

THE SUPREME COMMANDER

Advanced Technology Rules

1.0 Development of Advanced Technology

Purchase of the Advanced Technology steps are conducted at the same time as normal technology and all of those rules apply. However, there is no benefit to Advanced Technology expenditures until it is completed after Step 10.

Only one step of a type may be purchased in a single turn, though multiple Advanced Technology types may be advanced in a turn. Advanced Technology bonuses are in addition to any gained through standard technology.

Use of Advanced Technology bonuses are limited to once per turn each, unless the following rules specify a deviation.

1.1 Radar

Radar adds +1 total combat strength to all air units used in Defense only.

1.2 Jet Fighter

Jet Fighter adds +1 total combat strength to all air units used in Attack only.

1.3 Intelligence

Adds +1 to the total combat strength of all units defending in ground combat.

1.4 Atomic Bomb

Allows two nuclear drops to be performed using the counters provided; one per turn maximum. Roll normally for bomb damage and double the result. Additionally, the target nation loses -5 MSP income per turn for the duration of the game. Once used, they provide no further benefit and cannot be reused.

1.5 Drop Tanks

Fighters add +2 to range; equal to bombers.

1.6 Logistics

Add +1 to the Movement of all ground units; infantry, mechanized and armor.

1.7 Manufacturing

Add +5 MSP to the nation's income each turn for the duration of the game.

1.6 Aircraft Carrier

The Aircraft Carrier has a one-time cost of 50 MSP to research. It is placed in the player's force pool and has the same to purchase as a Surface Fleet. It moves and is used like a normal Surface Fleet. It does not add to Surface Fleet combat on its own and if it the last

unit surviving combat, it is eliminated and placed on the turn track like a normal fleet.

To use the Aircraft Carrier, place it next to a coastal hex just just as you would if invading. It acts as a base just like a city but can only support one Fighter unit in the same air front box. It follows all other air base rules.