

# Russian Order of Battle Card



No 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):

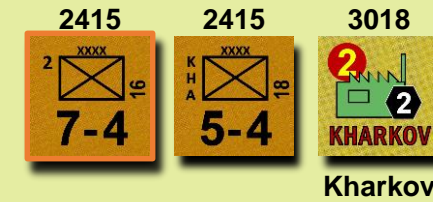
## MOSCOW MILITARY DISTRICT



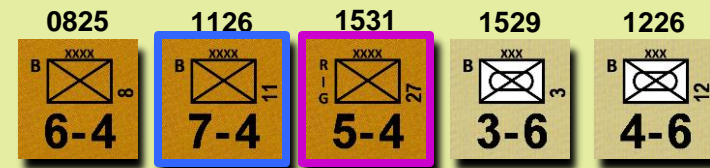
## LENINGRAD MILITARY DISTRICT



## KHARKOV AND OREL MILITARY DISTRICTS



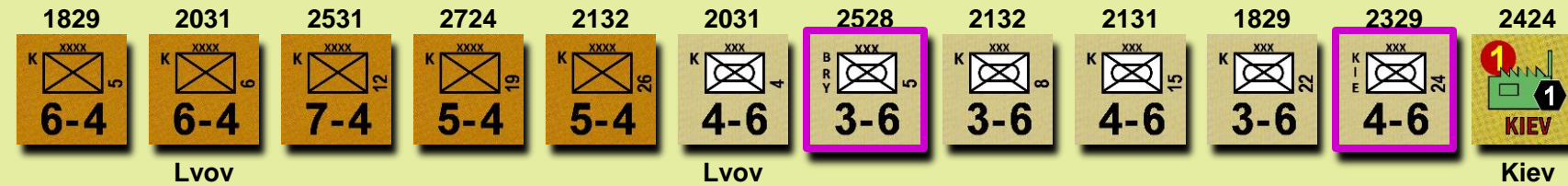
## [B] BALTIC SPECIAL MILITARY DISTRICT



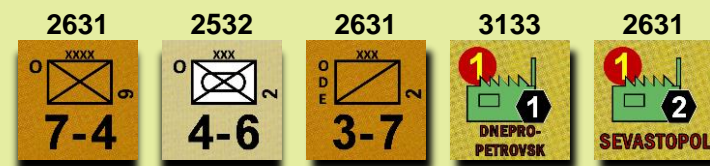
## [W] WESTERN SPECIAL MILITARY DISTRICT



## [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