

## STRATEGIC OPTION MAX RESOURCES=9

The maximum number of Resources during the mission is now increased to nine. This Strategic Option can be selected in conjunction with "+2 Any Resources" or "+1 Intelligence Resource."

LINE RECRUIT

## STRATEGIC OPTION HEAVY BATTLESUIT

Two Units each gain one armor for the current mission.

NO RECRUIT

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NO RECRUIT

## STRATEGIC OPTION MINES

The first time the Combat Range is set to Melee, the Enemy suffers the effect of two Grenades.

Not usable in Space Missions.

GREEN RECRUIT

## STRATEGIC OPTION MINES

The first time the Combat Range is set to Melee, the Enemy suffers the effect of two Grenades.

Not usable in Space Missions.

GREEN RECRUIT

## STRATEGIC OPTION ONE FREE SPECIALIST

You can select a Specialist Unit at no cost during Squad Selection (3.2).

LINE RECRUIT

## STRATEGIC OPTION ONE FREE SPECIALIST

You can select a Specialist Unit at no cost during Squad Selection (3.2).

LINE RECRUIT

## STRATEGIC OPTION MEDICAL SUPPORT

You can select a Medic Specialist at no cost during Squad Selection (3.2).

GREEN RECRUIT

## STRATEGIC OPTION EXPERTS TEAM

You have 15 additional XP that can only be spent to improve the skills of your Specialists. Use the standard rules (7.0) to spend those XP in order to increase the selected skills of the Specialists.

AL 3 10 XP

GREEN RECRUIT