

Race For Berlin

Turn	1	2	3	4	5	6	7	8	9	10
Reinforcements	6	5+	4+	3+	2+	Auto				
XII Army Reinf.				4+	3+	2+	Auto			
American Advance (Axis withdraw on 4+)	1, 2 - Track 1 3 - Track 2 4+ - No Effect	1, 2 - Track 1 3 - Track 2 4+ - No Effect	1, 2 - Track 1 3 - Track 2 4+ - No Effect	1, 2 - Track 1 3 - Track 2 4 - Track 3 5+ - No Effect	1, 2 - Track 1 3 - Track 2 4 - Track 3 5+ - No Effect	1, 2 - Track 1 3 - Track 2 4 - Track 3 5+ - No Effect	1, 2 - Track 1 3 - Track 2 4 - Track 3 5+ - No Effect	1, 2 - Track 1 3 - Track 2 4 - Track 3 5+ - No Effect	1, 2 - Track 1 3, 4 - Track 2 5, 6 - Track 3	1, 2 - Track 1 3, 4 - Track 2 5, 6 - Track 3
Orders from Hitler	5 - N Axis 6 - S Axis	5 - N Axis 6 - S Axis	5 - N Axis 6 - S Axis	5 - N Axis 6 - S Axis	5 - N Axis 6 - S Axis					
Axis Retreat	4+	4+	4+	4+	3+	2+	Auto			
Notes	Extended Operations						Game Ends if All Berlin Occupied on 8+ +1 Berlin Zone with Progress Level = 2 +2 Berlin Zone with Progress Level > 2			
Operations	1	2	3	4	5	6	7	8	Zhuikov S Axis	Konev N Axis
End (1st Turn)	1 (Cont)	2- (Cont)	3- (1)	4- (2-)	5- (3-)	Auto (4-)	5-	Auto		
Removed Events	3 Americans To Berlin	4 Planned Retreat	5 Speer Saves Berlin	9 Oder's Bridges			Specific Objectives	Shelling of Berlin 1 VP	1st City Progress 2 VP	Highest City Progress 5 VP
Notes	Advance Stopped	Turn 7+	1 time only	1 time only			Soviets Vacate Berlin Zone	Contested -3VP; Controlled -6VP / Berlin Zone		