

## G. List of Technologies

All technologies are numbered. In some cases, the same technology has more than one number, if there are several variants (e.g. gas and mortars).

Also some technologies have a basic start chance to be discovered that is higher than the regular 17%, usually 33% instead. It is supposed to represent some kind of leadership by that side on that specific type of technology (e.g. Germany has an advance in combat gas warfare, so her Chlorine Gas tech has 33% chance of success instead of 17%)

NB: the number of identical projects for each technology is listed below.

### Combat Gases: 1914

Central Powers: 2 Chlorine (#1), 1 Phosgene (#2), 2 Mustard (#3)

Entente: 1 Chlorine, 2 Phosgene, 1 Mustard

Chlorine, Phosgene and Mustard Gas each represent a different combat gas. The "Combat Gas" **tactic** is a prerequisite for using any of them.

The gases must be used in the following order: Chlorine (#1), Phosgene (#2), then Mustard Gas (#3).

The combat gases may be researched in any order, but a later gas will be unavailable as long as the earlier gas has not been used (no matter by whom), with at least a 1-game turn delay.

Special: this **Gas #1 "Chlorine"** is automatically available to the enemy as soon as it becomes Public Domain.

### Trench Mortars: one in 1914, one in 1915

(public domain when discovered)

There are two types of mortars, designated **A** and **B**

Central Powers and Entente: 17% each (1 A and 1 B)

Trench Level: +1 (per mortar type, A and B).

Special: each technology is automatically available to the enemy as soon as it becomes Public Domain.

### Flamethrowers: 1915

Central Powers: 17% - Entente: 17%

Bonus +1 to discover the "Flash Bombing" tactic.

Bonus +1 to discover the "Infiltration" tactic

### Land Mines: 1915

Central Powers: 17% - Entente: 17% (public domain when discovered)

Trench Level: +1.

Special: This technology is automatically available to the enemy as soon as it becomes Public Domain.

### Heavy Tanks: 1915

Central Powers: 17% - Entente: 33%

This technology allows the building of Heavy Tank units.

Bonus +1 to discover the "Infiltration" tactic.

Attention, this technology is not placed on the "Public Domain" when disclosed. Each side must develop this technology on its own.

### Trucks: 1915

Central Powers: 17% - Entente: 33%

This technology improves the communications and supply of frontline units.

Supply range: + 1 region (3 instead of 2) ;

HQ Movement: + 1 MP each ;

GHQ Reserve: +1 unit each ;

Desert stacking: +1 unit (3 units instead of 2) and supply extends to 2 regions (instead of 1).

### **Antitank Weapons: 1916**

Central Powers: 17% - Entente: 33%.

This technology reduces the enemy tanks values by -1. If Entente has discovered it's own, the modifier becomes -2.

Bonus +1 to discover the "Defense in Depth" tactic.

### **Machine Guns: 1916**

Central Powers: 33% - Entente: 17%

Bonus +1 to discover the "Flash Bombing" tactic.

Bonus +1 during the Trench Reduction Check after an "Infiltration", with the Stosstruppen / Assault Troops only (See § 70).

### **Air Technologies**

These technologies apply MOSTLY to and impact on Air Warfare.

### **Light Machine Guns: 1914**

Central Powers: 17% - Entente: 33%.

Air warfare impact: Dogfight +1

### **Airborne Cameras: 1914**

Central Powers: 33% - Entente: 17% (public domain when discovered)

Air warfare impact: Recon -1

### **Engines: one in 1914, one in 1916**

(public domain when discovered)

There are two types of engines, designated **A** and **B**

Central Powers and Entente: 17% for the 1914 one, 33% for the 1916 one (1 A and 2 B)

Air warfare impacts: Speed +1, Dogfight +1 (per engine type)

### **Fuel Tanks: 1915**

Central Powers and Entente: 17% each (public domain when discovered)

Air warfare impact: Speed +1

### **Improved Fuel: 1915**

Central Powers and Entente: 17% each (public domain when discovered)

Air warfare impacts: Speed +1, Recon -1

### **Aerial Radios: 1915**

Central Powers: 17% - Entente: 33% (public domain when discovered)

Air warfare impact: Recon -2

### **Mounted Machine Guns: 1915**

Central Powers and Entente: 17% each (public domain when discovered)

Air warfare impacts: Dogfight +1, Tactical Support -1

### **Fire through Propeller Disk: 1915**

(public domain when discovered)

Prerequisite: Light Machine Guns (#4) or Mounted Machine Guns (#19)

Central Powers: 33% - Entente: 17%

Air warfare impacts: Dogfight +2, Tactical Support -1

**Light Bombs: 1915**

Central Powers: 17% - Entente: 33% (public domain when discovered)

Air warfare impacts: Tactical Support -1

**High Altitude: 1916**

Central Powers and Entente: 17% each (public domain when discovered)

Air warfare impacts: Dogfight +1, Enemy Dogfight -1

**Aerodynamics: 1916**

Central Powers and Entente: 17% each (public domain when discovered)

Air warfare impacts: Dogfight +1, Speed +1

Bonus +1 to discover the "Aerial Support" tactic.

**Heavy Bombs: 1916**

Central Powers: 17% - Entente: 33% (public domain when discovered)

Air warfare impact: Tactical Support -1

**Maneuverability: 1917**

Central Powers: 33% - Entente: 17% (public domain when discovered)

Air warfare impacts: Speed +1, enemy Dogfight -1

Bonus +1 to discover the "Aerial Support" tactic.

**Central Powers Specific Technologies****Naval Codes: 1914**

Central Powers: 17%

This technology adds a -2 penalty to the random event "Naval Deciphering #15" when played against Central Powers.

**Stosstruppen: one in 1915, 2 in 1916, 2 in 1917**

Central Powers: 17% for **A** (1915), 33% for **B** (1916), 33% for **C** (1917)

This technology allows the building of Stosstruppen units.

Bonus +1 to discover the "Infiltration" tactic.

Bonus +1 per "B" or "C" Stosstruppen chit when checking for Trench Reduction, after a German Infiltration.

**U-boats: 1916**

Central Powers: 17%

It improves the U-Boat performances in Submarine Warfare.

**Ersatz: 1916**

Central Powers: 33%

This technology reduces the effects of blockade.

**Light Tanks: 1916**

Same as Allied technology (see below).

Central Powers: 17%

**Deutsch Tech (#34): 1914**

Central Powers: 17%

Permanent +1 bonus for all Central Powers research checks.

## **Entente Specific Technologies**

### **Siege Artillery: 1915** – France and Britain only

Entente: 33%

This technology allows the building of French and British siege artillery units.

### **Naval Shells: 1916** - Britain only

Entente: 17%

This technology cancels the “British Naval Shell” penalty modifier when resolving a Naval Combat.

### **Light Tanks: 1916**

Prerequisite to use this technology: Heavy Tanks (#5)

Entente: 17%

This technology allows the building of Light Tank units.

Bonus +1 when checking the Tank Value.

### **Assault Troops: 1917**

Entente: 33%

This technology allows the creation of Assault Troop units.

Bonus +1 when learning the “Combined” combat doctrine.

Special: [this technology receives a bonus on research if the event “Laffargue” is successfully played by Entente.](#)

### **Depth Charges: 1916**

Entente: 17%

This technology adds a bonus to antisubmarine warfare. In addition, 1 U-Boat is immediately sunk.

### **Railroad: 1916**

Entente: 17%

This technology prevents the wear and tear of the railroad network, and gives **+1** to each power's national railroad capability (except Russia, and Turkey if Allied).

### **Chemical Research: 1915**

Entente: 17%

Bonus +1 when researching “Gas” technologies. Penalty -1 to Central Powers when they use Gas combat.