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

Game Turn 1-Jun IV	Game Turn 2-Jul I	Game Turn 3-Jul II	Game Turn 4-Jul III
Rivers NE for Germans.	Rivers NE for Germans.	Rivers NE for Germans.	Sov. Repls to x3 per Repl.
German Infantry MF 7.	Start Sov. Replacements x2.		Center.
German Mech MF 14.			
Come Trees 5 Ind IV	Come Trees (Assa I	Game Turn 7-Aug II	C T 9 A III
Game Turn 5-Jul IV Make Victory Check.	Game Turn 6-Aug I Sov. Repls. to x4 per Repl.	Game Turn /-Aug II	Game Turn 8-Aug III Rescind DD3?
Last Turn for von Paulus	Center.		Rescilled DD3:
Pause declaration.	Rifle Corps out — see 8.14.		
Game Turn 9-Aug IV	Game Turn 10-Sep I	Game Turn 11-Sep II	Game Turn 12-Sep III
Make Victory Check.	Sov. Repls. to x5 per Repl.	1	Begin Weather Die Rolls.
	Center.		Soviet Guards arrivals.
Game Turn 13-Sep IV	Game Turn 14-Oct I	Game Turn 15-Oct II	Game Turn 16-Oct III
Make Victory Check.	Sov. Repls. to x6 per Repl. Center.		German withdrawals.
Game Turn 17-Oct IV	Game Turn 18-Nov I	Game Turn 19-Nov II	Game Turn 20-Nov III
Make Victory Check.	Make Victory Check. German withdrawals. Sov. Repls to x7 per Repl. Center.	Make Victory Check.	Make Victory Check. Soviet Guards arrivals.
Game Turn 21-Nov IV	Game Turn 22-Dec I	Game Over	Soviet Replacement Centers:
Make Victory Check.	German withdrawals Make Victory Check Sov. Repls. to x8 per Repl. Center.		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.