

U.S.S.R (1940)

Control all starting territories and invade Axis Provinces.

(Starting round 3)

4 IPC's per space

U.S.S.R

Use all but one special in one rounds time

Re-Roll special

U.S.S.R. (1940)

Control all starting territories for an entire round

(Starting round 3)

Receive Urals special and build 15 IPC's

U.S.S.R

Hold Leningrad for 3 rounds straight

Add one production in Leningrad and in Stalingrad

U.S.S.R. (1940)

Occupy Balklands (Romania, Greece, Thrace, and Bulgaria)

Allows free passage through Istanbul Strait and a Free battle ship or 4 tanks

U.S.S.R.

Occupy Warsaw

4 Free Stalin's Organs 1 free heavy tank on any Russian factory

U.S.S.R.

Occupy Baltic States and all of Poland

12 IPC's and Free Super Battleship

U.S.S.R

Build 3 armored trains in Soviet cities

4 free R+R tracks, 3 AA cars, and 3 armored car

U.S.S.R.

Invade a neutral country; occupy one territory

Add 3 IPC's to a single territories cost (excludes Leningrad, Stalingrad, or Moscow)

U.S.S.R

Build 28 IPC's worth of Navy in one round

Russian Marine ability and 18 IPC's

U.S.S.R.

Send lend lease valued above
3 IPC's to China

Receive railway in Alma Atta
connecting to Stalingrad

U.S.S.R

Liberate all of Manchuria

15 IPC's

U.S.S.R

Purchase and build a Soviet
Battleship

Wrap all existing fleet at
players discretion to the
battleships location also
receive free Destroyer

U.S.S.R.

Take control of Scandinavia
(Finland, Oslo, Helsinki,
Trondheim, and Norway)

15 IPC's, Sweden gets an
additional 12 IPC's and a
free battleship in the
Atlantic

U.S.S.R.

Build a factory on the
Caucuses, Georgia, Kamyk
Steppes, Stanvoy Range, or
Amur
Add 2 IPC's to the
territories value

U.S.S.R.

Park a Soviet ship off from
the continental United States

5 IPC's

U.S.S.R

Capture an enemy convoy

Grants Soviets a Surcouf
class SSCA off from any
Soviet Naval Base

U.S.S.R

Lend Lease 30 IPC's to Poland
over the course of 3 rounds.

Receive 4 free cavalry and
Gorky + 1 IPC

U.S.S.R.

Send infantry or ground units
to defend all of Alaska and
its islands. (Warning: Breaks
non-aggression treaty with
Japan)

Achieves American/Soviet Co-
op

U.S.S.R

Occupy Korea

12 IPC's

U.S.S.R.

Re-unify Sakhalin Island.
Capture Karafuta.

8 IPC's

Build 1 Heavy tank in each of
the cities starting factories
in a single round

Receive a free KV-VI Land
Cruiser in Moscow

U.S.S.R.

Retreat all ground and air
units from Soviet Asia

Grants additional Russian
spring, 5 free infantry in
any city, and +1 free
Kutushya Rockets

U.S.S.R.

Research and develop a
technology

Add 2 IPC to the value of
Moscow and two other cities

U.S.S.R.

Have at least 1 guard unit in
every single Soviet starting
city

For one round only all
infantry purchased
automatically upgrade to
guard units

U.S.S.R.

Connect Leningrad to Moscow
with a railway

Allow each of the two
factories to produce an
additional 2 units or 4 if
you have a double factory

U.S.S.R.

Invade and occupy Kril
Islands of Japan as well as
Karafuta, and Hokkaido

1 free ca, dd, sub, esc., and
trs. off coast of Vladivostok

U.S.S.R.

Loose 3 cities to axis powers

Build 8 marines in every
unoccupied red territory
(cities excluded) (Asian
Russia my place all units in
a red Asiatic factory)

U.S.S.R.

Develop 5 Kutushya Rockets
and use up all the Russian
guard tokens

Receive 2 free T-35 Super
Heavy tanks

U.S.S.R.

Contribute IPC's to an
operation

Receive free IC in a starting
territory

U.S.S.R.