

## STRATEGIC OPTION PLASMA GUN

One of your Unit replaces the base Fire Skill with:

**4 Fire** 

 **ARMOR-PIERCING,  
NO ARMOR SAVE**

This resource is NOT available at the beginning of the Campaign: place this card apart until instructed to take it. Being an experimental weapon, AP modifiers (i.e. Veteran, XP) cannot be applied to the Plasma Gun Fire. CP can still be spent to influence this skill.

**GREEN RECRUIT**

## STRATEGIC OPTION PLATOON HQ COORDINATION

Place a '4' Upgraded Skill Level counter on this card. You can use those 4 points as CP during the Mission at any time. Update the marker accordingly to keep track of the available CPs.

**AL 3** 3 CPs instead of 4

**NO RECRUIT**

## STRATEGIC OPTION BETA AMMO

Usable in one single Combat. Each SL at Fire range causes two wounds instead of one.

**GREEN RECRUIT**