

# Technology Upgrade Chart

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Unit	Upgrade Type	Upgrade Level	Move /Attack / Defense / Cost
<b>Improved Weapons</b>	Infantry/Upgrade	<input type="checkbox"/> 1 <input checked="" type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	1) _____ _____
[ 1) +1 Att, +1 Def, +1 Cost ]			
<b>Chemical Weapons</b>	Infantry/Auto	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	1) _____ 2) _____ _____
[ 1) +1 Att / 2) +1 Att ]			
<b>Troop Mechanization</b>	Infantry/Auto	<input type="checkbox"/> 1 <input checked="" type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	1) _____ _____
[ 1) +30% to Remaining Manpower Limit ]			
<b>Tanks</b>	Tanks/Upgrade	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	1) _____ 2) _____ 3) _____ 4) _____
[ 1) May now build tanks as listed on your chart / 2) +1 Att, +1 Move, +1 Cost ]			
[ 3) +1 Att, +1 Cost / 4) +1 Att, +2 Cost ]			
<b>Anti Air Guns</b>	Anti Air/Auto	<input type="checkbox"/> 1 <input checked="" type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	1) _____ _____
[ 1) May now fire each round of any combat with enemy planes in it rather than just the first round. ]			
<b>Rockets</b>	Rockets/Upgrade	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	1) _____ 2) _____ 3) _____ 4) _____
[ 1) May now build rockets as listed on your chart / 2) +1 Att, +2 cost ]			
[ 3) +1 Att, +1 Range, +3 Cost / 4) +1 Att, +1 Range, +4 cost, 1D10 Strategic Strike ]			
<b>Bi Planes / FTR</b>	Fighters/Upgrade	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	1) _____ 2) _____ 3) _____ 4) _____
[ 1) +1 Def, +1 Move, +1 Cost 2) +1 Def, +1 Move, +1 Cost ]			
[ 3) +1 Def, +1 Move, +1 Cost / 4) +1 Att, +1 Def, +1 Move, +2 Cost ]			
<b>Bombers</b>	Bombers/Upgrade	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	1) _____ 2) _____ 3) _____
[ 1) -2 Cost 2) +1 Att, +2 Move, 1D10 Strategic Bombing, +2 Cost ]			
[ 3) +1 Att, +2 Move, +2 Cost ]			
<b>Industrial Technology</b>	I.C. / Auto	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	1) _____ 2) _____
[ 1) All Units cost 10% less (round up) 2) All Units cost 20% less (round up) ]			
<b>Destroyers</b>	Destroyers/Upgrade	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	1) _____ 2) _____ 3) _____
[ 1) +1 Att, +2 Cost 2) +1 Def, +2 Cost 3) +1 Att, +3 Cost ]			
<b>Battleships</b>	Batt Shps/Upgrade	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	1) _____ 2) _____ 3) _____
[ 1) +5 Cost, +1 Shore Bombardment, +1 Hit to sink 2) +1 Att, +1 Shore Bombardment, ]			
[ +1 Hit to sink 3) +7 Cost, Gets 2 Attack Rolls in combat ]			
<b>Transports</b>	Transports/Upgrade	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	1) _____ 2) _____ 3) _____
[ 1) +2 Cost, +1 Transport Load Capacity 2) +2 Cost, +1 Transport Load Capacity ]			
[ 3) +1 Cost, +1 Def ]			
<b>Submarines</b>	Submarines/Upgrade	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	1) _____ 2) _____ 3) _____
[ 1) +2 Cost, +1 Attack 2) +1 Cost, +1 Def 3) +1 Cost, +1 Att ] (see below)			
<b>Aircraft Carriers</b>	AC Carriers/Upgrade	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	1) _____ 2) _____ 3) _____
[ 1) May now Build 2) +7 Cost, +1 FTR carrying 3) +9 Cost, +1 FTR carrying ]			
Basic AC Carrier. 2 Attack. 2 Defense. 2 Hits to sink. May carry 2 FTR			

-- **Submarines Notes:** +1 attack for tech are not attack bonuses for combat, but rather a +1 to all convoy attack die rolls.

## Other Tech Options to Develop

Radar (cost 18 per)  
Sonar (cost 13 per)  
Faster Ships (+1 Mv, +5 cost per ship)

## These nations begins with the following Tech Levels

- 1) Germany, Britain & USA with LV 1 Tanks
- 2) Italy with Lv 1 Bombers
- 3) Germany with Lv 1 Submarines