

XCOM: THE BOARD GAME

INTRODUCTION

XCOM: The Board Game is a real-time cooperative experience where players take control of the XCOM defense force and fight back against an alien invasion. Each player assumes a unique role within XCOM. The invasion is controlled by a free software application usable online and on most mobile devices. Players must work together, assigning Interceptors, deploying soldiers to missions, and researching advanced technology in order to overcome the invasion.

Each round begins with a real-time phase. In the real-time phase, players start the app and information is relayed about the alien invasion. UFOs appear over various continents, crisis cards are drawn from a crisis deck, and aliens assault the XCOM base. Players deploy soldiers to defend the base and go on missions, Interceptors to shoot down the UFOs, scientists to research technology, and satellites to collect intel and jam communications.

After resources are assigned, the real-time phase ends and each deployment is resolved with a push-your-luck dice mechanic. If UFOs are not removed from the board, they cause worldwide panic. As Interceptors and soldiers are defeated, players will have to build and recruit more of each in order to save humanity.

THE FOUR ROLES

Each player takes on a specific role with unique responsibilities.



The Commander is responsible for keeping track of the XCOM budget and deploying Interceptors to repel alien UFOs.



The Chief Scientist is responsible for researching technology and upgrading the XCOM forces.



The Central Officer is responsible for controlling the app and relaying important information to other players.



The Squad Leader is responsible for leading the XCOM forces on missions and defending the base.

LEARN TO PLAY

This insert lists the components and takes you through the setup steps necessary before loading up the app. It is not a full rules document. To learn how to play the game, go to the app and select the "Tutorial" difficulty in the menu.



Download the App



To download the free XCOM: The Board Game App, connect to the Apple iOS AppStore™ or Google Play™ store on your digital device and search for XCOM: The Board Game. You can also access the app from most internet browsers by going to xcomtheboardgame.com.

COMPONENTS



12 MISSION CARDS



5 INVASION PLAN CARDS



4 ROLE REFERENCE CARDS



7 RESERVE CARDS
(2 SIZES)



15 ASSET CARDS



28 TECH CARDS



32 CRISIS CARDS



63 ENEMY CARDS



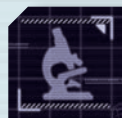
4 XCOM DICE



1 ALIEN DIE



29 CREDIT TOKENS



8 SCIENTIST TOKENS



8 SATELLITE TOKENS



6 PANIC TOKENS



1 BASE DAMAGE TOKEN



1 THREAT TOKEN



18 SUCCESS TOKENS



1 XCOM HQ TOKEN



1 GAME BOARD



3 HEAVY SOLDIERS



3 ASSAULT SOLDIERS



3 SNIPER SOLDIERS



3 SUPPORT SOLDIERS



4 ELITE TOKENS



8 INTERCEPTORS



24 UFOs

INITIAL SETUP

To setup a game of *XCOM: The Board Game* follow these steps in order. There is a diagram on the back of this page.

1. Place the board in the center of the play area.
2. Assign roles and distribute asset cards to each player. Asset cards are color-coordinated and have the name of the player role on the front.

FEWER THAN FOUR PLAYERS

When playing with four players, each player takes on a single role. When playing with two players each player takes on two roles. It is recommended to have one player be both the Commander and the Chief Scientist and the other player be the Central Officer and the Squad Leader. In a three-player game, it is recommended that one player is both the Central Officer and the Commander. If a player is playing solo, then he or she must be all four roles.

3. Distribute reserve cards to each player. Reserve cards have the name of the player role on the front.
4. Place the listed units (soldiers, satellites, Interceptors, and scientists) on their corresponding reserve cards.
5. Place one of each soldier and two Interceptors in the recruitment pool.
6. Create a supply of credit and success tokens. Place the threat token on space "1" of the threat track and the base damage token on the blue space of the damage track.
7. The Chief Scientist shuffles all tech cards to form a tech deck and places it near the board.
8. The Commander shuffles all crisis cards to form the crisis deck and places it near the board.
9. The Squad Leader shuffles all mission cards to form the mission deck and places it near the board.
10. The Central Officer opens the app and selects "Play." Choose the desired options and then follow the rest of the setup steps. You are now ready to play!

SCORING

At the end of the game, players can calculate their score based on these criteria. A higher score is better.

- » +100 points if the players won
- » -1 point for each UFO on the board
- » -1 point for each soldier in the recruitment pool
- » -1 point for each Interceptor in the recruitment pool
- » -2 points for each continent in the red level of the panic track
- » -2 points for each damage on the base
- » -5 points for each continent that fell into panic

FONT SYMBOLS & SHORTHAND

Below is a list of symbols and shorthand that appear on cards. Any bold text is the cost to use the card.

"Exhaust this ▶" In order to use the card ability, a player must exhaust the card by turning it 90°. A card must be refreshed before it can use its exhaust ability again.

"Place X here ▶" In order to use the card ability, a player must place the number of units specified on the card onto it. The units must be placed onto the card from their reserve. They cannot come from another card or the board.

"Discard X salvage ▶" In order to use the card ability, a player must discard the amount of salvage specified on the card.

⬢: Success token

👨: Scientist

💵: Credit

✈: Interceptor

⌚: Timed phase

🛰: Satellite

🔄: Resolution phase



FANTASY
FLIGHT
GAMES

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SETUP DIAGRAM & BOARD ANATOMY



A. PANIC TRACK

B. BASE DAMAGE TRACK

C. BASE DEFENSE

D. INVASION PLAN

E. MISSION

F. RESEARCH

G. THREAT TRACK

H. CONTINENTS

I. ORBIT

J. CRISIS POOL

K. RECRUITMENT POOL