

# TIME RECORD

	Game 1		2		3		4		5		6		7		8		9		10						
	ACCUM GERM REPL	✓	ACCUM RUSS REPL	ACCUM GERM REPL	✓	ACCUM RUSS REPL	ACCUM GERM REPL	✓	ACCUM RUSS REPL	ACCUM GERM REPL	✓	ACCUM RUSS REPL	ACCUM GERM REPL	✓	ACCUM RUSS REPL	ACCUM GERM REPL	✓	ACCUM RUSS REPL	ACCUM GERM REPL	✓	ACCUM RUSS REPL	ACCUM GERM REPL	✓	ACCUM RUSS REPL	
<b>JUNE 1941</b>																									
<sup>G4</sup> JULY																									
AUG																									
<sup>R4</sup> SEPT																									
OCT *																									
NOV *																									
<sup>R6</sup> DEC																									
<b>JAN 1942</b>																									
<b>FEB</b>																									
MAR *																									
APR *																									
<sup>HI</sup> <sup>R8</sup> MAY																									
JUNE																									
JULY																									
AUG																									
SEPT																									
OCT *																									
NOV *																									
<b>DEC</b>																									
<b>JAN 1943</b>																									
<b>FEB</b>																									
MAR *																									
APR *																									
MAY																									

**Check off 1 box after every Russian Turn. Game ends at end of MAY 1943 turn.**

\* Possible MUD and SNOW months—at beginning of turn the German player rolls the die and consults the Weather Table for effect of weather on movement.

Months in **bold** are always SNOW months.

G4—Begin German replacement rate of 4 factors per month.

HI—German Player places Hungarian and Italian units on board.

R4—Begin Russian replacement rate of 4 defense factors per city per month.

R6—Increase Russian replacement rate to 6.

R8—Increase Russian replacement rate to 8.