Fire in the East Scenario (24) Display

Turn Track

1941 / 1943	Jan-Feb	Mar-Apr SPRING	Apr-May	May-June SUMMER	June-July	July-Aug	Aug-Sept AUTUMN	Sept-Oct	Nov-Dec WINTER
	Snow		Mud					Mud	Snow

1942 / 1944	Jan-Feb	Mar-Apr SPRING	Apr-May	May-June SUMMER	June-July	July-Aug	Aug-Sept AUTUMN	Sept-Oct	Nov-Dec WINTER
	Snow		Mud					Mud	Snow

Delay Box

Units and markers are placed here as directed by a revealed Option Card, or if they have a Delay Stripe when they are removed from a hex, *or if they are a German SS unit (for this scenario only).*

Exception: Units with Delay Stripes that are *voluntarily eliminated* (2.3.3) are immediately placed on the Turn Track as if a 1 Delay die roll were rolled. Apply any current Delay DRMs to get the final Delay Result.

Axis Delay DRMs

-? for the number of VPs in the Box occupied by the VP marker if it reads **Axis Tide**.
+1 if the **Turn** marker is in a Mar-Apr 1942 through Jan-Feb 1943 Turn Box.
+2 if the **Turn** marker is in a Mar-Apr 1943 through Jan-Feb 1944 Turn Box.
+3 if the **Turn** marker is in a Mar-Apr 1944 through Nov-Dec 1944 Turn Box.
+1 for each Soviet **Bomber** unit in the Strategic Warfare Box.

Soviet Delay DRMs

-? for the number of VPs in the Box occupied by the VP Marker if it reads **Allied Crusade**.
-1 if the Soviet **War Production** marker is in the Strategic Warfare Box.
+1 if the Axis **Jet Fighter Production** marker is in the Strategic Warfare Box. *Applies only to Air units.*

Axis Conditional Events Box

Greece Garrison (24.4)

If Bulgaria, Rumania or Yugoslavia have been liberated by the Soviet faction, the Axis faction may take two 1-2-3 German infantry units from the Axis Force Pool and place them as reinforcements in Belgrade (e2802), Bucharest (e2807) and/or Sofia (e2605).
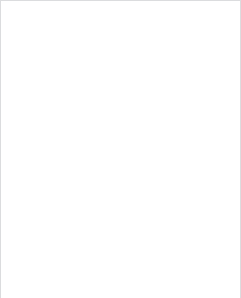
Western Europe Box

- Use the **Hex-to-Hex** procedure to move to/from any Land hex in Germany, Hungary or Yugoslavia along the western map edge.
- Replacement Location for German and Italian units.
- German and Italian **Supply Source**.

West Map Edge

Strategic Warfare Box

VP Track

Strategic Value	0 current side	+1 Axis Tide	+2 to +4 Axis Tide	+5 to +7 Axis Tide	+8 to +9 Axis Tide	+10 or more Axis Tide
Victory Points Box	O VP	1 VP	2 VP	3 VP	4 VP	Automatic Victory (Total War)
Strategic Value	0 current side	-1 Allied Crusade	-2 Allied Crusade	-3 Allied Crusade	-4 Allied Crusade	-5 or less Allied Crusade