**ITEMS**

Small Med Kit - 15 credits - Heals one unit up to 2 points of health.

Large Med Kit - 25 credits - Heals one unit up to 4 points of health.

Light Grenade - 50 credits - Instead of a regular attack, roll 2 green (light ranged) dice and apply the damage to the Target hex. Target can be any hex within 8 hexes of the active figure. If accuracy is not achieved, the grenade malfunctions and all damage is dealt to the active figure instead. Grenades do not penetrate armor or cover.

Heavy Grenade - 60 credits - Instead of a regular attack, roll 2 blue (heavy ranged) dice and apply the damage to the Target hex and all enemy units adjacent to the target hex. The Target hex can be any hex within 6 hexes of the active figure. If accuracy is not achieved, the grenade malfunctions and damage is dealt to the active figure instead. Grenades do not penetrate armor or cover.

**UPGRADES**

Light Armor Training (single-based units) - 100 credits - All copies of unit have Armor 1. (Not cumulative with other Armor effects)

Heavy Armor Training (double-based units) - 125 credits - All copies of unit have Armor 1. (Not cumulative with other Armor effects)

Anti-Targeting Device Training - 75 credits - All copies of unit have Dodge +1. (Not cumulative with other Dodge effects)

Laser Sight Training - 75 credits - All copies of unit have Accuracy +1. (Not cumulative with other Accuracy effects)

Tractor Beam Training - 125 credits - All copies of unit gain Grapple.

Advanced Weaponry Training - 150 credits - All copies of unit gain “Armor Piercing- Attacks made by this unit are not absorbed by Armor.”

Strength Training - 125 credits - All units gain +1 to their base speed. (Cumulative with other Speed effects)

**REINFORCEMENTS**

- After 4 losses, receive an additional Bronze slot to your army.
- After 8 losses, receive an additional Silver slot to your army.
- After 12 losses, receive an additional Gold slot to your army.