






















## AXIS and ALLIES Weapons Development Table

	Advancement	Description																
								GB	Ge	US	Ru	Ja	Ca	De	Ya	CIS	Ni	
1	Jet Power	Fighters defend at 5 									1							
2	Rockets	(blue) 1 attack per turn from any 1 AA gun - Range 3 									2							
3	Super Submarines	Subs attack at 3 									3							
4	Long Range Aircraft	Range improved to 6 for Fighters, 8 for Bombers 									4							
5	Industrial Technology	All production costs reduced by 1 IPC 									5							
6	Heavy Bombers	Attacking bombers roll 2 dice 									6							
7	Paratroopers	Any bomber may carry 1 infantry unit instead of bombs									7							
8	High Technology	Get choice on next successful tech roll									8							
9	Partisans	Place levied infantry in any non-enemy occ. home state 									9							
10	King Tanks	Attack 3/ Defend 3/ Move 2 									10							
11	Artillery	(white) Ground support from any/all AA guns- fires first, range 2									11							
12	Mechanized Troops	all troops move improved to 2 									12							
13	Helicopters	Attack 2/ Defend 2/ Move 3/ \$8 /can invade and land 									13							
14	Heavy AA Guns	(red) AA gun firing rate doubled 									14							
15	Heavy transports	transport capacity doubled 									15							
16	Q-boats	transports attack at 1 and defend at 2									16							
17	Heavy Carriers	carrier capacity increased to 4 									17							
18	Fighter Bombers	bombers defend at 3 									18							
19	Elite Infantry	infantry attacks at 2 									19							
20	Resistance	one elite troop appears on home soil in combat round 									20							
								Board 1		Board 2								

Use this table to record technology advances made by each player (this table designed for 2-board play).

Colours indicated in the Description field identify the colour of marker to be placed under the anti-aircraft unit

Also see our rules amendments document: A&A Rules.doc