

**54. FOREIGN AID.** (V 10.11.25)

During the game, major powers may send and receive foreign aid to associated countries as described below.

**54.A. ARMOUR REPLACEMENT POINTS.**

A player may give armour RPs from one force to another. During a player's reinforcement phase, the player may transfer the armour RPs, as long as he can rail or naval transport the RPs from any regular supply source to any friendly-owned, unisolated regular supply source of the receiving nation. These RPs are placed on a MDs replacement track so as to arrive in the next turn.

In general, a player may give armour RPs from any of his forces to any other force he controls. However, the Axis player may not give Italian armour RPs to any other Axis force. *Note: This restriction applies to Italian, but not RSI Italian, armour RPs.*

**54.B. AIR UNITS.**

Certain countries may receive air unit from major powers. All possible transfers of air units are listed in the OBs. The air unit is removed from the force pool of the major power and is added to that of the recipient.

**54.C. LEND-LEASE TO RUSSIA.**

During the game, the Soviet player receives lend-lease reinforcements from the United States and the United Kingdom. Lend-lease reinforcements are delivered to the USSR via three routes: northern, southern, and eastern routes as listed on the ALLIED LEND-LEASE CHARTS.

The LEND-LEASE CHARTS in the OBs note any unique lend-lease events; follow the instructions on the charts for these events.

**54.C.1. NORTHERN LEND LEASE ROUTE.**

Lend-lease reinforcements arriving via the northern route arrive at any unfrozen Soviet-owned port on the Arctic Ocean on map 6A. If there is no port available, the lend-lease reinforcements for the turn are lost.

**54.C.1.a. ANTI-SHIPPING EFFECTS.**

If a port is available, then each arriving lend-lease reinforcement (such as an air unit, individual SRP, group of 5 SPs, or individual armour RP) must be checked for the effects of German anti-shipping forces on the ANTI-SHIPPING TABLE (Rule ???).

If delayed, cargo may not be shipped again until the next turn of lend-lease northern reinforcements.

**54.C.1.b. LEND LEASE PLACEMENT.**

Lend-lease reinforcements arriving via the northern route are placed as follows:

- 1) Resource and supply points are always placed in the port and both must arrive at the same port;
- 2) If the port is not isolated, then armour RPs are placed in the general armour RP pool and air units are placed in the AVAILABLE BOX;
- 3) If the port is isolated, then the armour RPs and air units are stockpiled at the port. In following Soviet reinforcement phases, these items go to their proper destinations

if the port is no longer isolated. If the German player ever gains ownership of the port hex, then all stockpiled armour RPs and air units at the port are eliminated.

**54.C.2. SOUTHERN LEND LEASE ROUTE.**

Lend-lease reinforcements arriving via the southern route appear unless this route is cut.

**54.C.2.a. CUTTING THE ROUTE. (Germany)**

The German player may cut the route by exiting units off the south edge of map 9A into Iran. Once the German player exits units totalling at least 100 attack strength points off this map edge, the southern lend-lease route is cut. Armour strength points count double value. Other c/m strength points count 1 ½ times value. Truck units and army HQs count as 10 strength points each.

While the route is cut, all lend-lease arriving via the southern route is lost and does not arrive in the game. Once cut, the route is re-opened if the Axis off-map forces are destroyed or return to the map. These forces are destroyed if all hexes on the south edge of the map in Iran are isolated for four full turns (*i.e.*, eight consecutive initial phases). Destroyed Axis forces are placed in the ELIMINATED ISOLATED BOX; they are classed as isolated for the purpose of generating special replacements.

**54.C.2.b. RETURNING AXIS FORCES. (Germany)**

Exited Axis forces may be returned to the map any time after they have exited it. Roll a die for each unit the Axis player chooses to return and then place it anywhere on the map edge. It may move normally when the number of turns have passed that is equal to the die roll. *For example, if a unit chooses to return on Sept 1 and rolls a 1, it would be placed on the map edge and move normally on the Sept 2 turn.* Returning units have a supply status equal to the supply status of any map edge hex the Axis player chooses.

**54.C.2.c. PLACEMENT. (Russia)**

Lend-lease reinforcements arriving via the southern route arrive as follows:

- 1) Units, SRPs and SPs are placed on the south edge of the map in Iran or in the KRASNOVODSK HOLDING BOX;
- 2) Air units are placed on any fronts TURN TRACK so as to arrive in one turn;
- 3) Armour RPs are placed in the national armour RP pool.

**54.C.3. EASTERN LEND LEASE ROUTE.**

Lend-lease reinforcements arriving via the eastern route always appear; this route may not be cut. These reinforcements arrive as follows:

- a) Units, SRPs, and supply points appear in the Far Eastern (Ussuri Region) MD Holding Box.
- b) Air units are placed on any fronts TURN TRACK so as to arrive in one turn.
- c) ARPs are placed in the national pool.
- d) Armour RPs are placed in the national armour RP pool.
- e) Rail capacity increases are added to the Soviet on-map rail capacity total.
- f) Factory upgrades occur per Rule ???.

**54.C.4. ROYAL AIR FORCE LEND LEASE.**

The Soviet player occasionally receives Royal Air Force ARPs from the United Kingdom for use with certain lend-lease aircraft, as showed on the ALLIED LEND-LEASE AIRCRAFT CHART. These ARPs are useable only for the indicated air units. While in play, the air unit is treated as a Guards air unit (use the Guards air unit counter for this). When the lend-lease is withdrawn, the air unit is turned over to the Soviet air force; either keep it in play if Soviet ARPs are available to be used to activate it or place it in the ELIMINATED AIR BOX if no ARPs are available. *Note: A Guards conversion must be used to keep it as a Guards air unit.*

The Soviet player may not use the RAF ARPs to repair Soviet air units.

**54.C.5. LEND-LEASE SRPS AND SPs.**

When the Soviet player receives OB driven lend-lease SRPs he also receives supply points equal to five times the number of SRPs received. The number of SPs received is not affected by the current years Soviet supply multiple.

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