



Expanded Game Turn Record Track

<u>1 June '41</u> - No Allied RP or reinforcements - SU may not entrench - SU units retreating 2 spaces may not end next to original space - No Orders roll	<u>2 Summer '41</u> - No Axis SR in SU until turn 5 - SU may not entrench 1 partisan per round until turn 8, if <i>Partisans</i> or <i>Maquis</i>, a Total War card, has been played <i>Stuka</i> may be played	<u>7 Fall '42</u> - SU may entrench only in Urban spaces/level 1 only - Axis hand size minimum is 5 until turns 16-18 <i>Stuka</i> may be played	<u>4 Winter '42</u> - SU may entrench only in Urban spaces/level 1 only - Winter '42 effects if <i>Barbarossa</i> was played - No invasion at beaches A-I - VP E/SU/I=5
<u>5 Spring '42</u> - No OPS cards may be played first 2 rounds (Spring Thaw) - SU may entrench only in Urban spaces/level 1 only - Axis may SR in SU	<u>6 Summer '42</u> - SU may entrench only in Urban spaces/level 1 only <i>Stuka</i> may be played	<u>7 Fall '42</u> - SU may entrench only in Urban spaces/level 1 only <i>Stuka</i> may be played	<u>8 Winter '43</u> - SU may entrench anywhere/any level - No invasions beaches A-I 2 RP cards per turn limit to Axis begins 2 partisans per round - VP E/SU/I=6
<u>9 Spring '43</u> - No OPS cards may be played first 2 rounds (Spring Thaw) <i>IX Tac-Air</i> may be played	<u>10 Summer '43</u> <i>Stuka</i> may be played <i>IX Tac-Air</i> may be played	<u>11 Fall '43</u> Last turn <i>Stuka</i> may be played	<u>12 Winter '44</u> - No invasions beaches A-I 1 RP card per turn limit to Axis begins - VP E/SU/I=2
<u>13 Spring '44</u> - No OPS cards may be played first 2 rounds (Spring Thaw) <i>Overlord</i> may be played <i>IX Tac-Air</i> may be played	<u>14 Summer '44</u> - Allies may declare on any first round no further <i>IX Tac-Air</i> may be played - Last turn <i>Kammhuber Line</i> may be played - Last turn <i>Final Production Surge</i> may be played	<u>15 Fall '44</u> Last turn Axis hand size minimum is 5	<u>16 Winter '45</u> - No invasions beaches A-I - Axis hand size minimum of 2 begins - VP E/SU/I=1 (may use Courland)
<u>17 Spring '45</u> - No OPS cards may be played first 2 rounds (Spring Thaw) <i>IX Tac-Air</i> may be played	<u>18 Summer '45</u> <i>IX Tac-Air</i> may be played	<i>Barbarossa to Berlin</i> and the graphic at top of chart are registered property and copyright of GMT Games ©2002	

Total War cards are added 3 turns after the United States enters the war.

1. Axis may draw the *Totaler Krieg!* Card automatically before drawing the remaining cards.
2. Allies may choose any one Blitzkrieg card to include in the initial Total War hand.

Allied reinforcements entering at Antwerp (only) may be treated as Yellow Event cards on turns 16-18 if *Clearing The Scheldt* has been played.