

Developing technology is risky. On the one hand, it can give you a decisive edge on the battlefield. On the other hand, it may bleed you white. Players should decide by mutual agreement which technologies can be developed and which ones they won't play with. Feel free to change the effects of the technologies or add your own. Enjoy!

6.5 TECHNOLOGY

PP may be spent by any Factory type to develop technology instead of producing units. Keep technologies developed a secret until revealed in battle. Technologies are divided into 4 classes:

1. Class 1

- a) Chemical Weapons
- b) Heavy Artillery
- c) Radar
- d) Homing Torpedoes
- e) Gunnery Radar

2. Class 2

- a) Massive Sea-lift Capacity
- b) Hunter-Killer ASW
- c) Code Breaking
- d) Heavy Armor
- e) Industrial Technology

3. Class 3

- a) Long Range Aircraft
- b) Super Subs
- c) Heavy Bombers
- d) Fleet Carriers
- e) Rockets

4. Class 4

- a) Jet Fighters
- b) Guided Glide Bombs
- c) Surface to Air Missiles
- d) Improved Rockets
- e) Atom Bomb

You must develop at least two technologies from a lower Class before attempting to develop technology from the next higher Class. At game start, any Class 1 technology may be developed. Once any two Class 1 technologies have been developed, any Class 1 and any number of Class 2 technology may be developed and so on.

Choose a technology to develop and Pay 1 PP. Only one attempt per technology per turn may be made though different technologies may be attempted in the same turn. Roll 1d6 for each attempt. A roll of "1" gains you the technology and it may be used immediately including building the new units.

On subsequent turns, you get one additional die for each previous attempt to develop a technology though the cost per attempt remains unchanged. For example: it is game turn 6 and you attempted to

develop Radar on game turns 2, 3, and 5. You decide to develop Radar on game turn 6. You would pay 1 PP and roll four 1d6 for this attempt—three 1d6 for three previous attempts plus one 1d6 for this turn attempt.

Chemical Weapons

At the start of each combat round, ONE EN unit in a battle hex may be reduced by 1CV to give a +1 G firepower bonus to ALL friendly Army units in the same battle hex for that combat round.

Heavy Artillery

Player may build AY units.

Radar

Fighters making an Air Response move get a +1 bonus to their A firepower rating in the first combat round of a battle.

Homing Torpedoes

SS units fire N3; DD units fire N2.

Gunnery Radar

BB units fire N4; AY units fire N3.

Massive Sea-lift Capacity

Transports may now carry two units whose CV does not exceed TWICE the Transports CV. Port capacities of coastal Cities and Towns are doubled to 4 and 2 respectively. Consider coastal Towns to have an initial port capacity of 1 if using this technology.

Hunter-Killer ASW

MB and DD units fire S3.

Code Breaking

Before a player moves his units, he may examine 2 enemy pieces of his choice.

Heavy Armor

Player may build Elite AR units.

Industrial Technology

Cadres cost 1 PP. Add 1 to the PP value of all 2 & 3 PP Factories. Add 2 PP to the value of all 4 PP Factories. Use the optional Building Cadres 2 rule if using this technology.

Long Range Aircraft

FA, DB, & TB move 5 hexes; MB move 8 hexes; HB move 10 hexes. AB units may "fly" up to 6 hexes when making a paradrop.

Super Subs

Subs move 3 hexes and have double defense.

Heavy Bombers

Player may build HB units.

Fleet Carriers

Carriers may carry 2 Air units whose combined CV does not exceed TWICE the Carriers CV. Fleet Carriers may also carry Elite FA and MB units. Each Elite FA or MB step counts as 2 steps against the Fleet Carriers capacity.

Rockets

Player may build RK units.

Jet Fighters

Player may build Elite FA units.

Guided Glide Bombs

MB units fire N3. HB units fire N2.

Surface to Air Missiles

AY and CA units fire A3.

Improved Rockets

RK units fire G2 and have a range of 5 hexes. (Rockets must be developed first)

Atom Bomb

Player may build the Atom Bomb.

Use of the following 4 technologies requires new units available on Columbia Games website (under Victory):

- Massive Sea-lift Capacity
- Rockets
- Improved Rockets
- Atom Bomb

Use of the following 7 technologies requires that the corresponding units be unavailable for building at game start.

Technology	Unit Unavail. at Start
Heavy Artillery	AY
Heavy Armor	Elite AR
Heavy Bombers	HB
Jet Fighters	Elite FA
Rockets	RK
Imp. Rockets	RK
Atom Bomb	Atom Bomb

Use of the following 2 technologies requires an additional Target Group for Subs:

- Hunter-Killer ASW
- Super Subs

SS units are now a separate target class designated "S". Below are listed unit "S" firepower's.

Unit	S Firepower
DB, MB, DD	S 2
TB, SS, BB, CA, CV	S 1
All Others	S 0