

ROLL	TIER 1	ROLL	TIER 2	ROLL	TIER 3	ROLL	TIER 4	
1	Advanced Artillery Each Artillery unit can support 2 Infantry units; increasing Infantry Attack value by +1	1, 2	Heavy Artillery Artillery units attack value increases to 3	1, 2, 3	Artillery Barrage Each Artillery unit rolls 2 dice to Attack or Defend for the 1st combat round only	1, 2	Long 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 (Trench Warfare) 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:		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 1D6, on a 6, enemy intercepts and destroys all units. On 1-5, Friendly Nation takes control of new units			
		4, 5, 6	Advanced Technology and Tactics	1, 2	Nuclear Fission Research for Nuclear Weapons	1	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). Adjust IPC tracker	
				3, 4	Propulsion Advancements Advancements in combustion engines and propulsion technologies	1, 2, 3	Increased Engine Power All Ships can move 1 additional space (Ships may not exceed 3 spaces of movement)	
4	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		1, 2, 3	Long-Range Aircraft Add 2 movement to all Fighters and Bombers	4, 5, 6	Jet Fighter Fighters now Attack at 4 and Defend at 5 Air Superiority Fighters serving as Bomber Escorts or Interceptors increase Attack values by +1	
				4, 5, 6	Heavy Bomber Bombers roll 2 dice when attacking or making a Strategic Bombing Raid	1, 2, 3	Strategic Bomber Bombers are modified to carry, deliver, and deploy Atomic Bombs. Bombers can now move 10 spaces	
5	Decoy Ruse X3 Only once per turn and only on the 1st round of combat, Your Defending land units may set up 1D6 Decoys. (Announce if using a Decoy Ruse before attacking dice are rolled) Roll 1D6, you may flip that many dice of the Attacker (IE: A 1 can become a 6). After the Decoy has been used, you have 1 less Decoy Ruse until you run out. Use a Die to keep track of how many Decoys are left. Only 1 Decoy can be used per space or zone.	1, 2		1, 2, 3	Armored Tanks Tank Defense value increases to 4	1, 2, 3	Heavy Tanks Tank Attack value increases to 4	
			Research for Advanced Technology and Improved Military Tactics	1, 2, 3	Radar AA Gun Attack value increases to 2 Industrial Complex built in AA guns also hit at 2	1, 2, 3	Rockets Each AA Gun can attack an IC up to 3 spaces away at 1D6 damage	
				1	Espionage May move any number of units from an adjacent Territory or Sea Zone onto a space where friendly units are about to be attacked to increase defense	1, 2	Stolen Research Data For every 1 Research token purchased, get 1 token free.	
6	Naval Escorts Cruisers in a Sea Zone with at least 1 Aircraft Carrier or Troop Transport increases it Defense value to 4. Destroyers in a Sea Zone with at least 1 Troop Transport increases its Defense value to 3	1, 2		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 all 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	Dreadnought Battleships Battleships roll 2 dice to Attack and Defend	1, 2, 3	Flagship 1 of your Battleships can be designated as a Flagship for 5 IPCs. The Flagship has +1 health and boosts Attack values for all Warships you own in the same Zone by +1 (including itself)	
				6	Heavy Cruiser Cruisers can move up to 3 spaces. Cruisers also have ability to detect Submarines as Destroyers do	1, 2	Anti-Submarine Warfare Each Destroyers Attack value increases to 3 whenever an enemy Submarine is present	
		3, 4	Fast Convoys Transports being escorted by a Cruiser can move 3 Sea Zones along with the Cruiser	1, 2	High Capacity Troop Transports Transports can carry 2 Infantry plus any 1 land unit	1, 2	High Capacity Aircraft Carriers Carriers can carry up to 3 fighters	

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