Axis Arrivals

All are German unless stated otherwise.
New units enter play per 3.1 and 3.2.

19 November
Sicily:
1x He.111 (reduced)
1x Fw-190A

Sicily "B Group":
10 Pz Div (10 Krd Bn)

Entry Hex C or D:
8-0 Corps HQ (90)

22 November
1x Bf.109G (reduced)

26 November
1x Me.323 (reduced)

Sicily "B Group":
10 Pz Div (I-7, II-7 Pz, 90 PJ, 90 Arty, 'F' Truck)
4-5-5 Tiger Co (1/501)

Entry Hex C or D:
3-3-3 It Motorcycle Rgt (T Brs)

1 December
1x It MC.202 (reduced)

Sicily "A Group":
Superga It Inf Div (91 Inf, 'F' Truck)
(6)-4-5 It PJ Bn (Mlmrt)
10 Pz Div (69 PG, 86 Inf)
21-3-3 Arty Grp (Broich)
2-2-3 March Bn (A-26)
2-3-3 March Bn (A-24)
(7)-4-3 LW Flak Bn (II-52, I-54)

Sicily "B Group":
8-0 It Corps HQ (30)
9-2-2 It Arty Grp (30)
334 Inf Div (754, 755 Inf, 756 Mtn)
1x Truck Point (loaded)

Add to Axis Reserve Marker Pool:
1x Reserve Markers

Remove: 1x Bf.109G, 1x He.111+Gldr

8 December
1x Ju.88

Remove: 1x He.111

15 December
Any Axis Air Base:
1x Hs.129 (reduced)

22 December
Entry Area E:
6-4-3 Inf Rgt (47)

26 December
Add 1 step to any It F-Type plane

1 January
1x It MC.200 (reduced)

Sicily "A Group":
334 Inf Div (334 Bicycle, 334 Arty)
2-5-3 Commando Bn (Könen)
19-3-3 Werfer Bn (I-71, II-71)
12-3-2 It Arty Rgt (29)
16-2-2 It Arty Rgt (8)
4-3-3 It MG Bn (70 Brs)
2-0-3 It Inf Rgt (Ter)
3-2-3 It Flm Bn (2)

Sicily "B Group":
4-5-5 Tiger Co (2/501)
1x Truck Point (loaded)

Add to Axis Reserve Marker Pool:
1x Reserve Markers

Remove: 1x Ju.52, 1x It MC.202

5 January
1x It G.50 (reduced)

Entry Hex C or D:
3-3-6 It Pz Bn (15)
1x Mule Point ('F')

12 January
Remove: any 1 Truck Point (see 1.4c)

15 January
Entry Hex C or D:
2-1-3 It Static Rgt (T Vol)
3-0-3 It MG Bn (Prov)

Entry Area E:
2-2-3 It MG Bn (Aosta)

19 January
Entry Area E:
2-0-3 It MG Bn (GAF)

22 January
Any Axis Air Base:
1x Ju.87 (reduced)
1x Bf.109F-4 (reduced)
1x Fw-200 (reduced)
1x It MC.200

Add 1 step to any LW F-Type plane

Entry Area E:
3-3-6 It Lt Bn (Novara)
3-0-3 It Inf Rgt (350)
2-1-3 It Inf Rgt (Pavia, Savona)
3-1-3 Blk Inf Rgt (1)

26 January
Entry Area E:
21 Pz Div (3 Recon, I-5 Pz, 104 KG x1, 155 Arty, 'F' Truck)
6-5-3 Inf Rgt (Afrika)
15-3-3 Arty Rgt (Afr-1)
4-5-8 PJ Bn (605)
(7)-4-3 LW Flak Bn (I-18)
5-4-3 It Inf Rgt (7 Brs)
3-1-3 It MG Bn (281)

Mostly Dead (see 1.4d):
21 Pz Div (II-5 Pz, 104 KG x1)
4-4-3 Oasis Bn (300zvb)
(7)-4-3 LW Flak Bn (19*)

29 January
Entry Area E:
Pistoia It Inf Div (all 4 units)
GGFF It Inf Div (all 4 units)
8-0 It Corps HQ (20)
11-2-2 It Arty Grp (20)
21-2-2 It Arty Rgt (Prov)
3-3-3 It Marine Bn (S.Mrco)

1 February
Any Axis Air Base:
1x Bf.109G
1x It MC.202
1x It SM.82

Sicily "B Group":
HG Pz Div (1, II/2 Inf)
2-2-3 March Bn (A-27)
1x Truck Point (loaded)

Entry Area E:
10-0 Corps HQ (DAK)
5-5-3 LW Para KG (Ramcke x1)
8-0 It Corps HQ (21)
15-2-2 It Arty Grp (21)
La Spezia It Inf Div (39 AC, 126 Inf, 80 Arty)
Trieste It Inf Div (66 Inf, 21 Arty, 'F' Truck)

Add to Axis Reserve Marker Pool:
5x Reserve Markers

Mostly Dead (see 1.4d):
Trieste It Inf Div (101* Recon, 65 Inf)
La Spezia It Inf Div (125 Inf)
5-5-3 LW Para KG (Ramcke x1)

5 February
Entry Area E:
164.Le Inf Div (all 5 units)
18-3-3 Arty Rgt (Afr-2)
(7)-5-3 LW Flak Bn (I-33)

8 February
Entry Area E:
Centauro It Pz Div (all 4 units)
2-4-6 It AC Bn (Nizza)

12 February
Entry Area E:
15 Pz Div (I-8 Pz, 33 Recon, 115 KG x1, 33 Arty, 'F' Truck)
90.Le Inf Div (580 Recon, 200, 361, Klbck Inf, 190 Arty, 'F' Truck)

Remove: any 1 Truck Point (see 1.4c)

Mostly Dead (see 1.4d):
15 Pz Div (II-8 Pz, 115 KG x1)
90.Le Inf Div (155 Inf)
3-3-3 Flak Bn (Briel*)

26 February
1x Bf.109G

Remove: 1x Ju.88, 1x Fw.200

No turn on 29 February!

1 March
1x Bf.109F (reduced)
1x Mixed Tpt

Exchange:
10 Pz Div (10 Krd) becomes 10 Pz Div (10 Recon)

Sicily "A Group":
2-3-3 March Bn (A-33)
3-1-3 It MG Bn (60)
2-1-3 It MG Bn (252)
2-1-3 It Inf Rgt (52)
3-3-3 It Para Bn (Loreto)

Sicily "B Group":
999.Le Inf Div (all 3 units)
HG LW Pz Div (HG Recon, 3/I Pz, I Flak, 'F' Truck)
2-1-3 Blk Inf Bn (570)

12 March
Remove: 1x Ju.88 (non-Surge)

Remove: any 1 Truck Point (see 1.4c)

15 March
1x Ju.88

Sicily "B Group":
4-5-5 Tiger Co (1/504)

26 March
Add 1 step to any It F-Type plane

29 March
Remove: 1x MC.202

1 April
1x Ju.52
1x Bf.109G (reduced)
1x Ju.88 (reduced)

Sicily "A Group":
2-3-3 It Inf Bn (50 Brs, 51 Brs)
3-2-6 It AG Bn (359)

Entry Hex C or D:
3-3-3 Arab Rgt (FAL)
2-4-3 Inf Bn (Ph.A)

8 April
Add 1 step to any It F-Type plane

12 April
Remove: any 1 Truck Point (see 1.4c)

15 April
1x Fw.190A-5 (reduced)
1x It SM.82 (reduced)

19 April
Add 1 step to any It F-Type plane

22 April
1x It MC.205

12 May
Remove: any 1 Truck Point (see 1.4c)

Last turn is 29 May!

Axis Repl Table

Roll	Repls
2 - 7	None
8 - 9	Faction
10 - 12	Pax, Eq, Air, Special

-1 to above roll if a Mud turn and/or March, April, or May

Faction: Roll to see which Faction can rebuild a ground unit and one step of aircraft:

1-4 = German
5-6 = Italian

Special: Refit 3 Surge planes and place an Air Strip.

Axis Shipping Chart

Month	Sea Cap	Rail Cap
November	2	0
December	3	0
January	5	0
February	4	0
Mar-May	3	0

Common Rebuild Chart

These Combat Units Cost 1 Eq:
all "Armor" (Yellow-symbol)
all "Mech" (Red-symbol)
all Artillery, AT, and Flak

These Combat Units Cost 1 Pax:
all other combat units (HQ, inf, etc.)

Specialty Types:
Eq/Pax = no rebuilds
Truck/Wagon = see OCS 13.5e
Planes = each Air rebuilds 2 steps

See 1.4 for details