









Weapons and Development	Air	Land	Sea	Armor	Projectiles	Homefront
Repeatable 	Allies to Arms A nationally aligned minor powers otherwise untouched may join the war immediately		New Dynasty May replace a dead monarch/ leader with their heir.		Recruitment Centers (re-rollable) May designate one additional owned site to construct units, may also construct one additional Shipyard.	
Phase 1	Zeppelins Enables the standard Zeppelin unit as well as aerodrome 	Trench Tractors Enables the Tractor Unit 	Modern Battleships Enables the Battleship Unit 	Machine Gun Carriages Armored cars may now roll two dice at a time while defending 	Poison Gas Allows for the purchasing and use of teir 1 and 2 gas.	Nationalism Contested territories may still collect income 
Phase 2	Aeronautic Bombers Enables the Bi-Plane Bomber Unit	Infiltration Tactics The attacker can choose how many units he attacks with, if he declares an attack. The defender must then place the same number of units into defense against these attack units, these units then conduct battle for 1 round. Winning this battle does nothing, except surviving units may return to the remainder of the army. This attack can only be initiated if the attack has a lower amount of men than the defender. 	Centralized Fire Control Battleships and dreadnaughts may repair themselves outside a Shipyard for 1 IPC a piece	Siege Guns Enables the Siege Gun unit	Creeping Barrage Attacking artillery now gives its bonus to 2 ground units at a time	War Bonds Roll a d-6 once per round and collect the number rolled in immediate IPCs for that nation
Phase 3	Heavy Zeppelins Enables the Heavy Zeppelin Unit and allows for a parasite ability	Increased Mobilization For every 3 Inf purchased get the 4 th free.	Joint Bombardment Cruisers may now bombard on amphibious assaults	Tanks- Landships Enables the production and use of Landships (original Tanks)	Mustard Gas Allows for the purchasing and use of teir 3 and 4 gas.	Pervasive Politics May bribe Neutrals to join war effort. 3 IPC per nation and 6 per Empire
Phase 4	Anti- Aircraft Emplacements Enables the building of AA guns	Over the Top On a whole, as the attacker you may choose to fight each ground battle for one additional wave/ combat rotation with infantry based units only. No artillery	Radio Telegraphs Cruisers and dreadnaughts can defend at 4 or less when paired with a battleship	Tanks- Light Enables the production and use of Light Tanks	Anti-Gas Measures +1 to enemy offensive gas attack rolls. (Enemy gas dice get a +1 modifier). Additionally rolling a 6 on gas no longer kills one of your units	War Time Promotions Air and land units that have participated in combat may now be upgraded to an Ace (2 units per round) Inf/ Cav/ MG cost 1 IPC, everything else cost 2 IPCs
Phase 5	Late War Fighters While Dogfighting for air superiority fighters attack and defend with 3. Also fighters now move 3.	Advanced Rail Network Units within your starting territory move 3 if territory is owned or contested	Aircraft Carriers Enables the production of CVs	Tanks- Heavy Enables the production and use of Heavy Tanks	Counter Batteries Roll 1 d-6 for every other defending infantry. Each hit results in one opposing infantry based unit receiving a -1 to its attack ability for that offensive action	Improved Shipyards Naval Cost Decrease: BB 12 DN 10 CA 8 Monitor 7 TD 6 SS 5 TRN 5 Hospital 5 CV 8

Super Powers receive 3, Major powers receive 2 free tech tokens per round, minors receive 1 token per round. 1-25 IPC = Minor... 25-50 IPC = Major... 50- IPC = Super