

XCOM CHIMERA SQUAD



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DIVERSIS VIRIBUS.

CITY 31. 2040.

XCOM won the war. But humanity is no longer the only sentient species on Earth. Former invaders now live side-by-side a native population with a notoriously long memory. Humans, aliens, and hybrids; civilians, soldiers, and rebels...that they've forged any peace, however tenuous, is a miracle. Welcome to City 31, a city that aspires to set the worldwide example for stability, coexistence, and the future of civilization itself...That is, if Chimera Squad succeeds in preventing external threats from annihilating it along the way.

GAME OVERVIEW

XCOM: Chimera Squad delivers an all-new story and turn-based tactical combat experience in the XCOM universe, featuring unique Agents equipped with special tactical abilities and driven by different motivations.

Deploy targeted team members to investigate and combat the dangers that pervade City 31. Lead Chimera Squad through a new experience that innovates on XCOM's turn-based legacy, utilizing strategy, teamwork, and new breach-and-clear gameplay to complete your mission objectives.

FEATURES:

- **Unique Alien and Human Agents:** Each of the 11 agents have their own distinct personality and tactical abilities, including species-specific attacks like the Viper's tongue pull.
- **Specialized and Complementary Classes:** Execute devastating combos by teaming the right agents and utilizing cooperative actions. The difference between mission success and failure can depend wholly on team composition.
- **Re-Envisioned Tactical Combat:** Missions are structured as a series of discrete, explosive encounters, keeping the action intense and unpredictable.
- **Breach Mode:** Shape the battlefield to your advantage with a new combat phase that injects your squad right into action. Strategically assign your agents to different entry points and coordinate their assault with a range of Breach-specific skills.
- **Interleaved Turns:** An automatic initiative system slots individual agents and enemies into an alternating turn order, creating new strategic possibilities based on what unit is queued to act next—and what unit is at the greatest risk when they do.
- **Suspenseful Strategy Layer:** Outside of combat, manage the operations of a high-tech HQ, where you must prioritize competing tasks, investigations, and agent assignments in the face of a ticking clock: the constantly rising unrest in the city's various districts driving City 31 closer and closer to total anarchy.

NARRATIVE BRIEFING

After years of alien rule, humanity won the war for Earth. But when the Overlords fled the planet, they left their former soldiers behind. Now, five years after the events of XCOM 2, humans and aliens are working together to forge a civilization of cooperation and coexistence.

XCOM has turned its focus to guarding the skies, and Reclamation Agency has been formed to keep the peace on the ground. Specifically, the Agency is tasked with reclaiming the dangerous off-world weapons and technology that remain scattered across the planet, wartime artifacts that could be devastating in the wrong hands.

City 31, a bustling metropolis where humans, aliens, and hybrids intermingle, has emerged as a model of peace in the post-invasion world. Vipers work as bank tellers, Sectoids hawk ramen, and Androids babysit children, all integrating into the remnants of human society. However, not all of Earth's inhabitants support interspecies alliance, and certain factions have begun hoarding potentially lethal alien tech. Chimera Squad, an elite force of human and alien agents, must destroy the underground threats driving the city toward chaos and safeguard the city's fractious peace.

PC SYSTEM REQUIREMENTS



MINIMUM:

OS: Windows® 7, 64-bit

Processor: 2.4 GHz Quad Core

Memory: 4GB RAM

DirectX: Version 11

Storage: 18GB available space

Sound Card: DirectX compatible sound card

Graphics: 1GB AMD Radeon HD 7770, 1GB NVIDIA GeForce 650 or better

RECOMMENDED:

OS: Windows® 7, 64-bit

Processor: 3 GHz Quad Core

Memory: 8GB RAM

Storage: 18GB available space

Sound Card: DirectX compatible sound card

Graphics: 2GB AMD Radeon R9 290, 2GB NVIDIA GeForce GTX 980 or better

GAME CONTROLS: MOUSE & KEYBOARD

MENU

	PRIMARY KEY	SECONDARY KEY
CONFIRM	Enter	Spacebar
CANCEL	Escape	Right Mouse Button
NAVIGATE UP	Up	W
NAVIGATE DOWN	Down	S
NAVIGATE LEFT	Left	A
NAVIGATE RIGHT	Right	D

TACTICAL

	PRIMARY KEY	SECONDARY KEY
SHOT HUD/CONFIRM ACTION	Enter	Spacebar
CANCEL/PAUSE	Escape	
MOVE UNIT TO CURSOR	Right Mouse Button	
INTERACT WITH OBJECTS	V	
END TURN	End	
CENTER CAMERA ON ACTIVE UNIT	Home	
CAMERA MOVE UP	W	
CAMERA MOVE DOWN	S	
CAMERA MOVE LEFT	A	
CAMERA MOVE RIGHT	D	
CAMERA ROTATE LEFT	Q	
CAMERA ROTATE RIGHT	E	
CAMERA ZOOM IN	T	Mouse Scroll Up
CAMERA ZOOM OUT	G	Mouse Scroll Down
CAMERA FREE ZOOM	Middle Mouse Button	
TOGGLE ZOOM LEVEL	Z	
NEXT UNIT/TARGET	TAB	

	PRIMARY KEY	SECONDARY KEY
PREVIOUS UNIT/ TARGET	Left Shift	
RELOAD	Right Mouse Button	
ABILITY 1	1	
ABILITY 2	2	
ABILITY 3	3	
ABILITY 4	4	
ABILITY 5	5	
ABILITY 6	6	
ABILITY 7	7	
ABILITY 8	8	
ABILITY 9	9	
ABILITY 10	0	
VIEW ENEMY PREVIEW	Left Alt	

GAME CONTROLS: GAMEPAD



CONTROL	TACTICAL	STRATEGY
	Move Cursor	Menu
	Move Camera	N/A
	Rotate Camera	Change Agent
	Elevate Camera	Menu
	Move Unit/Take Action	Select
	Back	Back
	Overwatch	Hire Field Teams
	Subdue	Open Agent Menu
	Timeline Unit Selection	Toggle Agents (Armory/Supply)
	Zoom Out/Agent Abilities	Field Team Abilities
	Screenshot/Video Clip	Screenshot/Video Clip
	Pause Menu	Pause Menu

STRATEGY OVERVIEW

Tactics win battles, but Strategy wins wars. The Strategy layer of *XCOM: Chimera Squad* represents everything that takes place in between Tactical (combat) Missions. While Tactical activities focus on combat and moment-to-moment survival, Strategy activities generally relate to the city's development and squad progression, such as choosing your next Mission, training agents, and purchasing gear.

The Strategy layer takes place entirely at Chimera Squad HQ and involves investigating each of the three enemy Factions currently threatening City 31. Your ultimate goal is to complete all three Investigations and neutralize each Faction. One of the earliest decisions you'll need to make is which Investigation to pursue first.

PRO TIP

Whatever Investigations you don't choose now will provide the corresponding Factions time to increase their strength and resources, becoming more challenging enemies later.

STRATEGY STRUCTURE

Investigations each focus on a separate enemy Faction. They can be undertaken in any order, one at a time. The Faction at the center of each Investigation determines what types of enemies you'll face. Investigations contain three types of activities: Groundwork, Operations, and Takedowns.

INVESTIGATION

Groundwork

Series of Operations

Takedown

- Groundwork is a special type of Tactical Mission that introduces an Investigation's major conflict. Each Investigation starts with one Groundwork Mission that must be resolved before the Investigation can progress.
- A series of Operations forms the bulk of an Investigation. Each Operation has a Hidden Target, an end goal that must be unlocked by completing different actions. These actions, called Missions and Situations, are what progress the game.
 - Missions involve leaving HQ and taking four agents into Tactical combat.
 - Lead Missions unlock the Hidden Target sooner and provide rewards.
 - Side Missions don't advance the Operation but provide important resources and equipment to keep the squad prepared for danger.

- Situations can be completed from within HQ. They don't require combat and cost nothing but time.
- Hidden Target Missions are operational end goals only available after a certain number of Lead Missions and Situations have been resolved. Completing a Hidden Target Mission marks the end of an Operation.
- A Takedown marks the end of each Investigation. These dangerous and challenging combat Missions neutralize the corresponding enemy Faction by confronting its powerful leader. Like Groundwork Missions, there is only one Takedown per Investigation.



Time is a critical consideration in *XCOM: Chimera Squad*.

- In-game time typically advances by completing Missions or Situations.
- Many Strategy tasks take a certain number of in-game days to complete.
- Missions and Situations are only available for a limited time.

PRO TIP

An agent assigned to a Strategy task that takes two in-game days to complete will not be available to deploy on Tactical Missions until those two days have passed. Agent can be removed from Facility slots, but at the cost of progress.

WARNING

You can sometimes manually advance the in-game day without completing a Mission or Situation. However, this can trigger Unrest to rise in some parts of the city (see the Unrest and Anarchy section).

UNREST & ANARCHY



City 31 is divided into nine distinct neighborhoods, or Districts. Each District has an individual Unrest meter that measures the District's atmosphere. When citizens feel unsafe or crime is on the rise, Unrest increases. Completing Missions and Situations in a District or deploying a Field Team to that District decrease Unrest (see Field Teams). If a District's Unrest maxes out, conflict erupts, and Chimera Squad may need to take emergency action.

WARNING

Unrest rises faster when the game is set to higher difficulties.

The city has an overall measure of agitation called the Anarchy meter. If Unrest in any District reaches a critical level, it will raise City Anarchy.

WARNING

If the Anarchy meter maxes out, Chimera Squad will fail, and your game will end.




PRO TIP

Remember that Field Teams and Spec Ops can help manage City Anarchy when it starts to rise.

FIELD TEAMS

Field Teams are the unseen agents that work behind-the-scenes under your direction to manage Unrest or collect resources and intelligence for Chimera Squad (see the Resources section).

One team can operate in each District. It costs Intel to initially deploy a Field Team, then additional Intel each time the team is upgraded. However, Field Teams are always assigned a specialty upon deployment. These specialties grant various benefits and weekly bonus Resources, making every Intel investment worth your while.

Team Type	Starting Benefits
 FINANCE	Provides bonus Credits every Friday Provides bonus Credits when a Mission is completed in that District Lowers Unrest whenever a Situation is completed in that District
 SECURITY	Provides bonus Intel every Friday Provides bonus Intel when a Mission is completed in that District Automatically reduces Unrest every Friday in that District
 TECHNOLOGY	Provides bonus Elerium every Friday Provides bonus Elerium when a Mission is completed in that District Missions completed in that District help reveal the next Hidden Target sooner

Field Teams are managed entirely from HQ with the click of a button. These invisible operatives can't engage in Tactical combat, but also never suffer injuries. As you deploy and upgrade multiple Field Teams, you'll unlock access to four critical abilities to help you manage City 31.

Each citywide ability has different requirements to unlock, such as deploying a certain number of Field Teams, assigning a certain number of Field Teams to a certain specialty, or upgrading a certain number of Field Teams to a certain level.

PRO TIP

Field Team abilities are different than the bonuses provided by different Field Team specialties. Specialty bonuses are passive effects that occur automatically; Field Team abilities are manually triggered by you to serve a specific and immediate purpose, like lowering Unrest in a District of your choosing.

Field Team Abilities



VIGILANCE

Lowers Unrest in a single District.



QUARANTINE

Freezes Unrest in a single District, preventing Unrest from continuing to rise.



DRAGNET

Provides additional Situation rewards. Instead of having to choose which single Situation to complete, this ability lets you complete two Situations: the first grants a partial reward and the second grants a full reward.



MAJOR CRIMES
TASK FORCE

Lowers City Anarchy.

WARNING

Once a Field Team ability has been unlocked, you can use it any time. However, once a Field Team ability has been activated, it goes on cooldown for a certain number of in-game days. You won't have to unlock the ability in order to use it again, but you will have to wait for its cooldown to end.

RESOURCES



Chimera Squad utilizes three key resources: Elerium, Credits, and Intel. These resources are earned as rewards for completing Missions, Situations, and other tasks. Additional resources are funneled to Chimera Squad on a weekly basis from Field Teams. You can spend these resources to craft new gear designs (Elerium), purchase new gear (Credits), and deploy Field Teams (Intel).

PRO TIP

Subduing and capturing enemies on Missions rather than killing them can provide handy resource bonuses in addition to standard Mission rewards.

HQ FACILITIES

CITY MAP >> 3D Strategizing Display



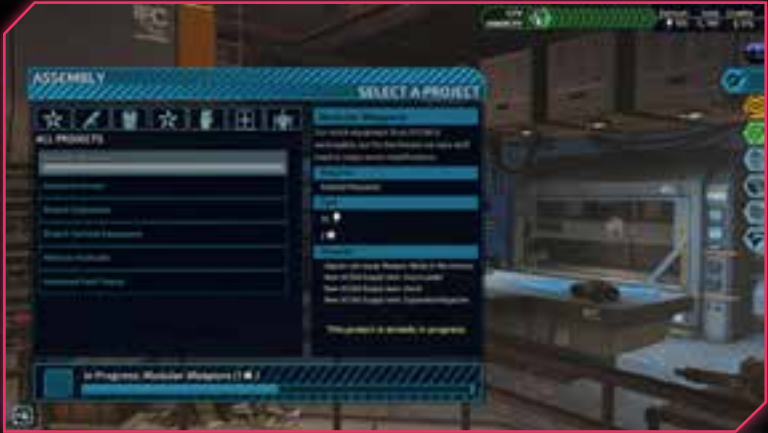
Displays City 31's Districts, each District's current Unrest, and all available Missions and Situations.

Activities:

- Choose your next task
- Deploy your squad
- Manage your Field Teams

PRO TIP

The four buttons at the bottom of the Map represent the four special abilities unlocked by your Field Teams.



Displays available manufacturing and upgrade projects. Beginning a project costs Elerium.

Activities:

- Upgrade standard equipment
- Unlock new items for purchase in Supply
- Upgrade HQ facilities
- Unlock modifications

PRO TIP

Assembly projects do NOT require an agent be assigned to Assembly, although assigning an agent helps complete tasks faster.

SPEC OPS >> Non-Combat Operations Center



Displays available non-combat tasks that can be undertaken to gain useful benefits. Different tasks require a different number of in-game days to complete.

Activities:

- Reduce the time needed to unlock a Hidden Target
- Generate a certain amount of Elerium, Credits, or Intel
- Reduce Unrest
- Recruit Field Teams

PRO TIP

Spec Ops tasks REQUIRE an agent be assigned to Spec Ops. Tasks can be abandoned while underway, but all progress will be lost and no rewards will be gained.

TRAINING >> Conditioning Center



Allows agents to improve their skills or rehabilitate from injuries. Training sessions require a certain number of in-game days to complete.

Activities:

- **Class Training:** Provides a stat buff or unique passive ability to complement an agent's individual skillset.
- **Scar Training:** Removes a Scar an agent has received, even if that Scar has been deepened (see Scars in the Tactical Concepts section).

ARMORY >> Squad Locker Room



Displays all agents currently in your squad, as well as their detailed information and current equipment.

Activities:

- View agents' stats
- Choose new skills for agents who have ranked up
- Distribute weapons, armor, and consumables
- Tint agents' armor
- Read agents' bios

PRO TIP

All agents can be managed in the Armory, even if they are assigned to another duty elsewhere.

AGENT STATS	DEFINITION
HEALTH	Determines how much damage a unit can receive during combat and remain active in a fight.
MOBILITY	Determines how far a unit can move using an action.
WILL	Determines a unit's resistance to ordinary mental effects like Panic or Disorient (see Status Effect table).

AIM	Determines the likelihood of a unit successfully landing a hit on a target, combined with factors such as distance, cover, special abilities, and equipment.
DODGE	Determines a unit's ability to mitigate some amount of physical damage after an enemy successfully lands a hit.
CRIT	Determines the likelihood that a successful hit will become a Critical Hit and deal bonus damage to the target.
PSI	Determines a unit's resistance to alien mental attacks like Mind Control (see Status Effect table).
OTHER STATS*	*granted by abilities, gear, etc.
ARMOR	Reduces the amount of damage a unit receives on a point-for-point basis after being hit by an enemy.
DEFENSE	Makes a unit more difficult for enemies to successfully hit.

SUPPLY >> Procurement Center



Displays items and equipment currently available for purchase with Credits.

Activities:

- Purchase new loadout equipment

PRO TIP

Supply expands its list of available offerings as you complete Assembly projects.

INVESTIGATION >> Information Archive

Displays your overall progress through the campaign, including your current status and completed, pending, and upcoming Operations.

PRO TIP

Investigation displays any Dark Events currently underway that may make your Missions more difficult. Dark Events can make enemies more powerful, more numerous, or worse.

SCAVENGER >> Gray Market



Displays rare items and equipment currently available for purchase with Intel. The further you progress through the campaign, the better the available gear will become.

Activities:

- Purchase rare loot
- Exchange resources at a reduced rate
- Access Epic Weapons that:
 - Provide new tactical options to agents
 - Have unique visual designs
 - Can only be obtained from the Scavenger's Market or as special Mission rewards
 - Benefit from standard weapon upgrades

WARNING

The Scavenger's Market is only intermittently available for business.

STRATEGY GAME SCREEN



- 1. CURRENT OBJECTIVE:** Displays the overarching goal for your current investigation.
- 2. ANARCHY TRACKER:** Displays the current Anarchy level of City 31. If Anarchy reaches its max, your current playthrough ends in failure.
- 3. RESOURCES:** Displays your current amounts of the key resources Chimera Squad uses to keep operations running.
- 4. FACILITY MENU:** Displays different locations at the squad's HQ. Each corresponds to a different activity that can only be performed in the Strategy layer. Click a facility to visit and interact with that location.
- 5. NOTIFICATIONS:** Messages regarding important tasks or information appear here, including "Critical Mission" alerts, which announce when there's a Mission on the City Map that must be completed on that in-game day.
- 6. DATE:** Displays the current in-game date, which advances as you go on Missions. Many Strategy activities require a certain number of days to complete.
- 7. DUTY ASSIGNMENTS:** Displays which agents are currently assigned to which tasks. For example, the Duty Assignments on the City Map show which agents are currently slated to deploy on your next combat Mission. An empty square indicates a location/task with no unit currently assigned to it. Duty Assignments are exclusive, and agents can only be assigned to one duty at a time.

TACTICAL OVERVIEW



Combat takes place in the Tactical layer of *XCOM: Chimera Squad*, when four agents deploy on a Mission. Missions always involve combat, but may have additional goals, such as rescuing a VIP.

A Mission is comprised of one to three discrete mini-battles called Encounters. An Encounter is made up of one Breach (see the Breach section), followed by multiple Rounds of combat (see the Rounds & Turns section).

Agents must complete each Encounter successfully before moving on to the next one and cannot return to HQ to resupply until the entire Mission is over.

PRO TIP

Between each consecutive Encounter in a Mission, all agents automatically reload, and seriously wounded agents who have not fallen Unconscious (see the Status Effects table) heal to half HP.

BREACH



Breach mode is a new type of turn in the XCOM franchise that takes advantage of the game's contained and focused combat zones.

All agents have unique abilities and access to special items that can only be used during a Breach. While multiple agents can use items and abilities during a single Breach, some abilities can only be used once per Mission.

A Breach offers you one or more ways to enter a combat zone; each point of entry is a Breach Point. Each Breach Point can provide buffs or debuffs to agents, and some can only be used by agents with certain abilities or gear. Each Breach Point might offer slots for one, two, three, or four agents.

PRO TIP

Split your squad between multiple Breach Points to try to gain control of more of the battlefield, or send all four squad members through a single Breach Point to more effectively focus fire.

The Breach Timeline displays the order in which your agents will Breach into the Encounter and take their initial actions. This order can be rearranged for maximum effect.

Once agents burst into the combat zone, they can be given specific targeting instructions. Entering through different Breach Points may position agents in different parts of the battlefield.

Enemies can be Surprised, Alert, or Aggressive and will act accordingly during Breach (see the Awareness Level table). As you progress through the game, Encounters will involve more Alert and Aggressive enemies.

PRO TIP

Even enemies able to take an action during Breach can only do so after all Chimera agents have acted first, giving the squad a chance to run for cover if needed.

AWARENESS LEVEL	EFFECT
<i>SURPRISED</i>	Surprised enemies can't take any actions during Breach.
<i>ALERT</i>	Alert enemies can move or use an ability during Breach but can't attack.
<i>AGGRESSIVE</i>	Aggressive enemies can attack during Breach.

ROUNDS & TURNS

When the Breach Round ends, standard Rounds begin. While the Objectives for some Encounters need to be completed within a certain number of Rounds, most Encounters do not impose a Round limit.

Each unit involved in a fight gets one turn each Round. Turns are interleaved, meaning individual allies and enemies alternate taking actions. Turn order can be viewed on the Timeline at the right side of the screen. Once every unit has taken a turn, the next Round begins.

During their turn, units can move, perform an action, or both. A standard move allows a unit to perform an action in addition to moving but prevents agents from moving beyond the blue boundary on the map. Units may alternately elect to Dash, which allows them to move up to the map's yellow boundary but prevents them from taking an action.



Some actions, like shooting, automatically end a unit's turn. Other actions may be used prior to a move. Free Actions can be used any time during an agent's turn and can be used in addition to movement and another ability.

During an agent's turn, their available actions are shown in the Action Bar at the bottom of the screen. If you select an action or ability that requires a target, Targeting Icons will appear above the Action Bar to display all possible targets. Abilities that can't currently be used will have grayed-out icons.

GENERAL ABILITIES

During their turn, an agent can use one of their unique skills or activate a General Ability, which is an action all agents have access to.

General Abilities	
 <i>FIRE WEAPON</i>	All agents can use their action to fire their default weapon.
 <i>USE ITEM</i>	Agents can be equipped with a variety of utility items to use during combat. These items grant effects like healing, shielding, teleportation, and even Timeline shifts. Some cost an action to use, while others can be used for free.
 <i>OVERWATCH</i>	Directs an agent to monitor a cone-shaped field and shoot the first enemy to enter. Activating Overwatch ends an agent's turn.
 <i>STABILIZE</i>	Prevents an ally who is Bleeding Out from dying. Can only be used in melee range or via a robotic drone called a GREMLIN.
 <i>TEAM UP</i>	Spends one of an agent's actions to shift another agent up the Timeline. The shifted teammate will act as soon as the current agent's turn resolves. This ability can only be used once per Mission.
 <i>PREPARATION</i>	Increases an agent's Defense and Dodge and moves their next turn earlier in the Timeline. Activating Preparation ends an agent's current turn.
 <i>SUBDUE</i>	Deals a small amount of nonlethal damage. If it reduces an enemy to 0 HP, they are rendered Unconscious rather than being killed. Always has a 100% chance to hit, but requires agents be adjacent to the target. Activating Subdue ends an agent's current turn.
 <i>INTERACT</i>	Allows agents to interact with an object, such as opening a door or using a computer terminal.





 EVAC	<p>Appears only when an agent is in a marked Evac Zone; evacuates the agent to safety.</p>
 RELOAD	<p>Allows an agent to replenish their weapon if they run out of bullets during an Encounter.</p>









PRO TIP








Unconscious enemies are captured at the end of a Mission and provide additional Intel beyond the Mission's base rewards. Capturing more enemies increases chance of reward.



STATUS EFFECTS

Some abilities or environmental hazards can inflict status effects. Both Chimera Squad agents and their enemies have access to such abilities.

Status Effect	Category	Description
 MIND CONTROLLED/ HAYWIRE	Mental	Grants the opposing team control of the unit.
 STUNNED/SHUTDOWN	Mental	Prevents a unit from acting while in effect.
 DISORIENTED	Mental	Prevents a unit from using most abilities other than their primary attack and inflicts a small penalty to Aim.
 PANICKED	Mental	Causes a unit to take an immediate Panic turn, which can include movement, an attack on an enemy, or an attack on ally.

 BERSERK	Mental	Causes a unit to immediately attack the nearest other unit, regardless of whether it is an enemy or ally.
 SHROUDED	Physical	Grants 100% Dodge and a small bonus to Defense.
 LEVITATED	Physical	Subtracts all a unit's cover bonuses and prevents them from taking any reactions. Ends at the start of that unit's turn.
 ROOTED	Physical	Prevents standard move actions; does not affect special movement abilities.
 WEAPON DISABLED	Physical	Prevents a weapon from being used until it has been reloaded.
 RUPTURED	Physical	Causes a unit to suffer additional damage from attacks.
 MARKED/ HOLO-TARGETED	Physical	Grants enemies a bonus to Aim against this unit.
 STASIS	Incapacitating	Prevents a unit from acting, but also renders them immune to damage and being targeted by abilities.

 <p><i>BLEEDING OUT</i></p>	<p>Incapacitating</p>	<p>Prevents a unit from acting and being targeted but does not grant immunity to untargeted or AoE damage. This effect has a timer, and when the timer runs out, the unit dies. While the timer is running, other units can use the Stabilize action to save the unit's life and remove the timer, upgrading the unit to Unconscious.</p>
 <p><i>UNCONSCIOUS</i></p>	<p>Incapacitating</p>	<p>Prevents a unit from acting and being targeted. When an Encounter ends, Unconscious enemy and ally units are removed from the combat zone and returned to HQ. Once a unit has been rendered Unconscious, there is no way for it to reenter combat on that Mission.</p>
 <p><i>BURNING</i></p>	<p>Environmental</p>	<p>Inflicts damage on the unit at the start of each turn and prevents the unit from using most abilities other than their primary attack.</p>
 <p><i>ACID BURN</i></p>	<p>Environmental</p>	<p>Shreds a unit's armor at the start of each turn and applies the Rupture effect for the Acid Burn's duration.</p>
 <p><i>POISONED</i></p>	<p>Environmental</p>	<p>Inflicts damage on the unit at the start of each turn and reduces the unit's movement.</p>
 <p><i>SMOKE</i></p>	<p>Tile Effect</p>	<p>Grants the Shrouded effect until the unit leaves the Smoke area.</p>
 <p><i>FIRE</i></p>	<p>Tile Effect</p>	<p>Inflicts the Burning effect on all units that move through or stop in the Fire area; effect continues after leaving the Fire area.</p>

 ACID	Tile Effect	Inflicts the Acid Burn effect on all units that move through or stop in Acid areas; effect continues after leaving the Acid area.
 POISON	Tile Effect	Inflicts the Poisoned effect on all units that move through or stop in Poison areas; effect continues after leaving the Poison area.

ENCOUNTER OBJECTIVES



Each Encounter in a Mission has its own discrete Objectives. These tasks are listed in the upper left-hand corner of the screen and are checked-off as they are completed. Objectives listed as “optional” aren’t required for Mission Success but offer bonus rewards if completed.

WARNING

Some Encounters may require complex Objectives, such as preventing a certain number of enemies from escaping or civilians from being killed.

REINFORCEMENTS



Androids are robotic soldiers that can serve in Tactical Missions in place of agents. Androids are generally weaker than an agent but are expendable and can be lost without triggering Mission failure.

If an agent falls Unconscious during a Mission, you can assign an Android to fill in for them during the next Breach. Androids give you a better chance of completing Missions despite agent losses. They can be upgraded to improve base stats and equipped with weapons, armor, and standard utility items.

Enemies can also call in reinforcements. A reinforcement alert will appear on the Timeline several turns before new enemies appear on the battlefield. Enemy reinforcements can only enter combat from certain points on the map; these points are marked by a triangular icon with a skull. As enemy reinforcements arrive, each reinforcement unit is given its own slot on the Timeline.

CIVILIANS

If a Chimera Squad agent moves adjacent to a civilian, the bystander is rescued and will run to safety. If an enemy approaches a civilian, the bystander will flee to a different location within the Encounter. Completing an Encounter means any remaining civilians are automatically rescued.

PRO TIP

Most of the time, you won't be penalized for accidental civilian deaths. However, if enemies are actively attempting to harm civilians, failing to protect enough of them will cause you to fail the Mission.

BLEEDING OUT

Agents who suffer lethal damage collapse and start Bleeding Out. Their allies then have a certain number of turns to Stabilize them, upgrading them to Unconscious. If an agent isn't Stabilized, you will fail the Encounter and need to try again.

Agents who are Bleeding Out can't be directly targeted by enemies, but are still vulnerable to nontargeted and AoE attacks, which kill them instantly and cause you to fail the Encounter.

Agents can never become Unconscious without first Bleeding Out. Enemies do not have a Bleeding Out state and are either Killed or Unconscious when they reach 0 HP. Enemies can be rendered Unconscious with the Subdue ability; special equipment, such as tranquilizing bullets; or unique agent-specific skills.

PRO TIP

No unit, enemy or ally, can be healed from an Unconscious state and returned to battle in the current Mission.

SCARS

Scars are markers of the battle trauma suffered by units after particularly tough combat. Agents receive Scars any time they are reduced to the Bleeding Out state during a Mission. Scars weaken one of a unit's stats and can seriously impact their effectiveness in battle.

Scars can be mended by sending the agent to Training. Otherwise, Scars will linger from Mission to Mission, for long periods of the campaign, before mending on their own. Scarred agents who are reduced to Bleeding Out again either suffer a new Scar or a deepening of their existing Scar. A deepened Scar inflicts a greater stat debuff.

PRO TIP

Scars never count as damage. If a Scar lowers an agent's HP, their maximum HP is affected. Receiving healing during combat will not raise their Health to its non-Scarred state. Their Health will only be fully restored when the Scar is mended.

TACTICAL GAME SCREEN



- 1. OBJECTIVES:** Displays the specific Objectives for the current Encounter.
- 2. MOVE BOUNDARY:** The blue boundary shown on an agent's turn marks how far they can move and still be able to take an action. The yellow boundary marks how far an agent can move if they Dash.
- 3. UNIT OVERVIEW:** Above every unit's head, both ally and enemy, you'll find the unit's name, health bar, and a number. The number indicates that unit's position on the Timeline. Enemy Overviews appear in red, while allies appear in blue.
- 4. TIMELINE:** Displays the turn order of all enemy and ally units. Once a unit takes its turn, it shifts to the bottom of the Timeline, and the unit that was below it moves up to the top.
- 5. SHIELD ICON:** Yellow shields indicate how many points of Armor a unit has.
- 6. END ROUND MARKER:** Shows when the current Round of turns is going to end. Some abilities and effects last only a certain number of Rounds or take a certain number of Rounds to activate.
- 7. TARGETING ICONS:** Targeting icons represent the possible targets for an action. Selecting an enemy's icon displays the percentage chance of scoring a hit on that enemy.
- 8. ACTION BAR:** Each icon in the action bar represents an ability or action that can be undertaken by your agent on the current turn.
- 9. CHARACTER PORTRAIT:** Displays the agent currently taking their turn, how much ammunition they have left, and their current buffs and debuffs.

CHARACTERS & ABILITIES

Each agent possesses a unique set of skills and expertise that makes them especially suited for a given role in combat. This role is called their class. You begin the game with four agents representing the Envoy, Medic, Ranger, and Warden classes and unlock agents with other distinct classes as you progress.

While you can't change an agent's class, you can customize it by choosing some of their abilities as they level up. Characters can be further customized with the addition of new or upgraded armor, weapons, and items.

STARTING SQUAD



GODMOTHER

Class: Ranger (Human)

Equipment: Shotgun (mid-range)

Specialties: Offense, stealth, ambush

Godmother is the consummate professional, a seasoned veteran who both delivers perfection and demands it from others. She could not be less interested in your nonsense.

UNLOCKS AT:			
<i>AGENT CADET</i>	<p><i>SCATTERSHOT</i> Godmother fires her shotgun in a short-range cone, damaging multiple targets.</p>		
<i>DEPUTY AGENT</i>	<p><i>ALPHA STRIKE</i> (Breach Ability) Godmother fires her shotgun during Breach and takes her turn earlier on the Timeline.</p>		
<i>FIELD AGENT</i>	<p><i>LAST STAND</i> (Passive Ability) If Godmother is unimpaired and takes enough damage to begin Bleeding Out, she is instead reduced to 1 HP and given a turn immediately after the current turn.</p>	OR	<p><i>FLUSH</i> Godmother takes a shot at an enemy, forcing them to reposition. The shot does not damage.</p>
<i>SPECIAL AGENT</i>	<p><i>VENTILATE</i> Godmother fires a shotgun blast that is guaranteed to hit and destroy the target's cover.</p>		
<i>SENIOR AGENT</i>	<p><i>UNTOUCHABLE</i> (Passive Ability) If Godmother downs an enemy during her turn, the next attack against her will miss.</p>	OR	<p><i>CLOSE COMBAT SPECIALIST</i> (Passive Ability) Godmother takes a reaction shot at enemies that get too close. Requires ammo.</p>
<i>PRINCIPAL AGENT</i>	<p><i>OVERTIME</i> Godmother immediately gains bonus Crit and Dodge and gets an additional turn on the Timeline.</p>		



TERMINAL

Class: Medic (Human)

Equipment: Submachine gun (short-mid range), GREMLIN

Specialties: Healing, support

Terminal is a highly-skilled combat medic who likes her humor like she likes her coffee: black. Once she's saved your life, she'll never let you forget it.

UNLOCKS AT:			
AGENT CADET	SAFEGUARD Terminal uses her GREMLIN on an ally or herself to restore HP, cleanse Burning, Acid, and Poison effects; and boost Defense.		
AGENT CADET	HACK DOOR (Breach Ability) Hack open a door at the start of a Breach.		
DEPUTY AGENT	REFRESH (Breach Ability) The GREMLIN heals all allies at Terminal's Breach point.		

UNLOCKS AT:			
<i>FIELD AGENT</i>	<p>SUSTAIN (Passive Ability) If Terminal takes enough damage to begin Bleeding Out, she is instead reduced to 1 HP and enters temporary Stasis.</p>	OR	<p><i>Pin Down</i> Terminal shoots non-damaging suppressive fire at a target to push their turn down the Timeline.</p>
<i>SPECIAL AGENT</i>	<p>COOPERATION Terminal coordinates with a nearby unimpaired ally to grant them an immediate bonus action.</p>		
<i>SENIOR AGENT</i>	<p>ARMOR SYSTEM (Passive Ability) Upgrades Safeguard to provide bonus Armor to the protected unit.</p>	OR	<p>RESILIENCE (Passive Ability) Terminal heals to full at the end of every Encounter, as long as she is not Bleeding Out or Unconscious.</p>
<i>PRINCIPAL AGENT</i>	<p>SECOND WIND Terminal uses her GREMLIN on herself and all allies, restoring HP, cleansing Burning, Acid, and Poison effects, and stabilizing allies who are Bleeding Out.</p>		



CHERUB

Class: Warden (Hybrid)

Equipment: Pistol (mid-long range), ballistic shield

Specialties: Shields, ally protection, tank

A hybrid with a heart of gold. He just wants everyone to be safe and happy.

UNLOCKS AT:

AGENT CADET

KINETIC SHIELD

Cherub places an energy shield on himself or an ally to prevent all damage from the next attack and gains a Shield Charge. Having Charges grants bonuses to several abilities.

UNLOCKS AT:			
AGENT CADET	<p>CHARGED BASH Cherub bashes an enemy with his energy shield. If Charges are consumed, damage is dealt in a cone behind the enemy.</p>		
AGENT CADET	<p>KINETIC SHIELD CHARGE Agent can gain Charges by protecting allies with Kinetic Shield.</p>		
DEPUTY AGENT	<p>PHALANX (Breach Ability) Enemies focus their fire on Cherub, ignoring other XCOM units at his Breach point. Blocks all damage and grants Charges if attacked.</p>		
FIELD AGENT	<p>GENERATOR (Passive Ability) Cherub gains Charges at the end of Encounters.</p>	OR	<p>GUARD (Passive Ability) At the end of his turn, Cherub gains Armor, a half cover bonus even if flanked, and becomes half-cover for allies. Guard breaks after being attacked.</p>
SPECIAL AGENT	<p>OVERLOAD (Passive Ability) Cherub can store additional Charges and gains bonus Mobility when fully charged.</p>		
SENIOR AGENT	<p>RESONANCE FIELD (Passive Ability) Allies with a Kinetic Shield gain an Aim bonus.</p>	OR	<p>RECHARGE (Passive Ability) Using Charged Bash to render an enemy Unconscious refills a Charge.</p>

UNLOCKS AT:			
<i>PRINCIPAL AGENT</i>	<p>SUPERCHARGE Cherub spends all stored Charges and increases the primary weapon damage of allies, while placing a Holo-target effect on all enemies.</p>		



VERGE

Class: Envoy (Sectoid)

Equipment: Assault rifle (mid-long range)

Specialties: Psionics, enemy manipulation

Verge is polite and well-mannered, speaking in carefully measured tones intended to put humans at ease. He can tell if it's working even without mind-reading psionics; a skill developed over many years of working both for and against humanity.

UNLOCKS AT:			
AGENT CADET	<p>STUPOR Verge psionically Stuns a target and adds them to his Neural Network. Enemies in Verge's Neural Network are psionically linked to him, giving him a direct gateway into their minds. This can provide Verge with stat bonuses, allow him to deal mental damage to them, or even allow him to Mind Control them.</p>		
AGENT CADET	<p>BATTLE MADNESS Verge psionically attacks an enemy's mind, making them go Berserk and attack a nearby target. Adds them to the Neural Network.</p>		
AGENT CADET	<p>NEURAL NETWORK Verge gains bonus Aim for each enemy in the Neural Network.</p>		
DEPUTY AGENT	<p>LEVITATION (Breach Ability) Verge lifts an enemy into the air, removing their cover bonuses during the Breach and canceling their Breach actions.</p>		
FIELD AGENT	<p>COLLAR (Passive Ability) Enemies in the Neural Network that would be killed are rendered Unconscious instead.</p>	OR	<p>CROWDSOURCE (Passive Ability) Verge gains bonus Aim and Crit for each enemy in the Neural Network.</p>

UNLOCKS AT:			
<i>SPECIAL AGENT</i>	<p>MINDFLAY Verge lashes out with his mind, dealing mental damage to all enemies in the Neural Network. Enemies reduced to 0 HP will be rendered Unconscious.</p>		
<i>SENIOR AGENT</i>	<p>SLAM Levitation slams the targeted enemy into the ground, dealing mental damage and adding the unit to the Neural Network. Enemies reduced to 0 HP will be rendered Unconscious.</p>	OR	<p>NETWORK HEALING (Passive Ability) Verge heals for each enemy in the Neural Network at the end of his turn.</p>
<i>PRINCIPAL AGENT</i>	<p>PUPPETEER Verge mind controls all enemies in the Neural Network for the rest of his turn.</p>		

ADDITIONAL PERSONNEL



AXIOM

Class: Breaker (Muton)

Equipment: Fists (melee range), shotgun

Specialties: High damage

While Axiom sometimes permits himself to give in to his rage, he is never truly out-of-control. In fact, he is erudite and well-read and could likely be a professor of human law or history given a more peaceful era.

UNLOCKS AT:			
AGENT CADET	SMASH Axiom charges to a target and smashes down with both fists. Chance to apply a status effect like Disorient, Stun, or render Unconscious.		

UNLOCKS AT:			
<i>AGENT CADET</i>	<p>RAGE (Passive Ability) Having higher Rage raises the chance of applying a status effect with melee attacks, but also increases the risk of going Berserk. Rage can be increased manually or by taking damage.</p>		
<i>AGENT CADET</i>	<p>PSYCH UP Adds a Rage point to Axiom's current Rage total.</p>		
<i>DEPUTY AGENT</i>	<p>BATTERING RAM (Breach Ability) Burst through a Door Breach point with a chance to Panic nearby enemies.</p>		
<i>FIELD AGENT</i>	<p>AFTERSHOCK (Passive Ability) Upgrades Smash to apply a small amount of damage to nearby enemies. The extra targets also have a chance to become Disoriented, Stunned, or rendered Unconscious.</p>	OR	<p>SHRUG IT OFF (Passive Ability) Axiom has a chance to reduce the damage from an incoming attack.</p>
<i>SPECIAL AGENT</i>	<p>ADRENAL SURGE (Passive Ability) Smash and Psych Up do not end the turn or have cooldowns.</p>		

UNLOCKS AT:			
<i>SENIOR AGENT</i>	<i>FEAR FACTOR</i> (Passive Ability) Upgrades Smash to give it a chance to Panic nearby enemies.	OR	<i>REGENERATION</i> (Passive Ability) Axiom regenerates a small amount of HP at the start of their turn.
<i>PRINCIPAL AGENT</i>	<i>QUAKE</i> Axiom leaps up and slams the ground, destroying nearby cover and damaging nearby units.		



BLUEBLOOD

Class: Gunslinger (Human)

Equipment: Lancer pistol (mid-long range)

Specialties: Precision shooting, multiple shots

Blueblood's friendly nature and easygoing attitude belie his ability to calculate masterful strategies and impossibly precise shots.

UNLOCKS AT:			
AGENT CADET	<i>DEADEYE</i> Blueblood takes a shot with an Aim penalty and a damage boost. Does not end the turn if used as first action.		
AGENT CADET	<i>DESPERADO</i> (Passive Ability) Standard pistol fire and Deadeye cost an action and do not automatically end the turn if Blueblood has actions remaining.		

UNLOCKS AT:			
<i>DEPUTY AGENT</i>	<i>LANCER SHOT</i> (Breach Ability) Blueblood fires his Lancer Pistol at a target, ignoring all cover bonuses.		
<i>FIELD AGENT</i>	<i>WARM WELCOME</i> (Passive Ability) The first shot in each clip Disorients the target.	OR	<i>EVER VIGILANT</i> (Passive Ability) Blueblood automatically activates Overwatch if his last action is spent moving.
<i>SPECIAL AGENT</i>	<i>PHASE LANCE</i> Blueblood fires the Lancer Pistol in a straight line blast that ignores line of sight and cover.		
<i>SENIOR AGENT</i>	<i>FOND FAREWELL</i> (Passive Ability) The last shot in each clip deals double damage.	OR	<i>CASCADE LANCE</i> (Passive Ability) Phase Lance upgrades to ramp up its damage for each subsequent enemy hit by a single blast.
<i>PRINCIPAL AGENT</i>	<i>FACEOFF</i> Blueblood fires his pistol at every enemy in line of sight, limited only by ammo.		



CLAYMORE

Class: Demo Expert (Human)

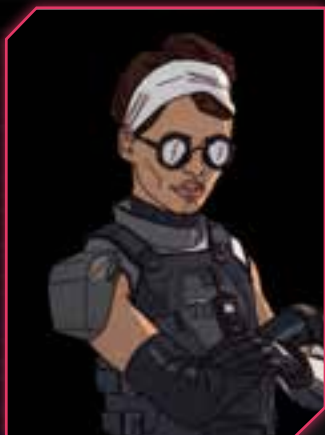
Equipment: Shotgun (short-mid range)

Specialties: Explosives, AOE, breaching

Claymore can open any door. Or wall. Or object. Explosives aren't usually celebrated for their precision, but Claymore places and directs the blasts with unrivaled accuracy. He also makes a mean fish curry. Seriously. It's been described as cataclysmic by the uninitiated.

UNLOCKS AT			
AGENT CADET	SHRAPNEL BOMB Claymore throws an explosive that detonates after several turns.		
DEPUTY AGENT	CONCUSSIVE CHARGE (Breach Ability) Claymore detonates a powerful charge, Rupturing all enemies near the Breach point.		

UNLOCKS AT			
<i>FIELD AGENT</i>	<p><i>FORTITUDE</i> (Passive Ability) Claymore is immune to the effects of all grenades and environmental hazards.</p>	OR	<p><i>IMPROVISED EXPLOSIVES</i> (Passive Ability) Claymore regenerates a charge for carried grenades at the end of each Encounter.</p>
<i>SPECIAL AGENT</i>	<p><i>STICKY GRENADE</i> Claymore throws a grenade that adheres to an enemy, causing them to immediately Panic. When the Panicked unit stops running, the grenade explodes.</p>		
<i>SENIOR AGENT</i>	<p><i>HEAVY SHRAPNEL</i> (Passive Ability) Upgrades Shrapnel Bomb to deal damage through cover.</p>	OR	<p><i>IMPENDING DOOM</i> (Passive Ability) Upgrades Shrapnel Bomb to immediately Rupture targets within its blast radius upon landing.</p>
<i>PRINCIPAL AGENT</i>	<p><i>BARRAGE</i> Shrapnel Bomb and Sticky Grenade do additional Damage and do not automatically end the turn.</p>		



PATCHWORK

Class: Operator (Human)

Equipment: Assault rifle (mid-range), GREMLIN

Specialties: Utility, electronic disruption

It's been said her bytes really bite. Her natural aptitude with technology is unmatched in XCOM, save for the abilities of her best friend, Lily Shen.

UNLOCKS AT:			
AGENT CADET	<i>CHAINING JOLT</i> Patchwork sends her GREMLIN to jolt an enemy. Attack chains to nearby enemies. Damage is increased against robotic enemies.		
AGENT CADET	<i>HACK DOOR</i> (Breach Ability) Hack open a door at the start of a Breach.		

UNLOCKS AT:			
<i>DEPUTY AGENT</i>	<p>COMBAT SCANNERS (Breach Ability) The GREMLIN scans the room, applying Holo Targeting to all enemies and increasing the squad's Aim.</p>		
<i>FIELD AGENT</i>	<p>VOLTAIC ARC (Passive Ability) The GREMLIN shocks enemies if they move too close to Patchwork or if Patchwork moves close to them. This attack chains to nearby enemies.</p>	OR	<p>THREAT RECOGNITION (Passive Ability) Upgrades Combat Scanners to provide additional uses and grant bonus Crit to all allies at Patchwork's Breach point.</p>
<i>SPECIAL AGENT</i>	<p>STASIS FIELD Patchwork sends the GREMLIN to temporarily place an enemy into Stasis. The enemy cannot attack but is immune to all damage.</p>		
<i>SENIOR AGENT</i>	<p>SHOCK THERAPY (Passive Ability) Upgrades Chaining Jolt to Disorient and potentially Stun targets.</p>	OR	<p>HIGH VOLTAGE (Passive Ability) Chained attacks from Chaining Jolt or Voltaic Arc deal extra damage.</p>
<i>PRINCIPAL AGENT</i>	<p>CAPACITOR DISCHARGE Patchwork sends the GREMLIN to fire a substantial electric discharge, damaging and potentially Stunning all nearby units. Robotic units take more damage.</p>		



SHELTER

Class: Psion (Human)

Equipment: Submachine gun (short-mid range)

Specialties: Psionics, ally buffs, mental attacks

Shelter's psionic abilities are more destructive and powerful than those of many Sectoids. However, he prefers to channel them into being a better guardian than killer.

UNLOCKS AT:			
<i>AGENT CADET</i>	RELOCATE Shelter psionically swaps positions with the targeted enemy or ally.		
<i>DEPUTY AGENT</i>	DAZZLE (Breach Ability) Shelter launches a Psionic blast that Disorients all enemies near the Breach point.		

UNLOCKS AT:			
<i>FIELD AGENT</i>	<p><i>TEMPORAL SHIFT</i> (Passive Ability) Upgrades Relocate so that it delays the next turn of relocated enemies.</p>	OR	<p><i>DISTORTION FIELD</i> Upgrades Relocate so that relocated XCOM units, including Shelter, gain +50 Defense until their next turn.</p>
<i>SPECIAL AGENT</i>	<p><i>SOULFIRE</i> Shelter launches a Psionic blast at an organic enemy, delaying their next turn. Does guaranteed damage and ignores cover and Armor.</p>		
<i>SENIOR AGENT</i>	<p><i>SOLACE</i> (Passive Ability) Shelter is surrounded by an aura that immediately extinguishes or blocks any mental impairments for himself and nearby allies.</p>	OR	<p><i>SOUL STORM</i> (Passive Ability) Upgrades Soulfire to heal Shelter for half of the damage dealt.</p>
<i>PRINCIPAL AGENT</i>	<p><i>FRACTURE</i> Shelter creates a Psionic clone that can use the Psionic abilities Relocate and Soulfire.</p>		



TORQUE

Class: Inquisitor (Viper)

Equipment: Submachine gun (short-mid range)

Specialties: Moving enemies against their will, repositioning allies, poison

Torque is the only squad member with a tongue as sharp as Terminal's, though she deploys it even more skillfully.

UNLOCKS AT:			
AGENT CADET	<p>TONGUE PULL Torque shoots out her tongue to grab a unit and pull them into melee range. Can be used on enemies and allies, but not oversized targets.</p>		
AGENT CADET	<p>BIND Torque wraps up an enemy, dealing damage and preventing them from acting on their turn. Bound enemies cannot be targeted.</p>		

UNLOCKS AT:			
<i>AGENT CADET</i>	<i>ADAPTABLE</i> (Breach Ability) Torque can naturally enter through Vent Breach points.		
<i>DEPUTY AGENT</i>	<i>TOXIC GREETING</i> (Breach Ability) Torque spits a blast of Poison at a target.		
<i>FIELD AGENT</i>	<i>TIGHT SQUEEZE</i> (Passive Ability) Upgrades Bind to deal more damage.	OR	<i>Hard Target</i> (Passive Ability) Torque gains extra Mobility on the first turn of every Encounter and a permanent bonus to Dodge.
<i>SPECIAL AGENT</i>	<i>POISON SPIT</i> Torque spits a blast of poison that explodes into a deadly pool. Poisons all units in the area and does a small amount of damage on impact.		
<i>SENIOR AGENT</i>	<i>REINFORCED SCALES</i> (Passive Ability) Torque gains Armor when binding an enemy and will not release the Bind upon taking damage.	OR	<i>SYNTHETIC VENOM</i> (Passive Ability) Torque gains a bonus to Crit against Poisoned enemies. Torque will heal if ending a turn while standing in Poison.
<i>PRINCIPAL AGENT</i>	<i>VICIOUS BITE</i> Torque rears up and swiftly strikes an adjacent target with a devastating bite, dealing major damage and applying Poison.		



ZEPHYR

Class: Hellion (Hybrid)

Equipment: Gauntlets (melee range)

Specialties: Melee-only, close quarters, high mobility

Somehow, this hard-hitting hybrid is even worse at giving compliments than she is at receiving them. Luckily, the fury she imbues into her fists more than makes up for her blunt, prideful attitude.

UNLOCKS AT:			
AGENT CADET	<i>CRIPPLING BLOW</i> Zephyr punches an enemy and inflicts one of several status effects. This attack cannot miss and grants Zephyr a move action called Momentum.		

UNLOCKS AT:			
<i>AGENT CADET</i>	<p>FEARLESS ADVANCE (Breach Ability) Zephyr blitzes toward an enemy and melee attacks them after the Breach. This positions Zephyr near the enemy when normal combat begins. If the enemy was Alert, their Alert Breach action is canceled.</p>		
<i>DEPUTY AGENT</i>	<p>PARRY Momentum can be spent to prevent damage from the next attack instead of moving.</p>		
<i>FIELD AGENT</i>	<p>LOCKDOWN (Passive Ability) Zephyr attacks any enemy that enters or attacks from melee range.</p>	OR	<p>PRESSURE POINT (Passive Ability) Melee attacks do extra damage and render enemies Unconscious instead of killing them.</p>
<i>SPECIAL AGENT</i>	<p>CROWD CONTROL Zephyr darts around and attacks every nearby enemy before returning to her original position.</p>		
<i>SENIOR AGENT</i>	<p>MOVING TARGET (Passive Ability) Momentum is also triggered by Subdue and Crowd Control, and Zephyr does not trigger Overwatch or reaction fire.</p>	OR	<p>VITAL STRIKE (Passive Ability) Melee attacks will ignore armor.</p>

UNLOCKS AT:			
<i>PRINCIPAL AGENT</i>	<i>REAPER</i> Zephyr enters Reaper Mode. With Reaper active, downing enemies with melee attacks grants an extra action. Each subsequent melee attack has reduced damage.		

ENEMY FACTION



THE PROGENY

Progeny fighters include Psionic Sorcerers, Resonant Sectoids, and Muton Brutes. Some rumors even indicate they've welcomed Archons and Codexes into their ranks. However, their most unnerving foot soldiers are the Thralls—mindless Hybrids who live and die to serve their masters, forced to allow their own slaughter to ensure the survival of stronger allies



GRAY PHOENIX

The members of Gray Phoenix have named themselves after fearsome warriors of old: Paladin, Legionnaire, Dominator, Praetorian, Beserker. Heavily armored, they include Mutons, Vipers, Sectoids, and Faceless. Intel indicates many members possess advanced scientific or engineering knowledge. Given the amount of alien technology they've collected, they represent a significant threat to peace.



SACRED COIL

The followers of the Sacred Coil are true believers who see themselves as part of a mysterious, holy crusade. Some call themselves “Purifiers;” while our sources have yet to uncover who or what they intend to “purify,” the implications are alarming. The cult is widely believed to be entirely made up of Hybrids, but recent reports have indicated the presence of Chryssalids in their ranks—and possibly worse.

MERCENARIES

Some combatants aren’t aligned with any of the separatist Factions, yet are equally intent on interfering with City 31 and Chimera Squad. Because their motives and resources are even more mysterious than those of the Factions, they should be regarded as potentially even more dangerous.

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 - use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate license agreement to make the Software available for commercial use;
 - reverse engineer, decompile, disassemble, display, perform, prepare derivative works based on, or otherwise modify the Software, in whole or in part;
 - remove or modify any proprietary notices, marks, or labels contained on or within the Software;
 - restrict or inhibit any other user from using and enjoying any online features of the Software;
 - cheat (including but not limited to utilizing exploits or glitches) or utilize any unauthorized robot, spider, or other program in connection with any online features of the Software;
 - violate any terms, policies, licenses, or code of conduct for any online features of the Software; or
 - transport, export, or re-export (directly or indirectly) into any country forbidden to receive the Software by any U.S. export laws or regulations or U.S. economic sanctions or otherwise violate any laws or regulations, or the laws of the country in which the Software was obtained, which may be amended from time to time.
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USER CREATED CONTENT: The Software may allow you to create content, including, but not limited to, a game play map, scenario, screenshot, car design, character, item, or video of your game play. In exchange for the use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable, and sub-licensable world-wide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including, but not limited to, the rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive and agree never to assert any moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor, and terms above regarding any applicable moral rights, will survive any termination of this Agreement.

INTERNET CONNECTION: The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions.

USER ACCOUNTS: In order to use the Software or a software feature, or for certain features of the Software to operate properly, you may be required to have and maintain a valid and active user account with an online service, such as a third-party gaming platform or social network account ("Third-Party Account"), or an account with Licensor or a Licensor affiliate, as set forth in the Software documentation. If you do not maintain such accounts, then certain features of the Software may not operate or may cease to function properly, either in whole or in part. The Software may also require you to create a Software-specific user account with Licensor or a Licensor affiliate ("User Account") in order to access the Software and its functionality and features. Your User Account log-in may be associated with a Third-Party Account. You are responsible for all use and the security of your User Accounts and any Third-Party Accounts that you use to access and use the Software.

VIRTUAL CURRENCY AND VIRTUAL GOODS

If the Software allows you to purchase and/or earn through play a license to use Virtual Currency and Virtual Goods, the following additional terms and conditions apply.

VIRTUAL CURRENCY & VIRTUAL GOODS : The Software may enable users to (i) use fictional virtual currency as a medium of exchange exclusively within the Software ("Virtual Currency" or "VC") and (ii) gain access to (and certain limited rights to use) virtual goods within the Software ("Virtual Goods" or "VG"). Regardless of the terminology used, VC and VG represent a limited license right governed by this Agreement. Subject to the terms of and compliance with this Agreement, Licensor hereby grants you the nonexclusive, non-transferable, non-licensable, limited right and license to use VC and VG obtained by you for your personal, non-commercial gameplay exclusively within the Software. Except as otherwise prohibited by applicable law, VC and VG obtained by you are licensed to you, and you hereby acknowledge that no title or ownership in or to VC and VG is being transferred or assigned hereunder. This Agreement should not be construed as a sale of any rights in VC and VG.

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EARNING & PURCHASING VIRTUAL CURRENCY & VIRTUAL GOODS: You may have the ability to purchase VC or to earn VC from Licensor for the completion of certain activities or accomplishments in the Software. For example, Licensor may provide VC or VG upon the completion of an in-game activity, such as attaining a new level, completing a task, or creating user content. Once obtained, VC and/or VG will be credited to your User Account. You may purchase VC and VG only within the Software, or through a platform, participating third-party online store, application store, or other store authorized by Licensor (all referred to herein as "Software Store"). Purchase and use of in-game items or currency through a Software Store are subject to the Software Store's governing documents, including but not limited to, the Terms of Service and User Agreement. This online service has been sublicensed to you by the Software Store. Licensor may offer discounts or promotions on the purchase of VC, and such discounts and promotions may be modified or discontinued by Licensor at any time without notice to you. Upon completing an authorized purchase of VC from an Application Store, the amount of purchased VC will be credited to your User Account. The Licensor shall establish a maximum amount you may spend to purchase VC per transaction and/or per day, which may vary depending on the associated Software. Licensor, in its sole discretion, may impose additional limits on the amount of VC you may purchase or use, how you may use VC, and the maximum balance of VC that may be credited to your User Account. You are solely responsible for all VC purchases made through your User Account regardless of whether or not authorized by you.

BALANCE CALCULATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which VC is credited and debited from your User Account in connection with your purchase of VG or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

USING VIRTUAL CURRENCY AND VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. VC and/or VG may never be used in connection with an agreement with other individuals to wager any money or other thing of value. The authorized uses and purposes of VC and VG may change at any time. Your available VC and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand and withdrawal from your available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and/or VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software; for example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account, regardless of whether or not authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at www.take2games.com/support.

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LOCATION: VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location.

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This Agreement is solely between you and Licensor, and not with any Software Store. You acknowledge that the Software Store has no obligation to furnish any maintenance or support services to you in connection with the Software. Except for the foregoing, to the maximum extent permitted by applicable law, the Software Store will have no other warranty obligation whatsoever with respect to the Software. Any claim in connection with the Software related to product liability, a failure to conform to applicable legal or regulatory requirements, claims under consumer protection or similar legislation or intellectual property infringement are governed by this Agreement, and the Software Store is not responsible for such claims. You must comply with the Software Store Terms of Service and any other Software Store applicable rules or policies. The license to the Software is a non-transferable license to use the Software only on an applicable device that you own or control. You represent that you are not located in any U.S.-embargoed countries or other geographical areas or on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's list or Entity List. The Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

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By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, such as governmental authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created content or displaying your scores, ranking, achievements, and other gameplay data on websites and other platforms; (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from time to time. If you do not want your information used or shared in this manner, then you should not use the Software.

For the purposes of all data privacy issues, including the collection, use, disclosure, and transfer of your personal information and other information, the Privacy Policy located at www.take2games.com/privacy, as amended from time to time, takes precedence over any other statement in this Agreement.

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TERMINATION

This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor ceases to operate the Software servers (for games exclusively offered online), if Licensor determines or believes your use of the Software involves or may involve fraud or money laundering or any other illicit activity, or upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Conditions above. You may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access or use the Software using the method set forth in the Terms of Service or (ii) destroying and/or deleting any and all copies of all Software in your possession, custody, or control. Deleting the Software from your Game Platform will not delete the information associated with your User Account, including any VC and VG associated with your User Account. If you reinstall the Software using the same User Account, then you may still have access to your prior User Account information, including any VC and VG associated with your User Account. However except as otherwise prohibited by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and/or VG associated with your User Account will also be deleted, and you will no longer be available for use the Software or any VC or VG associated with your User Account. If this Agreement terminates due to your violation of this Agreement, Licensor may prohibit you from re-registering or re-accessing the Software. Upon any termination of this Agreement, you must destroy or return the physical copy of Software to Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control, including from any client server, computer, gaming unit, or mobile device on which it has been installed. Upon termination of this Agreement, your rights to use the Software, including any VC or VG associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

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EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

TAXES AND EXPENSES

You shall be responsible and liable to Licensor and any and all of its affiliates, officers, directors, and employees for all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

TERMS OF SERVICE

All access to and use of the Software is subject to this Agreement, the applicable Software documentation, Licensor's Terms of Service, and Licensor's Privacy Policy, and all terms and conditions of the Terms of Service are hereby incorporated into this Agreement by this reference. These agreements represent the complete agreement between you and Licensor relating to use of the Software and related services and products and supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

MISCELLANEOUS

If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

BINDING INDIVIDUAL ARBITRATION - PLEASE READ THIS SECTION CAREFULLY. IT MAY SIGNIFICANTLY ALTER YOUR RIGHTS, INCLUDING YOUR RIGHT TO FILE A LAWSUIT IN COURT.

1. This binding individual arbitration section will not apply to the extent prohibited by the laws of your country of residence.
2. You and the Company agree that should any dispute, claim, or controversy arise between us regarding any Company products or services (hereafter a "Dispute"), whether based in contract, statute, regulation, ordinance, tort (including fraud, misrepresentation, fraudulent inducement, or negligence), or any other legal or equitable theory, except for those matters listed in the Exclusions From Arbitration paragraph below, and expressly including the validity, enforceability, or scope of this "BINDING INDIVIDUAL ARBITRATION" section (with the exception of the enforceability of the Class Action Waiver clause below), shall be submitted to binding arbitration, as described below, rather than being resolved in court. The term "Dispute" is to be given the broadest possible meaning that will be enforced and includes, for example, all matters arising under this Agreement, the Privacy Policy, the Terms of Service, or any other agreement with the Company. You understand that there is no judge or jury in arbitration and that court review of an arbitration award is limited.
3. Exclusions From Arbitration. You and the Company agree that any claim filed by You or the Company in small claims court on an individual basis are not subject to the arbitration terms contained in this Section. In addition, the Company or You shall have the right to seek an injunction against you in court in order to preserve the status quo while an arbitration proceeds.
4. Class Action Waiver. THE ARBITRATION PROCEEDINGS DESCRIBED HEREIN WILL BE CONDUCTED ON AN INDIVIDUAL BASIS ONLY. Neither You nor the Company shall be entitled to join or consolidate disputes by or against other individuals or entities, or to arbitrate any dispute in a representative capacity, including, without limitation, as a representative member of a class or in a private attorney general capacity, in connection with any Dispute. Further, unless both You and the Company agree, the arbitrator may not consolidate more than one person's claim. The arbitrator may award any individual relief or other remedies that are permitted by applicable law, but to the maximum extent permitted by applicable law, may not award relief against the Company respecting any person other than You.
5. Right to Opt Out of Binding Arbitration. IF YOU WISH TO OPT OUT OF THIS BINDING INDIVIDUAL ARBITRATION REQUIREMENT, YOU MUST NOTIFY US IN WRITING WITHIN 30 DAYS OF THE DATE THAT YOU ACCEPT THIS AGREEMENT BUT ARE OPTING OUT OF BINDING INDIVIDUAL ARBITRATION, UNLESS A LONGER PERIOD IS REQUIRED BY APPLICABLE LAW. Your written notification must be mailed to TAKE TWO INTERACTIVE SOFTWARE, LEGAL DEPARTMENT, ATTN: ARBITRATION OPT OUT, 110 West 44th Street, New York, New York, 10036. Your notice must include (1) your full name; (2) your mailing address; (3) your Social Club online ID, if you have one; and (4) a clear statement that you do not wish to resolve disputes with the Company through arbitration. You are responsible for ensuring the Company's receipt of your opt-out notice, and you therefore may wish to send a notice by means that provide a written receipt.
6. Notice of Dispute. If you have a Dispute with the Company, you must send written notice to TAKE TWO INTERACTIVE SOFTWARE, LEGAL DEPARTMENT, ATTN: ARBITRATION OF DISPUTE, 110 West 44th Street, New York, New York, 10036, in order to give the Company the opportunity to resolve the dispute informally through negotiation. Notice must be provided within two (2) years of the Dispute having arisen, but in no event after the date on which the initiation of legal proceedings would have been barred under the applicable statute of limitations. The failure to provide timely notice shall bar all claims. If the Company has a dispute with You, the Company will provide notice to the address it has on file for you, if possible. You and the Company agree to negotiate the Dispute in good faith for no less than 30 days after notice of the Dispute is provided. If the Dispute is not resolved within 30 days after receipt of notice of the Dispute, the Company or You may pursue the claim in arbitration as provided in this section.
7. Arbitration Rules and Procedures. Arbitration shall be subject to the U.S. Federal Arbitration Act and federal arbitration law, and shall be conducted by Judicial Arbitration Mediation Services, Inc. ("JAMS") pursuant to the JAMS Streamlined Arbitration Rules and Procedures effective July 1, 2014 (the "JAMS Rules"), as modified by this agreement to arbitrate. The JAMS Rules, including instructions for initiating an arbitration, are available on its website at <http://www.jamsadr.com/rules-streamlined-arbitration>. The Company will pay its arbitration costs as required by the JAMS Rules and, in the event that you are able to demonstrate that the costs of arbitration will be prohibitive as compared to the costs of litigation, the Company will pay as much of your arbitration filing and hearing fees as the arbitrator deems necessary to prevent the arbitration from being cost-prohibitive as compared to the cost of litigation. Each side shall pay his, her, or its own attorneys' fees and costs unless the claim(s) at issue permit the prevailing party to be paid its fees and/or litigation costs, in which case the arbitrator shall award fees or costs as required by the applicable law.
8. Location of Arbitration. At Your option, if an in-person hearing is required under the JAMS Rules, the hearing will occur either in New York County, New York, or in the United States county in which You reside.
9. Decision of the Arbitrator. Any decision or award by the arbitrator shall be final and binding on the parties. Unless otherwise agreed, any decision or award shall set forth the factual and legal basis for the award. The arbitrator shall be permitted to award only those remedies in law or equity which are requested by the parties and which the arbitrator determines are supported by credible relevant evidence. Any decision or award may be enforced as a final judgment by any court of competent jurisdiction. If either party unsuccessfully challenges the validity of an award, the unsuccessful party shall pay the opposing party's costs and attorneys' fees associated with the challenge.
10. Continuation in Effect. This Binding Individual Arbitration section survives any termination of this Agreement or the provision of services to You by the Company.
11. Ability to Change Terms and Conditions Inapplicable. Although the Company may revise its End User License Agreement, Privacy Policy, Terms and Conditions, or other agreements at its discretion, the Company does not have the right to alter this agreement to arbitrate or the rules specified herein with respect to any Dispute once that Dispute has accrued.
12. Severability. If any part of this arbitration provision is deemed invalid, unenforceable, or illegal, then the balance of this arbitration provision shall remain in effect and be construed in accordance with its terms as if the invalid, unenforceable, or illegal provision had not been included. The sole exception to this is the class action waiver provision. If the prohibition on the arbitration proceeding on a class basis is found to be invalid, unenforceable, or illegal, then the entirety of this arbitration agreement shall be null and void and the Dispute shall proceed in court under applicable class action rules and procedures. If, for any reason, a claim proceeds in court rather than in arbitration, the dispute shall be exclusively brought in state or federal court in New York County, New York. Suits brought in state court may be removed to federal court by either party if permissible by law.

GOVERNING LAW

This Agreement is entered into in the State of New York and shall be governed by, and construed in accordance with, the laws of the State of New York, exclusive of its choice of law rules. For any disputes not subject to binding individual arbitration, you and the Company agree to submit to the exclusive jurisdiction of the state and federal courts in New York County, New York, and to waive any jurisdictional, venue, or inconvenient forum objections to such courts (but without affecting either party's rights to remove a case to federal court if permissible). This paragraph will be interpreted as broadly as applicable law permits. For example, if you are a resident of a European Union member state, you will benefit from any mandatory provisions of consumer protection law in the member state in which

you are resident, and you can bring legal proceedings in relation to this Agreement in the courts of the member state in which you are resident. You agree that any violation by You of this Agreement, the Privacy Policy, the Terms of Service, or any other agreement with the Company, shall constitute an affirmative defense (whether characterized as arising at law or equity) against any claim you might assert against the Company relating to its software or services. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement. The Company has the right to prosecute civil claims against you for any violation of its End User License Agreement, the Terms of Service, the Privacy Policy, or any other governing terms and conditions related to its software and services, whether for breach of contract, violation of common law rights, or violation of any applicable state or federal statute.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 110 W 44th Street, New York, NY 10036 UNITED STATES OF AMERICA.

All other terms and conditions of the EULA apply to your use of the Software.

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