





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

Points: The points system in use for building Squads is Supplies (spl).

The Squad: Players put together two Squads of equal points before the game or campaign begins. 500spl is a standard game, with 1000spl+ being a large warzone. If a campaign is being played, Squads are persistent from game to game (see **Campaign Mode** 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.

Faction Selection: Players must choose a single Faction to which their Squad belongs. Each Faction contains a single Faction-specific rule that must be adhered to.

The Leader: Players must choose one of their Faction's models to be their Leader (max. 1 per Squad). That unit must be deployed in the Squad as a single model and must remain a single model. This counts as the only selection of that unit choice. If the Leader is destroyed, all other Squad models 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 may take one or two actions:

Action	1 Action	2 Actions
<i>Attack</i>	Use weapon w/ -1 to hit penalty	Use weapon
<i>Climb</i>	Climb w/ MOBILITY. Skill test	Climb w/ MOBILITY
<i>Run</i>	Move w/ MOBILITY	Move w/ x2 MOBILITY
<i>Overwatch</i>	React fire to target movement	/-
<i>Hunker Down</i>	/-	Go down
<i>Action</i>	Use an [Action] w/ -1 skill test penalty	Use an [Action]

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). We recommend using inch measurement as a default!

SKILL TESTS

Skill Test: 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 Test* 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 Resistance value. On the Resistance 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 is destroyed.

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

Modifier	To Hit
<i>Short range (below half Range value)</i>	+1
<i>Fire while moving</i>	-1
<i>Long range (half Range value and above)</i>	-1
<i>Target is in Soft Cover</i>	-1
<i>Target is in Hard Cover</i>	-2
<i>Target is down</i>	-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 to hit 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 weapon's Damage type is reduced to 2.

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

Modifier	To Hit
<i>Target is down</i>	+2

Engaged: An engaged model may only attack an engaged target or flee – on an Attack or Climb/Move action, respectively. If a model flees, any model engaged with it gets a free shooting or charging attack against it (unless otherwise still engaged). This is done on an Attack, or Move/Climb then Attack, respectively. All actions while engaged count as 2 Actions – and thus end that model's turn at their end.

DAMAGE

Damage Types: There are five types of Damage: *Plasma* (☢), *Explosive* (💣), *Physical* (🔪), *Electric* (⚡) and *Poison* (☠). This system is referred to as PEP-EP. The PEP follows a rock-paper-scissors style of one-upping the next damage type. The EP, meanwhile, counters one another.

Weapon Damage: When Damage is applied from a weapon, it is shown as X T (where X is the damage value and T is the type).

Damage Resistance: Where Resistance is calculated in response to damage, it is shown as T X (where T is the type and X is the resistance value).

	☢ X	💣 X	🔪 X	⚡ X	☠ X
X ☢	-	+	/-	/-	/-
X 💣	/-	-	+	/-	/-
X 🔪	+	/-	-	/-	/-
X ⚡	/-	/-	/-	-	+
X ☠	/-	/-	/-	+	-

+ = Resistance is added to damage. - = Resistance is subtracted from damage. /- = Resistance is ignored by damage.



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TERRAIN

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

MODIFIERS

Modifier: 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*.

GAME MODES - BATTLE

Battle Mode: game mode without any persistence from game to game. Each player builds their Squad – spending Supplies to build the strongest force they can deploy. This is the typical setup more wargamers will understand as the ‘regular’ game mode.

GAME MODES - CAMPAIGN

Campaign Mode: game mode with persistence and a base-building addition. Players build their Squads without any upgrades – using base loadouts derived from the pre-defined AI loadout of each unit. Squads remain the same from game to game, only upgrading weapons and levels when rewards grant them the ability to do so. Every part of a battle – from model destruction to discovering rare rewards, is carried over to the next battle.

Reward Deck: Allows the drawing of Reward Cards after a. 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. Players in co-operative play get a reward each, but still share the same Reward Cards pulled.

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 suit to choose a reward from a given category.

AI MODE

AI Mode: Available for solo or co-operative play. AI Squads follows the same activation rules as a player - along with actions being 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 – and their order of priority (from left to right):

Action	Actions	*	!
A	Attack and Climb/Move	Remain engaged	Ignore cover
D	Protect a friendly target	Remain engaged	Ignore cover
F	Climb/Move away from target	Remain engaged	Ignore cover
M	Climb/Move	Remain engaged	Ignore cover
O	Any action to complete Objectives	Remain engaged	Ignore cover

AI Difficulty: Players may adjust their level of risk – and enjoyment, by choosing one of four difficulty modes: Easy, Normal, Classic and Impossible. Each of the four difficulty modes affect gameplay by reducing or increasing the number of activations the opposing AI Squad gets.

The following details all available AI difficulties:

Difficulty	Activation Adjustment
Easy	-2 activations per game round
Normal	-1 activations per game round
Classic	/-
Impossible	+1 activations per game round

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.

Cautious: Gain an additional 1 Armour when in cover.

Commanding Presence: 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.

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.



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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.

Infiltrator: 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 this model as replacing the now visible 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.

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, 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.