

# XCOM: ENEMY UNKNOWN



## DIFFICULTY

You have the choice of playing XCOM: Enemy Unknown in the following difficulty modes: Easy, Medium, Classic, and Impossible. There are also two settings you can apply to most difficulties: *Enable Ironman* and *Enable Tutorial*. The Ironman setting gives you one save slot option and the game automatically updates save data as you progress. So if you lose a soldier, there's no jumping back to a previous save to try again to save him or her. The tutorial option is self-explanatory; tips are given as new challenges are faced. This also starts the game in a unique tutorial mission. This is good for those who never played the original XCOM from 1994 and have no clue what they've gotten themselves into. We also use this tutorial mission to present the basics.

**EASY:** Appropriate for players new to tactical games or XCOM specifically.

**NORMAL:** For players familiar with tactical games. Challenging, but fair.

**CLASSIC:** An extreme challenge for experienced XCOM players only.

**IMPOSSIBLE:** For players who find joy in suffering. The Tutorial will not be enabled for the Impossible difficulty.

## TUTORIAL MISSION

In this section we describe the basics of combat using the tutorial mission "Operation Devil's Moon," which only occurs if you have the tutorial option enabled. So if you need help with the basics, turn on the tutorial option and follow along as you play the first tutorial mission.





## OPERATION DEVIL'S MOON

### MISSION OBJECTIVES

- ☢ Assess situation at impact site
- ☢ Locate German recon team
- ☢ Investigate extraterrestrial objects

### MISSION BRIEF

Unknown bogeys reclassified as intelligent, possibly extraterrestrial, life. Unexplained events at impact site. German FSLK200 LRRP reported MIA.

If you are new to XCOM and have the tutorial enabled, you will be headed to a specific location before you choose what country to make your home. We're going to use that first training map to help guide you through combat mode and dive a little deeper than the game tutorial to hopefully have you making smart decisions early in the game when the tutorial is not there to assist you.

## TEAMMATE SELECTION

When the Skyrainger lands, your team automatically takes starting positions on the battlescape. You're normally free to select and move the teammate of your choice in any order you wish, but in the first tutorial mission your movement is restricted for training purposes. In a real combat situation, the LB, RB (XBOX), R1 or R2 (PlayStation) buttons allow you to scroll through teammate selection.

## MOVEMENT



A blue ring surrounds the soldier, indicating he or she is selected, and an irregular thin blue outline surrounds the soldier at a distance. This indicates the furthest position that soldier can take with his or her first "move." Every soldier is allowed two moves—which normally consists of an advance to cover and then an attack. If you go beyond the first move, a blue line indicator then a further yellow line boundary appears. This indicates the furthest distance the soldier can move and once you step in any space between the blue and yellow boundary line, that soldier's move ends on the spot. Moving into the yellow zone is called "Dashing." Once every soldier on your team uses his or her two moves, it is the Aliens' turn.

# XENO BIOLOGY

Humanity has never before faced a threat like the Alien invasion it faces now. Though XCOM command has brought the best and the brightest together to combat this dire situation, we ignore the strength of the Alien forces at our own peril. The following information gives you an overview of all the latest intel, hard won by Interrogation, Autopsy, and first hand observation on the battlefield.

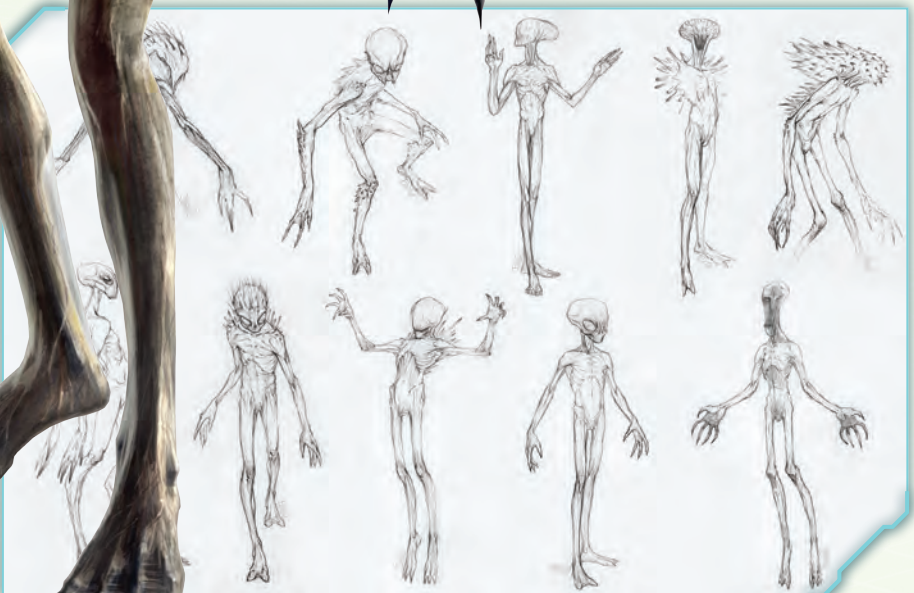
## RESEARCH LAB



## SECTOIDS

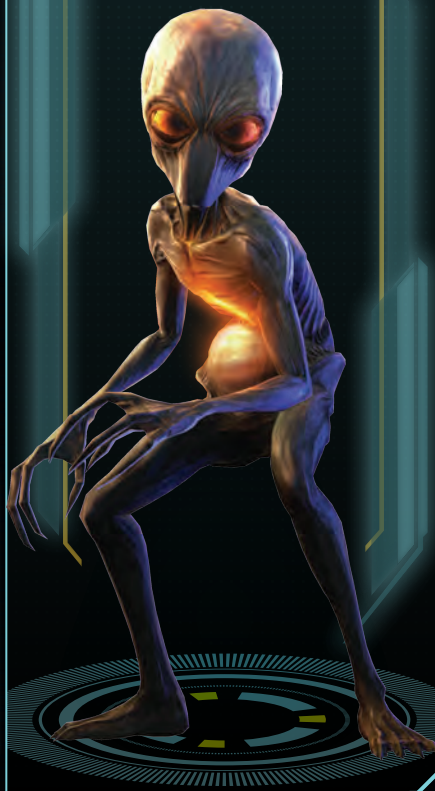
Sectoids are much smaller than humans and after careful research it appears that each Sectoid is a perfect genetic copy. All Sectoids have large brains and are heavily enhanced mentally with cybernetic implants. Physically Sectoids are extremely underdeveloped which also explains why they only use the weakest Alien weapon—the Plasma Pistol. Even though they don't carry heavy firepower, XCOM soldiers should exercise extreme caution when encountering any Sectoid, as their mental powers can quickly turn the tide of battle.

The XCOM Research Lab contains all the information and technology collected by the XCOM forces after initial contact with the invading Alien force. The **Xenobiology** section gives you all the latest intel on the various Alien species you face. The **Research** section lists all the knowledge you gain from Alien Interrogation and Autopsy, as well as the equipment you can research to make your squad more formidable. In the **Armory** you find all the important stats on each piece of equipment so you can make sound decisions when equipping your team. Last but not least, the **Foundry** shows you projects that are available for your Engineers to research.



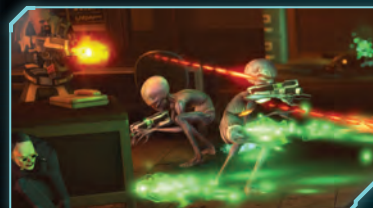
## SECTOID

The normal Sectoid ground trooper does not have much health or much firepower compared to the trained forces of XCOM. Sectoids typically fight in pairs so they can use their Psionic power, Mind Merge. When a Sectoid trooper uses Mind Merge on one of his allies that ally receives large bonuses to Will, Crit Chance and Health. This effect lasts until the start of the next turn. During this time if your team can kill the caster of Mind Merge while it is still in effect the Sectoid who was receiving the Mind Merge bonuses automatically dies from the mental backlash. This is a great opportunity to lower the number of enemy forces fighting against you! Focus fire on the caster when possible to quickly remove two threats.



### ABILITIES

**Mind Merge:** Targets a single Sectoid, who gets +25% Crit Chance, +25 Will and +1 Health. Lasts until start of the caster's next turn. Causes "whiplash" which kills the target if the caster is killed.



### DIFFICULTY MODIFIERS

CLASSIC	IMPOSSIBLE
+10 Critical Chance	+10 Critical Chance, +10 Aim, +1 HP

HEALTH	WEAPON	BASE DMG	MIN DMG	MAX DMG	MIN CRIT	MAX CRIT	CRIT BONUS
3	Plasma Pistol	3	2	4	5	7	10

## SECTOID COMMANDER

Sectoid Commanders are extremely dangerous foes as they have mastered Psionic attacks and are very adept at causing panic and taking over the minds of XCOM soldiers. While they still only wield Plasma Pistols, they rarely use them and instead use their mind to gain new allies with Mind Control. They deal damage and panic with Mindfray. Sectoid Commanders are also much tougher than their soldier counterparts. When assaulting a UFO you can find Sectoid Commanders near the UFO's control center. Get your entire squad ready and together before assaulting the control center, as one or two soldiers should never try to initiate combat with the Commanders. Once your team is ready focus fire on one of the Commanders to take it down as quickly as possible. Be prepared to have one of your members Mind Controlled at some point by the Commanders before they are killed. If you are quick you can regain your team member by killing the Commander who is controlling him.



### ABILITIES

**Mind Control:** Very difficult Psi technique that, if successful, grants control of the target for 3 turns. -30 penalty to caster's Will when resolving success rate. Robotic targets are immune. 5 turn Cooldown. If the caster is killed, the target of his Mind Control is restored to his original team immediately.

**Mindfray:** Causes the target to lose his grip on reality, inflicting penalties to Aim, Will, and mobility, and also does 5 base damage. Robotic units are immune. Lasts 2 turns. 1 turn cooldown.

**Greater Mind Merge:** Exactly the same effects as Mind Merge but lasts indefinitely and affects all Sectoids in the Commander's line of sight. All Sectoids receive +25% Crit Chance, +25 Will and +1 Health.

### DIFFICULTY MODIFIERS

CLASSIC	IMPOSSIBLE
+10 Critical Chance, +10 Aim, +4 HP	+10 Critical Chance, +10 Aim, +4 HP, +35 Will

HEALTH	WEAPON	BASE DMG	MIN DMG	MAX DMG	MIN CRIT	MAX CRIT	CRIT BONUS
10	Plasma Pistol	3	2	4	5	7	10

# SNIPER

Snipers specialize in dealing massive amounts of damage from afar. But without sufficient training they are vulnerable in close combat situations.



- The Sniper is a long-range specialist whose abilities focus on singling out enemies and killing them fast
- The signature ability of the Sniper is Headshot, which gives a large bonus to critical chance
- Snipers can train for mobility and support, or they can focus on single target damage; they are usually at their weakest when enemies are close
- At high rank, Snipers can be pound-for-pound the most dangerous XCOM soldiers

## SNIPER SQUADDIE ABILITIES

### HEADSHOT

Fire a shot with +30% critical chance and extra damage on critical hits, based on the tech level of the sniper rifle. 2 turn cooldown.

### Details & Tips

This is the signature ability for snipers. It's fine if you always use this instead of a regular shot. It's silly not to accept the extra damage when targeting aliens with high levels of HP. The bonus damage starts at +2, becomes +3 at Lieutenant, and +4 at Colonel.



## SNIPER CORPORAL ABILITIES

### SNAP SHOT

Removes the sniper rifle's restriction on firing and Overwatch after moving. Any shots taken suffer a -20 Aim penalty.

#### Details & Tips

Snap Shot seems great in the beginning; it makes the sniper's flexibility to move and shoot more normal—like the other soldier classes. Seems unfair to take that basic move away from the sniper, but once you've used a sniper with the alternative ability, Squadsight, you're going to wish you had Squadsight with all your snipers. You soon learn how to work around the move and attack restriction. Switch to the pistol when you need to move and attack or move and go to Overwatch. When the Foundry is operational and you research Improved Pistol research I thru III, your pistols become very powerful.

### SQUADSIGHT

Allows firing at targets in any ally's sight radius.

#### Details & Tips

Squadsight is a very powerful ability and makes the sniper the deadliest soldier in the squad. You can keep your sniper safely behind the troops and up high on a hill or building (when available). The troops become your eyes. No matter how far you send them ahead of the sniper, as long as your troops spot an enemy and as long as the sniper's shot is not obstructed, the sniper with Squadsight can take down that enemy with a high hit ratio percentage.

The targets obtained with Squadsight are symbolized as red alien heads with yellow targets on them in the top left corner of the screen. We recommend you forget about Snap Shot and use this feature for all snipers. It's priceless. Usually we suggest you use different abilities for more than one soldier in a class, but in this case it makes or breaks your sniper's usefulness in the field. Also consider having one sniper with Battle Scanner revealing distant targets while the second sniper uses Squadsight against those unaware revealed targets.



