X-Com: Tactical

Paul Pounds
Evan Leybourn

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Section 1 :   Introduction to XCom Tactical

It is the year 1999. In the last years of the 20th century, reports of unknown aerial visual and radar contacts have grown beyond the heights of the 1950's UFO flaps. Strange things in the skies is a regular occurance - underpinned by a rash of hostile close encounters that leave hundreds of people dead. These invaders from beyond the stars bring weapons and craft like none ever before seen and individual countries are helpless to stop them. In 1998, a global summit called for the formation of an international response team to put an end to the incusions and attacks on population centres. Known as X-Com, the Exterrestrial Combat unit is the first line of defence for the Earth.

XCom - Tactical is a tactical war game for 2-10 players. The game is based on the XCom: Enemy Unknown Computer Game from Microprose. Each player is in control of a military squad. Either as a human crack squad designed to defeat the alien menace, or as the aliens genetically engineered to aid in the conquoring of Earth.

The game is played in squad turn order. Each different combination of units and weapons means that different tactics are required each time.

2.1 Objectives

The objectives to X-Com: Tactical is the to eliminate all opponants in battle. Each side gets to create a squad from from either the X-Com forces or the Alien invaders, combining them with a variety of weapons, and equiptment in order to achieve this goal. Each squad combines fire power, skill and a little bit of luck to survive under enemy fire, and to strike at the enemy. But there can only be one victor.

2.2 Game Progression / Turn Order

Game play is divided into turns and rounds. In each round opposing players move their forces and engage in combat. At the beginning of each round players throw dice to determine which force will move first. First one player moves all of his or her units and then the next player follows.

Within each round, every unit has a turn - many events in the game depend upon whether a unit has had its turn or not. During each turn a unit expends time units (TUs) to move and perform actions. When all of a unit's TUs are expended, or when the controlling player declares all actions complete, that unit's turn ends. When all units have finished their turns the round ends. At the start of the next round units regain their TUs for their next turn. A unit must complete its turn before another unit may be move, except in the instance of opportunity fire.

2.3 Scenarios

The game can be played as a straight assault, or each side could have a mission to perform. The possible missions are as follows.

Assault (default): The goal of standard assault missions is to eliminate all opponants in battle. Each side deploys in either a Xcom craft or an Alien UFO. The number and configuration of units is up to each side, providing an equal entry cost, or any player can be given a handicap of more (or less) starting points. If there are more than 2 players then combat can either be team based or a free for all.

Crashed UFO / Skyranger: The goal of a crashed UFO or crashed Skyranger is identical to a standard assault, except that one side starts with a damaged craft (ie missing walls), and also starts with 20% loss in starting points. However they do get two extra turns to start the game, giving them time to deploy their units. If there are more than 2 players then combat can either be team based or a free for all.
When craft crash it is unusual for them to remain intact on the ground. To determine the state of a crashed craft, first roll to determine if the ship's drive systems retain flight integrity - there is an 85% chance that the each power source explodes on impact. On the ground, drive units are powered down and produce only modest explosions - when an engine explodes during flight the results are catastrophic: each exploding engine is treated as a blast doing 100 x 2d10 HE-3 damage. Use standard collateral damage rules to determine the state of the downed ship. In the case of X-com craft, landing gear always collapses on crashing and the level 2 map tiles should be substituted at ground level.

Base assault / defence: The goal of a base assault is the same as a standard assault except that the terrain for combat is an XCom or Alien base. Defending troops can start at any location, but attacking troops must deploy in the landing pads.

Terror Sites / Urban Combat:

There are two different goals for each side in a Terror Site Assault. The XCom goal is to eliminate all alien forces, whilst minimising civilian casualties. The alien goal is to eliminate all civilian targets. A city terrain is used for this mission type.

Ship Boarding: A ship boarding assault uses only a large alien ufo, and an XCom craft docked to it. All combat takes place within these craft. The goal is of course to eliminate all enemy units.

Missions: Instead of the goal to elimiate all enemy units, each side can take one of four random, secret missions. Their goal is to complete their mission whilst preventing the enemy from completing theirs.

1. **Sabotage:** A particular object in the center of the alien craft/base must be destroyed. This object is selected by the attacker, and written down at the beginning of the game.

2. **Capture unit:** A particular enemy unit must be either stunned and taken back to the craft, or mind controlled and taken back to the craft. Again this unit is chosen by the attacker and must be written down at the beginning of the game.

3. **Capture ship:** All enemy units must be eliminated from the alien craft, and at least one friendly unit must be in the enemy craft. The enemy ship is then captured and flown away to be studied by your scientists.

4. **Capture technology:** A particular peice of technology must be stolen from the enemy and taken back to the friendly craft. The technology must be chosen by the attacker and written down at the beginning of the game. That equiptment or weapon can not be taken in by any of your units. If the equipment or weapon is not on any enemy unit, the mission reverts to elimination of all of the enemy.

Technology Restriction: Both sides are limited to lower technology level in their equipment and weapons choices. Below is the equiptment available for each side at a given level. Each level also has access to all weapons and equiptment from the lower levels, including those from opposing sides. For example in a level two game the xcom side can take in level two - xcom, level one - xcom and level one - alien. *See technology restriction table*

2.4 XCom: Enemy Unknown Rules Variations

Aficionados of the X-Com: UFO Defense and X-Com: Enemy Unknown games will note many deviations of the X-Com: Tactical rules to those governing the original computer games. In all cases the changes have been made to simplify combat resolution for tabletop play. In addition, several items have been added to the game to better balance the game or increase scope; many of these additions are based on artefacts in the X-Com game and documentation.

Technology Restriction Table		
Level	**X-Com**	**Alien**
1	Knives	Plasma Pistols
	Pistols	Alien Grenades
	Rifles	Sectoids
	Heavy Cannons	Snakemen
	Auto Cannons	Floaters
	Rocket Launchers	Reapers
	Grenade	
	Smoke Grenades	
	Proximity Grenades	
	High Explosives	
	Electro Flares	
	Stun Rod	
	Medikit	
	Personal Armour	
	Tank Cannon	
	Tank Rocket Launcher	
	X-Com Soldier	
2	Sniper Rifles	Plasma Rifles
	Grenade Launcher	Small Launcher
	Laser Pistols	Ethereals
	Laser Rifles	Mutons
	Psi Amps	Celatids
	Power Suits	Silacoids
	Tank Laser	Cyberdisks
3	Heavy Laser	Heavy Plasma
	Flying Suits	Blaster Launcher
	Hovertank Plasma	Chrysalids
		Sectopods
4	Everything from both sides	Everything from both sides

3.1 Overview

3.1.1 Unit Properties

Once you have chosen your side, then you can choose the units that you want to take into combat. Each has various advantages and disadvantages, some can use weapons, some have internal weapons, some can hold equiptment, some a naturally good at psi attacks etc. Each unit has ten statistics that reflect its combat capabilities. These values are either attributes that are base die roll numbers or bonuses that modify opposed die rolls.

Time Units (TU): represent the number of actions that can take place in a unit's turn. Different actions cost different time units. When a unit has used all of its time units they are unable to move, shoot, reload etc until their next turn

Health (HTH): is a measure of the health of a unit. It represents the amount of damage that the unit can withstand before dying.

Firing Accuracy (ACC): is a measure of the accuracy for that unit, when firing any ranged weapon.

Meele Accuracy (MAC): is a measure of the accuracy for that unit, when using any close combat, melee or physical weapon.

Throwing Accuracy (TAC): is a measure of the accuracy for that unit, when using grenades.

Strength (STR): is a measure of the raw physical strength of that unit. It represents how much that unit can carry, and how much damage a close combat (CC) attack does.

Reaction (RET): is how fast a unit reacts when confronted by an unexpected event, such as an alien appearing. It represents the chance of taking a reaction shot.

Psi Skill (PSK): is a measure of the psionic ability of the soldier. It represents how effective he or she is at launching mental attacks.

Psi Strength (PST): is a measure of the psionic ability of the soldier. It represents how effective he or she is at defending against mental attacks.

Armour (ARM): is the units natural external defences. How much damage they can take before it starts to hurt them. Humans need to wear armour suits, whereas aliens are usually engineered to withstand major damage. There are five armour locations that can be hit. Front, Left, Right, Back and Under.

SUSCEPTIBILTIES: is what natural susceptibilities or resistances of that unit to certain types of damage.

3.1.2 Squad Creation / Point Allocation

Before the game begins, all players must select and equip a squad of soldiers, HWPs or terrorists. Forces are chosen using a points system; a typical squad is worth approximately 1600 points in value, including weapons, equipment and boosting.

Boosting soldier stats costs one point per point stat increase, except for the bonuses RET, PST and PSK, which cost two per point. HWP and terrorist stats cost twice as much to boost. Each unit stat may be increased a maximum of 20 points from the base value. Human troop armour values may not be boosted, but alien armour values can be. These also cost two per point.

Surviving units can also be carried over from previous campaigns. These units cost the same as in the previous mission, but also get combat bonuses. Each unit gets a bonus of twenty points to allocate to any of their statistics, which if the unit survives, carries over to the next campaign.

3.2 X-Com Forces

X-Com forces employ Earth's most advanced technology and most talented soldiers. Efforts by earth scientists and engineers continued to improve human weapons, armour and craft. Counter-insurgency actions carried out by X-Com forces attempt to throw back the invaders and safeguard the planet.

3.2.1 Soldiers

The standard soldier is the backbone of the X-Com fighting force. X-Com soldiers are the elite of the world's special forces including SAS, Spetznatz, Kiryu-Kai and Blue Berets. *See X-Com soldiers*

3.2.2 Heavy Weapon Platforms (HWPs)

Heavy Weapon Platforms (HWP's) are large tanks which have a single main gun. All HWP's are immune to Psi Attacks, and can carry no equiptment. *See X-Com HWP*

3.2.3 X-Com Craft

Skyranger The standard X-Com transport, the Skyranger is the synthesis of ramjet, heat ablative hull and vectored thrust technologies. An unarmed transport craft, it can carry as many as fourteen fully armed X-Com soldiers. The Skyranger is the fastest conventional transport available with VTOL capabilities.

Lightning The Lightning is a first generation alien craft replication. Boasting superior flight performance to the Skyranger and combat hardpoints, the Lightning is nevertheless a less effective transport due to fuel limitations an small payload size. The Lightning carries twelve soldiers.

Avenger The Avenger is the most effective craft available to X-Com logistics. Capable of carrying twenty eight soldiers and mounting two hardpoints it is far more effective than the Skyranger or the lightening. However the Avenger also suffers from fuel shortages.

3.3 Alien Forces

The alien invasion of Earth has become a war fought between X-COM forces and a number of invading alien races. Starting with animal mutilations and intermittent human abductions, alien activity has steadily escalated, threatening the continued existence of humanity. Striking down the X-Com forces will leave the Earth undefended and avaiable for alien conquest. The complete subjugation of the human race will ensue, giving the alien races vast quantities of new genetic stock to experiment with.

3.3.1 Soldiers

The alien soldiers are genetically modified for warafe and come from many different species. Each species have their own reasons for invading Earth, and so do not work with each other, with the exception of Ethereals and Mutons. Cooperation is not an important part of alien culture. *See Alien Soldiers*

3.3.2 Terror Units

Terror units are specially engineered units which are designed to attack and destroy civilian and XCom units. All terror units are unable to carry and use equiptment, utilising instead their natural (or at least engineered) abilities. Unlike X-Com HWP units, terror units can, after being boosted, use psi attacks, and can in turn be psi attacked. *See Alien Terror Units*

3.3.3 Zombies

Zombies are rather special. They have no combat abilities and their attributes depend on the unit that was impregnated. The moment that a unit becomes impregnated it becomes a zombie. It is effectively dead for the opposing side, and they have no control over it. Two turns later, or if it is killed, it will turn into a chrysalid, taking on all the attributes of a standard chrysalid. The zombie's attributes are identical to the unit that it was created from, although it can not attack. If that pre-zombie unit has moved during the current turn, the newly created zombie has only the remaining TU's for that unit, in that turn.

3.3.4 UFO's

 Medium Scout A medium sized scout vessel that poses little threat to earth forces. Normally appears before larger vessels during missions.

 Large Scout The largest alien scout craft is a general purpose vessel that is used in all types of alien mission.

 Supply Ship The supply vessel is used during the construction of alien bases or for supplying existing bases. It carries alien food containers and reproduction chambers.

 Terror Ship The terror ship has a containment facility for large alien terror weapons or creatures. It is used to transport these alien terrorists into populated areas.

3.4 Civilians

X-Com forces often have the added disadvantage of trying to keep civilians alive. Civilians are not under the direct control of the X-Com commander and move of their own volition. A civilian will not move unless an alien unit comes into it's Line of Sight (LOS).

A reaction roll is then performed, if the civilian wins the reaction roll, they will run away from the alien using all their available time units. It will move directly away from the alien, only deviating if it will take them out of the aliens LOS. The X-Com player (or at least the player trying to keep the civilians alive) controls the civilian units during their run.

If the civilian loses the reaction roll, they are frozen to the spot in fear for that turn. If they are still alive at the beginning of the next turn they run away as if they had won the reaction roll.

TU = 14, HTH = 17, RET = -10
ARM = 2,1,1,1,1
SUSCEPTIBILITIES = +10(CC), +30(AC), +10(AP)

3.5 Weapons and Equiptment

Most units can use weapons and equipment. The only limit is the strength of the unit. Each weapon has an accuracy bonus, a TU cost to fire, base damage, shot type, Ammunition per clip, and weight. Ammunition must be purchased along with the weapon, although a single clip is included in the weapon cost for small arms.
See Small Arms, Support Weapons, Grenades, Miscellaneous Equiptment and Internal Attacks for detailed information on each weapon

X-Com Soldiers

Troop - 100pts

X-Com troops combine deadly skill, with the best weaponry available on (or off) the planet.

TU = 27, HTH = 35, ACC = 25, MAC = 75, TAC = 65, STR = 30
RET = +0, PSK = +15, PST = +15, ARM = 2,1,1,1,1

X-Com HWP

Tank Cannon - 200pts

Automated heavy weapons platforms are designed to complement an XCom squad. The combination of high fire power and strong armour makes these units valuable for open terrain fire fights.

TU = 35, HTH = 90, ACC = 30, MAC = -, TAC = -, STR = -
RET = +0, PSK = -, PST = -, ARM = 90,75,75,60,60

Tank Rocket Launcher - 240pts

This automated heavy weapons platform is armed with powerful rockets. This will be devastating for any alien foe.

TU = 35, HTH = 90, ACC = 30, MAC = -, TAC = -, STR = -
RET = +0, PSK = -, PST = -, ARM = 90,75,75,60,60

Tank Laser Cannon - 260pts

Laser weapons are a useful addition for HWPs. It combines heavy firepower with no ammunition restrictions.

TU = 35, HTH = 90, ACC = 30, MAC = -, TAC = -, STR = -
RET = +0, PSK = -, PST = -, ARM = 90,75,75,60,60

Hovertank Plasma - 300pts

Alien technology has given the HWP a new lease of life. The added manoeuvrability of air travel and the power of plasma beams is a lethal combination.

TU = 50, HTH = 90, ACC = 30, MAC = -, TAC = -, STR = -
RET = +0, PSK = -, PST = -, ARM = 130,130,130,130,100

Hovertank Fusion - 350pts

This hovertank has a fusion ball launcher that is capable of immense devastation. Use it with great care. A fusion ball is an intelligent guided weapon.

TU = 50, HTH = 90, ACC = 30, MAC = -, TAC = -, STR = -
RET = +0, PSK = -, PST = -, ARM = 130,130,130,130,100

Alien Soldiers

Sectoid - 70pts

The Sectoid Hierarchy ranges from soldiers to leaders with powerful psionic abilities. They tend to indulge in human abductions and cattle mutilation. The abduction is used to extract genetic material for cross breeding and developing clones for infiltrating human society. The cattle provide both nutrition and genetic material. This race appears to want to develop superior genetic hybrids to increase the efficiency of their hive-like society.

TU = 27, HTH = 30, ACC = 25, MAC = 76, TAC = 60, STR = 30
RET = +15, PSK = +0, PST = +0, ARM = 2,1,1,1,1

Snakeman - 80pts

This race developed in an extremely hostile environment. They are extremely tough and can resist extreme temperature variations. Their mobility depends on a snake-like giant 'foot' which protects all the vital organs. Their objectives appear to be purely predatory and they appear to be under the command of some other Intelligence which directs their military-style incursions on earth.

TU = 20, HTH = 45, ACC = 30, MAC = 54, TAC = 65, STR = 47
RET = -5, PSK = +0, PST = +0, ARM = 10,9,9,8,6

Floater - 75pts

The Floaters are primarily soldiers and terror agents. They are naturally predatory beasts, genetically engineered and cybernetically enhanced to make formidable warriors. The lower half of the body and most internal organs are surgically removed, and a life support system is installed. This implant contains an anti-grav unit which enables the creature to float, albeit unsteadily, through the air.

TU = 25, HTH = 35, ACC = 25, MAC = 70, TAC = 58, STR = 40
RET = +0, PSK = +0, PST = +0, ARM = 4,3,3,2,6

Ethereal - 150pts

This being has awesome mental powers which allow for telepathic communication and telekinetic abilities. The apparently weak physical abilities of this creature 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. They are extremely dangerous in any combat situation, where they rely on their mental powers for combat. They rarely appear on earth since they seem to rely on other races to pursue their objectives.

TU = 34, HTH = 55, ACC = 40, MAC = 85, TAC = 80, STR = 48
RET = +25, PSK = +30, PST = +30, ARM = 17,17,17,17,17
SUSCEPTIBILITIES = -10(ST), -15(IN)

Muton - 110pts

This humanoid creature is physically powerful and intelligent. They have a particular appetite for consuming raw flesh of any kind, which they need for sustenance like earth based carnivores. They appear to rely on telepathic commands from a race known as 'Ethereals'. Once separated from this telepathic link their mental system appears to break down and they die. The cybernetic implants are used to enhance their combat performance. They are clearly the foot soldiers for a higher intelligence.

TU = 28, HTH = 120, ACC = 25, MAC = 78, TAC = 62, STR = 70
RET = +10, PSK = +0, PST = +0, ARM = 10,10,10,10,5
SUSCEPTIBILITIES = -20(AP)

Alien Terror Units

Silacoid - 120pts

This silicon based life form generates an enormous amount of heat. It has the strength to crush rocks which can then be ingested by the hot core. It has a primitive intelligence and can be controlled by implants or telepathic beings. It works with the Muton alien race.

TU = 20, HTH = 115, ACC = -, MAC = 80, TAC = -, STR = 70
RET = -10, PSK = -, PST = -, ARM = 25,25,25,25,25
SUSCEPTIBILITIES = Invulnerable to IN, +15(HE)

Chrysalid - 150pts

The crab like claws of this creature are a powerful weapon in close combat. The high metabolism and strength of this creature give it speed and dexterity. As an alternative to killing its victim it impregnates it with an egg and injects a venom which turns it into a walking zombie. A new Chryssalid will burst from the victim two turn after impregnation, or if the zombie is killed. Chryssalids are associated with the Snakeman race.

TU = 55, HTH = 95, ACC = -, MAC = 80, TAC = -, STR = 110
RET = +20, PSK = -, PST = -, ARM = 17,17,17,17,17
SUSCEPTIBILITIES = -5(ST), -10(IN)

Celatid - 160pts

This life-form has the mysterious natural ability to float through the air. It appears to detect human brain waves and will move towards a human target even if well hidden. Once a target is detected the Celatid lands and fires small globules of extremely corrosive venom. The creature has the ability to clone itself at an alarming rate, So for each 4 game turns that this creature survives, you may bring in a new celatid. It accompanies the Muton race in its wonderings.

For range calculation the acid weighs 5, which means the range of the average celatid is 14 tiles.

TU = 35, HTH = 70, ACC = -, MAC = -, TAC = 50, STR = 70
RET = -10, PSK = -, PST = -, ARM = 10,10,10,10,10
SUSCEPTIBILITIES = +10(CC), +30(AC), +10(AP)

Reaper - 110pts

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 to terrorise and destroy. Reapers are commonly associated with Floaters.

TU = 31, HTH = 150, ACC = -, MAC = 80, TAC = -, STR = 90
RET = +15, PSK = -, PST = -, ARM = 14,14,14,14,2
SUSCEPTIBILITIES = +35(IN)

Sectopod - 160pts

Sectopods are robot creatures with a powerful plasma beam weapon. The control if these mechanical beasts is via a telepathic link to their controllers, the Ethereals. Sectopods are the most powerful terror weapon available to the alien forces.

TU = 31, HTH = 100, ACC = 30, MAC = 80, TAC = -, STR = 90
RET = +15, PSK = -, PST = -, ARM = 72,65,65,50,45
SUSCEPTIBILITIES = -10(HE), +25(LB), -10(PB)

Cyberdisk - 150pts

This miniature flying saucer is an automated terror weapon armed with a powerful plasma beam. The anti-grav propulsion gives it a big advantage in difficult terrain. Its primary function is destruction and terror in the service of the Sectoid race. If a cyberdisk is destroyed, roll above 5 on a d10 to seee if they explode, with the force and range of an alien grenade.

TU = 31, HTH = 120, ACC = 30, MAC = 80, TAC = -, STR = 90
RET = +15, PSK = -, PST = -, ARM = 17,17,17,17,17
SUSCEPTIBILITIES = -10(AP), -10(IN)

Small Arms

Pistol - 5pts (1)

The standard issue XCom pistol is a high powered semi-automatic with a 12 round capacity.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Snap	+0	5	26 AP	12	5 (3)
Aimed	+20	8			

Rifle - 10pts (1)

This highly accurate sniper rifle has laser guided sights and takes 6.7mm ammunition in 20 round clips.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Auto	-25	9	30 AP	20	8 (3)
Snap	+0	6			
Aimed	+50	20			

Sniper Rifle - 25pts (1)

This arm fires a larger round than the standard rifle and is designed for long-range sniper support. The main drawback of this powerful weapon is the long time required to line up each shot.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Aimed	+60	20	75 AP	8	12 (3)

Laser Pistol - 15pts (-)

The laser pistol is an effective implementation of new technology. It has the convenience of a pistol with faster and more accurate firing.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Auto	-30	6	46 LB	∞	7 (-)
Snap	-20	5			
Auto	+10	14			

Laser Rifle - 20pts (-)

The laser rifle is a more powerful and accurate version of the earlier pistol design.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Auto	-15	9	60 LB	∞	8 (-)
Snap	+10	6			
Auto	+40	13			

Heavy Laser - 25pts (-)

The heavy laser is cumbersome, but extremely effective.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Snap	-10	8	85 LB	∞	18 (-)
Auto	+25	19			

Plasma Pistol - 15pts (1)

Plasma pistols are a lethal alien weapon based on accelerating particles from within a minute anti-gravity field.

Power source for the small alien plasma pistol. Contains Elerium - the source of all alien power.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Auto	-10	8	52 PB	14	3 (3)
Snap	+0	8			
Aimed	+25	15			

Small Arms cont...

Plasma Rifle - 25pts (1)

This is a devastatingly powerful weapon based on accelerating particles from within a minute anti-gravity field.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Auto	+0	9	80 PB	28	5 (3)
Snap	+15	8			
Aimed	+40	15			

Heavy Plasma - 40pts (1)

This is a devastatingly powerful weapon based on accelerating particles from within a minute anti-gravity field.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Auto	-10	9	115 PB	35	8 (3)
Snap	+15	8			
Aimed	+50	15			

Armour

Personal Armour - 15pts

This is the first incarnation of XCom Armour. It allows the unit to absorb more damage before being hurt and also reduces damage done with stun (AC), and incendenry(IN) weapons.

Front: 50
Left: 40
Right: 40
Rear: 30
Under: 30
SUSCEPTIBILITIES = +5(AC), -5(ST), -10(IN)

Power Suit - 30pts

With the development of better defensive technologies, XCom has devloped Power Armour. It allows the unit to absorb a lot more damage before being hurt, gives a bonus to strength and also reduces damage done with stun (AC), and is invulnerble to incendenry(IN) weapons.

Front: 100
Left: 80
Right: 80
Rear: 70
Under: 60
+15 STR Bonus
SUSCEPTIBILITIES = -10(ST), invulnerable to IN

Flying Suit - 40pts

Flying Armour is the final incarnation of Xcom armour technology. It can absorb more damage than power armour, and gives the wearer the ability to fly.

Front: 110
Left: 90
Right: 90
Rear: 80
Under: 70
+10 STR Bonus, Flying
SUSCEPTIBILITIES = -10(ST), invulnerable to IN

Heavy Cannon - 25pts (3)

The heavy cannon is a devastating, but cumbersome, weapon. Its versatility comes from the fact that it can take three types of ammunition - armour piercing, incendiary and high explosive.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Snap	+0	8	56 AP	6	18 (6)
Aimed	+30	20	52 HE-1		
			60 IN		

Auto Cannon - 20pts (3)

The auto-cannon combines the versatility and power of a heavy cannon with a faster fire rate.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Auto	-30	10	42 AP	14	19 (5)
Snap	+0	8	44 HE-1		
Aimed	+20	20	48 IN		

Grenade Launcher - 20pts (*)

The grenade launcher is a compact weapon used to fire standard grenades further than a standard soldier can throw them; volleys of three grenades may also be fired. The launcher uses individual grenades as ammo - loading up to six into the weapon counts as a single loading action.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Auto	-20	17	*	6	10 (6)
Snap	0	15			
Aimed	+20	20			

* As per grenade type

Rocket Launcher - 30pts (3 HE-1) (4 HE-2)

The rocket launcher is a laser guided system which can fire different sizes of missile.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Snap	+0	11	75 HE-1	1	10 (6)
Aimed	+50	19	100 HE-2		
			90 IN		

Blaster Launcher - 100pts (5)

This is an alien guided missile launcher which fires powerful 'blaster bombs'. The blaster launcher is a special weapon. It fires a guided missile, which passes through waypoints. At each waypoint there is a 5% chance of missing. So At each waypoint you need to roll to hit that waypoint - 5% the previous waypoint. If it fails then the blaster bomb travels straight, until it hits something or off the edge of the map.

| Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Aimed	+60	20	200 HE-3	1	16 (3)

Small Launcher - 30pts (2 ST) (4 HE-2)

A small launcher which fires stun bombs. Very useful for capturing live aliens. The Stun bomb is used for capturing live human specimens, but it can also be used against most alien races. It is fired from a small launcher. It also has the capability of firing small explosives.

| Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Snap	+0	10	90 ST	1	5 (1)
Aimed	+50	19	90 HE-2		

Grenades

Grenade - 3pts
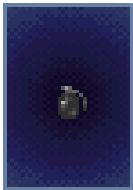
This standard issue grenade has an accurate and sophisticated timer for precision control.
Damage: 50 HE-1
Weight: 3

Smoke Grenade - 2pts

Smoke grenades are useful for providing cover in exposed combat situations. Use with care because they can benefit the enemy as well. When a smoke grenade detonates, it fills its area of effect with obscuring smoke cover, which will last for the duration of combat. They also block LOS for more than 4 squares of smoke.
Damage: 60 ST
Weight: 3

Proximity Grenade - 4pts
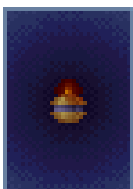
A proximity grenade is thrown like an ordinary grenade but is set-off by nearby motion after it lands. Movement in the square grenade occupies, or any adjacent square (including those one level above or below) will trigger the explosion. Triggering motion includes walking, kneeling/standing, thrown objects, or explosions. Aiming and firing do not count as movement. The grenade, unlike all the other, does not detonate if it hits a unit directly, only once they move.
Damage: 70 HE-2
Weight: 3

High Explosive - 6pts

This explosive should only be used for demolition purposes. Keep personnel clear of demolition sites.
Damage: 110 HE-3
Weight: 6

Electro Flare - 1pts

This compact device produces a bright flare light when it is thrown. This will highlight enemy units in the vicinity of the electro-flare during night missions but produces a glare in day missions. The flare has an area of effect the same as an HE-2 splash area. At night, targets in this area receive no night penalty; in the day, treat the effected area as if it were filled with obscuring cover.
Damage: 0
Weight: 3

Alien Grenade - 4pts

This device works in the same way as a terrestrial grenade - except that it is more powerful.
Damage: 90 HE-2
Weight: 3

Miscellaneous Equiptment

Knives - 5pts

A backup combat knife, for when things go really bad.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Meele	+15	10	15 CC	∞	1

Stun Rod - 20pts

This device can only be used in close combat, but will stun a living organism without killing it by using electric shocks.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Meele	+15	10	90 ST	∞	6

Psi Amp - 15pts

The Psi-amp can only be used by soldiers with psionic skill. There are two types of psionic attack:

PANIC UNIT: If the attack is successful it will reduce the target's morale and may cause it to panic.

MIND CONTROL: If this is successful then you will gain immediate control of the enemy unit as if it was one of your own (except that you cannot access the object screen). It is more difficult to be successful with this type of attack.

MIND PROBE: The mind probe is an alien communication device which is used to take information directly from brain waves. XCom units can use this device in combat to display an alien's characteristics.

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Psi	psi	10	-	∞	8

Medikit - 10pts

Shot Type	Accuracy	TU's	Damage	Ammo	Weight
Heal	70%	10	-10	10	5
Critical			-1 critical		

Internal Attacks

Tank Cannon

Shot Type	Accuracy	TU's	Damage	Ammo
Snap	+0	8	60 AP	30
Aimed	+30	20		

Tank Rocket Launcher

Shot Type	Accuracy	TU's	Damage	Ammo
Snap	+0	11	85 HE-2	8
Aimed	+50	19		

Tank Laser

Shot Type	Accuracy	TU's	Damage	Ammo
Snap	+10	8	110 LB	∞
Aimed	+25	19		

HoverTank Plasma
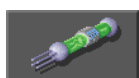
Shot Type	Accuracy	TU's	Damage	Ammo
Snap	+15	8	110 PB	255
Aimed	+50	15		

HoverTank Fusion

Shot Type	Accuracy	TU's	Damage	Ammo
Aimed	+60	20	230 HE-3	8

Cyberdisk

Shot Type	Accuracy	TU's	Damage	Ammo
Snap	+15	9	130 PB	255
Aimed	+50	19		
Detonate	-	0	90 HE-2	

Sectopod
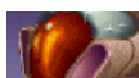
Shot Type	Accuracy	TU's	Damage	Ammo
Auto	-10	11	100 LB	255
Snap	+15	9		
Aimed	+50	19		

Celatid
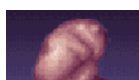
Shot Type	Accuracy	TU's	Damage	Ammo
Snap	+15	10	140 AC	
Aimed	+50	20		

Silacoid

Shot Type	Accuracy	TU's	Damage	Ammo
Meele	+0	10	70 IN	

Chysalid

Shot Type	Accuracy	TU's	Damage	Ammo
Meele	+0	10	110 CC	
Implant	-40	10	Zombify	

Reaper

Shot Type	Accuracy	TU's	Damage	Ammo
Meele	+0	10	90 CC	

4.1   Tile System

The game is played on a square grid map composed of tiles. Each tile is a seperate card piece that joins with others to produce the environment. Before play, each player would place tiles in turn to produce a 5x5 tile grid. Once the map is complete, players place craft on the map to set their beginning locations. Craft may be placed at any point on the map that does not cross over any buildings (fences, vegetation and mounds are ok; they just get flattened). Craft should be placed square to the underlying grid. In the case of base missions, command centres and elevators take the place of landing craft.

Each tile is divided into squares. Most units occupy soldiers and some terrorists occupy a single square each, while HWPs and other terrorists occupy a 2x2 square. Units and structures may occupy one of four levels of altitude above the base map level (level 1). Hilly terrain may also extend one or more levels above ground level.

The standard game set provides terrain for farmland and desert terrain, as well as template layouts for Medium and Large Scout, Terrorship and Battleship UFOs as well as the Skyranger and Avenger X-Com craft.

4.2   Tiles, Objects and Walls

Each square on a map tile may consist of a floor, walls and an object in the square. Each of these elements is outline below. Almost all map items may be destroyed in the game.

Floors are solid horizontal surfaces that units may walk on. All squares on ground level have a floor tile, which may not be destroyed. All floors except elevators block line of sight. If a non-flying unit is in a square without a floor, it will fall to the floor beneath it. Multi-square units will not fall unless all the squares it occupies have no floor. Some floors are sloped and allow passage to a higher level for units that cannot fly. Elevated terrain is shaded to indicate the slope and terrain higher than ground level is noted on the map; three slope elevation changes are required to change a whole level. Some floor tiles are uneven surfaces or dense vegetation, rubble or small objects that impede movement over them; these require an additional time unit to traverse.

Walls are solid vertical surfaces that block movement through the edge of the square it occupies. All walls except those with windows block line of sight. A unit may not move through the edge of a square with a wall; in the case of multi-square units, both edges must not have a wall. For diagonal motion, no edge touching the squares common corner may have a wall. Similarly for multi-square units, no edge through which the unit wishes to move may have a wall. Multi-square units may not occupy any set of squares with walls on any of the four internal edges.

Doors behave just like walls except that a unit may expend TUs to open it and thus move through. A door need only be opened once per turn to allow all units to move through freely; all doors close automatically at the end of each turn. Multi-square units may move through doors so long as they are wide enough to permit them through. A door that spans more than one square activates as a single unit and individual edges may not be opened seperately to the rest of the door.

Objects are structures that take up the breadth of the containing square. Objects make a square impassable; some objects occupy multiple squares and levels. In the case where separate level tiles are not provided for multiple level objects, contours will be draw indicating the outline of the object on each level.

All walls, floors tiles and objects are rated by their structural strength; normal, hardened, super-tough and indestructible. All farm houses and urban buildings are normal structures. X-Com and alien bases and UFO interiors are hardened. X-Com craft and UFO hulls are all super-tough, as are reinforced UFO doors. Few items are indestructible - most notable are all dirt ground level floors. Some objects are also classified as explosive - these objects detonate when destroyed.

4.3   Line of Sight

Line of sight is an important concept in attacks and reaction. Before most attacks can be launched, it must be established that the attacking unit can see the target. In most cases this is self-evident while in others it is dubious.

A unit has line of sight if there are no obsticles in the direct path between the two units. Any solid object, such as trees, hedges, hills or walls counts as and can not be seen through, although windows can be seen through. Most objects are only one level high. If a unit is on a higher, or lower, altitude to the targetting unit then they can be seen if they are standing on or near the edge of the level. If they are more than three tiles from the edge, then in general they can not be seen. This does not include partial levels. These count as flat for line of sight purposes, unless a unit is crouching in which case two thirds of a level counts as cover.

Most importantly, use your common sense. If it looks like they can be seen, or if it is logically impossible to see them, then do what seems sensible.

4.4 Map Interpretation

Type	No	Ha	ST	Ex	Un	Image
Floors						
Grass	X					
Dirt, sand, gravel	X					
Pavement	X					
Tall Grass, Crops	X				X	
Hay	X				X	
Snow	X				X	
Building Floor	X					
X-Com / Alien Base Floor		X				
Elevator			X			
Craft Hull			X			
Objects						
Trees, Cacti	X					
Rocks		X				
Soil Column	X					
Rock Column		X				
Skyranger Engines			X	X		
Skyranger Cockpit			X			
Skyranger Stabiliser			X			
UFO Navigation	X			X		
UFO Chairs	X					
UFO Power Source		X		X		
Other Alien Equipt	X			X		

No = Normal
Ha = Hardened
ST = Super-Tough
Ex = Explosive
Un = Uneven

5.1 Description of Movement

Units move around the tactical map by expending time units (TU). There are several different types of motion classed under movement. Everything from walking, flying, turning and even reloading. Each of these may cost different time units. It should be noted that units that are capable of flight may also use walking movement.

Motion time units may also be modified by the type of terrain the unit is passing though (Although this only modifies walking). Heavy Weapon Platforms and Terror Units that occur more than one square only take into account the modifier once, regardless of how many obstructed squares they occupy.

It costs a different amount to move forward straight along the map grid or to move diagonally, see the below table. Units that walk may only move along the ground, and can only change their elevation by using elevators, ramps, stairs or falling. Most ramps and stairs are several tiles long and so the level change modifier should only be applied when on the tile the level changes, and not on every tile. Some actions, such as firing a weapon, are not normally associated with movement and also cost TU's.

5.2 Flight

There are some special rules regarding units with flight capabilities. Each unit above ground level must be marked with the level they are on. They can be marked with the level marker, although a single dice is sufficient. Flying allows units to hover up and down without using stairs, ramps or elevators, although the flying systems that both X-Com and the aliens use can only rise to maximum of 4 levels.

There is no limit to the amount of time a unit can stay hovering or moving in the air. It costs no time units to stay hovering, just as it costs no time units to stay standing still. Similarly all movement in the air costs the same as on the ground.

5.3 Encumberance

It is possible for a unit to be encumbered. Since every item has a weight, if the combined weight of those items is above that units strength, then they are encumbered and each movement cost is doubled. Keep this in mind if you pick up weapons, equiptment, or bodies on the battlefield.

5.4 Kneeling

Soldier can choose to kneel to take their shots. Kneeling gives a soldier several benifits. It is easier to aim at another unit, harder to be shot by the opposition, and can take you out of LOS if there is a small slope in the way. However if a unit is crouched they can not move, they must stand before they can move anywhere. Only soldiers can kneel, HWP's and terror units are unable to do so.

Movement Cost Table	
Action	**TU's**
Walk forward on level ground	2
Walk diagonally on level ground	3
Walk up a level	+3
Walk down a level	+2
Walk through uneven terrain	+1
Turn 45 degrees *	free
Turn 90 degrees	1
Turn 180 degrees	2
Kneeling or Standing	2
Fly forward	2
Fly Diagonally	3
Hover up or Down one level	4

* No you can't turn 45 degrees and then another 45 degrees for free; that would be cheating.

5.5 Special Movement

Some movement is considered special movement. Special Movements are actions which does not move the unit on the tactical map, but still uses TU.

Action	TU's
Load a Weapon *	8
Unload a Weapon	4
Open a door	2
Prime a grenade	12
Throw an Object	6

* Only soldiers need to reload. HWP's and terror units have no reload cost. Also meele attacks do not, by there very nature, have a reload cost.

6.1 Ranged Combat

The majority of combat takes the form of ranged attacks made by soldiers firing weapons. Firing is resolved by rolling percentile dice. To determine the outcome, add all applicable bonuses and penalties from the *Ranged Attack/Throwing Modifiers Table* to the base skill of the soldier/unit making the attack. Percentile dice are then rolled - if the value rolled is lower than the sum, the attack hits. An ACC of 0 denotes units incapable of ranged attacks.

A unit may fire as many times in a turn as it has available TU to do so. In the case where a unit fires a weapon and then switches to fire different weapon in the same turn, a 20% penalty applies. HWP platform attacks are handled identically as per any other ranged attack, using their built-in weapons.

Attacks may be made against units or squares. In the case of an unconscious unit, attacks must be made against the square as opposed to the unit itself.

Ranged combat attacks can only be made when line-of-sight exists between the target and the attacker. Walls block line of sight completely; walls with windows and fences may be fired through with no penalty. Non-target units, objects and smoke in the attack line-of-sight are counted as obstacles when firing. Four squares of obstruction block line-of-sight completely.

When using targeted weapons (blaster launchers and HWP fusion launchers) a roll must be made for each successive waypoint followed. A cumulative penalty is incurred for each waypoint traversed: zero to reach the first waypoint, -5% for the second, -10% for the third and so on. Targeted weapons do not incur range penalties.

It is possible for a soldier to hold and fire two weapons simultaneously, called firing akimbo. To fire akimbo, both weapons must fire snap shots or auto shots (aimed shots are not permitted). The number of TU used is the higher of the two weapons. Akimbo shots with two pistols receive a 5% penalty; shots with rifles (or one rifle, one pistol) receive a 15% penalty - do not include the penalty for firing two different weapons in the same turn. Support weapons may not be fired akimbo. Resolve each fired shot individually.

To reflect the uncertainty of combat, attack probabilities are capped at 95%, irrespective of the normally calculated value.

6.2 Throwing

Grenades and equipment may be thrown using similar rules to ranged combat, except that throwing range is limited and all throws are aimed at squares with a floor. It is impossible to aim at clear air, or flying units. Add penalties and bonuses to the soldier's base throwing skill and roll percentile dice. If the roll is successful, the thrown object lands in the target square. Throwing attacks use the same applicable modifiers as for ranged attacks - the 95% accuracy cap also applies to throwing. A TAC of 0 denotes units that are incapable of throwing.

The distance an object may be thrown is equal to the strength of the throwing soldier divided by the weight of the object. Thrown objects are always targeted at squares, not units. Unlike direct-fire weapons, grenades and equipment may be thrown over intervening obstructions. Items may be thrown over obstacles 1 level higher than the throwing unit.

ing rules as opposed to ranged attack rules. Weapons-based throwing attacks have no maximum range. Biological attacks are resolved normally.

To use a grenade, it must first be primed. When priming a grenade, the number of turns before detonation must be specified - anywhere from 0 (end of the soldier's turn) to 5 turns hence. Once primed, a grenade must be thrown or dropped to activate the count down. Proximity grenades do not have a timer - rather, they are motion activated. When a unit moves into a square within the 3x3 square radius around the grenade, it detonates. If a unit is already within that radius it will only detonate if the unit moves. Grenades can only be prematurely detonated by enemy troops if they cause high explosive damage in the grenade's square.

6.3 Melee Combat

In a world of high-power, ranged weapons, close combat may appear a futile anachronism. However, in dire situations melee attacks may be the only option open to a unit. For some alien terror units, it is the only form of attack available. A MAC of 0 denotes units incapable of melee attacks. All melee attacks take 20 TUs.

Ranged Attack/Throwing Modifiers

Modifier	bonus
Weapon shot	as per weapon, auto/snap/aimed bonus
Range	-1 per square
Onstruction	-5 per square (4 squares block LOS)
Night (humans only)	-15
Kneeling	+15 (attack) -5 (defence)
LOS from spotter	-10
No LOS (throwing only)	-20
Additional Waypoint	-5 per waypoint
Akimbo (Pistols)	-5
Akimbo (Rifles and above)	-15
Firing Second Weapon in one turn	-20

Some attacks, such as the grenade launcher and celatid spit, use throw-

Like any other attribute-based attack, close combat is resolved by rolling per-

centile dice against a modified base attribute, Mac. However, in this case, the only relevant modifier is base weapon accuracy, if a melee weapon is used. Missed melee attacks have no further effect.

6.4 Psi Combat

A new innovation in combat introduced by the aliens, psionic attacks forgo physical force. Instead, psionic attacks are a direct incursion against the target's mind. Three basic types of attack exist: mind probe, panic and mind-control. Humans may only engage in psionic attacks if they are equipped with a psi-amp. Whereas aliens need no other equiptment.

Unlike physical attacks, psionics pits the attacker directly against the mental strength of the target. To resolve a psi attack, each player rolls percentile dice and add any bonuses or penalties. The attacker adds the attacking unit's PSK bonus, in addition to any appropriate modifiers. The defender adds the target's PST bonus. If the attacker's result is higher than the defender's, then the attack succeeds. Otherwise, there is no further effect.

The first attack is MindProbe. The mindprobe allows you to have a look at that opponants character sheet. The mindprobe attack has an attacking modifier of +10.

The second type is a Panic Attack. If you succeed in panicing them, roll a d10 to find out what they do. If you roll 1-4, then they are paralysed with fear and have no TU's for their next turn. If you roll 5-7, they drop the weapons in their hands and run away with all their TU's in the opposite direction to the enemy, and if they roll a 7-10 then they go beserk start firing their primary weapon (snap shots) in random directions. To calculate the direction of the firing roll a d10 per shot, and use the *missed throw direction table* to see the direction of firing. The shots travel in astraight line from that point and will hit any unit or object in the way. The panic attack has a modifier of +0.

The third type is a Mind Control. If you succeed then you have full control over that unit until the end their next turn. The Mind Control modifier is -25.

6.5 Reactions and Opportunity Fire

In the actions phase of a player's turn, enemy units with quick reflexes may be able to take snap shots at targets as they come into LOS. Whenever a unit comes into LOS of an enemy with sufficient time for a snap shot, both players roll percentile dice and add the unit's RET bonus to the result. If the enemy unit wins the roll then they may take a single snap shot at the moving unit. If the moving unit wins the roll, no attack may be made. If the rolls tie, then both sides reroll.

This roll may be made every time a unit moves into LOS so long as enough time units remains to make a snap shot, even if the unit has made opportunity attacks previously in the same round. If appropraite a reaction shot may be taken akimbo with two pistol weapons.

7.1 Damage Types

Each weapon and attack does a particular type of damage. Different damage types produce different effects; also some unit types are especially susceptible or resistant to certain damage types. Each type of damage is described below.

- **Close Combat (CC)** Close combat damage is the striking, piercing and crushing damage sustained from hand-to-hand fighting. Although not generally as destructive as other types of damage, it can nevertheless cause great injury to the target.

- **Acid (AC)** Acid attacks consist of spraying or splashing the target with a corrosive fluid. The delivered agent eats through metal, cloth and flesh to cause ruinous burns and injury.

- **Armour Piercing (AP)** Favoured by modern human militaries, armour-piercing rounds are designed to penetrate layers of steel and ceramic. Armour piercing damage is especially effective on soft targets.

- **Stun (ST)** The only form of damage that does not kill, stun damage instead renders a target unconscious. On mechanical units stun effects represent electro-magnetic effects that disrupt computer systems.

- **Incendiary (IN)** Incendiary damage is caused by fire and flame weapons. Incendiary attacks ignite the surrounding area and have a good chance of setting any units unfortunate enough to be caught in the inferno on fire.

- **High Explosive (HE)** The most powerful weapons cause high explosive damage. Using chemical or anti-matter reactions, high explosive detonations spread their destructive effect over a large radius. These blasts can radically alter the landscape and obliterate structures and objects in their area of effect.

- **Laser Beam (LB)** Laser beams are tightly focussed streams of photons that deliver energy to the target. Laser damage causes destruction by melting and burning.

- **Plasma Beam (PB)** Similar to laser beams, plasma beams consist of fired ionised particles. This produces more penetrating damage capable of damaging structures.

7.2 Unit Damage

Units have a limited tolerance for absorbing damage; each time a unit is damaged, record the damage down on the record sheet. When the total accumulated damage equals the unit's HTH attribute, it is knocked unconscious - if this value exceeds the attribute, the unit is destroyed.

Armour can protect a unit by absorbing damage before it is applied against the HTH attribute. Unlike HTH, armour has varying values depending upon facing - only the armour facing the direction of attack protects the unit. When a unit with armour take damage, first record damage against the armour. Only mark damage against HTH when the armour in the facing location has been depleted.

Unlike normal damage, stun damage does not cause bodily harm. Instead, record the amount of accumulated stun damage just like lethal damage. When the total stun damage taken exceeds the current HTH value (not attribute) the unit is knocked unconscious. It is not possible to kill a unit with stun damage.

7.2.1 Death and Unconsciousness

When a unit is knocked unconscious it falls prone to the floor and may make no actions. The accumulated stun damage of an unconscious unit decreases by 5 points each turn; when the total falls below the current HTH value the unit wakes up again and may proceed normally.

If a unit is destroyed any equipment it carried is dropped in the square where it died. Another unit that subsequently moves into the square may pick up the equipment at no cost. Armour may not be picked up in this fashion and is considered destroyed at the same time as the soldier wearing it.

Prone units do not fill squares; units may move over them freely and do not count as an obstruction for firing purposes. If the square a unit fell in is occupied when it regains consciousness the controlling player may move the prone unit one square into an unoccupied area. If no such area exists the unit may displace one square but cannot take any other actions in the next turn. Units can be stunned with stun rods, small launchers, or inhaling smoke.

7.2.2 Critical Hits

If a weapons damage penetrates armour, and yet does not actually kill the unit, they take a critical hit. There are four types of critical hit. A head shot rattles the unit and doubles the damage that penetrated the armour. An arm shot decreases the accuracy (ACC), meele accuracy (MAC), and throwing accuracy (TAC) of the unit by 10%. A leg shot doubles the movement cost for that unit. These critical hits are cumulative, so if a unit gets two critical hits in the leg, they then have 4 times the movement cost. So a single square will cost 8TU to cross. Finally a torso shot has no extra effect on the unit.

To calculate the critical hit type roll a d10 and read of the table below.

10	Head	x2 damage
6-9	Torso	
4,5	Arms	-10 accuracy
1-3	Legs	x2 movement cost

7.2.3 Susceptibility

Some units are more succepable to different types of damage than others. Similarly some units are naturally resistant to damage than others. In order to calculate the damage to the unit, add or subtract the susceptibilty modifier from the weapon damage. The following table shows the modifiers for all units.

Unit	CC	AC	AP	ST	IN	HE	LB	PB
Unarmoured Human, Sectoid, Celatid, Floater,	+10	+30	+10					
Personal Armour		+5		-5	-10			
Power/Flying Suit				-10	invulnerable			
Tanks	-5	-30			-30	-15		
Snakeman					-15			
Ethereal				-10	-15			
Muton			-20					
Silacoid					invulnerable	+15		
Chrysalid				-5	-10			
Reaper					+35			
Sectopod						-10	+25	-10
Cyberdisk			-10		-10			

7.2.4 Falling

When a non flying unit enters a square (or squares) that does not contain a floor it will fall vertically until it reaches the highest floor beneath it. Every level after the first fallen causes the unit 10 CC points of damage applied to the underside. If a unit drops on top of another unit, the lower unit becomes a prone unit (see Death and Unconciousness).

7.2.5 Medikits

X-Com troops have an advantage over all alien units. They have developed a medikit capable of healing most non-fatal wounds. It can restore 10 units of health (not armour unfortunately), or it can remove the effects of a critical hit.

7.3 Splash Damage

Some types of rounds can cause splash damage. Areas of effect are rated by the size of the blast or splash region. The appropriate area size is calculated from the explosive damage, and the explosive type. HE-1 reduces by 20 damage per turn, HE-2 reduces by 30 damage per turn, and HE-3 reduces by 40 damage per turn. eg. 60 HE-1 represents a size 1 explosion, with 60 damage in the first square, 40 in the second, and 20 in the third.

To determine the damage taken by units in the effect radius of a shot, subtract the damage modifier for that explosive type for each square between them and the center of the explosion. In the case of an HWP or large terrorist, use the closest square that the unit occupies. The damage taken is applied to the unit's armour facing the centre of the explosion.

7.4 Fire and Smoke

During the game it is almost certain that someone will use a high explosive, or incendiary weapon. If that happens there are two factors that must be taken into account smoke and fire. Smoke is created from both high explosive and incendenry weapons. The smoke lasts for three rounds, from the moment the weapon is fired, to the end of the round two hence. This can be marked using a dice, or counters. The only exception to this rule is smoke grenades. Smoke grenades are specially built for this purpose, and thus last for six turns. Smoke causes 10 ST damage per turn to any unit in the smoke field. Although keep in mind that human armoured troops have a -10ST susceptibility, so won't take any stun damage. Flying units are still in the smoke and thus still take the damage.

Similarly incendinary weapons also ignite the area around their impact. This area will burn for three turn, similar to smoke. The fire causes 20 IN damage per turn to any unit in the fire (as well as the 10 ST). Flying units do not come into contact with the fire, and do not take any damage.

7.5 Missed Shots

When a shot or throw misses, the errant projectile or beam must inevitably hit somewhere. In many cases, the shot will simply exit the edge of the map harmlessly. In other circumstances, it may cause unexpected destruction. Missed throws and shots are resolved similarly; missed melee attacks have no further effect.

To determine where a missed shot strikes, roll a 10-sided die and consult the Missed Shot table to determine the direction in which the shot missed. Next, calculate the margin of failure (MOF) by subtracting the attack's target percentile from the actual rolled result. The shot passes one square in the direction indicated away from the target for every 10% (rounding up) of the MOF. A missed shot travels from the firing unit, towards and through the indicated square and strikes the first object, wall, ground tile or unit in its path (except for the target itself).

Errant shots will always hit any unit or object in their path - fate is kind of funny that way. Note that it is impossible to "accidentally hit" the target with a missed shot through a square it occupies (eg. multi-square units like HWPs or by rolling a 5 or 6). It is, however, perfectly acceptable for a missed explosive round to cause the target splash damage.

Missed shots by targeted weapon are treated as though the missed shot was fired from the last successful waypoint towards the next. Scattered throws cannot land on terrain more than 1 elevation higher than the throwing unit - in these cases, the throw lands at the base of the obstructing elevation feature. In all cases when resolving missed shots and throws, use geometry and common sense to determine the most likely outcome.

Missed Throw Direction

10	1-2	3
9	X	4
8	6-7	5

7.6 Collateral Damage

If a shot or explosion strikes objects or structures on the map it is necessary to determine what damage results. Items (doors, objects and walls) are classified as Normal, Hardened, Super-Tough or Explosive.

Normal Normal items make up the majority of the items on the maps. All items are assumed to be normal unless otherwise specified. Normal items are destroyed by any amount of HE or PB damage, 40 AP or 80 LB or more points of damage. Additionally, extremely strong units can destroy items with 80 CC or more points of damage. Normal objects are always set alight by any amount of IN damage.

Hardened Hardened items are specially reinforced to resist damage. Interior UFO panels and base walls are typical hardened structures. Hardened items are destroyed by 70 HE, 70 PB or 80 LB or more points of damage.

Super-Tough Super-Tough items are the strongest structures ever developed and can only be destroyed by the most powerful weapons. UFO hulls and X-Com craft are all super-tough. Only 160 HE or more points of damage will destroy super-tough items.

Explosive Explosive objects are pieces of equipment containing volatile substances. If an explosive object is destroyed, it detonates, causing 90 HE-2.

Destroyed items are obliterated and removed from the map. A destroyed wall ceases to block line of sight; destroyed floors cease to support units on them (causing non-flying units to fall). Floors on level 1 that are destroyed are simply replaced by dirt floors; this is most significant when clearing patches of uneven terrain. Dirt floors on level 1 are indestructible.

7.7 Collapsing

When structures take a sufficiently large amount of structural damage they will collapse. If a building loses more than half of its walls the levels above will fall onto the lower levels. Any unit caught under the collapsing levels takes damage to its front; every level that falls on the unit does 20 CC points of damage, times the number of levels fallen. Also note that units higher in the structure will fall onto the higher standing level, thus also take falling damage. Remove any collapsed building levels from the map; any equipment on the levels is lost. The top of the highest standing level will become rubble.