



DK's PROGRESSIVE ARMS RESEARCH RULES

As Explained by Der Kuenstler on YouTube and axisandallies.org

- Using Arms Research, you may attempt to develop improved military technology. If you decide to use Arms Research, it takes place in phase 1 of the turn sequence.



- China cannot do Arms Research.

- To do Arms Research, you buy research tokens that give you a chance for a scientific breakthrough. Each research token will grant you one die that provides a chance for a breakthrough.

Research & Development Sequence

1. Buy research tokens
2. Roll research dice
3. Roll breakthrough die
4. Mark developments

Step 1: Buy Research Tokens

Each research token costs 5 IPCs. Buy as many as you wish, including none.

Step 2: Roll Research Dice

For each research token you have, roll one die.

Success: If you roll at least one "6," you have successfully made a technological breakthrough! Discard all your research tokens and continue to step 3.

Failure: If you do not roll a "6," your research has failed. Keep all your research tokens and continue to the next phase of the turn.

Step 3: Roll Breakthrough Die

If you rolled a "6" on any research die, roll a die and consult the Research Chart to see which technological advance you get. You can only receive one advance each turn. If you have already received the same result on a previous turn,

re-roll until you get a new technological advance.

Step 4. Mark Developments

The custom research chart you have is divided into four areas which correspond to what time it is during the war. There are early war, middle war, and late war developments. Finally there is the atomic bomb. The longer the war goes, the more powerful the weapons there are available, and the more options you have to choose from.

Time periods

Early war is rounds 1-3, middle war is rounds 4-6, late war is rounds 7-12, and finally the atomic bomb is available on round 13 or later.

If your breakthrough occurs in the early war (R1-3), your only options will be in the early war column. However, if you are in the middle war (R4-6) and you roll, for example, a 3, you can choose the #3 weapon in the middle war column OR in the early war column. It works the same way for the late war. You have a choice from each horizontal row of whatever number you roll in your current column or any earlier column.

Researcher's Choice

If you get researcher's choice, you can pick from any development in your current column or the preceding columns.

Round 13

On round 13 and up the column is divided into either researcher's choice/queue or the atomic bomb. If you roll a 4-6 you get the atomic bomb. If you roll a 1-3 you have two options:

1) Researcher's choice - you can choose any development on the chart EXCEPT the atomic bomb.

2) The queue - you can leave your marker in the queue if you only want the atomic bomb and nothing else. Then you can try to roll a 4-6 on your next turn.

If your research was successful, place one of your national control markers inside the appropriate advancement box on the Research chart.

- Your development becomes effective immediately.

- Any number of powers may develop the same technology, but powers can't share their technology.

Copy Card

At the beginning of the game, each player gets one copy card. If you get a breakthrough and also have a copy card, you may want to use it to copy one of another country's breakthroughs that is already on the board, instead of doing step three. *You can only copy a breakthrough if it has been on the board for at least one full round.* (The country with the breakthrough you want has already completed another turn.)

The following section explains each possible arms breakthrough in detail:

Early War (Starts Rd. 1)

1. Advanced Artillery - Each artillery unit can support up to 2 infantry units per attack.

2. Super Subs - Subs now attack @ 3, defend @2, and Convoy Raid +1 per sub.

3. Production & Damage Control

- Each of your industrial complexes can now produce additional units beyond their normal production ability. Industrial complexes can now mobilize up to 12 units.

- Also, when repairing a damaged industrial complex, 2 damage markers can be removed for the cost of 1 IPC (in other words, half price). The maximum damage that can be applied to your industrial complexes is not increased.

- In addition, you may roll 1 die each turn and add that amount to your income.

4. Heavy Flak - In addition to regular AA gun and cruiser AA ability, any twos rolled forces a plane to return to base without firing.

5. Naval Tech -

Super Carriers - Your aircraft carriers can now carry 3 planes each.

Advanced Sonar - your convoys now defend against subs @ 2 or less, and subs cannot escape from your destroyers when pinned.

6. Improved Mech - Each of your mechanized infantry now attacks at 2. Mech units that are paired up with an artillery now have an attack value of 3. Also, your mechanized infantry may now blitz without being paired with a tank.

Middle War (Starts Round 4)

1. Long Range Aircraft - All aircraft range +2

2. Tank Production - Tank cost is reduced 1 IPC.

3. Naval Production - New prices:
Flagships - 20
Battleships - 17
Carriers - 12
Cruisers - 8
Destroyers and Transports - 7
Subs - 5

4. Air Production - Airplane costs are reduced by 2 IPCs.

5. Infantry Conscription - During each place units phase, **two** free infantry can be placed in any land zone(s) you have controlled since the beginning of your turn.

6. Researcher's Choice - Researcher may choose from any of the previous 11 breakthroughs.

Late War (Starts Round Seven)

1. Heavy Bombers - Your strategic bombers are now heavy bombers. When attacking, whether in a battle or a strategic bombing raid, roll two dice for each bomber. Add 2 to every die roll during factory raids.

2. Rockets - You can now purchase and use Rocket Bases. (One free to start at any factory you control.) During the Strategic Bombing step of each turn, each of your rocket bases can make a single rocket attack against an enemy industrial complex within 3 spaces of it. This attack does one die roll of damage to that facility. Rockets may not be fired over neutral territories and cannot be shot down. (V-2 Variety) Rocket bases cost 7 IPCs each and defend @1 if attacked. Rockets can move only in non-combat phase up to two spaces and can be carried on transports like AA guns.

3. Jet Power - Your fighters and tac bombers now attack and defend +1. Escort and intercept +1. Also, these planes are now immune from AA fire.

4. Heavy Tanks - Your tanks now attack and defend @4 instead of 3.

5-6. Researcher's Choice - Researcher may choose from any of the previous 15 breakthroughs.

End War (Starts Round Thirteen)

1-3 Researcher's Choice/Queue

Here, you may choose from any breakthrough on the chart except for the Atomic Bomb.

- If you only want the Atomic Bomb and nothing else, you may leave your breakthrough marker(s) in the Queue area in order to try again for it on future turns.

4-6 Atomic Bomb

- Prerequisite: Heavy Bomber Tech

- A-Bombs Cost 15 IPCs each. (One free to start at any factory you control.) May be dropped in land or sea zones. Must be carried and dropped by a heavy bomber. (One per bomber.)

- Because of the high altitude an A-bomb is dropped from, only AA guns and interceptors can offer defensive fire. The A-bomb and plane are both lost if hit. No other types of defending units can fire.

- Roll 12 die for each A-bomb dropped into a zone. Any 5's or less are hits. An A-Bomb will destroy anything in a zone but an IC, including AA guns, coastal guns, blockhouses, entrenchment, and sub pens. Any subs inside a pen are destroyed with the pen. (count all as one hit)

- Roll 7 die and add for damage to any factory present. Leave a radioactive symbol on the spot where each A-Bomb was dropped. Subtract one I.P.C. from the value of the territory for each radioactive marker left in a bombed zone.

- A-bomb defends @ 1 if attacked.

- A-bombs can be moved during non-combat by bombers in air, and like tanks on land and sea.

- SPECIAL NOTE: Attackers who drop an A-bomb in a land or sea zone cannot combine that with other combat or non-combat moves in the same zone during the same turn.



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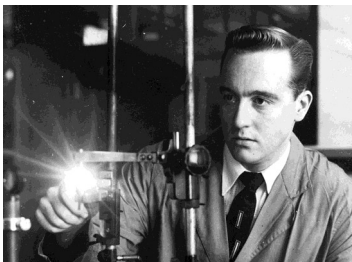
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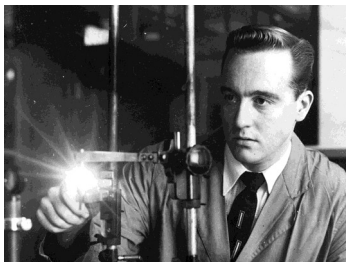
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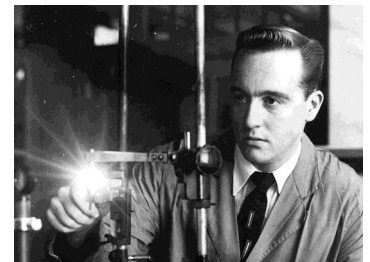
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