



The Breaking Legend

1st SMT	2nd SMT	3rd SMT	Interdict	Interdict	Interdict	Interdict	Interdict	Interdict	Interdict	Interdict
5 3	5 3	5 3	⊕	⊕	⊕	⊕	⊕	⊕	⊕	⊕

Three Step Loss Markers

3	3	3	3	Available +10	Soviet Railcap Points x17	Axis Railcap Points x17	Ground	Flight	Month
3 4	3 4	3 4	3 4	4 4 16	(2) 4 12	(2) 4 12	(2) 4 12	(2) 4 12	(2) 4 12

Beyond the Rhine

3	3	3	3	Available +10	Soviet Railcap Points x17	Axis Railcap Points x17	Turn	Player Turn 2	RE-ROLL
3 4	3 4	3 4	3 4	4 4 16	MC 282 02	RIVER CONDORION	Turn	Player Turn 2	RE-ROLL

RVGK 2	RVGK 1	4th Ukr Army Not Ready	3rd Ukr Army Not Ready	2nd Ukr Army Not Ready	1st Ukr Army Not Ready	4th Ukr Front	3rd Ukr Front	2nd Ukr Front	1st Ukr Front
Soviet Pax +10	HERO +1AR	3	3	3	3	4th Ukr Turns Pending	3rd Ukr Turns Pending	2nd Ukr Turns Pending	1st Ukr Turns Pending

Three Step Loss Markers

3	RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	RESERVE
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Special Truck	Special Truck	1 10	1 10	1 10	1 10	1 10	1 10	1 10	1 10
20 Truck MP	20 Truck MP	1 45	1 45	1 45	1 45	1 45	1 45	1 45	1 45

Bridge Repairing 1	Bridge Repairing 1	Bridge Repairing 2	Bridge Repairing 2	Bridge Repairing 2	Bridge Repairing 2	Bridge Repairing 2	Bridge Repairing 2	Bridge Repairing 2	Bridge Repairing 2
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Broken TW 2 4	Broken TW 2 4	Broken TW 2 4	Broken TW 2 4	Broken TW 2 4	Broken TW 2 4	Bridge Repairing 4	Bridge Repairing 4	Bridge Repairing 4	Bridge Repairing 4
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RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	RESERVE	3 3 10	2 2 10
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Axis Allies Pax +10	German Pax +10	Tiger Eq +10	2 4 14	2 4 14	2 4 14	2 4 14	2 4 14	2 4 14	2 4 14
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Strong Camp	Strong Camp	Strong Camp	Strong Camp	Strong Camp	Strong Camp	Strong Camp	Strong Camp	Strong Camp	Strong Camp
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Panzer Track Ends	Panzer Track Ends	Panzer Track Ends	Panzer Track Ends	Panzer Track Ends	Panzer Track Ends	Panzer Track Ends	Panzer Track Ends	Panzer Track Ends	Panzer Track Ends
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1944	Available +10	Soviet VPs x10	Soviet VPs x1	TTW-4 Air Stop	TTW-5 Air Stop	TTW-4 Air Stop	TTW-5 Air Stop	TTW-2 Air Stop	TTW-1 Air Stop
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