King Tiger Tank (Germany)
Cost 7, Att 5, Def 5, takes 2 hits to destroy. Roll if hit once, 1-4 ignores. Cost 1/roll, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Rocket V1/V2 (Germany)
Has range of 2, does 1 die of damage to factory or units, round up. Cost 1/roll, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

R.V. Jones (Britain)
Subtract 1 from bombing damage die rolls on British factories. Cost 1/2 rolls, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Enigma Code (Britain)
Allows retreat from German attack, roll when used on a 1-4 technology is lost. Cost 1/2 rolls, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Radar Jamming (Britain)
On a roll of 1-3 enemy fighters cannot defend vs bombing attack. Cost 1/2 rolls, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Kamikazi (Japan)
Fighters in naval combat each roll additional die, on 1-2 choice hit, cost 2 to use. Cost 1/2 rolls, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Transportation (Japan)
Transports carry +1 infantry. Cruisers may carry 1 infantry but Att/Def 1. Cost 1/2 rolls, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Advanced Artillery (Russia)
AA guns can support attack on adjacent areas attacked, hit 1-3. Cost 1/2 rolls, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Military Espionage (Russia)
Affects die roll by +1/-1 of all units for 1rst round. Must be relearned once used. Cost 1/2 rolls, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Atomic Bomb (U.S.)
Roll 1-5 for a hit, then does 1 die to all parts of a factory or 5 dice to units(round up). Cost 3/roll, up to 4 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Radar 1/2/3 (All)
For each level subtract 2 from sub detection rolls. Transferable among allies. Cost 1/2 rolls, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Counter Radar 1/2/3 (All)
For each level add 2 to enemy sub detection rolls. Non transferable. Cost 1/2 rolls, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Advanced Logistics (All)
Allows use of strategic movement to move into areas just conquered. Cost 1/2 rolls, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Improved Rail (All)
Increases strategic movement by 3 units anywhere in adjacent areas. Cost 1/2 rolls, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Super Submarines (All)
Submarines attack on a 3 or less, German subs gain +1 to merchant hunting. Cost 1/roll, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Ind. Decentralisation (All)
Subtract 2 from the damage roll of bombing attacks on your factories. Cost 2/roll, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Tech. Espionage1/2 (All)
Sabotage technologies on 1-3. Level 2 steal techs on 1-2, 5-6 cant use 1 turn. Cost 1/roll, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Jet Power Fighters (All)
Fighters attack and defend at +1 in normal combat and bombing raids. Cost 2/roll, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Heavy Bombers (All)
Up to 2 bombers can be used as Heavy Bombers and roll 2 dice instead of 1. Cost 2/roll, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |

Long Range Aircraft (All)
Fighters and Bombers gain +1 movement. Cost 1/roll, up to 6 rolls.

Development Successfull !

| Level of 0 Development | Level of 1 Development | Level of 2 Development | Level of 3 Development | Level of 4 Development |