Card	Base	Breakthrough
Recon Left	2	2
Recon Center	2	2
Recon Right	2	2
Probe Left	4	5
Probe Center	5	6
Probe Right	4	5
Attack Left	3	4
Attack Center	4	5
Attack Right	3	4
Assault Left	2	3
Assault Center	2	3
Assault Right	2	3
Recon in Force	3	4
General Advance	1	2
Pincer Move	1	2
Air Power	1	1
Ambush	1	2
Armor Assault	2	3
Artillery Bombard	1	2
Barrage	1	1
Behind Enemy Lines	1	1
Close Assault	1	1
Counter Attack	2	3
Dig In	1	1
Direct from HQ	2	3
Firefight	1	2
Infantry Assault	2	2
Medics and Mechanics	1	1
Move Out	2	3
Their Finest Hour	1	2

<u>To make base game cards into Breakthrough cards:</u>

Recon 1- add 2 on-the-move
Probe- add 2 on-the-move
Attack- add 1 on-the-move
Air Power-
-Base Game- 2 Dice Allies, 1 Die Axis
-Breakthrough- 2 Dice for Both Sides
Barrage-
-Base Game- Hits on Symbol and Grenade
-Breakthrough- Hits on Symbol, Grenade, and Star
Medics and Mechanics-
-Base Game- Choose unit, roll dice equal to cards in hand, "hits" go to selected unit
-Breakthrough- Roll 4 dice, may spread out "hits" over choice of units instead of just one target unit

<u>To make base game deck into Breakthrough deck add one each of the following 20 cards:</u>

Probe (left, center, right, 3 total)
Attack (left, center, right, 3 total)
Assault (left, center, right, 3 total)
Recon in Force
General Advance
Pincer Move
Ambush
Armor Assault
Artillery Bombard
Counter Attack
Direct From HQ
Firefight
Move Out
Their Finest Hour