

**STRATEGIC OPTION**  
**MORTAR SUPPORT**

When at an outdoor Node at Fire range (i.e., not inside a building or cavern), you can make an additional attack with the following skills:

Fire (2)(2)(3)(3).

Mortar support can only be used once per mission. When combat is at Fire range, the mortar attack can be executed once in each turn. (Mortar support cannot be used during Hive missions or outer space missions).

**NO RECRUIT**

**STRATEGIC OPTION**  
**+2 ANY RESOURCE**

You can select two additional Resources during Resource Selection (3.3). This ability can only be used before a mission. The maximum number of Resources that you may acquire during the mission remains unchanged. This Strategic Option can be selected in conjunction with "+1 Intelligence Resource" or "Max Resources=9."

**GREEN RECRUIT**

**STRATEGIC OPTION**  
**REINFORCEMENTS**

You receive the following reinforcements:

**1 GREEN RECRUIT**  
**1 LINE RECRUIT**

**STRATEGIC OPTION**  
**REINFORCEMENTS**

You receive the following reinforcements:

**1 GREEN RECRUIT**  
**1 LINE RECRUIT**

**STRATEGIC OPTION**  
**+1 INTELLIGENCE**

You get one extra Intelligence during Resource Selection (see section 3.3). The maximum number of Resources during the mission remains unchanged. This Strategic Option can be selected in conjunction with "+2 Any Resources" or "Max Resources=9".

**GREEN RECRUIT**

**STRATEGIC OPTION**  
**+1 INTELLIGENCE**

You get one extra Intelligence during Resource Selection (see section 3.3). The maximum number of Resources during the mission remains unchanged. This Strategic Option can be selected in conjunction with "+2 Any Resources" or "Max Resources=9".

**GREEN RECRUIT**

**STRATEGIC OPTION**  
**+20 SQUAD POINTS**

You get 20 additional points to create your Squad during Squad selection (3.2)

**AL 3** 15 Squad Points

**NO RECRUIT**

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