

12.1 German Victory Point Track

0	1	2	3	4	5	6	7	8	9
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12.2 German Non-Mechanized Replacement Steps Track

0	1	2	3	4	5	6	7	8	9
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12.10 Turn Record & Reinforcement Track

<p><u>Game Turn 1-Jun IV</u> Rivers NE for Germans. German Infantry MF 7. German Mech MF 14.</p>	<p><u>Game Turn 2-Jul I</u> Rivers NE for Germans. Start Sov. Replacements x2.</p>	<p><u>Game Turn 3-Jul II</u> Rivers NE for Germans.</p>	<p><u>Game Turn 4-Jul III</u> Sov. Repls to x3 per Repl. Center.</p>
<p><u>Game Turn 5-Jul IV</u> Make Victory Check. Last Turn for von Paulus Pause declaration.</p>	<p><u>Game Turn 6-Aug I</u> Sov. Repls. to x4 per Repl. Center. Rifle Corps out — see 8.14.</p>	<p><u>Game Turn 7-Aug II</u></p>	<p><u>Game Turn 8-Aug III</u> Rescind DD3?</p>
<p><u>Game Turn 9-Aug IV</u> Make Victory Check.</p>	<p><u>Game Turn 10-Sep I</u> Sov. Repls. to x5 per Repl. Center.</p>	<p><u>Game Turn 11-Sep II</u></p>	<p><u>Game Turn 12-Sep III</u> Begin Weather Die Rolls. Soviet Guards arrivals.</p>
<p><u>Game Turn 13-Sep IV</u> Make Victory Check.</p>	<p><u>Game Turn 14-Oct I</u> Sov. Repls. to x6 per Repl. Center.</p>	<p><u>Game Turn 15-Oct II</u></p>	<p><u>Game Turn 16-Oct III</u> German withdrawals.</p>
<p><u>Game Turn 17-Oct IV</u> Make Victory Check.</p>	<p><u>Game Turn 18-Nov I</u> Make Victory Check. German withdrawals. Sov. Repls to x7 per Repl. Center.</p>	<p><u>Game Turn 19-Nov II</u> Make Victory Check.</p>	<p><u>Game Turn 20-Nov III</u> Make Victory Check. Soviet Guards arrivals.</p>
<p><u>Game Turn 21-Nov IV</u> Make Victory Check.</p>	<p><u>Game Turn 22-Dec I</u> German withdrawals Make Victory Check Sov. Repls. to x8 per Repl. Center.</p>	<p><u>Game Over</u></p>	<p><u>Soviet Replacement Centers:</u> Dnepro-Petrovsk—3339; Kharkhov — 3835; Kiev—2529; Leningrad — 3802; Minsk —2418; Moscow — 4618; Odessa — 2143; Orel— 4026; Riga— 2306; Rostov— 4344; Smolensk— 3418; Stalino — 3941; Voronezh—4632.</p>