Axis Arrivals (v1.1)

New units enter play per 3.1. All types of Transport Points arrive loaded (with extra SP).

8 Jul 41
Axis Rail Cap is 0 at start.
No hedgehogs above L-1 (1.3b).
Begin Security Needs (3.3b).
Begin Guderian & Hoth (3.4).

12 Jul 41
Entry K:
5th Corps HQ
20-4-3 Inf Div (5, 35; one is -1 step)
7-5-7 Flm Pz Bn (101)
2-4-8 PJ Bn (643)
3-5-10 PJ Co (1/8)
3 Truck Points (loaded with SP)
3 Wagon Points (loaded with SP)

Entry I or J:
2x Corps HQ (9, 12)
20-4-3 Inf Div (17, 31, 34, 137, 263, 292; two are -1 step)
5-5-3 MG Bn (5)
7-5-7 Flm Pz Bn (100)
2-4-6 PJ Bn (611)
2-3-8 PJ Bn (529)
5-5-8 AG Bn (192, 203, 226)
5-3-8 AG Bn (201)
18-2-3 Werfer Bn (6, 8, 105)
1 Truck Point (loaded with SP)
2 Wagon Points (loaded with SP)

Entry G or H:
20-4-3 Inf Div (255; -1 step)
3-5-8 Aufk Bn (Lehr)
2-4-8 PJ Bn (521)
1 Truck Point (loaded with SP)
2 Wagon Points (loaded with SP)

Remove:
Ju.87b

15 Jul 41
Entry K:
30-2-3 Werfer Rgt (51)
2x 26-2-2 Arty Grp
3 Truck Points (loaded with SP)

Entry I or J:
7th Corps HQ
20-4-3 Inf Div (28, 258, 268; one is -1 step)
5-5-8 AG Bn (184)
(2)-3-3 PJ Bn (654)
30-2-3 Werfer Rgt (53)
2x 26-2-2 Arty Grp
2 Truck Points (loaded with SP)

Entry G or H:
53rd Corps HQ
2x 26-2-2 Arty Grp
2 Truck Points (loaded with SP)

Entry F:
1 Cav Div (I/1 Cav, II/1 Cav, I/2 Cav, II/2 Cav, 1 BC)

Remove:
Hs.123   He.111
Ju.87b

19 Jul 41
Axis Rail Cap is now 1.
Begin Random Events (3.6).

Any hexes in 01.xx row:
(1)-2-5 RR Eng Bn (I/2, II/2)

Entry K or L:
57th Mtr Corps HQ
19 Pz Div (I/27 Pz, II/27 Pz, 19 Krd, 73 Inf, 74 Inf, 19 Arty, 'F' Truck)
18 Mtr Div (38 Krd, 30 Inf, 51 Inf, 18 Arty, 'F' Truck)
20-4-3 Inf Div (129; -1 step)
3-3-6 PJ Bn (561)
18-2-3 Werfer Bn (3, 103)
2x 26-2-2 Arty Grp
2 Truck Points (loaded with SP)

Entry I or J:
13th Corps HQ
20-5-4 Inf Div (78)
20-4-3 Inf Div (7, 23)
2x 26-2-2 Arty Grp

Entry G or H:
20-4-3 Inf Div (167; -1 step)

Add to Dead Pile:
19 Pz Div (19 Aufk, III/27 Pz)
18 Mtr Div (18 Aufk)

Any Airbase:
2x He.111

22 Jul 41
Entry K:
20th Corps HQ
20-4-3 Inf Div (6)
5-5-8 AG Bn (210)
26-2-2 Arty Grp

Entry F:
20-4-3 Inf Div (112, 131; one is -1 step)

26 Jul 41
Entry K:
20-4-3 Inf Div (106; -1 step)

Entry I or J:
20-4-3 Inf Div (8, 15)

Entry G or H:
20-4-3 Inf Div (197; -1 step)

29 Jul 41
Entry I or J:
8th Corps HQ
20-4-3 Inf Div (161)
4-3-2 Sec Div (286)

Remove:
(2)-3-3 PJ Bn (654)

1 Aug 41
Remove:
7x Reserve Markers
Bf.109e-7   2x Bf.110
2x Do.17z   He.111

5 Aug 41
Entry I or J:
5-5-8 AG Bn (189)

Entry G or H:
7-3-2 Sec Div (221)

Remove:
Bf.109e   Ju.52
2x Ju.87b   Ju.88

Axis Arrival Notes

1. *Some German divisions arrive with steps lost. This reflects not only combat losses, but also the personnel herding enemy POWs and keeping supply routes open.*

2. *The removals of air units and Reserve markers in early August show the offensive focus being shifted to the north and south, and a defensive posture taken here.*

19 Aug 41

Begin checks for Variable Exit (3.3c).
Begin checks for Early Decision (5.0b).
No more Special Repls.
No more Guderian & Hoth (3.4).
No more Random Events (3.6).

Entry F:
20-4-3 Inf Div (162, 267; both -2 steps)

Entry K or L:
14 Mtr Div (14 Aufk, 11 Inf, 14 Arty, 'F' Truck)

Add to Dead Pile:
14 Mtr Div (54 Krd, 53 Inf)

Remove:
5x Mtr Corps HQ (24, 39, 46, 47, 57)
2x Corps HQ (12, 13)
7x Pz Div (3, 4, 12, 17, 18, 19, 20; all units)
4x Mtr Div (10, 18, 20, 29; all units)
1 Cav Div (all 9 units)
20-4-3 Inf Div (17, 31, 34, 112, 131, 167; must total at least 12 steps)
3-5-8 Aufk Bn (Lehr)
2-4-8 PJ Bn (521, 643)
2-3-8 PJ Bn 529)
2-4-6 PJ Bn (611)
3-5-10 PJ Co (1/8)
10-5-4 Inf Rgt (IRGD)
7-5-7 Flm Pz Bn (100, 101)
5-5-3 Mtr MG Bn (5)
5-5-8 AG Bn (192, 203, 226)
5-3-8 AG Bn (201)
30-2-3 Werfer Rgt (51, 53)
18-2-3 Werfer Bn (6, 8, 105)
6x 26-2-2 Arty Grp
10 Truck Points
6 Wagon Points
2x Bf.110   2x Ju.87b

22 Aug 41

Entry I or J:
6-2-2 Sec Div (403)
20-4-3 Inf Div (87; -2 steps)

Entry F:
20-4-3 Inf Div (252; -2 steps)

1 Sep 41

Entry F:
2-4-6 PJ Bn (611; returning)

Axis Arrival Notes (continued)

3. It is ok for the Axis player to leave behind as many breakdowns as possible from the infantry divisions withdrawn August 19th — this is why the last arrivals are weak!

Axis Supply Table

Roll	Early	Late
2-3	3	1
4-5	5	2
6-8	7	3
9-10	9	4
11-12	11	5

See 3.1 for placement

"Early" is before 19 August
"Late" is on or after 19 August

Variable Exit (3.3c)

Roll	Result
1	remove SS Reich (all)
2-5	roll again next turn
6	remove 14 Mtr (all)

Starting 19 August, roll on this table in Axis Reinforcement Phase. Check every turn until a division is removed (historically, it was SS Reich). Stop rolling after one is withdrawn.

Random Events (3.6)

Roll	Event
2-3	Bf.110
4	He.111
5-9	Supply Train
10	Ju.52
11-12	Ju.88

Roll from 19 July to 15 August (inclusive) in the Axis Reinforcement Phase.

Bf.110, **He.111**, **Ju.52**, or **Ju.88**: All air units of the listed type immediately become Inactive. (Those planes are assigned off-map missions this turn.)

Supply Train: The Axis gets 2 SP of extra supply at any one detrainable hex. (No Rail Cap is used.)

Option 4.1b alters this. Now the 'Supply Train' event occurs automatically on both 8 July and 12 July.

Axis Repl Table

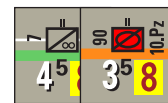| Roll	Ftr	Tac	Pax	Eq
7 or less	-	-	-	-
8	-	-	1	-
9	1	-	1	-
10	1	1	2	1
11-12	2	1	2	1

-1 to rolls on or after 19 August

Also check Special Repl (1.6c)

Axis Special Repl (1.6c)

Each turn before 19 August, roll to see which 'free' rebuild is obtained.

Roll	Type Rebuilt
1-4	Supply Cache
5-6	Aufk/Krd battalion

Axis Rebuild Chart

Aircraft — only via Repl Table
Anti-Tank Bn (German) — 1x Eq
Artillery Rgt or Bde — 2x Eq
Arm Car Bn — 1x Eq
Assault Gun (AG) Bn — 1x Eq
Aufk (Arm Recon) Bn — Special (1.6c)
Bicycle Cavalry Bn — 1x Pax
Breakdown Rgt — return to pool
Cavalry Bn — 1x Pax
Flm Panzer Bn — No Rebuild
HQ (any size or type) — 1x Eq + 1 Pax
Infantry Bde or Rgt — 2x Pax
Infantry Div step — 2x Pax
Krd (Motorcycle) Bn — Special (1.6c)
MG Bn — 1x Pax
Mtn Inf Div step — 2x Pax
Panzer Bn — 1x Eq
PG (Arm Inf) Rgt — 1x Eq + 1x Pax
Pio Bn — 2x Pax
PJ Bn — 1x Eq
RR Bn — 1x Pax
Sec Rgt — 1x Pax
Sec Div step — 1x Pax
Transport Points — see OCS 13.5e
Werfer Bn — 1x Eq
Werfer Rgt — 2x Eq

Reminder:
A Ftr or Tac repl only rebuilds 1 step.