

BREAKTHROUGH CHART 1

1 ADVANCED ARTILLERY

2 ROCKETS

3 PARATROOPERS

4 INCREASED FACTORY PRODUCTION

5 WAR BONDS

6 IMPROVED MECHANIZED INFANTRY

Advanced Artillery : Each of your artillery units can now provide greater support. One artillery unit can support two infantry and/or mechanized infantry units per attack. Two infantry and/or mechanized infantry units when coupled with one artillery unit have attack values of 2.

Rockets : Your anti-aircraft guns are now rocket launchers. In addition to its normal combat function, during the Strategic Bombing Raid step of your Conduct Combat phase each turn, each of your anti-aircraft guns can make a single rocket attack against an enemy industrial complex within 3 spaces of it. This attack does one die roll of damage to that complex. On each turn, only one anti-aircraft gun per territory can launch rockets, and each industrial complex can be attacked by only one rocket launcher. Rockets may not be fired over neutral territories.

Paratroopers : Up to 2 of your infantry units in each territory with an air base can be moved to an enemy-controlled territory 3 or fewer spaces away that is being attacked by your land units from adjacent territories and/or amphibious assault. If the territory being attacked has an anti-aircraft gun, the paratrooper infantry units are subject to anti-aircraft fire in the same way as air units. If attacking along with land units from adjacent territories, paratroopers may retreat as normal.

Increased Factory Production : Each of your industrial complexes can now produce additional units beyond their normal production ability. Major industrial complexes can mobilize up to 12 units, and minor ones can mobilize up to 4 units. Also, when repairing a damaged industrial complex, you can remove two damage markers for the cost of 1 IPC (in other words, half price). The maximum damage that can be applied to your industrial complexes is not increased.

War Bonds : During your Collect Income phase, roll a die and collect that many additional IPCs.

Improved Mechanized Infantry : Each mechanized infantry unit that is matched with a tank can attack at 2.

BREAKTHROUGH CHART 2

1 SUPER SUBMARINES

2 JET FIGHTERS

3 IMPROVED SHIPYARDS

4 RADAR

5 LONG-RANGE AIRCRAFT

6 HEAVY BOMBERS

Super Submarines : The attack value of your submarines is now 3 instead of 2.

Jet Fighters : The attack value of your fighters is now 4 instead of 3.

Improved Shipyards : Your sea units are now cheaper to build. Use these revised costs :

Unit	IPC cost
Battleship	17
Aircraft Carrier	13
Cruiser	10
Destroyer	7
Transport	6
Submarine	5

Radar : Your anti-aircraft gun fire now hits on a 1 or 2 instead of just 1.

Long Range Aircraft : All of your air units' range are increased by one space.

Heavy Bombers : Your bombers are now heavy bombers. When attacking, whether in a battle or a strategic bombing raid, roll two dice for each bomber and select the best result.