

Air Points Available

Scenario:

5.1 through 5.6: None

5.7 through 5.12: Roll one die for each side.

<i>Die</i>	<i>Air Points</i>
1	0
2	1
3	1
4	2
5	2
6	3

Axis Replacement Points

Do NOT Roll for Repl Points on the first turn of any scenario.

<i>Die</i>	<i>Results</i>
1-2	0/0
3	1/1
4-5	1+1/1
6	2+1/2+1

AV / Non-AV

The +1 listings can **only** be used for an Italian unit, so 2+1 means there are two Repl Points that can be used by any Axis unit and one that can **only** be used by an Italian unit. If no Italian unit exists that can accept an Italian only Repl Point, then it is wasted. Non +1 Repl Points can be used by any Axis unit.

Allied Replacement Points

Do NOT Roll for Repl Points on the first turn of any scenario.

<i>Die</i>	<i>Result</i>
1-2	2/2
3-4	3/2
5	4/3
6	5/4

AV / Non-AV

These can be used for any Allied unit.