







Weapons and Development	Air	Land	Sea	Armor	Projectiles	Homefront
<b>Repeatable</b> ∞	Allies to Arms A nationally aligned minor powers otherwise untouched may join the war immediately		New Dynasty May replace a dead monarch/ leader with their heir.		Recruitment Centers May designate one additional owned site to construct units, may also construct one additional Shipyard.	
<b>Phase 1</b>	<b>Zeppelins</b> Enables the standard Zeppelin unit as well as aerodrome 	<b>Trench Tractors</b> Enables the Tractor Engine Unit 	<b>Modern Battleships</b> Enables the Battleship Unit 	<b>Machine Gun Carriages</b> Armored cars may now roll two dice at a time while defending 	<b>Chlorine Gas</b> Allows for the purchasing and use of tier 1 gas.	<b>Nationalism</b> Contested territories may still collect income 
<b>Phase 2</b>	<b>Aeronautic Bombers</b> Enables the Bi-Plane Bomber Unit	<b>Infiltration Tactics</b> The attacker can choose how many units he attacks with, if he declares an attack. The defender must then place the same number of units into defense against these attack units, these units then conduct battle for 1 round. Winning this battle does nothing, except surviving units may return to the remainder of the army. This attack can only be initiated if the attack has a lower amount of men than the defender. 	<b>Centralized Fire Control</b> Battleships and dreadnaughts may repair themselves outside a Shipyard for 1 IPC a piece	<b>Siege Guns</b> Enables the Siege Gun unit	<b>Mustard &amp; Phosgene Gas</b> Allows for the purchasing and use of tier 2 and 3 gas.	<b>War Bonds</b> Roll a d-6 once per round and collect the number rolled in immediate IPCs for that nation
<b>Phase 3</b>	<b>Heavy Zeppelins</b> Enables the Heavy Zeppelin Unit and allows for a parasite ability	<b>Over the Top</b> On a whole, as the attacker you may choose to fight each ground battle for one additional wave/ combat rotation with infantry based units only. No artillery	<b>Joint Bombardment</b> Cruisers may now bombard on amphibious assaults	<b>Tanks- Landships</b> Enables the production and use of Landships (original Tanks)	<b>Creeping Barrage</b> Attacking artillery now gives its bonus to 2 ground units at a time	<b>Pervasive Politics</b> May bribe Neutrals to join war effort. 3 IPC per nation and 6 per Empire
<b>Phase 4</b>	<b>Long Range Aeronautics</b> Fighters now move 3. Bombers now move 4.	<b>Increased Mobilization</b> For every 3 Inf purchased get the 4 <sup>th</sup> free.	<b>Radio Telegraphs</b> Cruisers and dreadnaughts can defend at 4 or less when paired with a battleship	<b>Tunnel Warfare</b> Roll one d6 per round in each contested territory. A roll of 1 succeeds in destroying one section of a citadel.	<b>Prussic Acid Gasses</b> Allows for the purchasing and use of tier 4 gas.	<b>Improved Production Schedules</b> Build times for BB, CV, SG, ZP and HZP all reduced by one round.
<b>Phase 5</b>	<b>Anti- Aircraft Emplacements</b> Enables the building of AA guns	<b>War Time Promotions</b> Air and land units that have participated in combat may now be upgraded to an Ace (2 units per round) Inf/ Cav/ MG cost 1 IPC, everything else cost 2 IPCs	<b>Modern Medicine</b> Hospital ships now carry 2 infantry at a time.	<b>Tanks- Light</b> Enables the production and use of Light Tanks	<b>Anti-Gas Measures</b> +1 to enemy offensive gas attack rolls. (Enemy gas dice get a +1 modifier). Additionally rolling a 6 on gas no longer kills one of your units	<b>Industrialized Agriculture</b> + 1 IPC to all starting Non-city territories with value of 2 or greater.
<b>Phase 6</b>	<b>Late War Fighters</b> While Dogfighting for air superiority fighters attack and defend with 3.	<b>Advanced Rail Network</b> Units within your starting territory move 3 if territory is owned or contested	<b>Aircraft Carriers</b> Enables the production of CVs	<b>Tanks- Heavy</b> Enables the production and use of Heavy Tanks	<b>Counter Batteries</b> Roll 1 d-6 for every other defending infantry. Each hit results in one opposing infantry based unit receiving a -1 to its attack ability for that offensive action	<b>Improved Shipyards</b> Naval Cost Decrease: BB 12 DN 10 CA 8 Monitor 7 TD 6 SS 5 TRN 5 Hospital 5 CV 8

Super Powers receive 3, Major powers receive 2 free tech tokens per round, minors receive 1 token per round. 1-25 IPC = Minor... 25-50 IPC = Major... 50-∞ IPC = Super