

## **RULES**

1. Countries will roll a 20-sided die to see who picks tech first. Germany, USSR, Japan, US, and UK will roll. (If everyone agrees, Germany was most technological and should go first).
2. Highest to lowest chooses 6 technologies they would like.
3. Italy will pick 6<sup>th</sup> and ANZAC will pick 7<sup>th</sup>.
4. China and France do not pick tech.
5. Technology rules from the rulebook then apply.
6. OPTIONAL RULE: Once technologies are chosen, everyone roles a 6-sided die and gets that tech. They then choose one more random, face down card to make 6 again.

## 1. ADVANCED ARTILLERY

**ar-til-ler-y** [ahr-til-uh-ree] – noun

1. Large mounted projectile-firing guns, mobile or stationary, light or heavy, as distinguished from small arms.
2. The troops or the branch of an army concerned with the use and service of such weapons.
3. The science that treats of the use of such weapons.

Each of your artillery units can now support two infantry per attack.

i.e. Two infantry units, when coupled with one artillery unit each have an attack value of 2.

## 2. ROCKETS

**rock-et** [rok-it] – noun

1. Any of various simple or complex tubelike devices containing combustibles that on being ignited liberate gases whose action propels the tube through the air: used for pyrotechnic effect, signaling, carrying a lifeline, hurling explosives at an enemy, putting a space vehicle into orbit, etc.

Your anti-aircraft guns are now rocket launchers.

In addition to their normal combat function, during the Strategic Bombing Raid step of your Conduct Combat phase each turn, each of your Anti-aircraft guns can make a single rocket attack against an enemy Industrial Complex, Air/Naval Base or TSRR (if being used) within 3 spaces.

This attack does 1d6 damage to that complex.

In each turn, only one AA gun per territory may launch rockets, and each industrial complex can be attacked by only one rocket launcher.

### 3. PARATROOPERS

**par·a·troop·er** [p\_r'\_-tr\_'p\_r] – noun

1. Soldiers trained in parachuting which generally operate as part of an elite airborne force.

Each of your Bombers can transport for one Infantry into combat, but it must stop in the first hostile territory it enters during a turn and drop off the Infantry, ending its combat movement.

The Bomber may still attack during the Conduct Combat phase, but it can not make a Strategic Bombing Raid in a turn that it transports an Infantry unit.

The Infantry unit may retreat normally to a friendly adjacent space during combat.

## 4. HIGH EFFICIENCY FACTORIES

**in-dus-tri-al-pro-duc-tion** [in-duhs-tree-uhl pruh-duhk-shuh] – common phrase

1. Total output of factories and mines.
2. A key economic indicator of a countries potential military capability.

Each of your Major Industrial Complexes can now produce two additional units. Each Minor Industrial Complex can produce 1 additional unit.

## 5. WAR BONDS

**war·bond** [wawr b\_nd] – noun

1. A type of savings bond used by combatant nations to help fund a war effort and as a monetary policy for controlling inflation from an economy over stimulated by a war.

During your Collect Income phase, roll 1d6 and collect that many additional IPCs.



## 6. ADVANCED TORPEDOES

**tor-pe-do** [tawr-pee-doh] – noun

1. A self-propelled, cigar-shaped missile containing explosives and often equipped with a homing device, launched from a submarine or other warship, for destroying surface vessels or other submarines.
2. Any of various submarine explosive devices for destroying hostile ships, as a mine.
3. *Informal.* A hero sandwich.
4. *Slang.* A gangster hired as a murderer.

The attack value of your submarines is now 3 instead of 2. The defense value remains at 1.

## 7. SELF-PROPELLED GUNS

**self-pro-pelled** [self-pruh-peld] – adjective

1. Propelled by itself.
2. Propelled by its own engine, motor, or the like, rather than drawn or pushed by a horse, locomotive, etc.
3. Having a vehicle as a base.

Your Artillery can now move 2 spaces.

They do not Blitz. Although they may accompany a unit that is Blitzing.

## 8. JET FIGHTERS

jet·fight·er [j\_ t\_ f\_ t\_ r] – noun

1. A jet-propelled aircraft whose primary mission is to destroy other aircraft in flight.

The attack value of your Fighters and Interceptors is now 4 instead of 3.



## 9. IMPROVED SHIPYARDS

**ship-yard** [ship-yahrd] – noun

1. A yard or enclosure in which ships are built or repaired.

Your sea units are now cheaper to build:

<b>UNIT</b>	<b>IPC COST</b>
Battleship	18
Aircraft Carrier	14
Cruiser	10
Destroyer	7
Transport	6
Submarine	5

## 10. RADAR

**ra·dar** [rey-dahr] – noun

1. A device for determining the presence and location of an object by measuring the time for the echo of a radio wave to return from it and the direction from which it returns.

2. A means or sense of awareness or perception: lobbyists working under the media's radar.

*Origin:* 1940–45, Americanism; **RA**dio **D**etecting **A**nd **R**anging.

Your anti-aircraft guns now hit on a 2.

## 11. LONG RANGE AIRCRAFT

**air-craft** [air-kraft] – noun

1. Any machine supported for flight in the air by buoyancy or by the dynamic action of air on its surfaces, esp. powered airplanes, gliders, and helicopters.

Your aircraft have longer range. If leaving from an Airbase, they get an additional +1.

Unit	Movement
Bomber	7
Tac-Bomber	5
Fighter	5

## 12. HEAVY BOMBERS

**heavy-bomber** [hev-ee bom-er] – noun

1. A large plane capable of carrying heavy bomb loads for long distances, esp. at high altitudes.

Your Bombers are now Heavy Bombers.

When attacking, roll 2 dice per Heavy Bomber, and then select the best result of the two dice. You then add +2 to the damage per the rule book.

## 13. HEAVY SEA-LIFT

**sea·lift** [s -lift] - noun

1. Transport of military personnel and especially equipment by ship.

Your Transports may now carry **1** 2 infantry units along with any other ground unit.

i.e. 2 infantry and 1 tank, 2 infantry and 1 artillery, 3 infantry etc.

## 14. Q-SHIPS

**Q-ship** [kyoo-ship] – noun

1. An armed combat ship disguised as a merchant vessel to attract raiders within attack range.

Your Transports now attack and defend on a 1. They still must be the last casualties taken.



## 15. ASW AIRCRAFT

ASW [-es-d\_-b\_l-yü] – adjective

1. Anti-submarine warfare is a type of naval warfare that uses surface warships, aircraft, spacecraft or other submarines to find, track and then attack enemy submarines. Like many forms of warfare, successful anti-submarine warfare depends on a mix of sensor and weapon technology, training, experience and luck.

Your Bombers gain the Anti-Sub Vessel ability.

## 16. AMPHIBIOUS TACTICS

**am-*phib-i-ous*** [am-*fib-ee-uhs*] – adjective

1. Living or able to live both on land and in water; belonging to both land and water.
2. Also, amphibian. capable of operating on both land and water: amphibious vehicles.
3. Of or pertaining to military operations by both land and naval forces against the same object, esp. to a military attack by troops landed by naval ships.
4. Trained or organized to fight, or fighting, on both land and sea: amphibious troops.
5. Combining two qualities, kinds, traits, etc.; of or having a mixed or twofold nature.

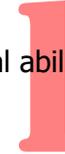
Your Transports may make more than one amphibious assault per turn: They may move, attack a coastal territory, then move again and attack a second coastal territory. They must still stop their movement in the first hostile sea zone they enter. A Transport's capacity is unchanged; it still cannot load or offload more than one land unit plus one Infantry in the turn.

## 17. ANTI-DESTROYER TACTICS

**de·stroy·er** [di-stroi-er] - noun

1. A small, fast warship used to protect larger vessels and usually armed with guns, depth charges, and torpedoes.

Your Cruisers cancel the special ability of Destroyers to cancel Submarine special abilities.



## 18. ATOMIC BOMB

**a-tom-ic bomb** [*uh-tom-ik bom*] – noun

1. A bomb whose potency is derived from nuclear fission of atoms of fissionable material with the consequent conversion of part of their mass into energy.
2. A bomb whose explosive force comes from a chain reaction based on nuclear fission in U-235 or plutonium.

When performing a Strategic Bombing Raid, you may drop an atomic bomb. Your Bomber does 1 damage with no die roll. This damage can not be repaired.

You may buy 1, and only 1, atomic bomb for 5 IPCs in each Purchase Units phase.

Track the number of bombs you own by placing tokens on this card. They are not placed on the board and can be dropped from any of your Bombers (you must designate it before AA fire).

## 19. UNIVERSITY SYSTEM

**u-ni-ver-si-ty** [yoo-nuh-vur-si-tee] – noun

1. An institution of learning of the highest level, having a college of liberal arts and a program of graduate studies together with several professional schools, as of theology, law, medicine, and engineering, and authorized to confer both undergraduate and graduate degrees.

When your researchers are successful in discovering a breakthrough, discard only half of the researcher tokens (rounded up).

This does include the turn this card is gained.

## 20. SPIES

**es-pi-o-nage** [es-pee-uh-nahzh] – noun

1. The act or practice of spying.
2. The use of spies by a government to discover the military and political secrets of other nations.
3. The use of spies by a corporation or the like to acquire the plans, technical knowledge, etc., of a competitor: industrial espionage.

Gain one breakthrough of your choice that is already in play, regardless of which or how many Nations possesses it.

You may reserve this ability to play at a later time. It must be played in your Research & Development phase.

## 21. SABOTAGE

**sab-o-tage** [sab-uh-tahzh] – noun

1. Any underhand interference with production, work, etc., in a plant, factory, etc., as by enemy agents during wartime or by employees during a trade dispute.
2. Any undermining of a cause.

You may use sabotage attacks to destroy enemy researchers. Sabotage attacks are successful on a roll of 3 or less, cost 2 IPCs, and destroy 1 enemy researcher. 

Sabotage attacks are purchased and launched immediately in the Research & Development phase.

## 22. STEALTH SUBS

**stealth** [stelth] – adjective

1. Surreptitious; secret; not openly acknowledged: a stealth hiring of the competitor's CEO; the stealth issue of the presidential race.

Your Submarines are immune to the Anti-Sub Vessel ability.



## 23. BATTLESHIP RAIDS

**raid** [r\_d] - noun

1. A hostile or predatory incursion
2. A surprise attack by a small force
3. A brief foray outside one's usual sphere
4. A daring operation against a competitor

Your Battleships (not Cruisers) may fire one volley into an adjacent land territory as their combat without being part of an amphibious landing.

There is no return fire.

## 24. SHORE BATTERIES

**bat-ter-y** [*bat-uh-ree*] – noun

1. Two or more pieces of artillery used for combined action.
2. A tactical unit of artillery, usually consisting of six guns together with the artillerymen, equipment, etc., required to operate them.
3. A parapet or fortification equipped with artillery.

All your Artillery in a territory adjacent to straits, may fire one volley into the sea zone as their combat. The defender chooses casualties normally, but unlike normal combat, Transports can be chosen as casualties.

There is no return fire.

A strait is defined as any sea zone which is adjacent to more than one nonadjacent territory.

## 25. BOOT CAMP

**boot camp** [boot kamp] - noun

1. A camp for rapidly training military recruits.
2. A correctional facility that uses the training techniques applied to military recruits to teach usually youthful offenders socially acceptable patterns of behavior.

Your Infantry cost 2 IPCs each.

This cost cannot be further reduced by any means.

## 26. LONG RANGE GUNS

**long-range** [lawng-reynj] – adjective

1. Considering or extending into the future: a long-range outlook; long-range plans.
2. Designed to cover or operate over a long distance: long-range rockets.

Your Battleships and Cruisers may participate in 2 rounds of combat when supporting an amphibious landing.

If all attacking units are destroyed in the first round of combat, there is no second volley.

## 27. UNDERGROUND FACTORIES

**un-der-ground** [uhn-der-ground] – adjective

1. Existing, situated, operating, or taking place beneath the surface of the ground.
2. Hidden or secret; not open: underground political activities.
3. Published or produced by political or social radicals or nonconformists.

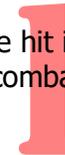
Underground factories take half (round down) the normal damage from Strategic Bombing Raids (Atomic Bombs damage them normally).

## 28. ABLATIVE ARMOR

**ab-la-tive** [a-bley-tiv] – adjective

1. Capable of or susceptible to erosion of a protective outer surface to protect a more valuable inner surface.

Your attacking Tanks cannot be hit in the first round of combat.  
If you have other units in the combat, they must take the damage.



## 29. GENERAL

gen·er·al [ˈjɛn(ə)rəl] - noun

1. A commander of an army, or an army officer of very high rank.

Once per round, in a land combat, you may reroll *all* dice that *you* rolled in the current cycle of combat. This decision is made in the Press Attack or Retreat step. You do see the results of your opponent's volley before you decide.

If you lose the battle in which you used this ability, discard this card.

## 30. ADMIRAL

**ad-mi-ral** [adm(ə)rəl] - noun

1. A commander of a fleet or naval squadron, or a naval officer of very high rank.

Once per round, in a naval combat, you may reroll *all* dice that *you* rolled in the current cycle of combat. This decision is made in the Press Attack or Retreat step. You *do* see the results of your opponent's volley before you decide.

If you lose the battle in which you used this ability, discard this card.