

Technology Upgrade Chart

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Unit	Upgrade Type	Upgrade Level	Move /Attack / Defense / Cost
Improved Weapons	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]			
Chemical Weapons	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]			
Troop Mechanization	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]			
Tanks	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]			
Anti Air Guns	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.]			
Rockets	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]			
Bi Planes / FTR	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]			
Bombers	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]			
Industrial Technology	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)]			
Destroyers	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]			
Battleships	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]			
Transports	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]			
Submarines	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)			
Aircraft Carriers	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