

Tech 1

Jet Fighter



Fighter defense increases to 5.

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Tech 2

Rockets



Economic Attack: AA fires rockets up to 3 spaces at IC – 1 die per AA – IPC limit to country value

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Tech 3

Super Submarine



Sub Attack increases to 3

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Tech 4

Long Range Aircraft



Fighter moves 6 and Bombers move 8.

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Tech 5

Combined Bombardment



Destroyers can bombard – hit on 3 or less

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Tech 6

Heavy Bombers



Roll 2 dice in attack or bombing.

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**Weapons  
Development**

1. Jet Fighter
2. Rockets
3. Super Submarine
4. Long Range Air
5. Combined Bombardment
6. Heavy Bombers

**Axis & Allies**

**Weapons  
Development**

1. Jet Fighter
2. Paratroopers
3. Super Submarine
4. Long Range Air
5. Combined Bombardment
6. Heavy Bombers

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**Tech 2**

**Paratroopers**



Up to 2 infantry can be transported via Bomber up to 4 spaces to a friendly territory or to a hostile territory so long as other land units are also attacking

**Axis & Allies**