

ROLL	TIER 1	ROLL	TIER 2	ROLL	TIER 3	ROLL	TIER 4
1	Advanced Artillery Each Artillery unit can support 2 Infantry units attack increasing Infantry attack value by +1	1, 2	Heavy Artillery Artillery units attack value increases to 3	1, 2, 3	Ranged Artillery Artillery can attack enemy units up to 1 space away for the 1st battle round only (Same rules as Offshore Bombardments)		
2	Mechanized Infantry Each Infantry unit that is matched up with a Tank can move 2 spaces along with the Tank	1, 2, 3	Dug In Defenses Each Infantry units Defense value increases to 3 when defending against an attack	1, 2	Special Forces Infantry units Attack value increases to 2. (3 if matched with Artillery)	1, 2	Paratroopers 1 Infantry unit can be loaded onto a Bomber. Infantry performs a Surprise Attack for the 1st combat round. Must stop at 1st enemy territory reached. (Bomber can also attack enemy units)
3	War Bonds Add 1D6 worth of IPCs at the end of each Collect Income Phase	1, 2, 3	Increased Factory Production 2 additional units may be placed at each Industrial Complex. 1/2 off to repair your own Industrial Complexes	1, 2	Improved Ship Yards Reduce IPC costs for Sea units. New costs are:	1	Battleship 17 Aircraft Carrier 11 Cruiser 10 Destroyer 7 Transport 6 Submarine 5
				3, 4	Improved Land Unit Production Reduce IPC cost for all land units by 1		
				5, 6	Lend / Lease Program May build up to 24 IPCs worth of units on a single friendly IC. Place on mobilization zone. Roll D6, on a 6, enemy intercepts and destroys all units. Friendly Nation takes control of new units.		
				4, 5, 6	Advanced Technology and Tactics		
				1, 2	Nuclear Fission Research for Nuclear Weapons		Nuclear Weapons Atomic Bomb Costs 25 IPCs. Roll 1 dice per enemy unit, attacks on a 5. Enemy units hit can not return fire. ICs take equal amount of damage. IPC value of territory is permanently reduced by 1/2 (rounded down).
				3, 4	Propulsion Advancements Advancements in combustion engines and propulsion technologies	1, 2, 3	Increased Engine Power All Ships can move 1 additional space
4	Long Ranged Aircraft Add 2 movement to Fighters and Bombers. Bombers now move 8 Fighters now move 6	1, 2	Research for Advanced Technology and Improved Weaponry Tactics			4, 5, 6	Jet Fighter Fighters Attack value increases to 4
				1, 2, 3	Heavy Bomber Bombers roll 2 dice when attacking or making a Strategic Bombing Raid	1, 2, 3	Strategic Bomber Bombers are modified to carry and deliver Atomic Bombs. Bombers can now move 10 spaces
				1, 2, 3	Armored Tanks Tank Defense value increases to 4	1, 2, 3	Heavy Tanks Tank Attack value increases to 4
5	Scramble Fighters Up to 3 Fighters can help defend friendly adjacent territories from an attack. Fighters must come from a territory with an IC and moves into the defending zone AFTER the attackers combat movement has been made. Surviving Fighters return to original space upon completion of combat.	1, 2	Research for Advanced Technology and Improved Weaponry Tactics	1, 2, 3	Radar AA Gun Attack value increases to 2	1, 2, 3	Rockets Each AA Gun can attack an IC up to 3 spaces away at 1D6 damage
				1	Espionage and Reconnaissance May move any number of units from an adjacent Territory or Sea Zone onto a zone where friendly units are being attacked to increased defense	1, 2	Stolen Research and Development Intel For every 1 Research token purchased, get 1 token free.
6	Naval Escorts Cruisers in a Sea Zone with at least 1 Aircraft Carrier increases its Defense value to 4. Destroyers in a Sea Zone with at least 1 Troop Transport increases its Defense value to 3	1, 2	Research for Advanced Technology and Improved Weaponry Tactics	1, 2	Aggressive Submarines (Super Subs) Submarines attack value increases to 3 (Defense value is still at 1)	1, 2, 3	Advanced Submarines Submarines roll 2 dice for Surprise Attacks. Defense value increases to 2
				3, 4	Improved Naval Warfare Naval Warships may reroll missed attacks	1, 2, 3	Naval Air Defense Battleships, Cruisers and Destroyers can each defend against attacking aircraft on the 1st round of battle only (like AAA Guns). Roll 1 dice for each attacking airplane. Attack hits on a 1 (On 2 if developed Radar) Any fighters hit are immediately destroyed.
				5, 6	Dreadnought Battleships Battleships roll 2 dice to Attack and Defend	1, 2, 3	Flag Ship 1 of your Battleships can be designated as a Flagship for 5 IPCs. The Flagship boosts Attack values for all Warships you own in the same Sea Zone by +1 (including itself)

PHASE 1: RESEARCH & DEVELOPMENT

IN THIS PHASE, YOU MAY ATTEMPT TO DEVELOP IMPROVED MILITARY TECHNOLOGY.
TO DO SO, YOU MUST BUY RESEARCHERS THAT GIVE YOU A CHANCE FOR A SCIENTIFIC BREAKTHROUGH.
EACH RESEARCHER TOKEN WILL GRANT YOU ONE DIE THAT PROVIDES A CHANCE TO UNLOCK THAT TECHNOLOGICAL ADVANCEMENT.

STEP 1: BUY RESEARCHER TOKENS

EACH RESEARCHER TOKEN COSTS 5 IPCs AND YOU MAY BUY AS MANY AS YOU WISH

STEP 2: IDENTIFY THE RESEARCH YOU ARE TRYING TO UNLOCK

SOME RESEARCH IS HARDER TO UNLOCK THAN OTHERS

STEP 3: ROLL RESEARCH DICE

FOR EACH RESEARCHER YOU HAVE, ROLL ONE DIE:

SUCCESS: IF YOU ROLL AT LEAST ONE OF THE NUMBERS NEEDED, YOU HAVE MADE A TECHNOLOGICAL BREAKTHROUGH. DISCARD ALL OF YOUR RESEARCH TOKENS AND MOVE TO STEP 4

FAILURE: IF YOU DO NOT ROLL ONE OF THE NUMBERS NEEDED, YOUR RESEARCH HAS FAILED. KEEP ALL RESEARCH TOKENS PURCHASED AND CONTINUE TO THE "PURCHASE UNIT" PHASE

STEP 4: MARK DEVELOPMENTS

PLACE TOKEN ON COMPLETED TECHNOLOGICAL ADVANCEMENTS

ONLY ONE TECHNOLOGICAL ADVANCEMENT CAN BE MADE EACH TURN

CONTINUE TO THE "PURCHASE UNIT" PHASE