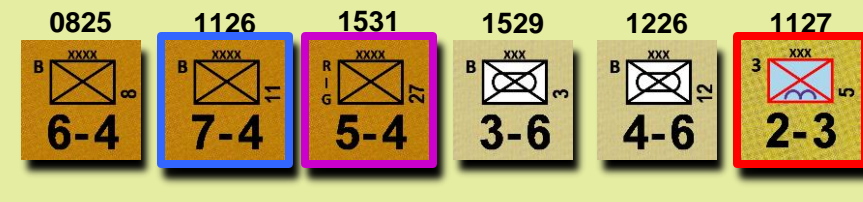
LENINGRAD MILITARY DISTRICT



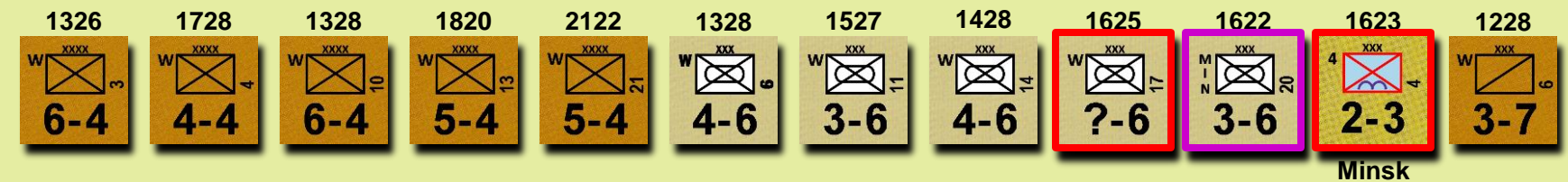
KHARKOV AND OREL MILITARY DISTRICTS



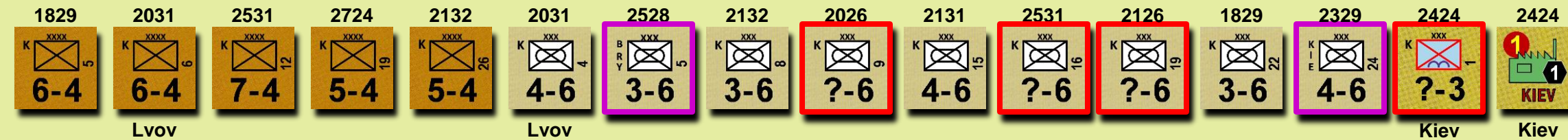
[B] BALTIC SPECIAL MILITARY DISTRICT



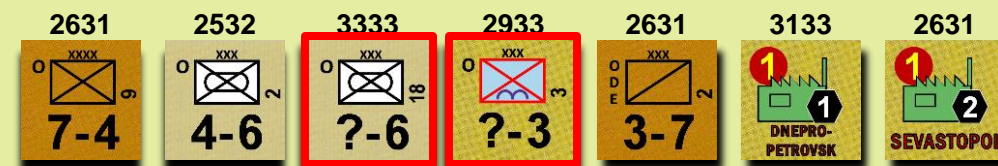
[W] WESTERN SPECIAL MILITARY DISTRICT



[K] KIEV SPECIAL MILITARY DISTRICT



[O] ODESSA MILITARY DISTRICT



[N] NORTH CAUCASUS MILITARY DISTRICT



[T] TRANS-CAUCASUS MILITARY DISTRICT



[V] VOLGA MILITARY DISTRICT



Unit moved from starting <i>RB</i> hex
Unit moved outside starting <i>RB</i> Military District
Unit moved to enemy start area
Reinforcement moved to "At Start"
Unit not in baseline <i>RB</i> OOB
Unit is off-map

* See README