





XCOM Enemy Eternal – Commander Rulebook 2.1

GENERAL PRINCIPLES

The most important rule: Whenever the rules are unclear, use common sense and personal preference.

PREPARATION

The Squad: Players put together two Squads of equal points before the campaign begins. 500spl is a good starter game, with 2000spl+ being a large warzone. Squads are persistent from game to game (see **Reward Cards** for reference).

Units: A unit is comprised of models – whether a single model or several. Only one of each named unit may be deployed in a single Squad however, with multiple models of the same name constituting a single unit.

The Leader: Players must choose any one model to be their Leader (max. 1 per Squad). If the Leader is killed, all Squad units receive a permanent -1 to WILL for the duration of that battle.

PLAYING THE GAME

Players put several D6 dice, equal to their number of Squad models, into a single bag. Shake the bag. Each turn, a single die is drawn from the bag and given to the player it belongs to. That player can now activate a single model that has not been activated this game round. Proceed until all dice are on the board and repeat for each game round.

ACTIVATION

The player picks one model that hasn't activated yet, and it must take one action:

Action	Move	Notes
Fire	0"	Can shoot
Advance	Full Mobility	Can shoot and move
Run	X2 Mobility	Can move / charge
Overwatch	0"	Can shoot when opponent moves
Down	0"	+2 against to Hit
Rally	0"	Remove D6 Suppression markers

MOVEMENT

Models must remain at least 1 Range away from any other model. When declaring any attack, distance is measured from base to base. Range may be used in inch measurement or a grid system (square or hexagonal).

SKILL TESTS

Skill Principle: Roll 2D6. On the skill value or below, the skill test is considered a success.

Shooting: When attacking at range (shooting), the target must not exceed the weapon's maximum Range to not constitute an automatic failure. Further, the skill principle applies as a hit on a given weapon's skill value. Whether Damage is applied or not is determined with an additional skill test, against the target's Armour value. On the Armour skill value or below, Damage is applied, and the Wounds skill value is reduced accordingly. Once the Wounds skill value reaches 0, the target model dies.

The following to hit modifiers are applied for shooting skill tests:

Modifier	To Hit
Short range (below half range value)	+1
Fire while moving	-1
Long range (half range value and above)	-1
Target is in Soft Cover	-1
Target is in Hard Cover	-2
Target is Down	-2

Charging: When attacking with a 0 Range weapon (charging), base contact must be made with the target. All steps are followed as per shooting, with the exception that the above modifiers are not applied. Once two or more models are in base contact following a charge (whether a hit succeeded or not), they are engaged. You may use a 1+ Range weapon for close combat, with a -2 to hit penalty and a +1 to the enemy's Armour skill test.

The following to hit modifier is applied for charging skill tests:

Modifier	To Hit
Target is Down	+2

Engaged: An engaged model may only attack an engaged target or flee – both on a Run order. If a model flees, any model engaged with it gets a free shooting or charging attack against it (unless otherwise still engaged).

SUPPRESSION

Suppression markers are applied when a model successfully hits another model while shooting. If at least one

Suppression marker is applied to a model, they must take a WILL skill test before taking any action. Each Suppression marker applied reduces a model's WILL by 1. If a Suppression test is failed, the model takes a *Down* action. Suppression tests do not apply to the *Rally* action.

TERRAIN

Terrain comes in one of four forms: *Hard Cover*, *Impassable*, *Obstacle*, and *Soft Cover*.

MODIFIERS

Modifiers are any effect derived from an ability, rule or special rule. They are applied as and when indicated. Where there is confusion, refer to *the most important rule* in **General Principles**.

REWARD CARDS

When applicable (usually after a battle has concluded) you may draw 1-3 Reward Cards. These are used to unlock equipment for your Squad – better weapons, armour, weapon attachments and experience. These can be used on any unit to improve your Squad's overall performance. Only one reward is given per draw, regardless of number of cards.

The following results are used in the following ways:

Draw	Effect
X	Tier I Reward
X/X	Tier II Reward
X/X/X	Tier III Reward

You must have at least one X being a relevant playing card suite in order to choose a reward from a given category.

AI MODE

An AI mode is available, for solo or co-operative play. AI Squads follows the same activation rules as a player, with actions determined by a single D6 roll. AI models react differently depending on their unit, with further behavioural change if they are wounded.

The below details all available AI actions:

Action	No !*	* !
A	Attack	Remain engaged Reckless
D	Defend	Remain engaged Reckless
F	Fallback	Remain engaged Reckless
M	Move	Remain engaged Reckless
O	Objective	Remain engaged Reckless



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SPECIAL RULES REFERENCE

[Armour]: Armour is rolled on when a hit lands on a target unit.

[Computer Use]: This model may hack terminals, GREMLINS, and SPARKs. Activated on a *Down* order when adjacent to the target.

[Interact]: This model may interact with anything marked as interactable. Activated on a *Down* order when adjacent to the target.

[Mindspin]: Ability used a shooting action. On a successful hit, roll 2D6 and follow the below:

2-5 - Psi Panic: The target runs away from the caster directly.


6-10: Psi Disorientation: The target goes Down.


11-12 - Mind Control: The target model is now under your control. May activate this model with the caster's activation die on the following turn. The caster is unable to be activated - with Mind Control ceasing at the end of the following game round.

Must be rolled to hit and ignores Armour skill tests.

[Search]: This model may search containers for Supplies, Items, Weapons and Armour. Activated on a *Down* order when adjacent to the target.


[Wounds]: Wounds are the total hit points a unit can take before it goes down.

Blast Padding: Gain an additional  2 Armour at all times.

Cowardly: Gain an additional  1 Armour when in cover.

Deadeye: Gain an additional +1 to hit if firing without moving.

Faction – ADVENT: May not deploy any *XCOM* faction units. May deploy an extra *ADVENT Trooper* (AI loadout, no upgrades) at no cost.

Faction – XCOM: May not deploy any *ADVENT* faction units. All models with the *XCOM* faction keyword gain an additional  1 Armour at all times.

Hacker: This model may use [Computer Use] if within 12 Range.

High Explosive: Damage destroys any terrain within 2 Range of the target.

Hard Cover: Grants +2 against to hit rolls when shooting. Must be within 1" of the terrain and wholly covered by it. Terrain may be passed on a *Run* action.

Impassable: Terrain may not be passed through.

Infiltrate: Follows special deployment rules. Place three non-Objective civilian markers out of your opponent's line of sight. The infiltrating player, upon the opponent entering line of sight of one or more of these markers, may declare the relevant model to replace this marker. Must declare the model when the last marker is discovered, if not having done so prior.

Lasso: Upon a successful hit, the target is pulled in to engagement with the firer.

Marching Order: Once per game round, the *ADVENT Officer* may assign an *ADVENT Trooper* an activation die. Target must take their action before the *ADVENT Officer*, be within 24 Range and line of sight.

Obstacle: Terrain may be passed on a *Run* action. Unit must end wholly outside of the terrain for the action to be a success. Movement speed is reduced by half when passing *Obstacles*.

Phantom: Does not trigger react fire.

Scatter: Roll D6 following a successful hit. On a 4+, the hit misses and explodes at a random spot 3 Range from the target. This spot is determined by the targeted player.

Shredding: Eliminates the target's Armour skill test when firing. Instead, ad roll two separate 2D6 to hit skill tests. Both must be passed in order to apply damage.

Sniper: Weapon may not be fired if moving and ignores all to hit modifiers (except *Target is Down*). Weapon cannot be used for reaction fire or to target any unit within 12 Range.

Soft Cover: Grants +1 against to hit rolls when shooting. Must be within 1" of the terrain and wholly covered by it.

Squadsight: May fire at targets, from any range, provided a friendly model has line of sight. This model must also

have line of sight. Only applies to weapons with the *Sniper* special rule.

Trooper Command: Deployed *ADVENT Troopers* follow the *ADVENT Officer's* AI card instead of their own.

Unique: Only one instance of this model may be deployed in your entire force.

Unstable: Applies a -2 penalty to all PSI skill tests.

Weak Minded: May only complete Objectives if searchable.

Zapper: When damage is applied, the target is forced to go *Down*. This counts as their activation this game round.