XCOM
THE BOARD GAME

RULES REFERENCE

STOP!

This Rules Reference does not teach players how to play *XCOM: The Board Game*. It is recommended that players first play the tutorial available in the "XCOM: the Board Game" app. Then use this Rules Reference or the Rules section of the app as needed while playing the game.

USING THIS REFERENCE

This Rules Reference provides players with detailed rules and clarifications listed in alphabetical order by topic.

All information presented in this reference is also available in the Rules section of the app.

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ACTIONS (XCOM & ALIEN)

The app provides a randomized series of actions for the players to perform. XCOM actions are presented in blue text displayed in a blue box.

» XCOM actions are optional.

» If an XCOM action is displayed in a yellow box, that action has been scrambled by UFOs in orbit. A scrambled action happens earlier in the timed phase than normal.

» When the timer is reduced to zero during an XCOM action, a new action will appear on the screen and the current player must IMMEDIATELY stop performing the previous action.

Alien actions are presented in red text displayed in a red box.

» Alien actions are mandatory and must be performed.

» When the timer reaches zero during an alien action, a blinking warning will appear along with the word "EXPIRED." The next action will not appear until the Central Officer has tapped "DONE" to complete the action. When time expires, it halves the amount of time the players have to complete the next XCOM action, and it will drain any remaining pause time until the action is completed.

Related Links: Communications Interface, Scrambled Actions, Timed Phase

ASSETS

Asset cards are components distributed to players during setup.

» Each card contains the name, icon, and color of the role to which it corresponds. Each asset card is given to the player who was assigned that role.

» Assets with the ◕ symbol can be used any time during the timed phase, regardless of which action is being resolved.

» Assets with the ⧉ symbol can be used any time during the resolution phase UNTIL cards are refreshed. Players can use an asset after rolling dice and before applying the results, but they cannot modify the number of dice being rolled.

» The app assigns the Commander an asset based on the location of the home base. This asset can only be used while the continent with the home base is in the yellow area of the panic track. Return the other continent-related assets to the box.

To resolve the effects of an asset, a player must pay the cost that is presented in bold on the card.

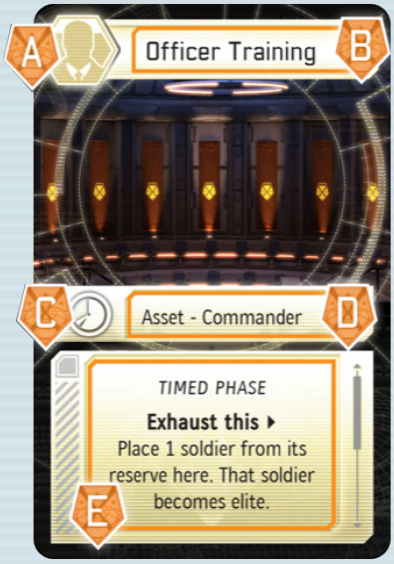
» Place X here indicates that to use the card ability, a player must place the number and type of units specified by the card onto the card. The placed units must be taken from the reserve, not from another card or the board.

» Exhaust this indicates that to use the card ability, a player must exhaust the card by turning it 90° clockwise. A card must be refreshed before a player can use its exhaust ability again.

» Discard X salvage indicates that to use the card ability, a player must discard the amount of salvage specified by the card.

Related Links: Asset Card Anatomy, Assign, Exhausted, Player Roles, Refresh

ASSET CARD ANATOMY



A. Role Icon

B. Title

C. Phase Icon

D. Card Type & Role

E. Rules Text

Related Links: Assets, Player Roles, Timed Phase

ASSIGN

Players can assign units to spaces on the board, such as the base defense space, and to cards, such as missions or enemies.

» When a player assigns a unit, he or she physically moves that component to the corresponding space or card.

» Assigned units remain on the space or card they are assigned to until the end of the resolution phase when the app instructs players to return units to the reserve.

Related Links: Tasks/Rolling Dice, Units

BASE DEFENSE

The Squad Leader is responsible for all effects relating to base defense tasks.

» Each enemy card in the base is a distinct task.

ENEMY IN THE BASE!

The Squad Leader draws the top card of the enemy deck and places it faceup on an empty enemy space in the base when instructed by the app.

DEFEND THE BASE

The Squad Leader assigns soldiers to defend the base when instructed by the app.

» Soldiers assigned to the base are placed on the base defense space. There is no limit to the number of soldiers that can be assigned to the base defense space.

RESOLVE BASE DEFENSE

The Squad Leader attacks each enemy in the order of his choice when instructed by the app. Unlike other tasks, threat does NOT reset to "1" between base defense tasks. Follow these steps:

1. The Squad Leader attacks an enemy by assigning soldiers from the base defense space to the skill icons on any enemy card in the base.
    - » To be assigned to a skill icon, a soldier must have a matching skill icon on its reserve card.
    - » The number of soldiers that can attack an enemy is limited by the number of skill icons on that enemy's card. Only one soldier can be assigned to each skill icon.
2. The Squad Leader rolls one XCOM die for each soldier assigned to an enemy card.
    - » He or she rolls one additional XCOM die for each soldier that is assigned to a specialized skill icon if that soldier has the same specialized skill icon on his or her reserve card.
    - » Any effect that allows the Squad Leader to reroll dice may be used now.
3. The Squad Leader resolves the effects based on the results of his roll:
    - » For each success, he or she places one success token on the enemy card.
    - » If there are success tokens on the enemy equal to or greater than its health (the number in the upper corner of the card), the enemy is killed and its card is given to the Chief Scientist as salvage.
    - » If a loss is rolled (the result of the alien die is less than or equal to the current threat), each soldier assigned to the enemy is killed and placed in the recruitment pool.
4. If one or more soldiers assigned to the base are not killed, the Squad Leader may roll again, returning to step 1.
    - » The Squad Leader may choose to resolve any base defense task any number of times and in any order. A base defense task does not need to be completed before the Squad Leader resolves a new one, and he or she can go back and resolve a previous base defense task that remains incomplete.
    - » The Squad Leader may assign the same soldiers or different soldiers to the same base defense task or to a different base defense task for each roll.

Damage to the base is tracked with the base damage token. After resolving all base defense tasks, the Squad Leader applies one damage to the base for each enemy in the base that has not been killed. Then he or she discards each enemy in the base.

» When the base damage token advances to a red space on the damage track, the Squad Leader resolves the critical damage effect on the invasion plan card.

» When the base damage token advances to the orange space on the damage track, the XCOM base has been overrun and the players lose the game!

Related Links: Assign, Elite, Enemy, Invasion Plan, Salvage, Soldiers, Squad Leader, Tasks/Rolling Dice

BUDGET & CREDITS

Credit tokens represent XCOM's funding for all of its exploits. Each round the Commander gains credits from the app to form his budget for the round.

The Commander uses credits to pay for each unit assigned to the board.

» Each unit (Interceptor, satellite, scientist, and soldier) costs one credit from the XCOM budget when it is assigned to the board. The credits to pay for these costs are not spent until the resolution phase.

XCOM BUDGET

The Commander gains the number of credits as indicated by the app.

» Each continent in the red level of the panic track reduces the number of credits in the XCOM budget each round. This reduction is calculated by the app.

EMERGENCY FUNDING AVAILABLE

The Commander may take any number of credits from the "Emergency Funding" asset when instructed by the app.

» After they are removed from the card, these credits are added to the XCOM budget and can be replaced only by card effects. There is no limit to the number of credits that the "Emergency Funding" card can contain.

AUDIT THE BUDGET

When the app instructs the Commander to audit the budget, he or she spends one credit from the XCOM budget for each unit assigned to the board.

» Units assigned to reserve, asset, or tech cards do not count against the XCOM budget.

If the number of assigned units exceeds the Commander's budget, there is a deficit. The Commander must increase panic in the highest panicked continent on the panic track for each credit he or she is short.

» If multiple continents are tied as the most panicked, the Commander chooses one of them to increase. Continents that have fallen into panic cannot be increased and are not taken into account when determining the continent with the highest panic level.

» If a continent falls into panic and there is still a deficit to account for, the Commander increases the new, most-panicked continent on the panic track until the deficit is made up.

RECRUIT SOLDIERS AND BUILD INTERCEPTORS

If there was a budget surplus, the Commander can recruit soldiers and build Interceptors from the recruitment pool by spending the extra credits when instructed by the app. Then all remaining credits are returned to the supply.

» For each credit spent, the Commander can recruit one soldier or build one Interceptor.

» The Commander can split credits between Interceptors and soldiers.

» Recruited soldiers and Interceptors are placed on their reserve cards and are immediately available for use.

Related Links: Commander, Interceptors, Panic, Units

CENTRAL OFFICER

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



The Central Officer:

» Communicates the instructions provided by the app to the other players.

» Communicates forecasts provided by the app to the other players. Whenever the red scanner button lights up, the Central Officer can tap it to see a UFO forecast.

» Can pause the current action.

» Spawns UFOs in orbit and continents when instructed by the app.

» Moves UFOs from orbit to continents when instructed by the app.

» Assigns satellites to the orbital defense task when instructed by the app.

» The Central Officer resolves the orbital defense task when instructed by the app.

Related Links: Assign, Communications Interface, Forecasts, Orbital Defense, Pause, Player Roles, Satellites, Tasks/Rolling Dice, UFOs

CHIEF SCIENTIST

The Chief Scientist is responsible for researching alien technology and upgrading the XCOM defense force.

The Chief Scientist:

- Draws from the tech deck until he or she has six cards in hand when instructed by the app.
- Assigns tech and scientists to the three research spaces when instructed by the app.
- Resolves the three research tasks, left to right, when instructed by the app.

Related Links: Assign, Player Roles, Research, Salvage, Scientists, Tech

COMMANDER

The Commander is responsible for formulating an overall strategy and maintaining the XCOM defense force's finances.

The Commander:

- Gains credits when instructed by the app. He or she uses these credits to track how much each player spends.
- Can take credits from the "Emergency Funding" asset card when instructed by the app.
- Assigns Interceptors to the global defense tasks when instructed by the app.
- Draws two crisis cards and chooses one to add to the crisis pool.
- Can recruit soldiers and build Interceptors when instructed by the app.
- Resolves all crisis cards in the crisis pool.
- Resolves all global defense tasks in the order of his choice when instructed by the app.

Related Links: Assign, Budget & Credits, Crises, Global Defense, Interceptors, Panic, Player Roles



COMMUNICATIONS INTERFACE



A. The initial XCOM budget. This is how many credits the Commander gains at the beginning of the round.

B. UFO scanner. When this lights up, the Central Officer can tap it to view a forecast of incoming UFO targets. The more UFOs there are in orbit, the fewer forecasts there are each round.

C. The timer. This is a timer that indicates how much time players have to perform the current action.

D. The current action. This displays the name of the action and the name and icon of the role responsible for performing the action. During a game of XCOM, the Central Officer can tap this action to pause the game and view instructions about how to perform that action.

E. The "DONE" button. After the current action is completed, the Central Officer taps this button to proceed to the next action.

F. Task history. Here the Central Officer can view all of the tasks for the round.

G. The "Menu" button. Tap this to bring up the Main Menu. Tapping this button will pause the game. Pausing the game in this way will not subtract from your pause time.

H. The "Pause" button. The Central Officer can tap this button to pause the timer if a player needs more time to complete an action. The amount of time that the game can be paused is finite on all but the easy difficulty setting. The pause button contains its own embedded timer which indicates how much pause time the Central Officer has remaining.

Related Links: Actions (XCOM & Alien), Central Officer, Forecasts, Pause, Scrambled Actions, Timed Phase

COMPONENT LIMITATIONS

There are a variety of tokens that represent budget, panic, base damage, and other effects.

» Elite tokens are limited by the number of included tokens. There can never be more than four elite soldiers at a time.

» Credit and success tokens are not limited by the number of included tokens. If players run out of credit and/or success tokens, use another token as a substitute.

» Units are limited by the number of included tokens and plastic figures.

» UFOs are limited by the number of included plastic figures. If all UFOs are on the board, ignore UFO spawns until more UFOs are removed from the board and become available.

CRISES

Crisis cards represent catastrophic events caused by the alien invasion. They are shuffled together to form the crisis deck during game setup.

CRISIS!

When the app instructs the Commander to choose a crisis, he or she draws the top two cards of the crisis deck, adds one faceup to the crisis pool, and discards the other.

RESOLVE CRISES

When the app instructs the Commander to resolve the crisis task, each crisis in the crisis pool is resolved from the top of the stack to the bottom.

» Each crisis card is discarded after it is resolved. Discarded cards are placed on the bottom of their deck at the end of the resolution phase.

Related Links: Assign, Commander, Crisis Card Anatomy

CRISIS CARD ANATOMY



A. Rules Text

B. Flavor Text

ELITE

Elite tokens represent a soldier's training and experience. The Commander can make a soldier elite by using the "Officer Training" asset card.

» The Squad Leader rolls one additional die when resolving a task for each soldier with an elite token that is assigned to that task.

» If an elite soldier is killed, that soldier loses its elite status.

» The number of elite soldiers is limited by the number of elite tokens. There cannot be more than four elite soldiers at a time, and a new elite soldier cannot be made if all of the elite tokens are currently assigned to soldiers.

Related Links: Soldiers, Squad Leader, Tasks/Rolling Dice

ENEMY

Enemy cards represent the specific invading alien threats. Certain enemy cards are shuffled together to form the enemy deck during game setup.

When there are success tokens on the enemy card equal to or greater than its health, the enemy is killed.

» When an enemy is killed, the Chief Scientist gains that enemy card facedown as salvage.

When the Squad Leader assigns a mission to the mission space, he or she draws and places one enemy card facedown on each enemy space on that mission.

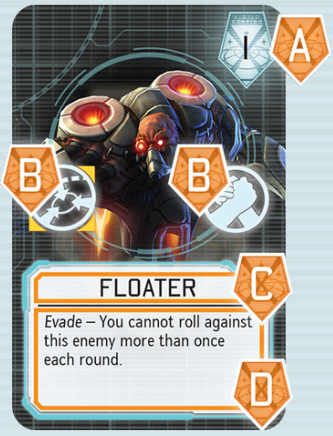
ENEMY IN THE BASE!

When instructed by the app, the Squad Leader draws the top card of the enemy deck and places it faceup on an empty enemy space in the base.

» He or she places each enemy on a separate space.

Related Links: Assign, Base Defense, Chief Scientist, Enemy Card Anatomy, Mission, Salvage, Skill Icons, Squad Leader

ENEMY CARD ANATOMY



A. Health

B. Skill Icons

C. Title

D. Rules Text

Related Links: Enemy, Skill Icons

EXHAUSTED

An exhausted satellite or scientist is flipped facedown and cannot be assigned to tasks or cards until refreshed.

An exhausted card is turned 90° clockwise and cannot be used until refreshed.

Satellites, scientists, assets, and tech are refreshed at the end of the resolution phase when instructed by the app.

Related Links: Assets, Refresh, Satellites, Scientists, Tech

FINAL MISSION

The final mission is on the back of the invasion plan card.

The Squad Leader flips the invasion plan card to the side containing the final mission when instructed by the app.

» The final mission has a high chance of being unlocked sooner for each mission the Squad Leader completes.

» When the final mission is completed, the players win the game.

Each final mission has special rules for each of its non-enemy tasks which increases its difficulty.

Follow all normal rules of mission resolution when resolving the final mission.

The Commander must spend one credit from the XCOM budget for each soldier assigned to the final mission.

The Squad Leader can assign soldiers to the final mission and the regular mission during the same round.

Related Links: Invasion Plan, Invasion Plan Card Anatomy, Mission

FORECASTS

Forecasts represent intelligence about the alien invasion.

» The Central Officer can tap the red scanner button to pick up UFO contacts early. These UFOs will be placed on the board later in the round.

Related Links: Central Officer, UFOs

GLOBAL DEFENSE

The Commander is responsible for all effects relating to global defense tasks.

» The six continents on the game board are distinct global defense tasks. Threat resets to "1" after each global defense task.

DEPLOY INTERCEPTORS

The Commander assigns up to three Interceptors to each continent when instructed by the app. All Interceptors are assigned during the same XCOM action.

RESOLVE GLOBAL DEFENSE

The Commander resolves each global defense task in the order of his choice when instructed by the app, following these steps:

1. The Commander rolls one XCOM die for each Interceptor assigned to the task.
    - » Any effects that allow the Commander to reroll dice may be used now.
2. The Commander resolves the effects based on his or her roll.
    - » For each success, he or she destroys one UFO in that continent.
    - » If a loss is rolled, each Interceptor assigned to the task is destroyed and placed in the recruitment pool. Remember that successes and losses are resolved simultaneously, so Interceptors and UFOs can be destroyed at the same time.
3. If the Interceptors assigned to the task are not defeated, the Commander may roll again, returning to step 1.

After resolving all global defense tasks, the Commander increases panic in each continent by one for each UFO still on that continent.

Related Links: Assign, Commander, Interceptors, Loss, Panic, Tasks/Rolling Dice, UFOs

INTERCEPTORS

Interceptors represent the aerial forces of the XCOM defense force.

» When not assigned to tasks or cards, Interceptors are placed on their corresponding reserve card.

» When an Interceptor is destroyed, it is placed in the recruitment pool.

» The Commander assigns Interceptors to the various continents when instructed by the app.

» The Commander may spend credits to build Interceptors when instructed by the app, adding them to their reserve.

Related Links: Assign, Chief Scientist, Commander, Global Defense, Units

INVASION PLAN

The invasion plan card represents the nature of the alien invasion. One invasion plan is chosen by the app during game setup.

» When the base damage token advances to a red space on the damage track, the Squad Leader resolves the critical damage effect on the invasion plan.

» The Squad Leader flips the invasion plan to the side with the final mission when instructed by the app.

Related Links: Final Mission, Invasion Plan Card Anatomy

INVASION PLAN CARD ANATOMY



A. Title

B. Critical Damage Effect

FINAL MISSION CARD ANATOMY



A. Title

B. Critical Damage Effect

C. Reward

D. Mission Tasks (With Rules Text)

E. Enemy Tasks

Related Links: Base Defense, Final Mission, Invasion Plan, Tasks/Rolling Dice

LOSS

A loss occurs whenever the result of the alien die is less than or equal to the threat during the resolution of a task. A loss has the following consequences:

» Soldiers assigned to the task are killed (placed in the recruitment pool).

» Interceptors assigned to the task are destroyed (placed in the recruitment pool).

» Scientists and satellites are exhausted (flipped over).

Related Links: Base Defense, Global Defense, Mission, Orbital Defense, Research, Threat

MISSION

Missions represent the exploits of the XCOM defense force.

» Each mission has three separate tasks on it, represented by icons or enemy spaces.

CHOOSE MISSION

When the app instructs the Squad Leader to choose a mission, he or she draws two mission cards from the mission deck and assigns one of them to the mission space. The other mission is discarded.

» When the Squad Leader assigns a mission to the mission space, he or she draws and places one enemy card on each empty enemy space on that mission card.

If there is already an active mission when this action occurs, the Squad Leader can choose to keep the previously chosen mission or replace it with a new one. If the previously chosen mission is replaced, discard it and return all soldiers assigned to it to their reserve. If the previously chosen mission remains, both of the new mission cards drawn are discarded.

DEPLOY SQUAD TO MISSION

The Squad Leader assigns up to four soldiers to the mission when instructed by the app.

» The Squad Leader flips each enemy on the mission faceup before assigning soldiers to the mission.

» There cannot be more than four soldiers assigned to the mission.

» If a mission is not completed, the Squad Leader can assign more soldiers to it during the next round.

RESOLVE MISSION

The Squad Leader resolves the mission when instructed by the app. Each mission has three separate tasks on it that are completed from left to right. Unlike most other tasks, threat does NOT reset to "1" between mission tasks. Follow these steps to resolve the mission:

1. The Squad Leader assigns soldiers to the left most incomplete task.
   - » To be assigned to a skill icon, a soldier must have a matching skill icon on its reserve card.
   - » The number of soldiers that can attempt a task is limited by the number of skill icons on the task. Only one soldier can be assigned to each skill icon.
2. The Squad Leader rolls one XCOM die for each soldier assigned to the task. Any effects that allow the Squad Leader to reroll dice may be used now.
   - » He or she rolls one additional XCOM die for each soldier that is assigned to a specialized skill icon and has the same specialized icon on its reserve card.
   - » If he or she rolls one or more successes on a non-enemy task, that task is completed.
   - » For each success rolled on an enemy task, he or she places one success token on the enemy card.
   - » If there are success tokens on the enemy equal to or greater than its health, the enemy is killed and the enemy card is given to the Chief Scientist as salvage.
   - » If a loss is rolled, each soldier assigned to the task is killed and placed in the recruitment pool.
   - » Completed tasks are marked with a success token to track a player's progress, and progress on a mission carries over from round to round.
3. If one or more soldiers assigned to the mission are not killed, the Squad Leader may roll again, returning to step 1.
   - » Unlike most other tasks, threat does not reset to "1" between mission tasks.
   - » When a mission is completed, the Squad Leader resolves the mission's two reward effects before setting the mission card aside.
   - » Soldiers assigned to a completed mission immediately return to their reserve.

If the mission is not completed, keep any success tokens and soldiers on it for the next round.

Related Links: Assign, Enemy, Invasion Plan, Mission Card Anatomy, Skill Icons, Soldiers, Squad Leader, Tasks/Rolling Dice

MISSION CARD ANATOMY



A. Title
B. Rewards
C. Continent Icon
D. Enemy Tasks
E. Mission Tasks

ORBITAL DEFENSE

The Central Officer is responsible for all effects related to the orbital defense task.

DEPLOY SATELLITES

The Central Officer assigns up to three satellites to orbit when instructed by the app.

RESOLVE ORBITAL DEFENSE

The Central Officer resolves the orbital defense task when instructed by the app, following these steps:

1. The Central Officer rolls one XCOM die for each satellite assigned to the task. Any effects that allow the Central Officer to reroll dice may be used now.
   - » For each success, he or she destroys one UFO in orbit.
   - » If a loss is rolled, each satellite assigned to the task is exhausted (flipped over).
2. If the satellites assigned to the task are not exhausted, the Central Officer may roll again, returning to step 1.
   - » After resolving the orbital defense task, for each UFO in orbit, increase panic in the continent with the lowest panic by one. If there is a tie, the Commander chooses the continent in which panic increases. Resolve each UFO one at a time.

UFOS IN ORBIT

The Central Officer inputs the number of UFOs in orbit when instructed by the app.

» UFOs in orbit will move to other continents at the start of the next round.

» UFOs left in orbit can also jam communications, changing the order that actions appear during the next round.

Related Links: Assign, Central Officer, Forecasts, Satellites, Tasks/Rolling Dice, UFOs

PANIC

The panic track represents the worldwide panic being caused by the alien invasion.

Each continent has its own panic token. Place these tokens on the spaces on the panic track indicated by the app during setup.

There are three sections to the panic track: the yellow section, the red section, and the orange space at the end of the track.

» To increase panic in a continent, move its panic token one space on the panic track toward the orange space.

» To reduce panic in a continent, move its panic token one space on the panic track away from the orange space.

When a continent reaches the orange space, it has fallen into panic. Its panic level cannot be increased, and its panic level can ONLY be reduced by mission effects (not tech).

If two or more continents have fallen into panic when updating the panic levels in the app, the players lose the game.

» If a continent has fallen into panic when updating the panic levels in the app, all UFOs in that continent are added to orbit.

Related Links: Global Defense, Loss, Orbital Defense

PLAYER ROLES

Each player takes on a particular asymmetric role and has certain responsibilities to go along with that role.

The four roles are Central Officer, Chief Scientist, Commander, and Squad Leader.

When playing with four players, each player takes on a single role.

When there are fewer than four players, one or more players take on multiple roles as decided by the group.

» It is recommended to have one player be both the Commander and the Chief Scientist and the other player be the Central Officer and the Squad Leader in a two-player game.

» In a three-player game, it is recommended that one player is both the Central Officer and the Commander.

» If a player is playing solo, he or she must be all four roles!

Related Links: Central Officer, Chief Scientist, Commander, Squad Leader

PAUSE

Pause time is a resource that is managed through the app. Pause time is unlimited on the easy difficulty setting.

The Central Officer can tap the "Pause" button to gain extra time to resolve the current action.

» Pause time is a limited resource on every difficulty except easy.

» For each XCOM action ended early, a small amount of time is added to the Central Officer's pause resource.

If an alien action is not completed before it hits 0, it will drain pause time until it is marked as completed by the Central Officer.

Pause time not used during the round is added to the extra time given at the end of the timed phase.

Related Links: Central Officer, Communications Interface

REFRESH

Exhausted cards and tokens cannot be used until they are refreshed.

» Cards are refreshed by being turned 90 degrees counterclockwise.

» Tokens are refreshed by turning them to their face-up side.

REFRESH UNITS AND CARDS

» Refresh all cards when instructed by the app.

» Refresh all tokens that are in their reserve (not on the board) when instructed by the app.

Related Links: Exhausted



RESEARCH

The three research spaces on the game board are separate research tasks. Research is used to gain the abilities of tech cards.

NEW TECHNOLOGY AVAILABLE

When instructed by the app, the Chief Scientist draws cards from the tech deck until he or she has six cards in hand.

ASSIGN RESEARCH I, II, III

The Chief Scientist assigns a tech card and up to three scientists to each research task when instructed by the app.

» If there is already a tech assigned to a research task from the last round, the Chief Scientist can choose to leave it there or replace it. A replaced tech card is discarded (create a space next to the tech deck for a discard pile).

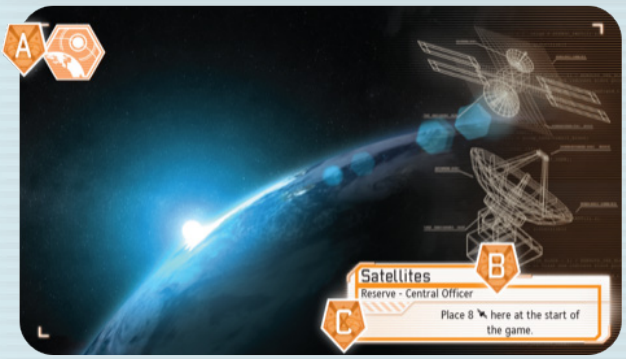
RESOLVE RESEARCH

The Chief Scientist resolves each research task from left to right when instructed by the app, following these steps:

1. The Chief Scientist rolls one XCOM die for each scientist assigned to the task.
    - » Any effects that allow the Chief Scientist to reroll dice may be used now.
    - » For each success, he or she places one success token on the tech.
    - » If there are success tokens on the tech equal to or greater than its research cost, the tech is researched. A researched tech is given to the player role listed on the card.
    - » If a card is not researched, that card and any success tokens on it remain on the board and the Chief Scientist can attempt to research it again the next round.
    - » If the roll is a loss, each scientist assigned to the task is exhausted.
2. If the scientists assigned to the task are not exhausted, the Chief Scientist may roll again, returning to step 1.
    - » Threat resets to "1" after each task.

Related Links: Assign, Chief Scientist, Exhausted, Scientists, Tasks/Rolling Dice, Tech

RESERVE CARD ANATOMY



A. Role Icon

B. Title

C. Card Type, Role & Rules Text

SOLDIER RESERVE CARD ANATOMY



A. Role Icon

B. Title

C. Card Type, Role & Rules Text

D. Skill Icons

Related Links: Player Roles, Return Units To Their Reserve, Units

RESOLUTION PHASE

The resolution phase occurs after the timed phase each round.

» During the resolution phase, the app provides a series of steps for the players to resolve.

» Assets with the symbol can be used any time during the resolution phase.

Related Links: Timed Phase

RETURN UNITS TO THEIR RESERVE

When instructed by the app, all units assigned to a task or placed on a card are returned to their reserve, except for soldiers assigned to the mission.

Exhausted satellites and scientists are NOT refreshed. They remain exhausted and cannot be used during the next round.

Related Links: Reserve Card Anatomy, Units

ROUND OVERVIEW

WAS A MISSION COMPLETED THIS ROUND?

The app asks the Central Officer if a mission was completed. Completing missions drives back the alien invasion, and each one that is completed helps XCOM get closer to unlocking the final mission.

Even if no missions are ever completed, the final mission will eventually be unlocked by the app.

SUMMARY

The app asks the Central Officer to input the panic level of each continent. Move each continent into the three colored columns based on its current space on the panic track. Each continent that increases into the red has a chance to reduce the amount of funding that XCOM receives during the next round.

Related Links: Mission, Panic

SALVAGE

When an enemy is defeated, the Chief Scientist gains that card facedown as salvage.

Salvage can be discarded to trigger the abilities on several different asset and tech cards.

» Discarded salvage is discarded face up like other enemy cards.

Related Links: Assign, Chief Scientist, Enemy, Research, Scientists

SATELLITES

Satellites represent the XCOM defense force's orbital communications and intelligence gathering.

» When not assigned to tasks or cards, satellites are placed on the satellites reserve.

» When a satellite is exhausted, it is flipped facedown. It cannot be assigned to a task or card until it is refreshed.

» The Central Officer assigns satellites to the orbital defense task when instructed by the app.

» The Central Officer rolls one XCOM die for each satellite assigned to orbital defense when instructed by the app.

Related Links: Assign, Central Officer, Exhausted, Orbital Defense, Units

SCIENTISTS

Scientists represent XCOM's research and development and engineering staff.

» When not assigned to tasks or cards, scientists are placed on the scientist reserve.

» When a scientist is exhausted, it is flipped facedown. It cannot be assigned to a task or card until it is refreshed.

» The Chief Scientist assigns scientists to the three research tasks when instructed by the app.

» The Chief Scientist rolls one XCOM die for each scientist assigned to a research task when instructed by the app.

Related Links: Assign, Chief Scientist, Exhausted, Research, Units

SCRAMBLED ACTIONS

XCOM actions that appear in yellow during the timed phase have been scrambled by the aliens. This means that the action has appeared at a different time than normal during the round.

» The more UFOs left in orbit, the more likely actions are to be scrambled.

Related Links: Actions (XCOM & Alien), Communications Interface

SKILL ICONS

There are four different skill icons. Each soldier type has two skill icons that can be used to match the icons on enemy cards and mission tasks.



A. Positioning

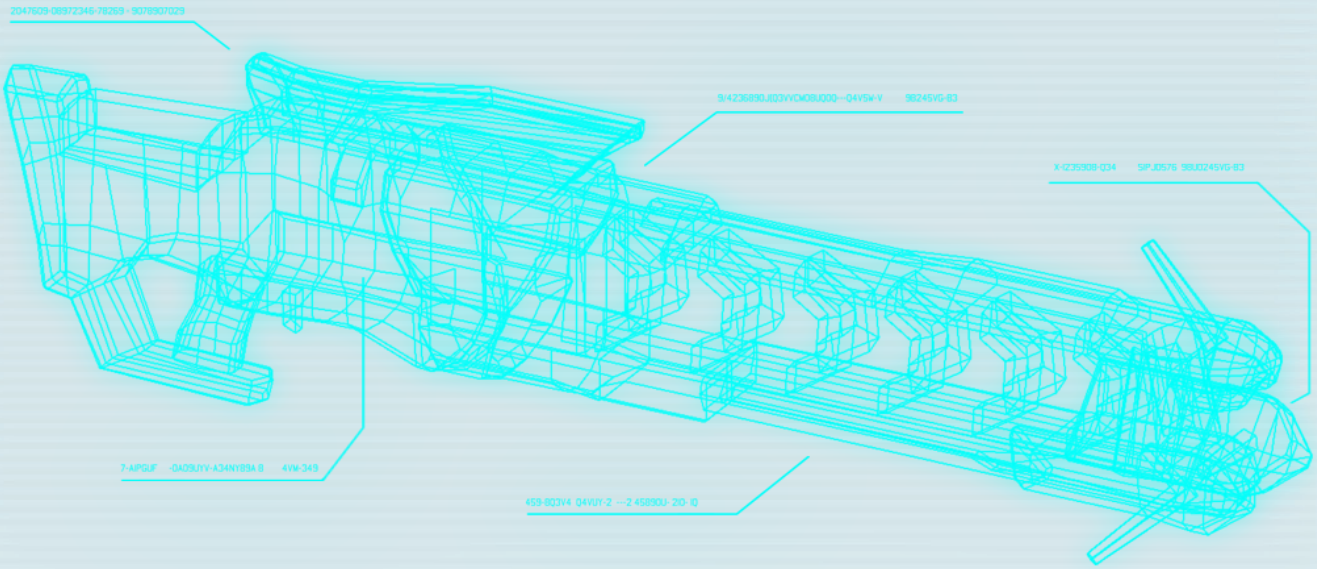
B. Critical

C. Firepower

D. Teamwork

Gold bordered skill icons are SPECIALIZED. If a soldier is assigned to a specialized skill icon and has a matching specialized skill icon on its reserve card, the Squad Leader rolls one additional XCOM dice during the resolution of that task.

Related Links: Mission, Soldiers, Squad Leader



SOLDIERS

Soldiers represent XCOM's ground forces.

There are four types of soldiers: assault, heavy, sniper, and support.



A. Assault

B. Heavy

C. Sniper

D. Support

Each soldier type has two skill icons that can be used to match the icons on enemy cards and mission tasks.

When not assigned to tasks or cards, soldiers are placed on their respective reserves.

Each soldier has two skill icons on its reserve.

» Each soldier has one specialized skill icon on its reserve, indicated by the gold frame.

When a soldier is killed, it is placed in the recruitment pool.

The Squad Leader assigns up to four soldiers to the mission card and any number of soldiers to the base defense space when instructed by the app.

The Commander may recruit one soldier for each unspent credit when instructed by the app.

» Recruited soldiers are immediately added to the soldier reserve card.

Related Links: Assign, Base Defense, Mission, Reserve Card Anatomy, Skill Icons, Squad Leader, Units

SQUAD LEADER

The Squad Leader is responsible for controlling XCOM's ground forces, defending the XCOM base, and completing missions.

The Squad Leader:

» Assigns soldiers to the base defense space and the mission card when instructed by the app.

» Places enemy cards on the base when instructed by the app.

» Chooses a mission when instructed by the app. If a new mission is chosen, enemy cards are placed facedown on that mission.

» Resolves the base defense and mission tasks when instructed by the app.

Related Links: Assign, Base Defense, Final Mission, Mission, Player Roles, Soldiers

SYMBOLS

Symbols are used as shorthand on cards to refer to units and tokens.

: Success token

: Interceptor

: Scientist

§: Credit

: Satellite

: Resolution phase

: Timed phase

TASKS/ROLLING DICE

There are many different tasks in the game. Each task is associated with a specific type of unit that is assigned to a specific space on the board.

Whenever a player rolls dice, he or she rolls the alien die and a number of XCOM dice equal to the number of units assigned to the task. If the result of the alien die is less than or equal to threat, the roll is a LOSS and the units assigned to that task are exhausted or destroyed.

» Each XCOM die has two success symbols on it (). Successes have different effects depending on the task.

» XCOM dice are not limited by the four included in the game, and may be used multiple times per roll if the number of dice needed is greater than four.

» A player cannot roll an additional die if he or she is not already rolling at least one die.

» A player can choose to not roll any dice on a task, even if there are units assigned to it. Any effects related to the task still resolve (e.g. enemies dealing damage to the base, UFOs causing panic).

» Tech cards can be used before the dice results are applied, but the dice results must still be applied.

Here is the complete list of tasks: research I, research II, and research III; orbital defense; each continent during global defense; each enemy in the base, each of the three parts of the mission.

» An ENEMY TASK is any time an enemy is being attacked, whether or not that enemy is in the base or on the mission.

Units assigned to cards are not assigned to a task and do not cost credits from the XCOM budget.

Related Links: Base Defense, Global Defense, Mission, Orbital Defense, Research, Threat

TECH

Tech cards represent alien and XCOM technologies used by the XCOM defense force. Tech cards are shuffled together to form the tech deck during game setup.

Each tech indicates which player role the card is given to.

Each tech has a timing clause and symbol that indicates during which phase its ability can be used.

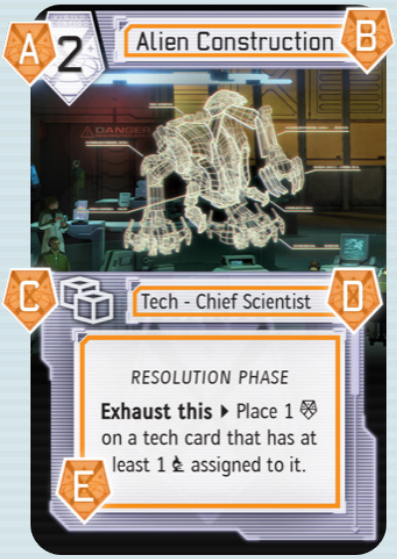
» ◕ abilities can be used at any time during the timed phase.

» ▣ abilities can be used at any time during the resolution phase.

» Each tech may use a number of symbols as shorthand.

Related Links: Chief Scientist, Research, Symbols, Tech Card Anatomy

TECH CARD ANATOMY



A. Research Cost

B. Title

C. Phase Icon

D. Card Type & Role

E. Rules Text

Related Links: Player Roles, Resolution Phase, Tech, Timed Phase

THREAT

Threat tracks the level of alien resistance to each XCOM action. The Central Officer is responsible for tracking threat.

During the first roll on a task, threat is at "1."

If the result of the alien die is less than or equal to threat, the roll is a loss and the units assigned to that task are exhausted or destroyed.

After a roll's effects are applied, threat automatically increases by one (to a maximum of five), making it more likely to roll a loss.

» Threat cannot increase above "5." Players can still push and roll again at threat "5," until all units are destroyed/exhausted or until the players wishes to stop.

Related Links: Tasks/Rolling Dice

TIMED PHASE

Each round starts with the timed phase. During the timed phase, the app provides a list of actions to be performed by the players.

END OF ROUND

At the end of the timed phase, any remaining pause time can be used as a final chance to use asset and tech cards during this phase. The Central Officer can end the timed phase early by tapping the "Done" button.

Related Links: Actions (XCOM & Alien), Resolution Phase

UFOS

UFOs represent the alien threat invading Earth.

» Keep UFOs that have not been spawned off the board, but near the Central Officer. These UFOs are known as "the invasion force".

» When a UFO is destroyed, it is removed from the board and added back to the invasion force. A destroyed UFO can be spawned again when instructed by the app.

UFOS DESCENDING FROM ORBIT!

The Central Officer moves the number of UFOs shown from Orbit to the indicated space(s).

UFOS DETECTED!

The Central Officer spawns UFOs on the six continents and orbit when instructed by the app.

» To spawn a UFO, the Central Officer takes a UFO from the invasion force and places it in the indicated space.

» If there are no UFOs left in the invasion force, ignore the UFO spawn.

The Central Officer and Commander assign satellites and Interceptors to destroy UFOs on the board.

UFOs that are not destroyed cause panic.

Related Links: Central Officer, Commander, Communications Interface, Global Defense, Orbital Defense, Panic

UNITS

There are four different units in the game: Interceptors, satellites, scientists, and soldiers.

» Players assign units in their reserve to the game board when instructed by the app.

» The Commander must spend one credit from his or her budget for each unit assigned to a task when instructed by the app.

Related Links: Budget & Credits, Interceptors, Satellites, Soldiers

WIN/LOSS CONDITIONS

The app tracks victory conditions and will inform players when the game is over.

The players win the game if they complete the final mission. The final mission is on the back of the invasion plan.

» The Squad Leader flips the invasion plan to its final mission side when instructed by the app.

The players lose the game if two continents fall into panic by advancing into the orange space on the panic track.

The players lose the game if the base damage token advances into the orange space on the base damage track.

Related Links: Base Defense, Final Mission, Global Defense, Invasion Plan, Mission, Orbital Defense, Panic