✠ Axis CG Card

ID	Group Type	#	Unit Type	CP	FF Max	CG Max	Notes
I1	Infantry Coy	11	467; HMG; MMG; LMG*3	13	1	2	a
I2	Axis Minor Infantry Platoon	3	347; LMG	3	2	5	b
I3	Rear Echelon Platoon	4	447; LMG	5	2	5	b
I4	Armored Infantry Pla-	3	548*3; SPW 251/1*3; SPW 251/10	12	2	2	c
I5	Assault Engineer Pla-	3	838; demo; Flamethrower	9	1	1	c, d
V1	SPG Platoon	3	StuG IIIG	14	1	3	c
V2	SPG AT Platoon	3	Marder II	9	1	2	i
V3	Medium Tank Platoon	3	PzIIIL	13	2	3	c
V4	Medium Tank Platoon	3	PzIVF2	15	2	3	c
G1	AT Section	2	5cm PaK 38; SdKfz 2	8	1	3	e
G2	AT Section	2	7.5cm PaK 97/38; Sledge	7	1	1	e
G3	Mortar Section	2	8cm GrW 34	6	1	3	e
O1	Battalion Mortars	-	81mm OBA	5	1	4	f
O2	Medium Artillery	-	100mm OBA	7	1	2	f
O3	Off-board Observer	-	Level 2 of FBE	1	2	6	g
F1	Fighter-Bomber	1-3	'42 FB	4	1	2	h
M1	Sniper	-	SAN +1	2	1	4	-
M2	Fortifications	-	15 FP	2	1	4	-

Notes for Axis Reinforcement Groups

a Roll three times on the PL 2.36 Leadership chart.

b Each PL2.36 Leadership DR has a +1 DRM added to it.

c Each PL2.36 Leadership DR has a -1 DRM added to it.

d This RG's units are both Assault Engineers (H1.22) and Sappers (H1.23).

e Each Gun comes with a 228 Infantry Crew.

f After purchase make a DR for each OBA module. On a DR 2-5 the module receives Plentiful Ammunition; on a DR 10-12 the module receives Scarce Ammunition. Increase the CP cost by one for each Pre-registered hex, maximum of one per OBA module per firefight. Module comes with either a Radio or Phone unless purchased with RG O3. HE/Smoke missions are allowed.

g Off-board observer at Level 2 secretly pre-recorded before Firefight setup.

h Allows for Random Air Support (E7.) [EXC: Stukas are NA]. After turn 2, there is a −1 drm to the Arrival dr (E7.1).

i Despite being a platoon this RG is not eligible for a leadership DR (PL2.36)