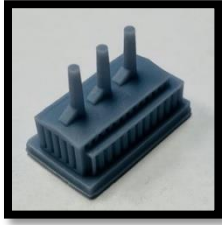


TANKOGRAD



On the turn you have met the prerequisites, a player may pay 10 IPP and replace one major factory with one Tankograd. Tankograd provides two technology rolls instead of one provided by the Major Factory or it provides an opportunity for one unit. Each Major Power may only have one Tankograd.

Prerequisites. Complete Improved Construction and Improved Factories.

Cost. 10 IPP.

Capacity. Same as Major Factory.

Damage. Up to 30. Can produce 1 unit less per damage.

Inherent Anti-Aircraft. Yes.

Relocate. No.

Process. On the turn following the placement of a Tankograd and every turn thereafter you receive one of these benefits.

1. Roll for two separate technologies or roll for the same technology twice.

Or

2. Roll D6. Choose one of the items associated with that die roll result.



1. Mechanized Infantry or motorized infantry or light armor and a technology roll that can be used for any technology including one already rolled on this turn.



2. Artillery or anti-aircraft and a technology roll that can be used for any technology including one already rolled on this turn.



3. Tank Destroyer or Self-propelled artillery or one stage of fleet carrier or one stage of heavy cruiser.



4. Seaplane or destroyer or transport.



5. One stage of light carrier or railroad on any terrain and a technology roll that can be used for any technology including one already rolled on this turn.



6. Submarine or medium armor or one stage of a battleship or coastal artillery.