

XCOM 2

WAR OF THE CHOSEN

XCOM®2: WAR OF THE CHOSEN ADDS EXTENSIVE NEW CONTENT IN THE FIGHT AGAINST ADVENT

when additional resistance factions form in order to eliminate the alien threat on Earth. In response, a new enemy, known as the “Chosen,” emerges with one goal: recapture the Commander. The expansion includes new Hero classes to counter the “Chosen”, new enemies, missions, environments, and increased depth in strategic gameplay.

—THE CHOSEN—



HUNTER: A ranged unit that can stalk his prey from across the map. Able to perch in unusual places thanks to his grappling hook, the Hunter is equipped with a powerful sniper rifle that can fire Tracking Shots, targeting units wherever they are on the map. He has also been known to toy with his prey, using Concussion Grenades and Tranquilizer Shots.



WARLOCK: The Warlock believes himself to be a god and, through his continued abuse of psionics, has grown mentally unstable. He believes he is the only Chosen who recognizes the true power of psionics. Armed with an assault rifle, the Warlock also utilizes a variety of psionic abilities on the battlefield including summoning a flurry of spectral zombies to rush XCOM soldiers and explode when within range, teleporting allies to different locations around the battlefield, and mind controlling enemies.

ASSASSIN: A stealth-based melee unit who is deadly with her Katana at close range. Her Arashi beam shotgun is equally dangerous, and she is armed with special smoke grenades that have the ability to temporarily blind units, limiting their line of sight.



The Chosen each possess procedural strengths and weaknesses that make them different in each playthrough. Each Chosen can be encountered multiple times, and will grow in power over the course of the game.

—NEW FACTIONS AND HERO CLASSES—



REAPERS: The Reaper is an infiltration specialist and stealth marksman. With its enhanced concealment mode called “Shadow,” the Reaper gains access to greater mobility options over your standard XCOM soldier.

PRIMARY WEAPON: Vektor Rifle

SECONDARY WEAPON: Claymore



SKIRMISHERS: The Skirmisher is an offensive powerhouse, capable of dealing with threats running the gamut from up close to afar. An integrated grappling hook allows the Skirmisher to scale structures, but it can also help close the gap to its target. Once in close, the Skirmisher may then employ its secondary weapon, a wrist-mounted Ripjack, to stab the enemy with deadly force.

PRIMARY WEAPON: Bullpup SMG

SECONDARY WEAPON: Ripjack – A wrist mounted blade capable of slashing the enemy with deadly force.

TEMPLARS: Rogue Psionic warriors who wield immense power. Taking out enemies builds the Templars “Focus”, which makes their abilities more powerful.

PRIMARY WEAPON: Psi Blades

SECONDARY WEAPON: Autopistol



—NEW ENEMIES—



SPECTRE: A deadly new alien, capable of creating dark copies of XCOM soldiers.

ADVENT PURIFIER: ADVENT flame-thrower unit who carries incendiary grenades.

ADVENT PRIEST: A psionically charged ADVENT unit who provides bonuses to other enemies, and can mentally control XCOM soldiers.



—THE LOST—



The Lost are all that remains of the unfortunate inhabitants of the cities attacked during the earliest days of the invasion. Grotesquely deformed by prolonged exposure to the alien pods, they now roam aimlessly throughout the abandoned cities. While they offer little threat on their own, in numbers they can quickly overwhelm even the best soldiers, be they human or alien.



—GEOSCAPE—



FACTION HQS: Each Resistance Faction has a Headquarters on the Geoscape that provides different benefits when scanning.

COVERT ACTIONS: Each of the Resistance Factions will undertake covert missions that require our support. Deploying XCOM soldiers alongside the factions will allow us to hunt the Chosen, while also gaining material support in the way of additional soldiers, staff, and resources.

RESISTANCE ORDERS: As we gain the trust of the Resistance Factions, in return they will provide support to our cause by way of strategic and tactical gameplay bonuses of our choosing. We can manage their efforts through the Resistance Ring facility.

BONDS: Soldiers develop relationships over time, but some will grow faster than others depending on how compatible they are. Sending compatible soldiers on missions together will allow their friendships to develop into strong bonds with tactical benefits.

BOND LEVEL 1: Formed through combat. Confirm the bond between units to gain:

- **Teamwork:** Grant an additional action point to a bondmate. Has a single charge shared between bondmates.

BOND LEVEL 2: Build the Training Center for units to reach this bond level.

- **Covert Operators:** When deployed on a Covert Action together, the duration is reduced by one day.
- **Spotter I:** Soldier is granted a bonus to aim when their bondmate has attacked or been attacked by the soldier's target. An extra bonus is granted if the bondmate is adjacent.
- **Stand By Me:** When this soldier ends a move adjacent to their bondmate, their bondmate will be automatically cleansed of any negative mental effects.

BOND LEVEL 3: Units must work together in the Training Center to reach this bond level.

- **Advanced Teamwork:** Grant an additional action point to a bondmate. Has two charges per mission, shared between bondmates.
- **Dual Strike:** A combined standard shot attack by this soldier and their bondmate. This shot is a free action for the bondmate.

WILL: A soldiers' Will is now affected by an expanded set of events on the battlefield. If they are repeatedly deployed into combat while their Will is low, they will quickly grow *Tired* and possibly develop *Negative Traits*.

NEGATIVE TRAITS: Soldiers who are *Tired* require rest before returning to combat. If redeployed while tired, soldiers can develop fears of specific enemies or events that occur on the battlefield. These fears can lead to "Will Tests" in the field that can result in undesirable actions such as a soldier panicking or going berserk.

REVIVE: The Chosen prioritize incapacitating units in order to Kidnap or Extract Information from them. When units are *Dazed* by a Chosen, have another unit stand on an adjacent tile and select Revive from the Action HUD. Make sure to get them back up quickly so they are not vulnerable to the Chosen.

PHOTOBOOTH: Customize and pose your soldiers, then add filters, text, and backgrounds to generate your own unique resistance posters that can be shared with friends. The Photobooth is accessible from the Armory, as well as at the end of missions.

—NEW AVENGER FACILITIES—



TRAINING CENTER

- Soldiers earn Ability Points through their actions in combat, and by attaining new ranks. The training center will allow them to gain new abilities, including those outside of their defined class.
- Bond Levels 2 and 3 are reached by assigning bondmates to the Training Center.

THE RESISTANCE RING

Coordinate Covert Actions with the Factions.

INFIRMARY

Replaces the healing and recovery functions of the retired “Advanced Warfare Center.” Can be used to remove negative traits from soldiers.

—NEW RESEARCH OPPORTUNITIES—

BREAKTHROUGHS

New, advanced technologies that must be studied immediately following a research breakthrough by scientists.

INSPIRATIONS

When inspired, scientists can research a specific project at a significantly reduced time cost, but only if research begins immediately.

—CHALLENGE MODE—

Choose the perfect strategy while attempting to outscore players from around the world in these one-off community challenges. Check the global leaderboard to track your progress!

—SITREPS—

The SITREP system dynamically adds new modifiers to the tactical layer to make sure every mission provides a unique challenge. SITREP info is shown as part of the mission details.



—NEW MISSION TYPES—



THE LOST AND ABANDONED: Rival factions of the Resistance have agreed to meet. XCOM must broker an alliance to form a unified Resistance and take down the Chosen.

CHOSEN STRONGHOLD ASSAULT: Hunt down the Chosen through Covert Actions and battle them in the seat of their power.

GATHER SURVIVORS: Resistance Operatives are stranded in hostile locations and must be rescued.

RECOVER RESISTANCE: A Resistance VIP has become cut off in an Abandoned City full of the Lost and must be rescued.

CHOSEN RETALIATION: Protect a Resistance haven from an attack carried out by the Chosen.

CHOSEN AVENGER DEFENSE: The Chosen have located the Avenger and are in position to reclaim the Commander. XCOM must defend their base at all costs.

DESTROY TRANSMITTER: An ADVENT transmitter has been located and destroying it will severely damage their Psionic network. Relays found in the map can also be destroyed to buy more time to reach the transmitter.

SUPPLY EXTRACTION: ADVENT Supply crates are spread around the map. Tag them for the Skyranger to pick up before ADVENT can extract them.

NEUTRALIZE FIELD COMMANDER: An elite ADVENT Commander has been found in the field and must be taken out.

RESCUE OPERATIVE FROM ADVENT COMPOUND: Rescue soldiers captured by the Chosen from ADVENT jail facilities.

COVERT ACTION AMBUSH: At the end of a Covert Action, the Chosen may send enemies to ambush the soldiers. Run to the evac zone while avoiding fire.

—ADVANCED OPTIONS—

War of the Chosen adds additional gameplay options that can be selected when starting a New Game on the Select Difficulty screen. They are:

BETA STRIKE: Greatly increase HP of most units for longer tactical engagements

REAPER ALLY: Start at the Reaper HQ

SKIRMISHER ALLY: Start at the Skirmisher HQ

TEMPLAR ALLY: Start at the Templar HQ

GRIM HORIZON: The effects of all Dark Events are permanent

LENGTHY SCHEME: Double the length of the Avatar Project

TIME TURNER: Double the length of mission timers

PRECISION EXPLOSIVES: Grenade damage falls off from the center of the blast area

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