

TOP SECRET//CHESHIRE/NOFORN



**SUBJ: X-Com: A Capabilities Review
for Government Personnel**

AMPN: *A Savage Worlds Conversion of the Classic PC Game*

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INTRODUCTION

I was given *X-Com: UFO Defense* as a random gift for my 13th birthday many years ago. The friend who bought it for me had no idea what it was, but knew I liked computer games, so he got it out of a bargain bin and wrapped it up. A few days later I installed the game from its 3.5 inch floppy disk and promptly had my shit ruined by the relentless onslaught of the alien hordes.

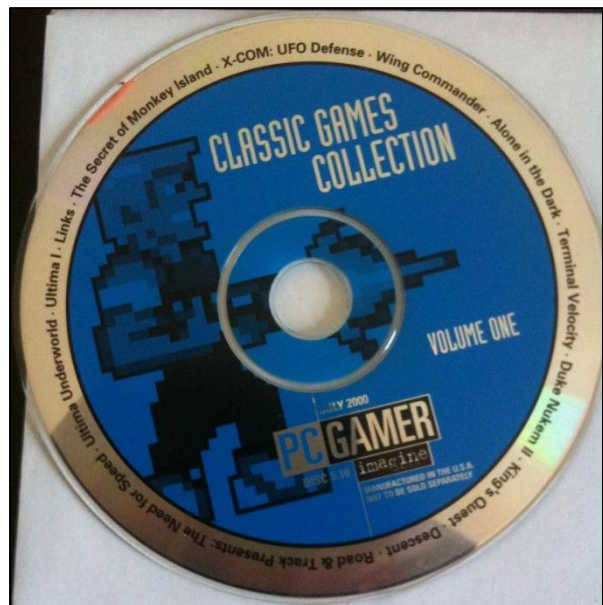
I had never had my face so thoroughly rocked by a game before, and it was an eye opening experience that has stuck with me almost 20 years later. The game beat me so thoroughly that I had to throw in the towel. I figured I would try again later, but soon the small disk was lost, like so many of its kind, and I figured I would never get a chance at revenge.

Then one day in college, I happened across the July 2000 edition of *PC Gamer* which happened to be bundled with arguably the best free swag of all time. Among the fabulous games included on the CD was a full copy of the gold edition of *X-Com*. Without even hesitating I purchased the issue and went straight back to my dorm for a shot at redemption.

A few days later I looked at the scorched landscape of Cydonia that had been wiped clean of all life by a relentless flurry of blaster bombs and psionic attacks, and smiled. I had never felt so happy to have not just beaten a game, but completely owned it. To this day, that is probably my favorite gaming memory.

While I'm certainly not as hardcore a gamer as I was in my younger days, I have yet to play a game as amazing as *X-Com* was. I am still amazed at how such a small game could offer so much depth, both tactically and strategically, and be so endlessly re-playable. I still break it out every year or so and play through it again, because roasting sectoids with heavy plasmas never gets old.

This conversion has been a labor of love that let me riff on the setting based on what I've seen in my years of military service, and let me tell stories that attempt to capture the same feelings that playing *UFO Defense* engendered. I hope you have as much fun with this as I have.



X-COM ORGANIZATION

The Start of the Alien War

January 1st, 2020 marked the start of the Alien War. That was the day that a platoon of US Marines on patrol near a remote Somali village came under fire from a group of extraterrestrials. The marines took heavy casualties during their withdrawal, and the entire incident was broadcast live on CNN thanks to the embedded reporter's satellite uplink. The images took the world by storm, and soon after reports of alien attacks began to crop up around the globe.

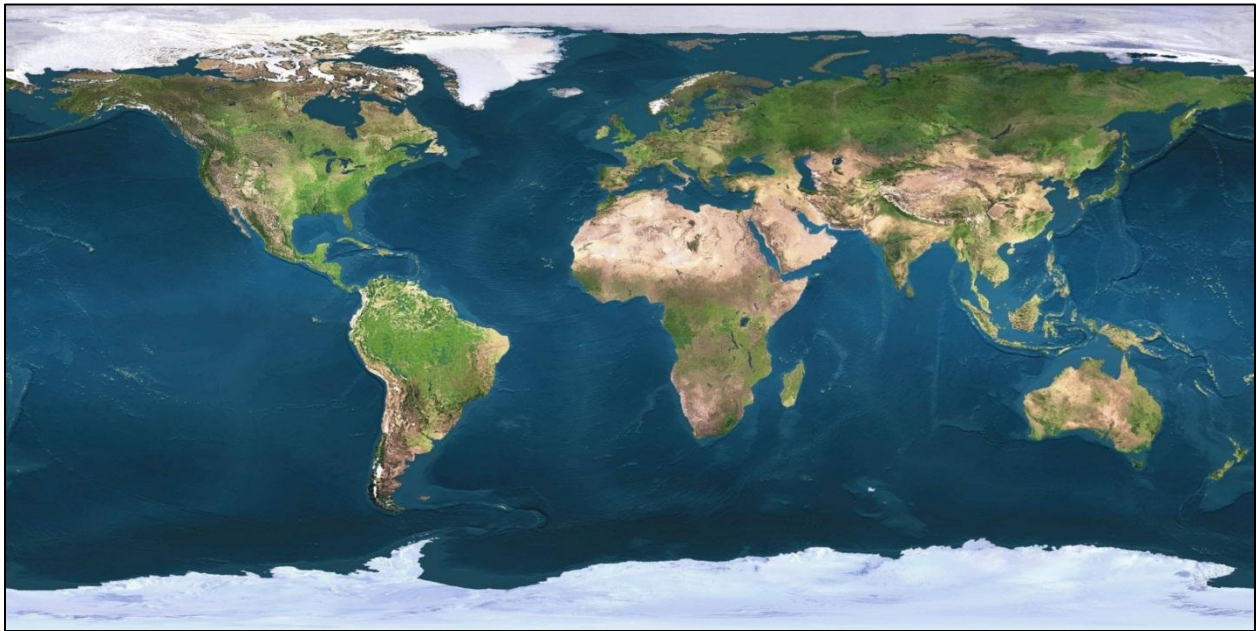
World Governments reacted quickly, and task forces and coalitions of all shapes and sizes quickly sprung up to deal with the alien menace. However, military cutbacks following the conclusion of the wars in Iraq and Afghanistan in the early teens, combined with the ongoing commitments of the Red Sea Intervention that started in the latter part of the decade, left most nations incapable of dealing with an enemy as large, intelligent, and secretive as the aliens. After nearly two years of trying, the era of sovereign action ended with the Annapolis Conference of 2022 where the major industrialized nations agreed that a well-funded, independent entity needed authority to act unilaterally in response to the extraterrestrial threat.

Dozens of private military corporations bid for the lucrative contract, but after a year of hearings and negotiations by the international community a small American company by the name of X-Com won the contract. Humanity's bureaucratically appointed champion had made a name for itself during the early months of NATO's 2018 invasion of Yemen by conducting very effective special operations style, platoon sized raids against high value targets. This highly flexible and rapid mission capability would be the model the company would use in conducting a conflict as unpredictable as the Alien War.

By 2025 X-Com sat on the verge of finally taking the fight to the enemy. The company had established bases on nearly every continent, and had put the finishing touches on its air superiority squadrons and long range sensor networks.



The X-Com Treaty



The Annapolis Conference of 2022 was attended by representatives from the G-20 nations as well as envoys from other prominent world organizations such as the EU, AU, ECOWAS, the Arab League, and ASEAN. Following the conferences the participating organizations formed the Contract Structuring Organization (or CSO), which reviewed the initial bids from the hundreds of PMC's that were vying for the job and laid out the framework for the *Earth Defense Contract* which would later be negotiated into the *Ongoing Funding and Outfitting Agreement* or FOA.

The FOA establishes three tiers of funding organizations for X-Com, with higher tiers receiving more attention from X-Com than those who contribute less funding. The highest, Tier I, is reserved solely for sovereign nations, but confederations and treaty organizations are permitted as lower tier funding organizations thus allowing poorer countries to pool their resources and participate in the program. As part of the FOA, X-Com is granted the right to conduct operations within the territory of all participants, and build and maintain facilities at the company's discretion. All totaled, nearly every nation on Earth participates in the FOA at some Tier, either directly or through a treaty organization. If X-Com were a nation, it would have the 20th largest military budget in the world.

Tier I Funding Nations are guaranteed that X-Com personnel will be on scene of a UFO event within three hours. Additionally, Tier I nations are party to research agreements with X-Com, and can claim the intellectual rights of any technology that X-Com develops as part of these agreements. Tier I nations are also authorized access to all X-Com intelligence reports and analysis.

Tier II Funding Organizations are guaranteed an X-Com response within eight hours of a UFO event, except for direct assaults on a major population center which will receive an immediate deployment. Tier II nations are also allowed to enter research agreements with X-Com, but receive only partial ownership of the rights to any technology resulting from them.

Treaty organizations and confederations are prohibited from entering research agreements with the company. Tier II Organizations are authorized access to only the X-Com intelligence data pertinent to the nation or organization in question.

Tier III Funding Organizations are allowed to request X-Com personnel to respond to any alien activity that they detect themselves. The requesting organization is responsible for the safe transport of X-Com personnel to the location in question. Tier III Organizations are prohibited from entering research agreements with X-Com, and is barred from all X-Com intelligence reports.

Tier I Funding Nations: Australia, Canada, China, France, Germany, Japan, Russia, Saudi Arabia, United States, United Kingdom

Tier II Funding Organizations: Argentina, ASEAN, Brazil, Egypt, EU, India, Indonesia, Israel, Italy, Mexico, New Zealand, Spain, South Africa, South Korea, Turkey, UAE, Venezuela

Notable Tier III Funding Organizations: Arab League, AU, Iran

X-Com Personnel

X-Com is the largest, and best equipped, Private Military Corporation in history. As such it encompasses a wide variety of employees. Everything from high power, corporate executives to quantum physicists are on the payroll. However the largest single pay expenditure is for its combat personnel.

For the most part, X-Com's soldiers are former military of some kind, though the occasional transplant from the law enforcement or intelligence communities has been known to appear. The company likes to give the appearance that it has a strict screening process, but the reality is that there is a high mortality rate among its combat personnel, especially rookies, and they can't afford to be picky.

Every applicant, regardless of previous experience, starts their career with X-Com as a rookie. Fighting extraterrestrials is a completely different animal than normal warfare, which is something a lot of rookies have a hard time wrapping their heads around. Even though they are technically contractees, there is no set rank or insignia for them since they are more or less "trial" employees. Those recruits who demonstrate they can perform on a mission are quickly promoted to Squaddie, and offered full contract status. For those that prove they have what it takes, and demonstrate superior performance in combat, promotions can come quickly.

Combat personnel are paid very well per mission, with the pay for rookies starting at \$35,000 per contract and rising from there. In order to minimize the amount of capital expenditure from the company at any one time, and given the proclivities of the average combat recruit, X-Com holds most of these earnings in escrow until the employee terminates service. Since combat personnel are housed, fed, and cared for by the company during their employment they don't require excess liquid funds for day to day expenses, thus the small "discretionary" pay they get up front is more than sufficient for their needs. The rest of the money is allocated into a variety of mutual funds, CD's, and other investments, which help to offset the care and feeding costs of the soldiers and pilots. Upon termination of employment (either voluntarily or through death) the escrow funds are released to the employee, or a designated beneficiary, as either a lump sum (at a slightly reduced amount) or an annuity.

X-Com Ranks

Even though X-Com is technically a private military corporation, it has structured itself after actual western militaries. The reasons for this are twofold:

- Most of X-Com's personnel are former military, and a parallel rank structure makes their transition easier.
- Sharing a similar style rank structure makes joint operations with NATO nations much simpler to coordinate.

There are two tiers of combat personnel in the X-Com hierarchy. The first are contractees, which are roughly analogous to enlisted personnel in traditional militaries. These employees are paid per mission via individual contracts signed prior to insertion. They are free to leave X-Com employment at any time. The second tier consists of salaried troops, who have proven themselves in combat enough to be offered full time work by X-Com. These personnel fill the same rolls that SNCO's and commissioned officers do in conventional militaries.

Unlike their standard military counterparts, X-Com teams do not necessarily run the gamut of ranks. Due to the relative experience of the company's soldiers when compared to sovereign militaries, and the small pool of combat ready personnel, teams may consist of entirely contracted personnel. However, X-Com likes to have salaried troops lead combat teams and installations whenever possible.

In addition to the formal ranks listed in the table, X-Com occasionally grants its personnel "administrative promotions". While these promotions don't carry any extra base pay, they are given cash bonuses commensurate with their extra authority and responsibility.

The first of these ranks is Warrant Officer. Warrants are generally used to fill the gap that a Lieutenant or Captain would fill at a base lacking any salaried personnel. The second administrative rank is General, who normally act as advisors to the Board of Directors or as liaisons with foreign governments and militaries.



Warrant Officer



General

X-Com Combat Teams

X-Com combat teams are the bulk of the combat force. They are the primary assets used for accomplishing missions, both offensive and defensive. There are two broad categories of combat teams: *Conventional* and *Special Applications and Missions (SAM)*.

Conventional Teams: There are 200 X-Com conventional combat teams worldwide. Each team contains between 8 and 15 soldiers, with 12 being the average size. On any given day there are approximately 2400 combat personnel on the payroll, not including combat personnel not assigned directly to a team such as OIC's and training officers.

How many combat teams are present in a given country is a function of that nation's funding of X-Com. Tier I funding governments are guaranteed personnel on scene within three hours of a UFO event, so large Tier I nations like the US and Canada have a high number of distributed teams.

Special Applications and Missions (SAM) Teams: The exact amount how many X-Com teams are designated SAM teams is controlled information. Even members of a SAM team may not know how many others like them there are. These teams generally have an OIC who directly controls their operations based on support requests from conventional teams or orders from X-Com Operations Headquarters in Washington DC.

SAM teams can be general purpose, and used for missions that require a high degree of success, or they can specialize in a specific function or mission set such as Electronic Warfare (EW) or counter-psionics.

X-Com Squadrons

Air assets are X-Com's first line of defense against alien incursions, but unfortunately they are very expensive. Since international law and standards of conduct prevented the company from initially owning military aircraft, they are forced to lease their fighters and air transports. While most Western nations were more than willing to help offset the cost of maintaining their fleets by renting them out, this still left X-Com with only a little over 250 aircraft almost split evenly between fighters and transports. The company is contractually obligated to focus their assets on the Tier I and Tier II funding nations, which is why Tier III parties to the X-Com contract are required to provide X-Com forces air transport within their borders.

Air Superiority Squadrons: The workhorse of most modern air forces in the world is the F-35 Lightning II, or Joint Strike Fighter. Since it was common around the world, and rather capable, most of the top tier nations were willing to lease them out of their custody. So far the aircraft have performed admirably against small and medium UFO's, but have not had the same level of success against larger targets. X-Com has committed a good deal of resources to developing more state-of-the-art airframes in concert with some of their funding partners such as the F-33 Firestorm

Air Mobility Squadrons: Surprisingly, X-Com had a harder time leasing the V-22 Osprey than acquiring the F-35. The ongoing military commitments in the Red Sea Intervention had kept the

demand signal for the very effective transport aircraft consistently high. However, tightening budget constraints on NATO countries, combined with the transition to more static military operations in the Red Sea AOR gave X-Com room to negotiate the leasing of a little over 100 airframes from the US, UK, and Canada, the latter two having recently purchased the airframe at the start of the conflict.

Given the distributed nature of the teams that they're supposed to carry, air mobility squadrons in large countries, like the US and Canada, have a regional headquarters that oversees numerous smaller detachments (or "dets") of aircraft and pilots stationed at individual operations centers.

Other X-Com Organizations

There are numerous other X-Com organizations that are pertinent to the company's combat operations that are not combat teams or aircraft squadrons. Generally, these entities are under the control of special executives who are given nearly full control of their respective organizations. This allows compartmentalization of controlled information which makes it easier to work with funding nations who do not want certain information to be free in the international domain. It also allows the company to better control information being provided to funding nations so that it can be used as leverage during future contract negotiations.

Examples of these miscellaneous X-Com organizations are PROMETHEUS ROAD, the X-Com psionics project, and EMERALD EAGLE, the X-Com space operations squadron.

Character Creation Guidelines

The following rules are in effect for creating your very own X-Com rookie. These rules seek to emulate the generally scrubby and expendable nature of rookies from *UFO Defense*:

1. *Characters Aren't Wild Cards as Rookies*: This means no Wild Die, no Wild Card edges, and you die after receiving 1 wound. Rookies begin play with 1 Benny.
2. *No Arcane Backgrounds*: Obviously the GM can waive this if he wants to play with psionics from the start.
3. *No Edges from the "Weird" Category*
4. *Rookies Start with a Predetermined Kit*: These are found at the end of the X-Com equipment chapter. Each rookie chooses 1.
5. *Rookies Need To Be Combat Capable*: Remember this when choosing hindrances. No one armed, blind men to score extra points!

Promotion and Character Advancement

Just like in the PC game, advancement comes from mission accomplishment. As characters successfully complete missions, they will become more capable warriors, as well as more survivable assets to the company. The table to the right lists the XP requirements for advancement and promotion, as well as the benefits that come with experience.

Also, like the PC game, any rookie that participates in a mission and survives is automatically promoted to Squaddie. Besides the two advances that come from their 10 XP, they also gain an additional wound and Benny, as well as a d4 Wild Die. They are now affectionately known as “Mild Cards”. As they rise through the ranks they continue to acquire Wild Card attributes, one at a time until when they reach the rank of Master Sergeant when they are full Wild Cards.

Generally XP is awarded in 5 XP increments per completed mission. However, as the US Navy SEALs say: *it pays to be a winner*. At the end of each mission, allow the surviving members of the team to secretly vote for that mission’s MVP or MVP’s (depending on squad size). These lucky soldiers should be awarded a 5 XP bonus for superior performance for a total of 10 XP for the mission.

Obviously, character advancement will come rather quick with this amount of XP being awarded. Generally there is a high enough casualty rate that no one person should have a meteoric rise through the ranks, however, if a GM wants something a little more subdued they should feel free to award less XP per mission.

RANK	XP	LEVEL	PERKS
Rookie	0-9	Novice	None
SQD	10-19		+1 Wound, +1 Benny, d4 Wild Die
SGT	20-29	Seasoned	Choose One: +1 Wound, +1 Benny, d6 Wild Die
SFC	30-39		Choose One of Remaining: +1 Wound, +1 Benny, d6 Wild Die
MSGT	40-49	Veteran	Choose One of Remaining: +1 Wound, +1 Benny, d6 Wild Die
Lt	50-59		
MAJ	60-69	Heroic	
COL	70-79		
GEN	80+	Legendary	

X-COM COMBAT HANDBOOK

"Just dual wield an RPG and a shotgun. That's like ice cream cake: the best of both worlds."

-ManMythLegend

The following is a list of special rules for combat for use in this conversion. The attempt of these rules is to better simulate the combat experience of *X-Com: UFO Defense*. Give them a try and see if you agree before you decide to cut them out of your game.

New Keywords

ACOG: This weapon has some sort of optics built in that are the equivalent of having an ACOG sight installed.

Airburst: This weapon can be used to target empty hexes in an attempt to hit targets behind cover. If the shooter misses, roll for weapon deviation like a grenade.

Combat Reload: When this weapon is empty, it can be loaded with 1 round and fired in a single action for a -1 penalty to the shooting roll. If already loaded the same can be done for a -2 penalty and the loss of the currently loaded round.

CQB: This weapon can be fired without affecting movement.

Heavy Burst: This weapon can be fired in short bursts against a single target when supported by a bipod. For one action, the user makes a Shooting roll as normal against one target, but adds +4 to any damage roll. This maneuver uses ammunition equal to twice the weapon's rate of fire.

Non-Lethal: This weapon does non-lethal damage. This functions as normal except targets dealt their final wound by non-lethal damage are unconscious instead of dead. Unconscious targets with lethal wounds can still die from bleeding out, and will require medical attention.

Laser: Laser weapons provide a +1 bonus to shooting rolls due to lack of recoil. Also they are completely silent, and do not effect Stealth rolls by being used.

Slow-Auto: For one action a character may make a number of shooting rolls equal to the weapon's rate of fire, with the cost of one round of ammunition per roll. These attacks suffer the normal auto-fire penalty of -2. Slow-Auto weapons cannot perform a *Double Tap* or conduct *Suppressive Fire*.

Shaken Status Rules

1. The Maximum duration of being Shaken is three turns. If, on the third turn, a character doesn't immediately recover by getting a raise on their Spirit roll they will recover at the end of the round.
2. Having a non-shaken team member adjacent to adds a +1 to the recovery roll. If that person uses their action to help a character recover it is instead +2 to the recovery roll.
3. If a teammate uses the Heal skill to help a shaken character recover, and succeeds on the check, they immediately recover. If they fail it's just a +2 to the recovery roll.

Death and Dying Rules

1. If a character receives more than their wound capacity they are dead.
2. If a character receives exactly enough wounds to drop them they are "fatally wounded". The wounded character will die in a number of turns equal to half their Vigor (i.e. d4 is 2 rounds, d6 is 3 rounds, etc). Anyone with a medkit can attempt a normal stabilization Healing roll to save the dying character. If successful the dying character survives but is out of the current mission. If the *Heal* power is used instead, the character is healed as normal and restored to fighting condition for the current mission.
3. If a fatally wounded character survives the mission, they can choose **one** of the two ways to finish the following sentence, each is a new edge. If a character is fatally wounded and survives twice, they can choose the survivor edge they don't already have. There is no reward for surviving three fatal wounds, find some cover already!

The bugs killed me once...

...It ain't gonna happen again: +2 Toughness

or

...Now they ain't so scary: +1 to all Spirit rolls to resist psionic powers or alien induced panics.

Combat Movement Rules

1. If a character shoots during normal movement, the amount they can move after the shot is based on the type of weapon fired:
 - a. Anything listed as a Heavy Weapon or Snapfire (i.e. RPG, M82, M249) ends movement once fired.
 - b. Most other weapons halve a character's remaining movement once fired.
 - c. Anything listed as CQB (i.e. submachine guns, pistols) doesn't affect movement once fired.
2. A character can move half their current pace (i.e. standing, crouching, prone) and still hold a "fire" action to cover themselves or a teammate. This is called "Overwatch" and is resolved like any other held action.
3. The bonus damage on attack rolls that raise is not capped at +1d6. Every raise adds an additional +1d6.

Improvised Melee Weapons

Sometimes a character may find themselves unable, or unwilling, to spend an action to draw a melee weapon when engaged in melee combat. In that case they can use their current weapon as an impromptu melee weapon.

1. Any weapon from the "primary weapons" category does Strength+d6-2 damage on a hit. (i.e. butt-stroke)
2. Any weapon from the "secondary weapons" category does Strength+d4-2 damage on a hit. (i.e. pistol whip)

Called Shots

If you attempt a called shot, not to the head, and fail, but your Shooting roll would have succeed without the penalty from said called shot, it's a normal hit on the target. A missed head shot is still a miss.

Example: You want to try and disarm someone. It's -2 to hit the arm. You roll a 4 on your Shooting die, but with the -2 penalty it misses. However, since you hit without the penalty you it's a regular hit center of mass.

Unmanned System Rules

In general, unmanned systems are treated like any other team member. They are dealt into the initiative order, and are controlled by whatever team member is carrying their TUUVC and, in general, commanding the unmanned system doesn't use up the controller's actions. There are further rules for UAV's and UGV's found below.

UAV Operations

X-Com UAV's generally have a maximum operating ceiling is 300 ft, or about 100 "hexes" up. There are three operational heights for it in this game:

1. "Low" is from 1 to 25 hexes (~75 ft). Vision Range ~20, No penalties.
2. "Mid" is from 26 to 50 hexes (~150 ft). Vision Range ~30, -2 to Notice; Attackers are -2 to hit the UAV.
3. "High" is from 51 to 100 hexes (~300 ft). Vision Range ~50, -3 to Notice; Attackers are -3 to hit the UAV.

UGV Operations

A UGV does not follow standard overwatch rules. Instead, a UGV operator can place their UGV in overwatch as the action for their character so long as the UGV has not already fired its weapon that turn.

This has two implications:

1. Since it costs the operator their action to do it, the operator cannot also be on overwatch at the same time since they're too busy watching the TUUVC screen.
2. Since it's not a UGV action, the UGV can make its full movement and still be placed on overwatch.

The contested Agility roll that normally occurs when an enemy is spotted from overwatch to determine who acts first is replaced with a contest Agility/Remote Operations roll between the target and the UGV operator.

Civilians and Other Combatants

Civilians: Besides blocking line of sight, civilians are in general a huge pain in the ass. If they see or hear you coming, and you're not actively being shot at (sometimes), they will run toward you. They will also follow the group around as they go. Each civilian has a zone (5 hex radius) around them, and everyone caught in it takes a -1 penalty from the screaming, crying, and begging for safety the panicked person will be distracting you with. This penalty is cumulative for

each civilian's zone you're in. Generally there are multiple ways to deal with civilians, but it is at the discretion of the GM.

Other Combatants: It's possible to give orders to the non-X-Com combatants such as police officers and soldiers using some of your social skills. Success allows you issue a command to the squad leader (the one with the rank icon) though it may not be exactly the way you want it done. A raise will buy you verbatim compliance. These orders will take effect during the other combatant phase at the end of a round. The Command skill will do the same thing, only it will move that squad's action to immediately following the user instead of the end of the round.

Both of these actions have the following caveats:

1. You need to be within 3 hexes to issue it verbally. If you have their radio frequency and callsigns you can do it up to radio range.
2. If a squad leader is alive all orders have to go through them, but that order will be issued to the entire squad. If the squad leader is killed then an order can be issued to any member of the squad, but only that person will follow the order.

Knowledge: Battle and Other "Tactics" Skills

By spending an action to roll an appropriate battle knowledge, a character can attempt to grant their teammates bonuses to combat. With a success they can grant 1 of the following bonuses to those within 5 hexes until the end of the round:

- +1 Armor for pointing out better cover positions.
- +1 Damage for focusing fire.
- +1 Shooting for held actions/covering fire from better coordination.

With a raise, a character can choose one of these effects in lieu of the previous ones. These also have a 5 hex radius:

- +1 to the next round's initiative draws to reflect better coordination.
- Swap the initiative draws of two teammates who have yet to act in the initiative order.
- Combine the damage rolls of two teammates in the same spot in the initiative order into one damage roll.

X-COM POST MISSION PROCEDURES

Reequipping your squad in *UFO Defense* was always an exercise in tedium, especially since the game delighted in not telling you what you were missing and what you had lost from the previous mission. From this you would think I would make the post mission re-equipment process easy and straight forward. You would be wrong.

If there is one thing I want to get right about being in the military, or any large corporation really, it's that the accounting and supply departments are your enemy. They delight in making your job more difficult, and are more likely than not actually rewarded for making sure you don't get what you want or need. With this in mind, the following are the business rules for rearming a squad of X-Com soldiers after a mission.

Step 1: The Dearly Departed

- A. Collect all of the gear of characters that died or left following the mission. This is the depot pile.
- B. Current characters can swap equivalent gear (primary weapon for primary weapon, armor for armor) they have with the depot pile. Ammo comes with the trade.

EXAMPLE: If you swap an M4 for a depot pile shotgun, you get all his shells and the depot pile gets all your 5.56 rounds.

- C. Characters can each choose to take 1 piece miscellaneous gear (NVG's, grenades, med-kit, etc.) from the depot pile.
- D. Anything left in the depot pile at this point is reclaimed by the company and lost to the team.

Step 2: Get Paid

- A. Receive current budget allotment.

THE GM SHOULD BASE THIS ON WHATEVER THEY THINK IS A REASONABLE AMOUNT OF MONEY TO GIVE THE TEAM BASED ON THE TEAM'S PERFORMANCE, AND THE ACHIEVEMENT OF ANY BONUS OBJECTIVES. NORMALLY BETWEEN \$800 AND \$1000 PER MEMBER IS SUFFICIENT DEPENDING ON HOW DIFFICULT YOU WANT TO MAKE THE GAME.

- B. Combine with any excess funds from character creation or previous budgets to form total cash available.

Step 3: Gear Buyback

- A. Decide what guns, expendables, armor, and other miscellaneous gear the team no longer wants. No ammo, that's included in the gun buy back.
- B. The team loses the gear and, unless the GM says otherwise, receives 50% (rounded up) of the gear's cost from the equipment chapter in exchange.
- C. Add this amount to the final amount from Step 2.

Step 4: Final Outfitting

- A. Using the money left after 3C, the team buys gear using the costs from Chapter 7.
- B. Excess funds from this phase are retained by the team for the next budget.

X-COM RESEARCH AND DEVELOPMENT

Like in the computer game, the equipment and capabilities of X-Com will gradually increase as they recover and research alien equipment. There are two primary ways of handling this. The first is by GM fiat. Simply put, the GM decides the pace at which he wants the game to advance and doles out technology and information as he or she sees fit. The second is by using the system below which allows the players to choose what gets researched, and allows them the opportunity to speed up the process.

Research Allocation

As the players complete missions they will accrue Research Points. They can then distribute these in various research categories to unlock the various pieces of gear they will need to combat the alien menace.

The amount of Research Points the team earns is dependent on the type of mission they completed. The more alien artifacts and technology they recover, the faster the scientists and engineers will work things out. The table to the right offers a basic guide for how many points to award.

In addition, the team can earn bonus Research Points during a mission for going above and beyond simply securing a site. The second table on the right lists a number of actions which can award bonus Research Points or penalize the team for their performance on a mission.

Points should be awarded after the squad is paid, but prior to them reequipping as new equipment is unlocked as soon as all the prerequisites are met and the team may want to purchase some of the new gear. This also allows the team to purchase Research Points once per mission at a cost of \$1000 for 5 Research Points. This is a bulk purchase, so no fractional purchases allowed.

Research Points Per Mission	
Mission Type	Base Research Points
Terror Mission	2
Small/Medium UFO Crash	5
Small/Medium UFO Landing	7
Large UFO Crash	8
Large UFO Landing	10
Alien Base Assault	15

Research Point Modifiers	
Action	Research Point Mod
Failing an X-Com Base Defense	-10
Destroying Significant UFO or Alien Base Equipment	-5
First Time a New Alien Species Is Encountered	+2
Live Capture of a Regular Alien	+1 per
Live Capture of a Specialist Alien	+3 per
Live Capture of an Ethereal	+5 per

The Tech-Tree

The following are the various research categories players can invest in. Each level in a category has both a point value and a number of other prerequisites to unlock it. Once both of those are met the players gain immediate access to the technology, either for purchase, or to read about in the informational chapters later in this document.

Advanced Support Gear (Unlocked at Start)			
Level	Total RP	Special Prerequisites	Unlocked
1	5	None	ILE-1 Repair Kit
2	7	None	ATC-8 Advanced Trauma Kit, CPEP Type A, CPEP Type B
3	12	<i>Hyperwave Technology</i>	Hyperwave Decrypter, Hyperwave Encrypter

Laser Weapons (Unlocked at Start)			
Level	Total RP	Special Prerequisites	Unlocked
1	7	None	LM1 Laser Pistol
2	12	None	LM2 Laser Rifle
3	20	None	LM3 Heavy Laser

Alien Technology			
Level	Total RP	Special Prerequisites	Unlocked
1	3	Successful UFO mission	<i>Alien Alloys</i> , Advanced Armor branch
2	5	Recovery of an undestroyed UFO engine	<i>Elerium</i>
3	12	None	<i>Plasma Weaponry</i> , <i>UFO Propulsion</i> , Alien Weapons branch, Advanced Weapons Platforms branch, Hybrid Aircraft branch
4	18	Successful alien base mission	<i>Genetic Engineering</i> , <i>Hyperwave Technology</i>

Alien Data			
Level	Total RP	Prerequisites	Unlocked
1	2	Live alien captured	<i>Alien Hierarchy</i> , <i>Alien Ranks</i>
2	4	Capture of a live Sectoid or Ethereal	<i>Racial Tensions</i>
3	8	Capture of a live alien of at least Fleet Commander or Sub-Khan rank	<i>Strategic Doctrine</i>
4	12	None	<i>Alien Origins</i>
5	25	Capture of a live Khan, <i>Hyperwave Decrypter</i>	<i>Earth Operations</i>

Advanced Armor			
Level	Total RP	Prerequisites	Unlocked
1	5	<i>Alien Alloys</i>	Mk7 Personal Combat Armor
2	12	<i>Elerium</i>	Mk19 Power Armor
3	18	<i>UFO Propulsion</i>	Mk20 Flying Armor, Next Generation Weapons branch
4	22	None	Mk21 Special Reconnaissance Armor

Advanced Weapons Platforms			
Level	Total RP	Prerequisites	Unlocked
1	8	<i>UFO Propulsion</i> , LM2 Laser Rifle	LM2 Laser Wraith
2	12	ADF2 Plasma Rifle	ADF2 Plasma Wraith

Alien Weapons			
Level	Total RP	Prerequisites	Unlocked
1	7	<i>Plasma Weaponry</i> , Recovered Plasma Pistol	ADF1 Plasma Pistol/Magazine
2	9	Recovered Plasma Grenade	ADE1 Plasma Grenade
3a	15	Recovered Plasma Rifle	ADF2 Plasma Rifle/Magazine
3b	15	Recovered Stun Launcher	ADF4 Stun Launcher/Stun Bomb
4	25	Recovered Heavy Plasma	ADF3 Heavy Plasma/Magazine
5	30	Recovered Blaster Launcher	ADF5 Blaster Launcher/Blaster Bomb

Next Generation Weapons			
Level	Total RP	Prerequisites	Unlocked
1	8	Mk20 Flying Armor	M90 Rail Rifle/Magazine
2	10	None	M85 HVEW/Magazine

Hybrid Aircraft			
Level	Total RP	Prerequisites	Unlocked
1	4	<i>UFO Propulsion</i>	F-33 Firestorm
2	8	<i>Earth Operations</i>	SV-1 Avenger

Psionics			
Level	Total RP	Prerequisites	Unlocked
1	8	Capture of a live psionic alien	<i>Offensive Psionics</i> , <i>Psionic Resistance</i>

Alien Life Form Information

Rather than building alien autopsies into the research portion of the game like in *UFO Defense*, I have simplified the process here. If a team successfully completes a mission, they automatically gain access to the Name, Scientific Name, Aliases, and Autopsy Data for each alien type they killed. If the team recovered a live specimen, they gain all of that information as well as the Species Summary for the captured alien.

If the team manages to capture a live Medic specialist alien, they gain access to the stat block for a randomly chosen alien type that they have previously identified.

X-COM TRAINING

Professional Competencies

Crowd Control Specialist (Edge): Some X-Com personnel have shown an excellence in dealing with panicked or unruly crowds. This ability has proven invaluable during terror missions in evacuating civilians without a degradation in a team's combat ability. For some this comes naturally, while for others it is a result of specific law enforcement or military experience. Facility supervisors are encouraged to approve team requests for this sort of training whenever possible.

Crowd Control Specialist

Requirement: Spirit d6

A character with this edge can ignore the first 2 points worth of penalties resulting from panicked civilians. They also receive a +1 bonus to all rolls attempting to disperse, control, or calm said panicked civilians.

Crowd Control Expert

Requirement: Seasoned, Spirit d8, Crowd Control Specialist

A character with this edge can ignore all penalties resulting from panicked civilians. They also receive a +2 bonus to all rolls attempting to disperse, control, or calm said panicked civilians.

Specialty Skills

Technical Intuition (Smarts): Some personnel have been identified as having an intuitive ability to grasp the basic use of even complex and mysterious devices. In the field, some personnel have been able to use the basic functions of certain alien technology in situ, without specific explanation or training.

A character may make a **Technical Intuition** check to use any non-psionic alien technology once. Successive uses require additional rolls. Failure on the check means the character's action fails. If used on an expendable device like a grenade the damage is halved. If used on a ranged weapon the range is halved. A raise on the roll negates both of these penalties.

Remote Operations (Smarts): UAV's and UGV's provide an unparalleled capability to enhance the situational awareness and survivability of a team in the field. It is projected that training certain personnel to be proficient in UAV use will result in a 17% increase in personnel survivability, and UGV proficiency will provide a 12% increase in mission success, all while requiring only minimal expenditure of training capital.

Remote Operations is used for making special maneuvers with a given platform like squeezing through tight spots or avoiding burst attacks. It is also rolled to recover a vehicle from being Shaken. A character can only control one unmanned vehicle at a time.

Xeno-Warfare Studies (Smarts): Xeno-Warfare Studies is a catchall for all known and documented alien tactics, procedures, and orders of battle. A working knowledge of the subject can provide personnel with the ability to distinguish between alien species, identify likely methods of attack, and even identify ranks and roles of combatants in the alien hierarchy.

A Xeno-Warfare Studies roll can be used identify previously unknown alien species. With a raise the roll will reveal useful tactical information like where that type of alien is probably headed on the map. Additionally, a XENOWAR roll can be used to identify what rank or position an alien is.

Psionic Training

The capture of psionic capable aliens has allowed X-Com scientists of the company's PROMETHEUS ROAD project to extract the necessary genetic code needed to awaken the psionic potential of humans. This genetic code was then incorporated in a retrovirus to create the Psycho-Enervating Treatment (or PET) which, when coupled with appropriate training and education, can unlock the full potential of the human mind offering potent new tools for X-Com personnel. Psionic training comes in one of two, mutually exclusive, forms: *Offensive Psionics* and *Psionic Resistance*. The PET retrovirus is unable to reproduce naturally with its host, and thus psionic personnel require monthly PET retreatment to maintain their psionic abilities.



Offensive Psionics (Edge): The psycho-enervating treatments, combined with practicing adaptive thought techniques, conducting extensive visualization training, and experiencing grueling physical hardships, can unlock stunning psionic powers in X-Com personnel allowing them to both effect the minds of others, and push themselves past the limit of human ability.

Arcane Background: Psionics (X-Com)

Requirement: No *Psionic Resistance* edge

Special: If not taken at character creation, this edge costs \$1000

Arcane Skill: Psionics (Smarts)

Starting Power Points: 15

Starting Powers: 1

A character with this edge has the ability to learn and use powers from the list provided. Regardless of the rank of the character when they gain this edge, their first power must be from the Novice list. Additionally, a character cannot have more powers of a higher rank then a lower rank. (Example: A character could have 1 Novice power, 1 Seasoned power, and 1 Veteran power, but not 1N/2S/1V, or 2N/0S/1V.)

Psychic Overload: If a character critically fails a Psionics roll they are immediately Shaken and are at -2 to resist or recover from any Psionic attack for their next two turns. Additionally, all Psionic creatures and characters on the board know the character's location when they critically failed.

Available Powers (As per SW: Fantasy Companion)

Novice:	Analyze Foe, Boost/Lower Trait, Confusion, Fear, Speak Language, Speed, Stun
Seasoned:	Blast, Farsight, Quickness, Sluggish Reflexes, Slumber
Veteran:	Puppet
Heroic:	Drain Power Points

Psionic Resistance (Edge): By enduring hardships, coupled with the psycho-enervating treatments, X-Com personnel can learn to block out foreign mental influence over their bodies and minds. For some this is a result of sheer force of will, while for others it is about being their minds and bodies becoming one.

Psionic Resistance

Requirement: Spirit d8 or Vigor d8. No AB: *Psionics (X-Com)* edge

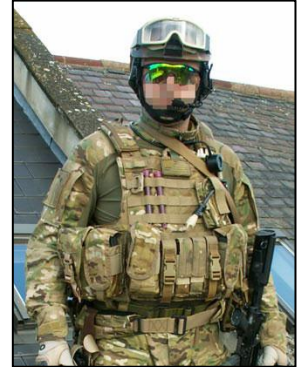
Special: If not taken at character creation, this edge costs \$1000

A character with this edge gains a +2 to all contested rolls involving psionic powers used against them. If there is no contested roll to resist a power, the caster is instead at -2 to their Psionics skill roll (this includes friendly uses of psionics). Additionally, the character gains a +2 to all rolls involving recovery from the effects of a psionic power. Finally, the character gains +2 Toughness against damage caused by Psionic powers.

X-COM COMBAT EQUIPMENT

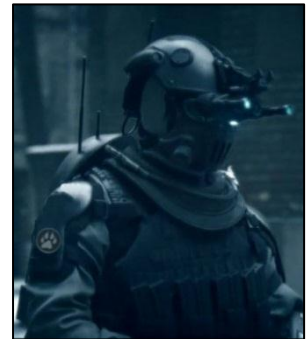
Armor

X-Com Service Utilities: In 2012 the US Army officially changed its BDU pattern to the popular, and very effective, MultiCam pattern after its mostly ambiguous experiment with ACU's. The years the pattern spent on the civilian market prevented the Army from limiting its sale, and with such a large amount of stock available it makes it very cost efficient for a company like X-Com to purchase in bulk. The standard "battle rattle" is a set of MultiCam utilities with various company and team patches, a ball cap or helmet, and a MOLLE-equipped kevlar vest. Boots are at employee discretion, but are preferred to be tan or green.



Type	Armor	Weight	Cost	Notes
X-Com Service Utilities	+2/+4	8	250	Covers torso, +4 Armor vs Bullets, -1 to enemy Notice rolls in natural environments

Mark 7 Personal Combat Armor: Following a breakthrough by X-Com material engineers in studying recovered alien armors, lightweight and flexible ballistic plates have been created using newly replicated extraterrestrial alloys. These plates have been combined and overlapped to form a full body armor system that has almost no impact on mobility. Currently it is only available in matte black.



Type	Armor	Weight	Cost	Notes
Mk7 Personal Armor	+5	15	800	Full body coverage

Mark 19 Power Armor: Continuing research into Elerium power systems, combined with large scale alien alloy manufacturing, were the two breakthroughs MIT's Biomechatronic's Group needed to for their full body power armor. Based off of earlier breakthroughs in microcontrollers and mechanical muscle analogs the Mark 19, in addition to offering superb protection, also augments the wearer's strength allowing them to carry more into the field and physically outperform non-power armored soldiers.



Type	Armor	Weight	Cost	Notes
Mk19 Power Armor	+8	25	1500	Full body coverage. +1 to Strength rolls. +20lbs of carrying capacity. Environmentally sealed.

Mark 20 Flying Armor: A continuation of the Mk 19 Power Armor project. The Mark 20 is the result of further breakthroughs in the study of alien flight systems such as those of Floaters and Cyberdiscs, allowing a similar system to be added to the Mk 19. The larger Elerium power supply needed for the flight system has allowed for the addition of more armor plating to the suit as well.

Type	Armor	Weight	Cost	Notes
Mk20 Flying Armor	+10	35	2500	Full body coverage. +1 to Strength rolls. +20lbs of carrying capacity. Environmentally sealed. 20 power points, can use <i>Flight</i> power with a d8.

Mark 21 Special Reconnaissance Armor: Based on the study of alien entertainment devices recovered from captured UFO's, X-Com engineers were able to create a suit that can change its appearance to match its surroundings, rendering it effectively invisible for short periods of time.



Type	Armor	Weight	Cost	Notes
Mk21 Special Recon Armor	+6	15	2500	Full body coverage. +1 Stealth rolls. Environmentally sealed. 15 power points, can use <i>Invisibility</i> power with a d8. Built in NVGs

Medical Supplies

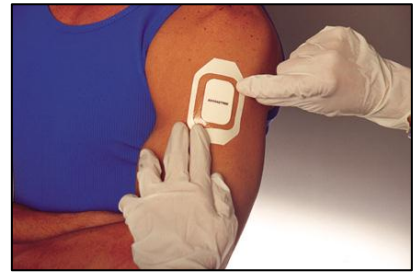
Field Medical Kit: The field med-kit is an assortment of medical supplies that may be necessary on the battlefield, such as tourniquets, dressings, sutchers, and sterile water, all contained in a small back pack than can be worn over top of normal body armor. It's no substitute for proper medical care, but it can keep someone alive long enough to get it.

Type	Weight	Cost	Notes
Field Medical Kit	5	50	Adequate supplies for Heal checks. Can stop an incapacitated character from bleeding out.

ATC-8 Advanced Trauma Kit: X-Com scientists, in conjunction with Johns Hopkins Medical Center and the US Army's Research, Development and Engineering Command, have put together a set of advanced, man portable, medical equipment that can not only stabilize combat casualties, but can even restore them to combat effectiveness in the field. A combination of new stimulants, antibiotics, and pain killers, as well as a breakthrough in synthetic tissue technology, enables trained personnel to execute "medical miracles" during a mission and should prove invaluable.

Type	Weight	Cost	Notes
ATC-8 Advanced Trauma Kit	10	500	Minimum Smarts d8 or Minimum Healing d10. Gives character the <i>Heal</i> power with 9 power points. This power uses a character's Healing skill, not an Arcane skill. It also functions as a normal Med-Kit.

CPEP Combat Enhancement Patch: For decades, militaries around the world have worked on developing chemical enhancements for their soldiers' combat performance. The recent medical breakthroughs behind the ATC-8 have led to drugs that appear to be safe enough for use. The new stimulants and pain killers are not without risk however, and reports of physiological side effects following use are not uncommon. The demands of the Alien War have led to a shortened testing and evaluation period, so possible dependency issues have yet to be addressed. Supervisory personal should track usage rates by their assigned personnel and submit them to their local Research and Development Department.



Type	Weight	Cost	Notes
CPEP Type A (Stimulant)	Nil	200	The turn after application, roll 1d4+1. For that number of turns gain +2 Pace and decrease the multiaction penalty to -1. At the end of the duration, roll Vigor. If failed take a -2 penalty to Pace, and a -1 penalty to all actions for 1d4+1 rounds.
CPEP Type B (Pain Killer)	Nil	200	The turn after application, roll 1d4+1. For that number of turns gain +2 Toughness, a +1 bonus to Soak rolls, and reduce wound penalties by 1. At the end of the duration, roll Vigor. If failed take a -2 penalty to Toughness, a -1 penalty to Soak rolls, and increase wound penalties 1 for 1d4+1 rounds.

Miscellaneous Supplies

ILE-1 Repair Kit: The ILE-1 (short for Intermediate Level Equivalent) is an advanced repair kit that contains numerous tools and spare parts for the many NATO standard UGV's and UAV's in X-Com service. It includes equipment such as new circuit boards, cameras, gyros, gimbals, and micro-controllers, as well as diagnostic tools and applications for use by either a TUUVC tablet or an included PDA. Prompt use of the ILE-1 can restore UGV's damaged on a mission to full capability with only minimal downtime.

Type	Weight	Cost	Notes
ILE-1 Intermediate Level Equivalent Kit	10	300	Minimum Smarts d8 or Minimum Repair d10. Gives character the <i>Heal</i> power with 6 power points, and can only be used on UAV's and UGV's. This power uses a character's Repair skill, not an Arcane skill.

Standard MILSPEC Suppressor: There are MILSPEC standard sound suppressors for most weapons capable of accepting one in the NATO arsenal. These suppressors are based on caliber, and are threaded right onto the end of the barrel.

Type	Weight	Cost	Notes
Standard Suppressor	0.5 (Pistol) 1 (Other)	250	Allows weapon to be fired without a penalty to Stealth rolls. (Used with: P220, P226, M4, SCAR-H, MP5, UMP45)

M50 Gas Mask: The common service gas mask for the US and Canadian militaries, as well as the US Department of Homeland Security, it was adopted shortly after the conclusion of the Second Gulf War in 2011. Large numbers of these were produced in anticipation of a WMD incident in the United States which never materialized. X-Com was able to purchase the surplus masks during a government auction.



Type	Weight	Cost	Notes
M50 Gas Mask	4	50	Renders wearer immune to harmful gases and vapors, -1 to Vigor rolls, 0/-3/-5 Range penalties, Running die decreased one size, Can't wear NVG's

Optics

TS-30 Mk4 Telescopic Scope: One of the many designated marksman scopes of both the US Army and the US Marine Corps. The TS-30 series offers 30x magnification, and is more than sufficient for designated marksman (DM) operations in support of a squad.

Type	Weight	Cost	Notes
Mk 4 Scope	1.5	150	+2 to shooting rolls longer then short range as long as you don't move the same round as you fire it. (Used with: M4, SCAR-H, M82, M90)

ACOG Sight: The advanced combat optics gun sight is designed to assist a shooter in acquiring an aiming at targets at mid to long range without interfering with close quarters, more reflex based use. Normally provides 4x magnification, it can be adjusted for less depending on the shooter's needs.



Type	Weight	Cost	Notes
ACOG Sight	100	1	+1 to shooting rolls longer then short range as long as you don't move the same round as you fire it. (Used with: M4, SCAR-H, MP5, UMP45, M82)

AN/PVS 28 Night Vision Goggles: The latest GEN IV night vision device, the 28 offers both passive and active modes allowing it to be used even in complete darkness.

Type	Weight	Cost	Notes
AN/PVS 28 NVG's	2	900	Passive mode eliminates penalties for dim or low light. Active negates penalties for no light but may be detectable.

Primary Weapons

M4 (SOPMOD Blk 3): Based off the standard service rifle of the United States for much of the early 21st century. The SOPMOD Block 3 was developed shortly before the end of the wars in Iraq and Afghanistan in 2014 to address the increasing complaints of malfunctions by soldiers in the field. The traditional gas impingement action of the M16/M4 family was heavily modified to make it more robust after prolonged exposure to harsh environments. Following the US led invasion of Yemen in 2018, the Army worked quickly to complete the upgrade of their inventory. It wasn't quick enough to silence complaints however, and in 2020 the US Military officially switched their standard service rifle to the SCAR-C A1 and SCAR-L A1 models. Because of this rapid change in inventory, an enormous surplus of the SOPMOD Block 3's existed allowing X-Com to purchase thousands of the very capable weapons at cost.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
M4 (SOPMOD Blk 3)	24/48/96	2d8	3	400	5	30	-	AP 2, 3RB, Auto (5.56)
M4 Magazine	-	-	-	30	1.5	30	-	30 rounds of 5.56

SCAR-H (Mk 17 Mod 1): The SCAR-H (H for heavy) is similar to the current US Army service rifle except it is chambered in 7.62x51 NATO ammunition. This round offers superior range and power to the more common 5.56 caliber, but is heavier and reduces the magazine capacity. The Mod 1 shortened the barrel slightly, and lightened the frame allowing the weapon to be more effective in CQB situations. The SCAR-H also makes a good designated marksman rifle and is starting to replace the M14 in this role for those services who still use it.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
SCAR-H (Mk17 Mod 1)	24/48/96	2d8+1	3	600	7	20	d6 (for auto)	AP 2, Auto, -1 Penalty to target's soak (7.62)
SCAR-H Magazine	-	-	-	20	2	20	-	20 rounds of 7.62

LM2 Laser Rifle: Following the break-through in battery technology that led to the LM1 Laser Pistol, it was not difficult to scale it up to rifle size. The larger size also allowed the USAF/X-Com team to scale up the power output of the weapon to approximately 6.0 kW/mm² in laboratory conditions. Like in the LM1, the LM2 Laser Rifle's power supply should be able to last an entire mission without needing to be recharged. Unfortunately the LM2 is larger and heavier than most modern battle rifles, but the combination of power, no reloading, and extreme accuracy, should still prove invaluable in the field.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
LM2 Laser Rifle	30/60/120	3d6+1	3	800	10	-	-	AP 1, Laser, Auto

MP5-N: Built to design specifications for US Navy SPECWAR sailors in 1986, this very capable sub-machine gun has been in service for the better part of 40 years. Its distinguishing features from other MP5 models are its anti-corrosion coating, ambidextrous mode selector, and being designed for suppressor use. While other firearms have undergone numerous upgrades since their creation the Navy and H&K both agree: *"if it ain't broke, don't fix it."*



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
MP5-N	12/24/48	2d6	3	300	4	30	-	AP 1, Auto, CQB (9mm)
MP5 Magazine	-	-	-	15	1	30	-	30 rounds of 9mm

UMP45: Built by the makers of the MP5, Heckler and Koch, the UMP was designed as a replacement for the ubiquitous sub-machine gun. It uses a larger .45 caliber round for more stopping power than the 9mm of the MP5, but makes up for it with a smaller magazine capacity. Amazingly enough, the larger round doesn't make the gun heavier than the MP5 thanks to the UMP's polymer construction.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
UMP45	12/24/48	2d6+1	3	400	3	25	-	AP 1, Auto, CQB (.45)
UMP45 Magazine	-	-	-	15	1	25	-	25 rounds of .45

Mossberg 590A1: Though both the US Army and Marine Corps switched to semi-auto models for a standard service shotgun in the late 1990's, the US Navy and most police forces around the world kept this firearm for its simplicity and nearly unparalleled reliability all the way until the current day. Despite being a dinosaur technology wise, few weapons on Earth can match its effectiveness in close quarters fighting or its affordability.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
Mossberg 590A1	12/24/48	1-3d6	1	150	6	8	-	Shotgun, Combat Reload (12 gauge)
12 Gauge 00 Buck	-	-	-	15	2	12	-	12, 12 gauge 00 buckshot shells
12 Gauge Slug	-	-	-	25	2.5	12	-	12, 12 gauge slug shells, +2 Damage, -2 Shooting
12 Gauge HEAP	-	-	-	50	3	12	-	12, 12 gauge HEAP rounds, AP3, +3 Damage, -2 Shooting
12 Gauge Beanbag	-	-	-	15	2	12	-	12, 12 gauge beanbag shells, +1 Damage, -2 Shooting, Non-Lethal, Biological targets only

AA-12: The AA-12 is a powerful select fire auto-shotgun. Military Police Systems Inc. continually tweaked and developed the AA series hoping to land a major contract for their procurement with a Western military, with their breakthrough coming in 2008 when the AA-12 became the weapon of choice for the HAMMER UGV which saw limited use by NATO forces. Since then the AA-12 has been a go-to weapon for anyone looking for more punch than a pump shotgun.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
AA-12	12/24/48	1-3d6	3	600	12	8 or 20 (Drum)	d8 (for auto)	Shotgun, Slow-Auto (12 gauge)
12 Gauge 00 Buck Drum Magazine	-	-	-	30	5	20	-	20, 12 gauge 00 buckshot shells
12 Gauge Slug Drum Magazine	-	-	-	50	6	20	-	20, 12 gauge slug shells, +2 Damage, -2 Shooting
12 Gauge HEAP Drum Magazine	-	-	-	100	7	20	-	20, 12 gauge HEAP rounds, AP3, +3 Damage, -2 Shooting
12 Gauge Beanbag Drum Magazine	-	-	-	30	5	20	-	20, 12 gauge beanbag shells, +1 Damage, -2 Shooting, Non-Lethal, Biological targets only

M249 Para: A heavily modified M249, the para variant was designed for use by American airborne personnel with mobility in mind. Slightly smaller and lighter than its full sized counterparts, the para also features a collapsing stock to make movement in cramped areas easier. Its devastating rate of fire is truly an asset on the battlefield.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
M249 Para	30/60/120	2d8	4	750	15	200	d8	AP 2, Heavy Burst, Auto, Bipod, Snapfire (5.56)
M249 Box Magazine	-	-	-	200	10	200	-	200 rounds of 5.56

LM3 Heavy Laser: X-Com and the US Air Force have scaled up the technology of the LM1 and LM2 to create a fire support laser weapon. The LM3 is a devastating weapon with a very high rate of fire and extremely long effective range. Unfortunately, the LM3 is extremely heavy and requires bipod support to achieve maximum effectiveness which limits mobility.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
LM3 Heavy Laser	50/100/200	3d6+2	5	1400	20	-	-	AP 2, Laser, Auto, Heavy Burst, Heavy Weapon, Snapfire, Bipod

M82A3: The M82A3 is a semiautomatic .50 caliber sniper rifle manufactured by Barret Arms. It can be found in arsenals around the world for its amazing range and power. Besides being devastating to personnel it is also commonly used as an anti-vehicle weapon for its ability to penetrate into engines and other heavy machinery.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
M82A3	50/100/200	5d4	1	1000	30	10	d8	AP 4, Snapfire, Heavy Weapon, -1 Penalty to target's soak (.50 BMG)
M82 Magazine	-	-	-	75	2	10	-	10 rounds of .50 BMG

RPG-7: This Russian made anti-tank weapon is probably one of the most influential weapons in history. Though most of the X-Com arsenal is American or NATO standard, the venerable workhorse RPG-7 is as cheap as it is powerful. It is also abundant and simple to use, which makes finding supplies and training combat personnel easy even in remote locations. There are multiple types of warheads for the launcher though the most common are the standard PG-7VL round and the TBG-7V thermobaric antipersonnel round.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
RPG-7	24/48/96	4d8	1	900	20	1	d6	AP 9, Large Burst Template, Snapfire, Heavy Weapon (85 mm Warhead) [Max carry of 4 rounds]
PG-7VL Round	-	-	-	50	6	1	-	Standard HE round
TBG-7V Round	-	-	-	75	6	1	-	AP 12 for personnel, AP 4 for craft and structures

XM25: The only portion of the modular XM future rifle program to survive the developing and testing of the early 2000's, the XM25 is a versatile airbursting grenade launcher with an auto range finder and the ability to program the round to penetrate cover before exploding. The weapon is heavier, and bulkier, than traditional grenade launchers, but its accuracy and versatility have been invaluable in the field.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
XM25	20/40/60	3d6	2	1000	14	6	d6	Small Burst Template, Airburst, Slow-Auto, Heavy Weapon, ACOG (25mm Grenade)
HE Round Magazine	-	-	-	75	3	6	-	AP 4 for direct hit targets. Standard HE round
Thermobaric Round Magazine	-	-	-	100	3	6	-	AP 8 for personnel, AP 2 for direct hits on craft and structures.

M90 Rail Rifle: The M90 Rail rifle is the culmination of years of work by the Naval Postgraduate School's Applied Physics Department. NPS had been working at miniaturizing a rail gun for years, but breakthrough work with alien alloys and elerium power sources allowed the school to complete this devastating weapon. The extremely high velocity of the alien alloy projectiles being fired by this gun give it unparalleled range, armor penetration, and damage potential.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
M90 Rail Rifle	60/120/240	5d6	1	2000	30	15	d8	AP 8, Snapfire, Heavy Weapon, -1 Penalty to target's soak (Alloy Slug)
M90 Magazine	-	-	-	100	2	15	-	15 Alloy Slugs

M85 High Volume EM Weapon: Another product of NPS's Applied Physics Department, the M85 HVEW (colloquially called the "Sweeper") uses the same basic principles as the M90, but exchanges power and range for ammunition capacity and rate of fire. The gun fires small alien alloy BB's which can be fed into the chamber by a hopper, allowing for an extremely high magazine capacity. Additionally, the process of being fired down the gun's rails forms the BB's into penetrators giving them good ballistic profiles and performance.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
M85 HVEW	12/24/48	3d6+2	5	1800	5	60	-	AP 5, Auto Fire Only, CQB, -1 Penalty to target's soak (Alloy BB)
M85 Magazine	-	-	-	75	1	60	-	60 Alloy BB's

Secondary Weapons

P220: The P220 is the standard sidearm for military and law enforcement organizations around the world. This semi-automatic .45 caliber pistol is relatively compact for its caliber and yet is reminiscent of the venerable Colt 1911.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
P220	12/24/48	2d6+1	1	200	2	7	-	AP 1, Semi-Auto, CQB (.45)
P220 Magazine	-	-	-	12	0.5	7	-	7 rounds of .45

P226: The standard pistol for the US Navy SEALs, the Sig Sauer P226 is a full sized service pistol and is most commonly found chambered in 9mm. Though the US military as a whole does not use Sigs, a number of militaries around the world recognize their quality and reliability and use them as their standard service pistol.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
P226	12/24/48	2d6	-	200	2	15	-	AP 1, Semi-Auto, CQB (9mm)
P226 Magazine	-	-	-	12	0.5	12	-	15 rounds of 9mm

M26 Advanced Taser: This less-than-lethal weapon is commonly used by military and law enforcement organizations around the world. The M26 uses a taser pack, pressurized with nitrogen gas, to fire electrodes up to 12 yards and delivers up to 50 kV peak voltage to the target. Additionally it can be used in melee after being fired. X-Com engineers believe the weapon's performance against extraterrestrials should be comparable to its performance on humans based on similar bio-electrical properties



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
M26 Taser	3/6/12	2d6	1	100	2.5	1	-	Ignores Armor, Non-Lethal, Biological targets only, CQB, Can be used as a melee weapon when not loaded (Taser Pack)
M26 Taser Pack	-	-	-	5	0.1	1	-	1 M26 Taser Pack

LM1 Laser Pistol: The US Air Force's Directed Energy Directorate has been working on personal laser weapons for the better part of a decade. Thanks to a number of sharing agreements with X-Com, as well as cooperative projects with company scientists and engineers, the DED has finally been able to create a suitable power source for a laser weapon with a comparable effect to a pistol. The power packs for these weapons are designed to last for an entire fire fight before needing to be recharged, though this has yet to be verified.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
LM1 Laser Pistol	15/30/60	2d6+2	1	600	3.5	-	-	AP 1, Laser, Semi-Auto, CQB

Expendable Weapons

M67 Fragmentation Grenade: The standard hand grenade used by most NATO military forces. The grenade contains 6.5 ounces of Composition B high explosive, and has a kill radius of a few yards. It brings a nice balance of carry weight and destructive potential.

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
M67 Frag Grenade	5/10/15	3d6	-	75	1	-	-	Medium Burst Template

M8 Smoke Grenade: This grenade is filled with hexachloroethane which produces a thick white smoke when burned. These grenades are primarily used for aircraft signaling, and for screening team movements.

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
M8 Smoke Grenade	5/10/15	-	-	50	1	-	-	Large Burst Template, Gives heavy cover until end of thrower's second turn.

M84 Stun Grenade (Flashbang): This grenade contains a magnesium based pyrotechnic charge which produces a flash of approximately one million candela and a bang of approximately 180 dB. Personnel in the blast radius are left disoriented and stunned.

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
M84 Flashbang	5/10/15	-	-	50	1	-	-	Medium Burst Template outdoors, whole room indoors. Targets must make a Vigor roll at -2 or be shaken.

M14 Incendiary Grenade: A devastating special purpose grenade that uses thermate and a small explosive charge to create an extremely hot ball of molten metal capable of cutting through most armor.

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
M14 Incendiary Grenade	5/10/15	5d4	-	100	1	-	-	Ignores Armor, Medium Burst Template, Flammable objects in burst catch on fire

M47A Riot Control Grenade: This grenade combines a potent CS gas with a burst of heavy rubber pellets to rapidly disburse crowds.

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
M47A Riot Control Grenade	5/10/15	2d6+1	-	50	1	-	-	Non-Lethal, Large Burst Template, Targets must make a Spirit roll at -2 or panic, Gives heavy cover and panic effect until end of thrower's second turn, Biological targets only.

Melee Weapons

KA-BAR: The traditional combat knife of the US Marine Corps, the KA-BAR is widely known for its ruggedness and ability to maintain an edge even after repeated use. Most modern models have a parkerized finish for both corrosion protection and for anti-glare purposes.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
KA-BAR	5/10/15	Str+d4	-	10	1	-	-	Throwable

Collapsible Baton: This weapon has been a favorite of police and security forces for years due to its blend of small size and man stopping capability. Nearly two and a half feet fully extended, the baton allows the wielder to maintain a safe distance from their opponent while still being able to deliver incapacitating blows.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
Collapsible Baton	-	Str+d6	-	25	2.5	-	-	+1 Parry

Stun Baton: This collapsible, less-than-lethal, weapon has seen increasing use by law enforcement around the world for its man stopping ability. Current active models deliver around 800 kV peak voltage which is normally enough for total incapacitation of a target. Stun batons feature a rechargeable battery pack which allows for multiple uses during a single encounter, though precise life cycle measurements under X-Com mission conditions are not available. X-Com engineers believe it will have comparable results when used on extraterrestrials due to them having similar bio-electrical characteristics as humans.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
Stun Baton	-	Str+2d6	-	75	4	-	-	Ignores armor, Non-lethal, Biological targets only

Unmanned Systems

Tactical Universal Unmanned Vehicle Controller: The TUUVC consists of a lightweight, ruggedized OLED tablet device, an encrypted frequency hopping, UHF radio, a small status HUD, and a controller, all using a common operating system that can control most current NATO standard unmanned vehicles. The full setup can be distributed on a soldier's person however they desire based on the needs of their specific vehicle, but generally feature the tablet PC in an easily accessible location so video feeds can be monitored and the controller on a retractable belt lanyard for quick access. The system was extensively tested by the US Army's Asymmetric Warfare Group in the early teens, and became very popular due to ease of use, versatility in carry, and intuitive controls.



Type	Weight	Cost	Notes
TUUVC	2	-	Cost is included in vehicle purchase

RQ-18 Thunderhawk II: A small reconnaissance UAV, the Thunderhawk II is a modification of earlier models and is designed to be small and light enough for use without extensive support making it perfect for small squad sized operations. Unfortunately this means there isn't enough payload space for any sort of weapons, but the Thunderhawk II's night vision and normal cameras can provide invaluable situational awareness to a squad leader. The RQ-18's normal operating ceiling is around 300 feet meaning that an operator has to be aware of the threat of small arms fire bringing it down.



Type	Weight	Cost	Notes
RQ-18 Thunderhawk II	-	850	Night vision and visible spectrum cameras, [Pace 10; Toughness 4; Small -1; Agility d10; Notice d10+1]

THUMPER Ground Combat Vehicle: The Thumper is a six wheeled, semi-autonomous, unmanned ground vehicle. It has a rotating weapon hardpoint that can be adjusted to carry a number of standard NATO weapons. Produced by Boeing, the Thumper saw extensive use in Somalia during the early years of the Red Sea Intervention where it could be used to cover squad withdrawals and movements in the larger cities.



Type	Weight	Cost	Notes
M4 Thumper	-	1500	Armed with M4 (SOPMOD Blk3), 4 Magazine Capacity [Pace 5; Toughness 10 (4 Armor); Vigor d8; Shooting d10, Notice d6; 2 Wounds]
AA-12 Thumper	-	1500	Armed with AA-12, 3 Drum Capacity [Pace 5; Toughness 10 (4 Armor); Vigor d8; Shooting d10, Notice d6; 2 Wounds]
XM-25 Thumper	-	2000	Armed with XM-25, 4 Magazine Capacity [Pace 5; Toughness 10 (4 Armor); Vigor d8; Shooting d10, Notice d6; 2 Wounds]

WRAITH Weapons Delivery Hovercraft: A spin-off from ongoing UFO propulsion research being conducted by Lockheed Martin and X-Com, the Wraith is the world's first Elerium powered craft. As a hovercraft, the Wraith is fast and can move unaffected by terrain, but its anti-gravity system is a first attempt at miniaturizing the systems recovered from intact UFO's, and its lift power is limited. This leaves little room for weapons payload or armor which makes the Wraith more fragile than traditional UGV's. However its improved mobility should be sufficient to have a positive impact on mission performance



Type	Weight	Cost	Notes
LM2 Laser Wraith	-	2700	Armed with LM2 [Pace 7; Toughness 8 (3 Armor); Vigor d6; Shooting d10, Notice d6; 2 Wounds; Ignores Terrain Effects]
ADF2 Plasma Wraith	-	3000	Armed with ADF2, 3 Magazine Capacity [Pace 5; Toughness 10 (4 Armor); Vigor d8; Shooting d10, Notice d6, 2 Wounds]

Other Purchases

New Rookies: It's inevitable that X-Com teams will experience casualties and replacements will need to be hired. Deciding how many personnel are on a team is the decision of the individual team leader. Some may want as many bodies as possible, others may want to buy the most effective equipment for their squad.

Type	Weight	Cost	Notes
New Rookie	-	1500	GM's should make sure that teams have enough money at the end of the mission to replace their losses. Let them decide if they want to spend it all on rookies or split it between rookies and gear.

Rail Mountable Flashlight: A powerful LED flashlight that can affix to any basic weapon.

Type	Weight	Cost	Notes
Flashlight	0.5	10	Provides 10' of illumination in a cone shape. Can affix to all starting weapons.

Chemlights: A very cheap, and very lightweight, solution for low light situations. Very effective at providing enough light for passive NVG use.

Type	Weight	Cost	Notes
Chemlights	Nil	1	10 Sticks. 5/10/15. Provide dim illumination in a small burst template.

Flare: A magnesium flare that provides a superior illumination solution then chemlights.

Type	Weight	Cost	Notes
Flare	0.2	1	5/10/15. Provides bright illumination in a large burst template

Standard Rookie Kits

In an effort to standardize initial training, build efficient logistical chains, and capitalize on economies of scale, X-Com has established four basic kits that they issue to all new combat personnel. Effective teams find a good balance of the four available kits.

Standard Rifleman 20.5 lbs base

X-Com Service Utilities
Radio and Headset (1 lbs)
M4 (SOPMOD Blk III)
Sig Sauer P220
2 M4 Magazines (60 rounds total)
3 P220 Magazines (21 rounds total)
\$150 for expendables and miscellaneous

CQB Quiet 19 lbs base

X-Com Combat Gear
Radio and Headset (1 lbs)
MP5-N (with Suppressor)
Sig Sauer P226 (with Suppressor)
3 MP-5 Magazines (90 rounds total)
2 P226 Magazines (30 rounds total)
\$225 for expendables and miscellaneous

CQB Load
22 lbs base

X-Com Combat Gear
Radio and Headset (1 lbs)
Mossberg 590A1
Sig Sauer P220
24 12 Gauge Shells
2 P220 Magazines (14 rounds total)
\$430 for expendables and miscellaneous

Heavy Weapons
36.5 lbs base

X-Com Combat Gear
Radio and Headset (1 lbs)
M249 Para
Sig Sauer P220
1 Box Magazine (200 rounds total)
1 P220 Magazines (7 rounds total)
\$75 for expendables and miscellaneous

X-COM SUPPORT EQUIPMENT

Aircraft

F-33 Firestorm: The F-33 represents the first successful foray into hybrid alien aircraft. With its Elerium power source, and alien plasma engines, the Firestorm offers a significant increase in speed, maneuverability, load, and range over the F-35 making it much more capable of confronting larger UFO's. The product of a joint project between X-Com, Lockheed Martin, and the US Air Force, the Firestorm is based on the airframe of the F-22 with significant alien technology grafted into the design. The F-33 shares a 15% parts commonality with the Raptor, helping to keep the cost down somewhat, but the Firestorm is still an extremely expensive aircraft and X-Com has been slow in procuring and fielding them.



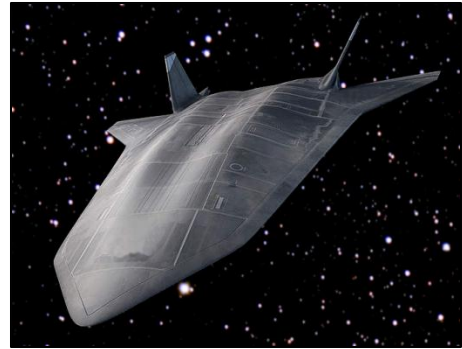
F-35C Lightning II: The carrier variant of the F-35 Lightning II, Joint Strike Fighter, X-Com leased a number of these aircraft from the United States Navy for use as a UFO interdiction fighter. Though some called for the more maneuverable A variant, in use by a number of air forces around the world, X-Com ultimately decided the longer range and larger payload of the C would be more valuable. The actual effectiveness of the platform in aerial combat with a UFO has yet to be seriously tested, though modeling indicates decent success rates.



MV-22C Osprey: An upgraded model of the original US Marine Corps variant of the Osprey. Despite much criticism early in the platform's life, the C variant validated itself in the early years of the Red Sea Intervention where NATO forces used them extensively for very rapid operations. X-Com chose to lease the Marine Corps version instead of the Air Force version (the CV-22) due to its ability to be deployed from ships, a capability the company has not ruled out attempting.



SV-1 Avenger: The pinnacle of alien hybrid aircraft technology, the SV-1 is a high capacity personnel carrier capable of long distance space travel. The high powered plasma engines make the Avenger the fastest terrestrial vehicle in history, and it has demonstrated speeds in excess of Mach 6.4 in atmospheric flight and approaching 0.0055% c in sustained spaceflight. While not high on creature comforts, the Avenger is capable of supporting 20 humans (to including a crew of 4) for up to a month of sustained space travel. The SV-1 should enable X-Com to conduct combat operations against the aliens' non-terrestrial facilities.



Sensors

AN/SPY-2B Radar: The SPY-2 series of radar was originally developed as a land based version of the US Navy's AN/SPY-1, and was initially used for theater ballistic missile defense. X-Com was able to purchase a number of the systems, and upgraded them to draw less power so they could be used in areas of the world without a sophisticated infrastructure. Actual effectiveness of the system in identifying and tracking UFO's is closely controlled data available only to Class 1 employees and Tier I funding nations.

Hyperwave Decrypter: Continued work by a research conglomerate consisting of X-Com, the University of Chicago, and Raytheon has allowed X-Com to construct humanity's first hyperwave communications device. Using the same quantum mechanical principles as extraterrestrial hyperwave technology, the Hyperwave Decrypter (or HWD) is able to intercept and translate alien communications within a large area. When connected to X-Com's worldwide tactical data link, HWD's allow X-Com to match target tracks with their assigned tasking thus allows them to better assess and interdict alien activity in a given area.

Communications Systems

Hyperwave Encrypter: In parallel with the research and development of the HWD, X-Com and the US National Security Agency have also developed the Hyperwave Encrypter (or HWE) which allows X-Com to mask its own wireless communications from alien interception. Users input their desired message traffic, and then a random time later HWE takes the data and modulates it using an algorithmically chosen non-human brainwave pattern such as a canine. This process obfuscates the human observations that the aliens use to decipher the message. Unfortunately, the process is slow, and the data throughput is low, which limits the system to only simple messages, but the HWE provides a secure method for coordinating vital operations where security is a concern.

ALIEN EQUIPMENT

Primary Weapons

ADF2 Plasma Rifle: The standard firearm of the alien arsenal. This weapon is accurate and devastatingly powerful. Its effectiveness has been demonstrated in the field on nearly every mission X-Com has conducted. With reports from the field indicating that terrestrial weapons are becoming less effective against some of the newer alien species, combat teams are strongly encouraged to start the transition to plasma weaponry. Like other alien weapons, it lacks a traditional trigger, and is operated by a tailored motion of the hand gripping the rear handle. All X-Com field personnel should be familiar with this motion in case the need arises on a mission.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
ADF2 Plasma Rifle	30/60/120	4d6+1	3	1500	7	30	d6	AP 2, Auto (Plasma Cartridges)
Plasma Rifle Magazine	-	-	-	75	1.5	30	-	30 Plasma Cartridges

ADF3 Heavy Plasma: The heavy plasma is primary heavy support weapon in the alien arsenal. It differs from terrestrial fire support weapons in that it trades volume of fire for extreme damage output. The weapon is almost akin to a small, alien anti-tank weapon. Though large and heavy, the ADF3 offers unparalleled firepower for teams willing to carry it into the field.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
ADF3 Heavy Plasma	30/60/120	4d8+1	3	2000	18	18	d8	AP 3, Slow-Auto, Heavy Weapon, Snapfire (Plasma Slugs)
Heavy Plasma Magazine	-	-	-	100	5	18	-	18 Plasma Slugs

ADF4 Stun Launcher: The ADF4 is the primary live capture weapon in the alien arsenal. Its grenade like ammunition consists of a small elerium explosive at the center of an acoustic horn aperture with a weaponized sleep agent used as a binder. When the bomb hits, the small explosive's concussive force is shaped into intense radial beams thus maximizing its potential to stun and daze. The explosion also aerosolizes the sleep agent in a large area, adding to the stun effect and possibly affecting more targets.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
ADF4 Stun Launcher	12/24/48	3d6	1	1700	9	1	d6	Medium burst, Ignores armor, Non-lethal, Biological targets only (Stun Bomb)
Stun Bomb	-	-	-	100	1	1	-	1 Stun Bomb

ADF5 Blaster Launcher: The most stunning weapon in the Alien arsenal, the Blaster Launcher is a literal “game changer” for all those who can field it. Using a rudimentary hyper-wave device, the blaster launcher is able to read the intentions of the firer and guides the plasma-explosive projectile on target. It is able to make course changes in flight, and even airburst above or behind targets deep enough in cover that the projectile cannot be maneuvered directly on target. Only a few of these devices have been fielded, but that makes the logistics of supplying combat personnel with them very costly.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
ADF5 Blaster Launcher	30/60/120	4d8	1	3000	30	1	d8	Large burst, Heavy Weapon, Snapfire, Airburst, Can use 2 Turn Templates, Determine path before shot, -2 Shooting per template used (Blaster Bomb) [Max Carry 4]
Blaster Bomb	-	-	-	300	10	1	-	1 Blaster Bomb

Secondary Weapons

ADF1 Plasma Pistol: The smallest of the alien firearms recovered so far, personnel should not be fooled by its small size. Though the plasma bolt fired by this weapon is around the size of a .22 caliber round, it is as energetic, and effective, as most modern assault rifles. This much power at such a low weight might seem attractive to field personnel, but the plasma pistol has a shallow magazine and slow rate of fire. It is probable that this is a weapon used by aliens who don't expect combat. It lacks a traditional trigger, and is instead operated by a tailored squeeze of the handle and flick of the firing hand's wrist. All X-Com field personnel should be familiar with this motion in case the need arises on a mission.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
ADF1 Plasma Pistol	15/30/60	2d8	1	500	2.5	10	-	AP 1, CQB (Small Plasma Cartridges)
Plasma Pistol Magazine	-	-	-	50	0.5	10	-	10 Small Plasma Cartridges

Expendable Weapons

ADE1 Plasma Grenade: The plasma grenade uses the same mechanism as all plasma weapons, only it carries a much larger payload of Elerium and Thallium than standard plasma shells. The alien alloy casing allows for internal pressure to build much higher before discharge which gives it such an enormous area of effect when compared to a plasma shell. An alien grenade is activated by simultaneously squeezing its two activation switches. These are marked by very slight depressions in the alloy skin of the device. All X-Com field personnel should familiarize themselves with these activators.



Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
ADE1 Plasma Grenade	5/10/20	3d8	-	150	1	1	-	Large burst template

ALIEN DATA

General Information

The Alien Hierarchy: Interrogations of captured extraterrestrials indicate that there is a definite hierarchy amongst the aliens. At the top of this structure is something referred to as “The Elder”, or “The God”, as there doesn’t appear to be a direct translation of the word into any Earth language. This entity directs the actions of the aliens as a whole, and directs the conduct of the war through its priesthood.

The Elder’s edicts and directions are then passed down to various “Khans”. These khans are autonomous warlords and rulers who exercise direct control over their forces. It is unclear as to how one becomes a khan, but what is known is that most aliens of this rank are Ethereals, though apparently there are a few Sectoid khans as well. While khans cooperate in the general sense, there is no direct cooperation between their forces, and they appear to be unable to conduct joint operations.

Beneath the khans are an array of sub-khans who serve as a sort of aristocracy for a given khanate, and fleet commanders who are their chief military commanders. The ranks of sub-khan are dominated by Ethereals while Sectoids make up the bulk of fleet commanders. The rest of the alien species seem unable to enter these higher levels of the hierarchy, and are relegated to more menial rolls though they seem to be able to become captain of smaller ships.

Alien Origins: The history of the alien Horde stretches back to before the dawn of man. From the analysts’ best estimations, the creation of “The Elder” by the Ethereals on their homeworld marked their transition to a pseudo-theocratic and war-like society bent on bringing all sentient life under their, and The Elder’s sway. Sometime in the century that followed, the Ethereals were able to partially subjugate the occupants of their planet’s nearest neighbor, the Sectoids, thus gaining a measure of control over the Sectoids’ incredible technological capabilities and allowing them to spread beyond their own star system.

From there the Horde began to fan out from its native system into nearby star systems looking for more species to assimilate. Additionally, scouts were sent out far and wide throughout the Milky Way to identify planets that demonstrated the potential for sentient life to develop so they could be marked for visitation in the future. Extremely sensitive, source controlled, evidence indicates that the horde discovered Earth sometime during the Triassic time period.

Currently, the Horde is estimated to control approximately 300 star systems and some 2300 sentient, or semi-sentient, species.

Alien Ranks: While not as in-depth as terrestrial military ranking structures, the alien hierarchy has a defined set of ranks and insignia to mark and delineate the position and authority of the aliens within it. Below the top tier members of khan, sub-khan, and fleet commander, there are believed to be two parallel ranking structures: fleet ranks and troop ranks.

Fleet ranks are used for aliens who serve as the crews on larger ships. Analysts believe that aliens in this track are not experienced in ground combat operations and can only act in self-defense if shot down or ambushed during a non-combat mission.

Troop ranks are used for the ground combat element of the alien hierarchy. These extraterrestrials are trained in conducting offensive ground operations to include terror attacks and X-Com base assaults.

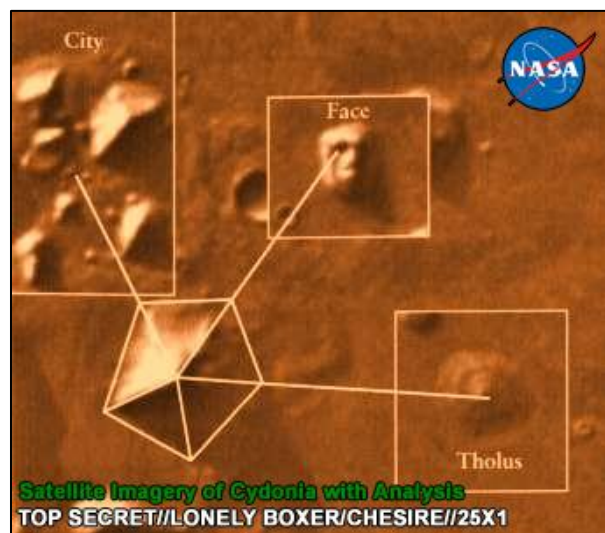
In addition to their rank insignia, qualified aliens will also wear specialist devices to denote special training or qualifications they possess. Analysts believe that specialist aliens offer prime capture targets for the information they may be able to provide X-Com Intelligence.



Earth Operations: X-Com analysts have finally been able to locate the source of alien operations within the solar system. Based on dozens of psionically enhanced interrogations, and hundreds of petabytes of recovered alien data, the nexus of the alien Horde's Earth Campaign has been pinpointed as the Cydonia region of Mars.

The aliens are inhabiting a series of structures built by the first khans that arrived in the solar system millennia ago to scout for potential life. These facilities were left abandoned and dormant in anticipation of future operations on Earth.

With the identification of this massive operations center, it should be possible for X-Com to stage a direct assault. The destruction of the genetic engineering facilities, local genetic library, and UFO shipyard should be enough to defeat the khanates in this solar system, and end the threat of alien combat operations for the foreseeable future.



Racial Tensions: Based on information gained from captured aliens, it is clear that there is a significant amount of racial instability within the alien Horde. The primary cleavage is between the Ethereals and the Sectoids, who both believe they are the superior species.

The Ethereals base this belief on the scope of the psionic powers they wield, the fact that they created The Elder, and were able to defeat the Sectoids millennia ago. The Sectoids believe that they are the source of the Horde's success as they are the creators of the vast majority of the technology that has lead them this far. They also feel that their own psionic potential is on par with that of the Ethereals, and they have a stronger genetic code based on thousands of years of engineering and refinement.

The most common manifestation of this tension is intra-khanate where the two species vie for the loyalty of the various species that make up that khanate. The Ethreal khans hope to shore up their position against their Sectoid subordinates, while the Sectoids try to gain enough support that they will be able to overthrow the khan and claim another khanate for their species.

During wartime the two species normally set aside their differences while conducting operations, but apparently open conflicts still occur. This is particularly true at the inter-khanate level where Ethreal and Sectoid khans will not support one another's operations, or will allow their opponent to be defeated by a planet's resistance thus weakening their position.

Strategic Doctrine: When targeting a new star system, the Horde combs its genetic libraries to determine which species are most compatible with conditions likely to be found in the targeted system. The khanates possessing the proper demographics are then selected as the initial invasion force.

The first mission sets the aliens will conduct are scouting missions in order to determine major population centers on targeted worlds, as well as to bring back information for further strategic development. Next they will conduct abduction missions in order to collect native specimens to augment the alien's genetic libraries so hybrids more suited to the targeted world can be develop.

Lastly comes major combat operations to include terror attacks as well as attacks on centers of resistance. If facing a sophisticated enemy where there is an effective resistance, the horde will also attempt to infiltrate the targeted species, in an attempt to segment the resistance into more manageable opponents.

Alien Technology

Alien Alloys: The aliens have produced a number of very novel alloys for use in their technology. Most fall into the category of bulk metallic glasses which allows the extraterrestrials to rapidly produce a wide array of shapes and forms in an industrial setting. These alloys have high strength, low thermal conductivity, and are highly resistant to plastic deformation as well as being light weight, making them perfect for spaceflight and ballistic armor applications. Like terrestrial metallic glasses, they are primarily made of zirconium but silicon, aluminum, titanium, and zinc are all common components as well.



Elerium: Formerly known as Ununpentium (Uup), the IUPAC has recently agreed to rename the element Elerium in honor of Dr. Joseph Eler who was the first to extensively study it at the X-Com Center for Materials Science at the University of California in Berkley California. It serves as the primary energy source for nearly every piece of alien technology yet discovered.

115	2
El	8
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	32
Elerium	32
(288)	18
	5

As a super heavy element, Elerium was previously thought to be extremely unstable which is why Dr. Eler devoted so much energy into studying it once he determined what the black stones actually were. Further study revealed the compound to be the isotope ^{238}El which had previously never been isolated, even in laboratory conditions, and is currently far beyond our ability to create. This discovery of an additional peak in the Islands of Stability has had profound implications in the field of high-energy materials.

Elerium appears to be stable at most normal temperatures and pressures, and has physical properties in line with what is expected of a 7p element. What is significant, however, is that when ^{238}El is exposed to a beta emission source it undergoes electron capture into element 116, ununhexium, which is highly unstable and undergoes self-fission. Therefore the rate of energy release is directly proportional to Elerium's rate of beta exposure which allows for very fine control and makes it suitable as a power source for multiple applications.



Genetic Engineering: Evidence shows that the extraterrestrials possess extremely advanced genetic engineering capabilities. This has allowed the aliens to both enhance existing species, as well as to create extremely lethal hybrid specimens. The aliens are able to extract genetic samples from abduction victims and incorporate them into their genetic library thus expanding the capabilities of future generations of aliens. It is assumed that abduction missions occur very early in any alien incursion in a new star system as it allows them to engineer aliens able to survive in that system's climates.



Mostly developed by the Sectoids, the extraterrestrials are almost wholly dependent on genetic engineering for their survival at this point in their evolution. Based on growing body of autopsy data, it is extremely unlikely that the aliens would be able to reproduce naturally as they have either critically underdeveloped reproductive organs, or have no discernable reproductive organs at all. Analysts have concluded that the destruction of any large scale genetic engineering facilities will have severe impacts on the extraterrestrials' ability to conduct sustained combat operations.

Hyperwave Technology: The aliens have had great success in intercepting and deciphering even the most secure terrestrial communications. They have been able to capitalize on the little understood “observer effect” of quantum mechanics. Simply put the very act of using a communications system has, previously imperceptible, effects on the resulting wavestates of the electrons travelling through the system and the resulting electromagnetic field emitted from the antenna. These are known as hyperwave states. These hyperwave states carry information in parallel with the intended communications, and generally contain the surface thoughts of the individual sending the message.

The aliens are able to detect these hyperwaves, which normally consist of a summation of whatever message the communicator was sending, by running any intercepted communications through a synthetic brain built from the genetic material of whatever species’ communications they are trying to intercept. This allows the aliens to circumvent whatever encryption is in place and extract the message contents.

Plasma Weaponry: Recent laboratory data has confirmed what many have suspected: alien weapons are plasma based. Thanks to the continued work of Dr. Eler, and his team, X-Com has finally been able to understand the mechanism behind these devastating weapons, allowing the company to use recovered samples as well as build and develop new uses for the technology.



Plasma cartridges consist of small pellets of Elerium cased with slugs of Thallium. The weapons themselves contain an “exciter” of Strontium-90 (^{90}Sr). When activated, the weapon exposes the Elerium of a plasma cartridge to the beta emission of the exciter which causes the Elerium to begin self-fission. This rapid release of energy converts the Thallium slug in the cartridges to its characteristic bright green plasma. The excess energy from the Elerium reaction powers a series of electromagnets which contains the plasma bolt while it forms, and eventually fires it down the barrel.

UFO Propulsion: Like almost all alien technology, UFO propulsion is powered by Elerium. The engines of these craft appear to be extremely advanced plasma propulsion engines which use the energy released by Elerium self-fission to convert bulk heavy elements into plasma which they magnetically eject from the craft.



While terrestrial plasma engines are less powerful than traditional rocket engines, the alien models are extremely powerful. Based on the limited testing conducted so far, a medium UFO with a four engine configuration has a top speed of near 0.005% c, which is approximately 33,333 mph, or twice as fast as the fastest earth spacecraft.

ALIEN LIFE FORMS

Celatid

Scientific Name: Alienus Homo Mollis

Aliases: Shifter, Changeling

Autopsy Data: This species possesses similar dimensions and organ structures to humans, but their musculature and skin is very different at the cellular level.

Locked in the nucleus of those cells are a number of dormant genetic sequences. When these sequences are activated, by a currently unknown biological process, they rapidly manifest themselves through extreme cellular reproduction with the end result being that the Celatid takes on the appearance of whatever species was coded into their cells.

Additionally, Celatids have a pair of glands at the top of their throats which produce an extremely acidic bile (pH immeasurable at this time, but appears to be less than 0.7). The species appears to be able to excrete this bile in a jet from their mouths which can pose a threat to even heavily armored personnel.

This report concludes that Celatids pose an extreme infiltration risk to not just X-Com, but all major terrestrial organizations. Teams should establish code words and phrases to help prevent infiltration during a mission where Celatids are expected.

Species Summary: The origin of this species is unknown. While it is clear that they have been heavily modified and engineered by the Sectoids, whether they are a completely synthetic species, or based on some actual organism cannot be readily determined.

There does not appear to be an upper limit to the amount of species that can be saved in the genetic memory of a Celatid, but they can only be programmed in vitro. It is believed that large abduction campaigns will precede any Celatid manufacturing program in order to harvest suitable genetic code to build into that batch to achieve maximum shifting ability.

Genetic testing will expose a Celatid if samples can be taken. The only known method of identifying one on the field is through the use of dogs which display an immediate hostile reaction to them.



Celatid 🗘

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Persuasion d10, Shooting d6, Spitting d10, Stealth d10, Throwing d6

Abilities: Horror (-1)

Change Form: The Celatid can spend an action to make a Vigor roll to change form. Success and they are at -2 to all actions until the end of its next turn when the transformation finishes. With a raise the transformation occurs at the end of the current turn.

Acid Spray: Roll Spitting skill to attack. 10/15/20, 3d10+2 damage, AP 6

Pace: 6

Parry: 5

Toughness: 5 (+ Whatever armor they are wearing to blend in)

Chryssalid

Scientific Name: Alienus Insecta Horrificus

Aliases: Roach

Autopsy Data: This insect like alien has only been documented during alien terror missions. Its biology is similar to that of terrestrial insects only on a much larger, and more rugged scale. However, the most notable characteristic of this species is its method of attack. The chryssalid seeks to bite it's victims with its large mandibles, and implant an egg inside their abdominal cavity via an oral appendage leading to the creature's large internal egg sac. While a precise developmental timeline of chryssalid eggs is unknown, what is known is that very shortly after implantation the victim loses all control over motor functions while the chryssalid nymph matures. These so called "zombies" are very aggressive, and will attack nearby humans. It is unclear if this is simply a side effect of the implantation, or if the chryssalid nymph can actually exert some form of control over the victim. Once a victim has reached this stage, there is no known cure. If a zombie is killed the chryssalid will emerge.



It is also unclear how the alien commanders control deployed chryssalids, as they seem to have only animal intelligence. Analysis of the telomeres of recovered specimens shows that they are very short, which sets a maximum ceiling on the amount of generations that may be derived from a given chryssalid. This may very well be a genetic failsafe added by the aliens to prevent a "rogue" chryssalid from posing a threat.

The chryssalid's exoskeleton is very hard and thick, which can pose a threat to personnel using conventional weapons. However, reports from the field indicate that thermobaric and incendiary weapons are extremely effective, and may prevent chryssalid nymphs from emerging from an implanted host.

Species Summary: Besides its disturbing method of reproduction, the chryssalid's claws are a powerful close combat weapon, and it's extremely high metabolic rate gives it incredible speed and dexterity. It is clear that this species sole purpose is to serve as a terror weapon for the aliens.

Chryssalid Zombie

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d4, Notice d6, Intimidate d8
Abilities: Horror (-1)
Claw: Strength+d4
Infravision: Chryssalids can see in the dark and take no penalties for lighting. They can see IR sources.
Gory Birth: When a Chryssalid Zombie is killed it is replaced with a Chryssalid which is dealt into the initiative next round.
Fearless: Chryssalid Zombies are immune to fear and intimidation.
Animated Dead: +2 Toughness, +2 to recover from being shaken
Weakness (Fire): Chryssalid Zombies are at -2 to soak damage from fire or incendiaries. If killed by fire or incendiaries Gory Birth is negated.
Pace: 4 **Parry:** 5 **Toughness:** 7

Chryssalid

Attributes: Agility d12+1, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d12, Guts d8, Notice d8, Intimidate d8, Stealth d10, Climbing d8
Abilities: Horror (-2)
Bite: Strength+d10
Carapace: A Chryssalid's chitin provides 2 Armor.
Infravision: Chryssalids can see in the dark and take no penalties for lighting. They can see IR sources.
Spider Climb: Chryssalids can adhere to walls and ceilings. Movement on these surfaces is treated as though they were difficult terrain unless a successful climbing roll is made. With a raise, the Chryssalid can run on these surfaces as well.
Fleet Footed: Running die is a d8
Impregnate: Anything wounded by a bite attack must make a Vigor check or be incapacitated immediately. Additionally at the end of 1d4 turns the character dies and is replaced by a Chryssalid Zombie. A successful use of the Healing power at -2 before a target becomes a zombie will end this effect.
Fearless: Chryssalids are immune to fear and intimidation.
Weakness (Fire): Chryssalids are at -2 to soak damage from fire or incendiaries.
Pace: 8 **Parry:** 8 **Toughness:** 8 (2 Armor)

Cyberdisc

Scientific Name: *Not Applicable*

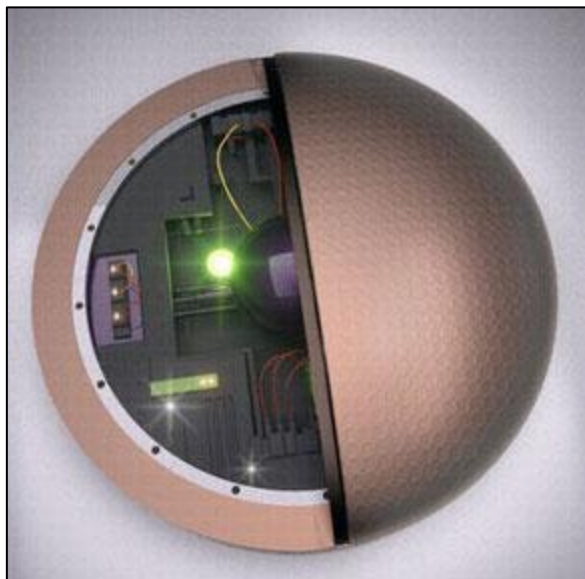
Aliases: None

Engineering Data: This miniature flying saucer is an automated terror weapon armed with a powerful gattling-style plasma weapon. Its anti-gravity propulsion system is similar to that of a floater, and gives the disc a distinct advantage in difficult terrain. The cyberdisc is well armored, and is particularly good at withstanding explosives.

This specimen's anti-gravity system is too badly damaged to gain any understanding of its function.

Based on both reports from the field, and this study, it is clear that these devices are devastating foes. Cyberdiscs have a uniform exterior, and well shielded vital systems. There are no specific weak spots in its armor, instead X-Com personnel should simply focus fire until the disc is brought down. The device's self-destruct mechanism is similar in power and lethal area to a plasma grenade. Personnel should remain at least 18 yards away from a cyberdisc at all times.

Functional Summary: The cyberdisc serves much of the same functions for the aliens as UGV's do for terrestrial military organizations. However, it is clear that cyberdiscs are more autonomous than terrestrial UGV's and are used much more aggressively, to the point where cyberdiscs are used as one half of a flanking maneuver with a squad of aliens.



Cyberdisc

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Notice d8, Intimidate d8, Shooting d10

Abilities: Horror (-2)

Size: Large +1

Construct: No additional damage from called shots. Immune to fear, poison, and disease.

Explosive Resistant: +2 to soak rolls against damage from explosives.

Hover: Cyberdiscs hover 4 to 6 off the ground. They suffer no penalties from difficult terrain.

Gatling-Plasma: Use the cone template. Make a contested cyberdisc's Shooting vs. target's agility roll against all targets in template. 3d10+1 damage, AP 4, 20% of catching on fire.

Self-Destruct: When a cyberdisc is killed it explodes. Center a large burst template over the cyberdisc. All targets in the template must roll Agility-2. If successful move them to just outside the blast radius or behind the nearest cover. Those who fail take 3d8 damage.

Pace: 6

Parry: 5

Toughness: 11 (4 Armor)

Ethereal

Scientific Name: Alienus Homo Mentalis

Aliases: None

Autopsy Data: This being is physically retarded and seems incapable of sustaining any life functions. The muscles are severely atrophied and the internal organs appear to be under-developed. The sensory organs, including the eyes, do not appear to function at all. The brain, however, is well developed and draws on a high proportion of the body's blood supply.

The psionic faculties of this species are the only explanation as to how it sustains normal physical functions. It must either be able to subsist on lower levels of body function, or be able to augment their organ function above what seems physically possible.

Species Summary: This species has awesome mental powers which allow for telepathic communication and telekinetic abilities. The apparently weak physical abilities of these extraterrestrial are sustained by its mental powers. We do not understand how these telekinetic powers work, since they seem to defy the laws of physics as we know them at this time.

It is clear that Ethereals are the dominant species in the extraterrestrial hierarchy. They are highly intelligent, cunning, and ruthless. This, combined with their psychic abilities, makes them extremely dangerous. Reports from the field indicate that they are able to possess humans and control their actions in addition to manipulating emotional and physiological responses.



Ethereal

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d6, Vigor d8

Skills: Notice d10, Intimidate d12, Fighting d8, Guts d12, Shooting d8, Psionics d12, Throwing d6

Abilities: Horror (-2)

Mind Over Matter: +2 Toughness, +2 to recover from being Shaken, called shots not to the head have no extra effect.

Battle Trance: No wound penalties to Psionics skill rolls.

Channel: For 2 power points the Ethereal may take its action through one of its thralls.

50 Power Points. Knows: *Analyze Foe, Farsight, Fear, Sluggish Reflexes, Telekinesis, Stun, Puppet, Confusion, Havoc, Armor, Blind, Fly*

Pace: 6

Parry: 6

Toughness: 8

Floater

Scientific Name: Alienus Homo Volatilis

Aliases: None known

Autopsy Data: These specimens have been drastically altered by surgery. There has been some sort anti-gravity and life support device grafted throughout its body which has replaced nearly all of its internal organs. In theory, this device could enable the species to survive in nearly any environment. The brain is smaller than a human's, but the sensory organs are well developed and are most likely very acute.

Its body appears to have similar biological tolerances as that of a human, and the life support device is well armored. Recent reports from the field reveal that this species' acute senses are vulnerable to extremely high powered stimuli such as M84 Flashbangs.

Species Summary: The Floaters primarily fill menial positions in the alien hierarchy. They can be found as UFO crewmen, soldiers, and terror agents. They are naturally a human like species, but have been heavily modified through genetic engineering and cybernetic enhancement by the Sectoids to augment their capabilities.

Generally Floaters prefer the Sectoids, but most just follow the orders of their commanders and are hesitant to participate in any racial conflicts within the hierarchy.



Floater

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d8, Shooting d8, Throwing d6, Intimidate d6

Abilities: Horror (-1)

Flight: Has a flying pace of 8, and climb of 4

Dodge: When airborne, -1 penalty to being hit by ranged attacks.

Infravision: Floaters halve penalties for bad lighting.

Light Sensitive: -1 to recover from being shaken by explosions such as grenades.

Pace: 8 **Parry:** 5 **Toughness:** 8 (3 Armor)

Other Roles: Medic (Healing d8), Navigator (Piloting d8), Soldier (Stealth d6)

Floater Commander

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d8, Shooting d8, Throwing d6, Intimidate d6

Abilities: Horror (-1)

Flight: Has a flying pace of 8, and climb of 4

Luck: +1 Benny

Improved Dodge: When airborne, -2 penalty to being hit by ranged attacks.

Infravision: Floaters halve penalties for bad lighting

Light Sensitive: -1 to recover from being shaken by explosions such as grenades.

Pace: 8 **Parry:** 5 **Toughness:** 8 (3 Armor)

Muton

Scientific Name: Alienus Homo Fortis

Aliases: Nordic, Hulks

Autopsy Data: DNA sequencing revealed that this species is 97% genetically identical to humans, with the final 3% being of extraterrestrial origin. It is unclear if the extraterrestrial portion is taken from some other alien species, making this creature a chimera, or if it was engineered and added to the human DNA.

An examination of the remains revealed that they also contained heavy cybernetic modification, and that there were no apparent reproductive organs. This report concludes that this species is created for war and most likely is some sort of shock troop.

Species Summary: This species is physically powerful and cunning, and are the top of terror unit commanders for the aliens.

Though engineered by the Sectoids, Mutons appear to be completely loyal to the Ethereals. This is more than likely the result of heavy psionic conditioning by the Ethereals. Mutons will be assigned as “bodyguards” for troublesome Sectoid fleet commanders and sub-khans by Ethereal khans who want to ensure compliance from their subordinates.



Muton

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d10, Guts d8, Notice d6, Shooting d10, Throwing d8, Intimidate d8, Stealth d4

Abilities: Large (+1), Horror (-1)

Hardened: +2 to recover from being shaken

Hardy: No wounds from multiple shaken results, except from Psionic powers.

Hybrid Vigor: The Muton gets one free soak roll.

Fearless: Mutons are immune to fear and intimidation, except from Psionic powers.

Weakness (Psionics): Mutons are at -4 to resist, or recover from, psionic attack

Pace: 5 **Parry:** 7 **Toughness:** 12 (4 Armor)

Other Roles: Medic (Healing d6), Engineer (Demolitions d6)

Muton Commando

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12+1, Vigor d12+1

Skills: Fighting d10, Guts d8, Notice d6, Shooting d10, Throwing d8, Intimidate d8, Stealth d6

Abilities: Large (+1), Horror (-1)

Hardened: +2 to recover from being shaken

Unstoppable: No wound penalties

Hardy: No wounds from multiple shaken results, except from Psionic powers.

Hybrid Vigor: The Muton gets one free soak roll.

Fearless: Mutons are immune to fear and intimidation, except from Psionic powers.

Weakness (Psionics): Mutons are at -4 to resist, or recover from, psionic attack

Pace: 6 **Parry:** 7 **Toughness:** 12 (4 Armor)

Reaper

Scientific Name: Alienus Ursus Horribilis

Aliases: Bear

Autopsy Data: DNA sequencing revealed that this species is 98% genetically identical to terrestrial grizzly bears, with the final 2% being of extraterrestrial origin. It is unclear if the extraterrestrial portion is taken from some other alien species, making this creature a chimera, or if it was engineered and added to the bear DNA.

Not much more could be determined due to the condition of the remains received, however based on field reports it is postulated that these creatures are extremely sensitive to fire based or incendiary weapons.

Species Summary: This bipedal carnivore has powerful jaws and a voracious appetite. It has a number of brain implants which are used to control its activity. The primitive predatory instincts of this creature are of little use except as a particularly vicious terror unit naturally suited for the Earth's many environments.



Reaper

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d12+2

Skills: Notice d12, Intimidate d8, Fighting d10, Guts d8, Stealth d6

Abilities: Horror (-2)

Size: Large +2

Tough Hide: 1 Armor

Bight/Claws: Str + d8

Weakness (Fire): -5 to Soak rolls against incendiary and fire based weapons.

Pin Down: If the Reaper gets a raise on a Fighting roll, the target is knocked prone and grabbed. The opponent is at -2 to escape this grab. Only one opponent can be grabbed like this at a time.

Improved Frenzy: The Reaper can make two Fighting attacks without a multi-action penalty in a turn.

Charge: If the Reaper moves its full pace before an attack, the roll is automatically considered to have earned a raise if it is successful.

Pace: 6

Parry: 7

Toughness: 12 (1 Armor)

Sectoid

Scientific Name: Alienus Caput Magnus

Aliases: Grey

Autopsy Data: The autopsy reveals vestigial digestive organs and a simple structure. The brain and eyes are very well developed. The structure suggests genetic alteration or mutation. The small mouth and nose appear to have little function. The webbing between the fingers and the flat feet suggest aquatic origins. There are no reproductive organs and no clues as to how this species can reproduce. They are most probably a genetically engineered species.

Its body appears to have similar biological tolerances as that of a human. Thus there are no special weapon or tactical recommendations for this species.

Species Summary: The Sectoid race runs the gamut of the alien hierarchy from crewman to khan. They are an extremely intelligent race and are responsible for the invention and creation of the vast majority of alien technology. Extraordinary specimens can manifest psionic abilities like their chief rivals, the Ethereals.

It is impossible to know what the Sectoids' original biological traits are as they have heavily modified their own genetic code over millennia. It is not even possible for them to reproduce naturally at this point, and they are wholly dependent on cloning and genetic engineering to continue the species. They use abduction to extract genetic material they can add to their species so they can thrive on new planets and to increase their overall viability.

There appears to be a deep seated dislike and mistrust of Ethereals by Sectoids and the two bicker and compete for position in the hierarchy and the favor of "The Elder". Some Sectoids have noted that in times of relative peace and slow expansion, Ethereal and Sectoid khans have gone so far as to wage open war on one another.



Sectoid

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d6, Notice d6, Shooting d8, Stealth d10, Throwing d8, Intimidate d6

Abilities: Small (-1), Horror (-1)

Pace: 5 **Parry:** 5 **Toughness:** 7 (3 Armor)

Other Roles: Medic (Healing d8), Engineer (Knowledge d10), Navigator (Piloting d10)

Sectoid Commander

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Guts d6, Notice d8, Shooting d8, Stealth d10, Throwing d8, Intimidate d6, Psionics d8

Abilities: Small (-1), Horror (-1)

Command: Allies are +1 to recover from being shaken.

15 Power Points. Knows: *Analyze Foe, Farsight, Fear, Sluggish Reflexes*

Pace: 5 **Parry:** 5 **Toughness:** 7 (3 Armor)

Sectopod

Scientific Name: *Not Applicable*

Aliases: Bot, Mech, Walker

Engineering Data: Weighing in at close to one ton, the Sectopod is the ultimate in fully autonomous assault systems. Its armor is extremely rugged and allows the Sectopod to absorb large amounts of punishment with no loss of combat performance. This armor is specifically hardened against plasma weapons, which indicates that Sectopods may fill some sort of internal security role for the alien Horde as well.



The Sectopod is a highly lethal killing machine which is nearly as effective in combat as a small fire team. It is armed with two installed ADF3 Heavy Plasmas which it can fire with punishing accuracy.

Internally, the Sectopod's command and control systems are centered on an actual brain implanted inside and augmented with cybernetic devices. It is assumed that this central brain also allows the aliens to issue commands to the Sectopod psionically. This implies that psionically trained X-Com personnel can use their abilities against them as well.

Additionally, the Sectopod's EO/IR sensors are extremely sensitive to the near-IR energy emitted by X-Com's laser weapons. It is recommended that combat teams carry laser weapons on any mission involving high ranking aliens.

Functional Summary: It is confirmed that the primary function of Sectopods is for internal security and protection of khans.

Additionally, the Sectopod requires a psionic-capable brain. Normally these are taken from executed aliens, but interrogations have revealed that a number of captured psionic X-Com soldiers have been used as well.

Sectopod

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d12+2

Skills: Notice d10, Intimidate d8, Shooting d12

Abilities: Horror (-2), Size Large (+2)

Construct: No additional damage from called shots. Immune to fear, poison, and disease.

Battle Hardened: Immune to *Suppressive Fire* tactic.

Plasma Resistant: +2 to Soak rolls against plasma weapons.

Weakness (Laser): -5 to Soak rolls versus lasers.

Armor: The Sectopod is heavily armored (+6 Armor)

Advanced Targeting: The Sectopod can make two Shooting attacks per turn without a multiaction penalty.

Installed Weapons: Sectopods are considered to be armed with a Heavy Plasma with unlimited ammunition. They cannot be disarmed.

Pace: 5

Parry: 4

Toughness: 17 (6 Armor)

Snakeman

Scientific Name: Alienus Homo Serpens

Aliases: Reptiloid, Reptile Alien, Lizard Man

Autopsy Data: The autopsy confirms reports from the field that the skin is extremely tough and heat resistant. Additionally, the cardio-vascular system is part of the muscular system which uses the hydraulic principle to create motion. The only true muscle is the heart which takes up approximately 30% of the thoracic cavity. The reproductive system appears to be very efficient. Reproduction is asexual, with each snakeman carrying up to fifty eggs inside its body at any one time. It is the assessment of this team that, if left to its own devices, this species would be a severe threat to life on earth.



With its extreme toughness, and lack of traditional musculature, it is recommended that soldiers in the field aim for the head and neck. If the target is unarmored, center of mass shots have a good chance of hitting the heart and would also be very effective. Additionally, field reports indicate that certain members of this species exhibit chameleon like abilities which allow them to nearly perfectly blend in with their surroundings. Personnel should use alternative sensors when there is a possibility of encountering this species.

Species Summary: It is apparent that this race was originally from an extremely hostile environment and further modified to enhance their hardy characteristics. They are extremely tough, and can resist extreme temperature variations and atmospheric variations. They mostly fill the ranks of front line soldiers and terrorists for the aliens.

Snakemen appear to be loyal to Sectoids, and many seem to chafe under the rule of the Ethereals. Almost all the specimens that have been observed as loyal to the Ethereals have had brain implants installed, which are more than likely some sort of control mechanism. This indicates that there is a fear of Snakeman rebellion by the Ethereals.

Snakeman

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climb d6, Fighting d8, Guts d10, Notice d8+2, Shooting d8, Stealth d8, Throwing d8, Intimidate d8, Swim d8

Abilities: Horror (-1)

Aquatic: Pace 6 in the water

Bite: Str+d4

Constrict: Make a fighting roll to entangle an opponent. Thereafter the target takes Str+d8 damage. The only action the target can take is to escape with an opposed Strength roll.

Keen Senses: +2 to Notice rolls and always "active".

Pace: 6 **Parry:** 6 **Toughness:** 9 (3 Armor)

Other Roles: Medic (Healing d6), Engineer (Demolitions d8)

Snakeman Commando

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climb d6, Fighting d10, Guts d10, Notice d10+2, Shooting d10, Stealth d10, Throwing d8, Intimidate d8, Swim d8

Abilities: Horror (-1)

Aquatic: Pace 8 in the water

Bite: Str+d6

Constrict: Make a fighting roll to entangle an opponent. Thereafter the target takes Str+d8 damage. The only action the target can take is to escape with an opposed Strength roll.

Quick: Redraw initiative cards of less than 5

Keen Senses: +2 to Notice rolls and always “active”.

15 Power Points, Knows: *Invisibility* (Uses Stealth skill)

Pace: 6

Parry: 8

Toughness: 10 (3 Armor)