



# X-COM: FIELD OFFICER EQUIPMENT MANUAL

V1.09

- TERRAN & EXTRA-TERRESTRIAL EQUIPMENT -



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**1.0**  
**FORWARD**  
**BY COMMANDER JAKE GASTON**

DURING THE EARLY DAYS OF THE ALIEN WAR, X-COM SOLDIERS FOUND THEMSELVES IN A VERY PRECARIOUS POSITION. THE STRATEGISTS REALIZED THAT DUE TO THE INCREDIBLE NUMBERS AND TECHNOLOGICAL ADVANTAGES, THE ALIEN MENACE COULD NOT BE BEATEN BACK BY PURELY DEFENSIVE ACTION. THE TROOPS, KNEW THIS FROM THE START.

WITH LITTLE TO NO ARMOR, AND SERIOUSLY UNDERPOWERED WEAPONRY, THE AVERAGE LIFESPAN OF AN X-COM ROOKIE, IN A LIVE FIRE COMBAT OPERATION, WAS ABOUT 10 SECONDS. 90% OF ALL X-COM LOSSES IN THE BEGINNING WERE WITHIN A 15 SECOND RANGE OF THE LANDING CRAFT. REALIZING THAT THESE LOSSES MEANT THAT WE COULD NOT POSSIBLY WIN THE WAR, X-COM BEGAN RESEARCHING EVERY AVAILABLE PIECE OF ALIEN TECHNOLOGY IN HOPES OF EVENING THE SCORE.

EARLY BREAKTHROUGHS IN THE ALIEN ALLOY FIELD, ALLOWED FOR THE DEVELOPMENT AND RE-CREATION OF MANY ALIEN TECHNOLOGIES. LIKewise, DISCOVERIES REGARDING THE ELEMENT ELERIUM-115 ALLOWED X-COM TO PRODUCE ENERGY CELLS TO POWER THESE TECHNOLOGIES. BECAUSE THE ALIENS HAD NATURAL DEFENSIVE ABILITIES FAR EXCEEDING THAT OF ANY LIVING HUMAN, X-COM COMBINED THESE TECHS TO PRODUCE POWERFUL BODY ARMOR. SOON WE WERE ON OUR WAY TO BECOMING THE TECHNOLOGICAL EQUALS OF OUR ENEMIES. THIS WAS A MAJOR STEP TOWARDS A CHANCE THAT HUMANS COULD ACTUALLY PREVAIL IN THIS INTERPLANETARY WAR. THESE ADVANCED ARMOR AND WEAPONS HAVE BEEN RECENTLY RELEASED, TO OUR FORCES, IN BULK.

WITH ACCURATE INFORMATION ON THESE POWERFUL WEAPONS, THERE IS HOPE THAT OUR FIELD COMMANDERS WILL DEVELOP NEW AND ADVANTAGEOUS COMBAT STRATEGIES TO EFFECTIVELY DETER THE ALIEN MENACE. THE FUTURE OF OUR WORLD IS IN OUR HANDS AND NOW WE FINALLY HAVE THE MEANS TO PROTECT OUR PLANET AND OUR SPECIES. IT'S UP TO YOU, THE FIGHTING MEN AND WOMEN OF X-COM, TO SAVE US ALL.

**GOOD LUCK!**  
**J.G.**

## 1.1

### THE BATTLESCAPE CONTROL MODULE

TO BETTER CONTROL THE MOVEMENTS AND ACTIONS OF X-COM TROOPS IN THE FIELD, A COMMUNICATION ARRAY HAS BEEN INCORPORATED INTO THE HELMET OF EVERY SINGLE COMBAT UNIT. USING A SPECIALIZED CONTROL MODULE, THE X-COM FIELD OFFICER OR COMMANDER CAN INSTANTLY SEND COMPLEX ORDERS TO ANY UNIT ON THE BATTLEFIELD. PERSONAL INVENTORY SPECS, OVERALL UNIT HEALTH AND CONDITION SCANS ARE ALSO READILY AVAILABLE TO THE COMMANDING OFFICER. IN ADDITION, A P.O.V. (POINT OF VIEW) CAMERA PROVIDES DETAILED VIDEO FROM EVERY ACTIVE UNIT TO A PROCESSOR IN THE CONTROL MODULE. THIS GIVES THE OFFICER A COMMANDING VIEW OF THE BATTLEFIELD AND ALLOWS THEM TO "SEE" ANYTHING THAT ANY OF THEIR TROOPS HAVE WITHIN THEIR FIELD OF VISION, SIMULTANEOUSLY.

THIS REMARKABLE PIECE OF COMMUNICATION TECHNOLOGY IS KNOWN AS THE BATTLESCAPE CONTROL MODULE OR B.C.M. FOR SHORT. BY KNOWING AS MUCH AS POSSIBLE ABOUT EVERY UNIT'S INDIVIDUAL POSITION AND EQUIPMENT, THE COMMANDER CAN EFFECTIVELY ORCHESTRATE COMPLEX OFFENSIVE MANEUVERS. THIS GIVES X-COM A DISTINCT STRATEGIC ADVANTAGE WHEN IT COMES TO TROOP MOVEMENT, RECON, AND FIRE TEAM DEPLOYMENT.

THE X-COM C.O. SHOULD BECOME INTIMATELY FAMILIAR WITH THIS IMPORTANT PIECE OF EQUIPMENT IN ORDER TO CONTROL THEIR TROOPS MOST EFFECTIVELY.

BASICALLY THE INTERFACE OF THE B.C.M. IS A POINT AND CLICK STYLE G.U.I. SELECT AN ACTIVE UNIT TO VIEW THEIR CURRENT STATUS. THE INVENTORY BUTTON WILL GIVE YOU DETAILS AS TO THE EQUIPMENT THAT THE INDIVIDUAL IS CARRYING. ANY CHANGES THAT YOU DECIDE ARE NECESSARY WILL BE AUTOMATICALLY COMMUNICATED TO THE UNIT'S RECEIVER AND THE WELL-TRAINED X-COM TROOPS WILL FOLLOW ANY ORDER THAT YOU GIVE. H.W.P. CAN ALSO BE CONTROLLED WITH THE B.C.M. USING THE SAME INTERFACE, YOU CAN COMMUNICATE EXACT ORDERS TO THE TANK UNIT YOU HAVE SELECTED.

**2.0**  
**X-COM EQUIPMENT**  
**(REVISED: 1.30.2001)**

IN ORDER TO COMBAT THE RECENT INVASION OF EARTH, X-COM SCIENTISTS HAVE MADE AN INCREDIBLE EFFORT TO DEVELOP STATE-OF-THE-ART WEAPON SYSTEMS, EQUIPMENT AND CRAFT. THE FOLLOWING SECTIONS WILL PROVIDE YOU, THE QUALIFIED X-COM FIELD OFFICER, WITH IN-DEPTH INFORMATION REGARDING EVERY AVAILABLE RESOURCE THAT X-COM CAN PROVIDE TO INSURE THE SURVIVAL OF YOUR COMBAT TROOPS AND THE POPULATION OF THE EARTH.

THROUGH INTENSE RESEARCH AND MUCH FIELD- TESTING, X-COM SCIENTISTS AND ENGINEERS HAVE FINALLY GAINED AN UNDERSTANDING OF THE TECHNOLOGIES THAT THE ALIENS HAVE BEEN USING AGAINST US FOR THE PAST 2 YEARS. THE SECTIONS REGARDING "PLASMA" WEAPONRY, AND "FUSION BALL" LAUNCHING TECHNOLOGY HAVE BEEN UPDATED TO INCLUDE THE NEWEST AND MOST DESTRUCTIVE WEAPONRY AVAILABLE TO MAN.

BUILDING ON THE ALIEN ALLOY CONCEPTS THAT WE HAVE DEDUCED, X-COM HAS CURRENTLY RELEASED 3 NEW TYPES OF BODY ARMOR THAT ARE PROOF AGAINST THE EXTRA-TERRESTRIAL WEAPONS. 2 OF THESE ARE POWERED FORMS OF ARMOR THAT ARE DEPENDENT ON THE ELEMENT ELERIUM-115 TO PROVIDE THEIR PROTECTION AND/OR CAPABILITIES.

UPDATES HAVE ALSO BEEN MADE TO THE NON-LETHAL/GENERAL EQUIPMENT SECTIONS DUE TO NEW RESEARCH IN THE FIELD OF "PSIONICS".

## **2.1 ARMOR**

### **PERSONAL ARMOR**



IN ADDITION THE STANDARD X-COM ISSUE FLAK- JACKET, SCIENTISTS HAVE RECENTLY DEVELOPED THIS LIGHT BODY ARMOR SYSTEM THAT PROTECTS THE USER AGAINST A REASONABLE AMOUNT OF THE FORCE OF SMALL EXPLOSIVES, AP AMMO, LASER, PLASMA, AND CLOSE-COMBAT DAMAGE. IT ALSO LESSENS FIRE AND SMOKE DAMAGE. WHILE THIS IS THE SECOND MOST BASIC FORM OF ARMOR AVAILABLE FOR YOUR TROOPS, THE ADDED DEFENSES WILL INSURE THAT MANY MORE SOLDIERS MAKE IT BACK TO THE BASE ALIVE.

#### **PROTECTION:**

**FRONT: 50 REAR: 30 LEFT/RIGHT: 40 UNDER: 30**

**COST: \$22,000<sup>00</sup>**

**MAN-HOURS TO PRODUCE: 800**

#### **SPECIAL MATERIALS:**

**4 ALIEN ALLOYS**

## **POWER SUIT**



HAVING RECENTLY UNLOCKED THE SECRETS OF THE MYSTERIOUS ELEMENT ELERIUM-115, X-COM HAS DEVELOPED A POWERED ARMOR SYSTEM THAT GREATLY AUGMENTS YOUR UNIT'S DEFENSIVE ABILITIES. WITH ELERIUM-115 POWERED SERVOMOTORS AND HYDRAULIC SYSTEMS, THE POWER SUIT DELIVERS INCREDIBLE PROTECTIVE BENEFITS WITHOUT DECREASING THE OVERALL MOBILITY OF YOUR SOLDIERS. THE BULKY SUIT ACTUALLY FEELS AS IF IT IS A SECOND SKIN AND PROVIDES ENOUGH SUPPORT TO ALLOW A MAN TO MOVE QUICKLY AND GRACEFULLY WHILE WEARING IT.

### **PROTECTION:**

**FRONT: 100 REAR: 70 LEFT/RIGHT: 80 UNDER: 60**

**COST: \$42,000<sup>00</sup>**

**MAN-HOURS TO PRODUCE: 1,000**

### **SPECIAL MATERIALS:**

**5 ALIEN ALLOYS, 5 ELERIUM-115**

## **FLYING SUIT**



**AFTER RESEARCHING EXTRA-TERRESTRIAL PROPULSION TECHNIQUES AND THE SOPHISTICATED UFO POWER SOURCE THAT X-COM HAS ACQUIRED FROM A DOWNED UFO, SCIENTISTS HAVE DEVELOPED A METHOD OF REPRODUCING THE PROPELLING EFFECTS WHILE REDUCING THE SIZE OF THE DRIVE SYSTEM. TO COMBAT THE ALIENS ON THEIR OWN TERMS, OUR RESEARCH TEAMS HAVE ATTEMPTED TO REPLICATE THE MOBILE ADVANTAGES OF THE "FLOATER" TYPE CREATURES. THIS BREAKTHROUGH TECHNOLOGY HAS ALLOWED US TO DESIGN A SUIT OF POWERED ARMOR THAT PROVIDES EVEN GREATER DEFENSES AND A GREAT ADVANTAGE IN MOBILITY. THE FLYING SUIT, WHILE PROTECTING YOUR SOLDIERS TO THE MOST ADVANCED DEGREE, ALSO PROVIDES THE ABILITY TO ASCEND AND DESCEND OVER GREAT DISTANCES WITHOUT HARM TO YOUR UNIT. THE MOST REMARKABLE ADDITION IS THE ABILITY TO HOVER OR "FLY" AT REASONABLY LOW ALTITUDES.**

### **PROTECTION:**

**FRONT: 110 REAR: 80 LEFT/RIGHT: 90 UNDER: 70**

**COST: \$58,000<sup>00</sup>**

**MAN-HOURS TO PRODUCE: 1,400**

### **SPECIAL MATERIALS:**

**5 ALIEN ALLOYS, 16 ELERIUM-115**



## 2.2

### TERRAN RANGED WEAPONS

THIS SECTION INCLUDES ALL RANGED WEAPONRY DEVELOPED BY X-COM FOR SQUAD LEVEL COMBAT OPERATIONS: RIFLES, PISTOLS, HEAVY SUPPORT WEAPONS AND THROWN EXPLOSIVE DEVICES. WHILE MANY OF THESE WEAPONS ARE AVAILABLE FOR PURCHASE, X-COM TECHNICIANS IN A BASE WORKSHOP MUST MANUFACTURE ANY LASER WEAPONS.

#### BASIC RANGED WEAPONS:

##### PISTOL:



**DESCRIPTION:** THE PISTOL IS THE SMALLEST RANGED WEAPON AVAILABLE. THIS MEDIUM-SIZED SEMI-AUTOMATIC SIDEARM COMES WITH A MATTE BLACK FINISH AND EXTRA WIDE GRIPS FOR EASY HANDLING. OVER SHORT RANGE, THE ACCURACY OF THIS WEAPON IS FAIRLY GOOD. THE DAMAGE, UNFORTUNATELY, IS NOT QUITE ENOUGH TO KILL MOST ALIEN SPECIES. USED AS A BACKUP WEAPON, HOWEVER, THE SPEED OF THIS PISTOL WILL ALLOW YOUR UNITS TO FIRE THAT ONE EXTRA ROUND THAT COULD BE THE DIFFERENCE BETWEEN WALKING HOME OR GETTING CARRIED.

<b>COST:</b>	<b>\$800<sup>00</sup></b>		
<b>DAMAGE:</b>	<b>26 (AP)</b>		
<b>MAX ROUNDS:</b>	<b>12</b>		
<b>AMMO TYPE:</b>	<b>PISTOL CLIP</b>		
<b>AMMO COST:</b>	<b>\$70<sup>00</sup></b>		
<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>N/A</b>	<b>60%</b>	<b>78%</b>
<b>T.U.S:</b>	<b>N/A</b>	<b>18%</b>	<b>30%</b>

## ASSAULT RIFLE:



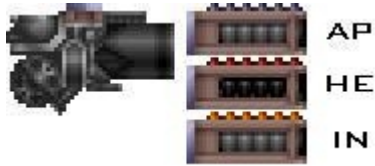
### DESCRIPTION:

THIS MODERN ASSAULT RIFLE IS USED BY ARMIES ALL OVER THE WORLD, AND AS SUCH IT IS READILY AVAILABLE FOR PURCHASE AT ANY TIME. FEATURING A 3-SHOT BURST MODE AND IMPRESSIVE ACCURACY, THIS RIFLE WILL SERVE QUITE WELL AGAINST THE WEAKER ALIEN RACES. CARE SHOULD BE USED WHEN USING AUTO FIRE OVER LARGE DISTANCES BECAUSE YOU CAN QUICKLY EXPEND ALL OF YOUR AMMO AND NOT HIT MUCH DUE TO THE DECREASED ACCURACY OF THE AUTO FIRE MODE. BECAUSE OF THIS LIMITATION, IT IS ADVISABLE TO EQUIP ANY SOLDIER CARRYING AN ASSAULT RIFLE WITH AT LEAST ONE EXTRA CLIP OF AMMUNITION, IF YOU PLAN ON SPRAYING ROUNDS AT THE ENEMY FROM A DISTANCE.

USED IN A SINGLE SHOT CAPACITY, THIS WEAPON CAN ALSO SERVE AS A FAIRLY EFFECTIVE SNIPER WEAPON, ALTHOUGH IT IS NOT CAPABLE OF FIRING QUITE AS QUICKLY AS OTHER MORE POWERFUL OPTIONS.

<b>COST:</b>	<b>\$3,000<sup>00</sup></b>		
<b>DAMAGE:</b>	<b>30 (AP)</b>		
<b>MAX ROUNDS:</b>	<b>20</b>		
<b>AMMO TYPE:</b>	<b>RIFLE CLIP</b>		
<b>AMMO COST:</b>	<b>\$200<sup>00</sup></b>		
<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>35%</b>	<b>60%</b>	<b>110%</b>
<b>T.U.S:</b>	<b>35%</b>	<b>25%</b>	<b>80%</b>

## HEAVY CANNON:



**DESCRIPTION:** THIS HEAVY SUPPORT WEAPON FEATURES 3 VARIETIES OR “FLAVORS” OF LARGE CALIBER ROUNDS TO CHOOSE FROM, MAKING IT A VERY ADAPTABLE WEAPON. THE ARMOR PIERCING ROUNDS ARE QUITE LARGE AND DO ENORMOUS DAMAGE. THE HIGH EXPLOSIVE GRENADE ROUNDS ARE ALSO VERY EFFECTIVE. WHEN USED AT NIGHT, THE INCENDIARY AMMO IS A CHEAP AND AREA EFFECTIVE WAY OF CLEARING VEGETATION AND PROVIDING SUPERIOR LIGHTING TO THE BATTLEFIELD. ALL IN ALL, THIS WEAPON IS QUITE POWERFUL. THE ONLY DRAWBACKS ARE: THE WEAPON WEIGHS QUITE A BIT (ONLY THE STRONGEST SOLDIERS ARE CAPABLE OF CARRYING IT) AND THE MAGAZINE ONLY HOLDS 6 ROUNDS. OFTEN, THIS HEAVY WEAPON IS SUPPLANTED BY THE MORE VERSATILE AUTO-CANNON, BUT DEPENDING ON THE SITUATION, AND THE ACCURACY OF THE SOLDIER USING IT, THE HEAVY CANNON CAN BE JUST AS DEADLY A WEAPON.

<b>COST:</b>	\$6,400 <sup>00</sup>		
<b>DAMAGE:</b>	56, 52, 60 (AP, HE, IN)		
<b>MAX ROUNDS:</b>	6		
<b>AMMO TYPE:</b>	HEAVY CANNON ROUNDS		
<b>AMMO COST:</b>	\$300 <sup>00</sup> , \$500 <sup>00</sup> , \$400 <sup>00</sup>		
<b>OFFENSE:</b>	AUTO	SNAP	AIMED
<b>ACCURACY:</b>	N/A	60%	90%
<b>T.U.S:</b>	N/A	33%	80%

## AUTO-CANNON:



**DESCRIPTION:** THE AUTO-CANNON IS THE MOST VERSATILE HEAVY WEAPON THAT X-COM CAN PURCHASE. WITH MULTIPLE VARIETIES OF AMMUNITION, THIS WEAPON CAN BE USED FOR IMPRESSIVE EFFECTS IN NEARLY ANY SITUATION. DURING NOCTURNAL MISSIONS, THE INCENDIARY AMMO IS INVALUABLE FOR SPOTTING ENEMY UNITS. DURING THE DAY, THE FIRE DAMAGE CAN CLEAR LARGE SECTIONS OF VEGETATION THAT BLOCK YOUR SNIPERS' LINE OF FIRE. ANOTHER ADVANTAGE OF THE INCENDIARY ROUND IS ITS ABILITY TO COMPLETELY DESTROY A ZOMBIE UNIT AND PREVENT THE RESULTANT CHRYSALID FROM EMERGING. THE HIGH EXPLOSIVE ROUNDS ARE ALSO QUITE POWERFUL, AND WHEN FIRED IN BURSTS OF 3, THEY ARE EVEN MORE DESTRUCTIVE THAN A LARGE ROCKET. THIS WEAPON CAN ALSO SERVE AS A VERY POWERFUL MACHINEGUN, WHEN EQUIPPED WITH THE ARMOR PIERCING AMMUNITION, MAKING IT USEFUL EVEN IN VERY TIGHT QUARTERS.

<b>COST:</b>	\$13,500 <sup>00</sup>		
<b>DAMAGE:</b>	42, 44, 48 (AP, HE, IN)		
<b>MAX ROUNDS:</b>	14		
<b>AMMO TYPE:</b>	AUTO-CANNON ROUNDS		
<b>AMMO COST:</b>	\$500 <sup>00</sup> , \$700 <sup>00</sup> , \$650 <sup>00</sup>		
<b>OFFENSE:</b>	AUTO	SNAP	AIMED
<b>ACCURACY:</b>	32%	56%	82%
<b>T.U.S:</b>	40%	33%	80%

## ROCKET LAUNCHER:



**DESCRIPTION:** THE ROCKET LAUNCHER IS A VERY HEAVY WEAPON. EACH OF THE RE-LOADS IS ALSO QUITE HEAVY. LUCKILY, IT DOES A GREAT AMOUNT OF DAMAGE OVER A LARGE AREA. IN FACT, THE ONLY REAL DOWNSIDE OF THIS WEAPON IS THAT THE BULK OF THE WEAPON, AND ITS AMMUNITION, MAKE IT SO THAT ANY GIVEN UNIT CAN ONLY CARRY THE LAUNCHER AND 4 EXTRA ROUNDS. (1 IN THE GUN)  
FORTUNATELY YOU SHOULD NOT NEED MORE THAN 4 SHOTS... WITH LARGE, SMALL AND INCENDIARY ROCKETS, BE PREPARED TO DO GREAT AMOUNTS OF DAMAGE WHEN THIS WEAPON HITS. IN ADDITION, THE HIGH ACCURACY AND REASONABLY LOW COST OF THIS WEAPON MAKE IT QUITE USEFUL EVEN ONCE MUCH MORE POWERFUL ALIEN TECHNOLOGIES ARE AVAILABLE TO YOU.

<b>COST:</b>	\$4,000 <sup>00</sup>
<b>DAMAGE:</b>	75, 100, 90 (HE, HE, IN)
<b>MAX ROUNDS:</b>	1
<b>AMMO TYPE:</b>	SMALL, LARGE, INCENDIARY ROCKETS
<b>AMMO COST:</b>	\$600 <sup>00</sup> , \$900 <sup>00</sup> , \$1,200 <sup>00</sup>
<b>OFFENSE:</b>	AUTO          SNAP          AIMED
<b>ACCURACY:</b>	N/A          60%          78%
<b>T.U.S:</b>	N/A          18%          30%

## GRENADE:



**DESCRIPTION:** THIS GENERAL-PURPOSE GRENADE IS EQUIPPED WITH A TIMED FUSE THAT ALLOWS FOR A VERY SPECIFIC AMOUNT OF TIME TO PASS BEFORE THE WEAPON DETONATES. THIS HIGH EXPLOSIVE WEAPON IS EFFECTIVE AGAINST MOST TYPES OF ALIEN AND IT CAN ALSO BE USED TO REMOVE MEDIUM SIZED OBSTACLES AND/OR ENEMY COVER. THE GRENADE IS DESIGNED TO BE USED AS A THROWN WEAPON, BUT WITH THE ADVENT OF FLYING SUIT TECHNOLOGY, IT BECOMES POSSIBLE TO DROP THE WEAPON FROM A HEIGHT ONTO ENEMIES BELOW, MAKING IT AN EFFECTIVE BOMB AS WELL. OTHER ADVANTAGES OF THIS WEAPON INCLUDE VERY LOW PRICE, AND VERY LIGHT WEIGHT FOR THE AMOUNT OF DAMAGE THAT IT CAN INFLICT. X-COM'S HIGH COUNCIL OF GENERALS RECOMMEND THAT EVERY UNIT IN YOUR SQUAD BE EQUIPPED WITH AT LEAST ONE OF THESE BEFORE EVERY MISSION, DUE TO THEIR UNFAILING ABILITY TO FLUSH OUT ENEMY COMBATANTS FROM AROUND CORNERS AND WITHIN BUILDINGS.

**COST:** \$300<sup>00</sup>  
**DAMAGE:** 50 (HE)  
**ACTION:** PRIME      THROW  
**T.U.S:** 50%      25%

## PROXIMITY GRENADE:



**DESCRIPTION:** WHILE SIMILAR IN EFFECT TO THE STANDARD GRENADE, THE PROXIMITY GRENADE FEATURES A MOTION SENSOR ARRAY THAT, ONCE PRIMED, WILL DETONATE THE POWERFUL EXPLOSIVE CAUSING IT TO HEAVILY DAMAGE ANY NEARBY UNIT WITHIN RANGE. THIS PROXIMITY SENSOR MAKES THIS WEAPON AN EFFECTIVE LAND MINE THAT CAN BE THROWN OVER IMPRESSIVE DISTANCES. CAUTION SHOULD BE USED IN THEIR PLACEMENT HOWEVER, BECAUSE THE SENSORS WILL NOT BE ABLE TO DISTINGUISH BETWEEN A MOVING X-COM OPERATIVE AND AN ENEMY UNIT. THESE DEVICES HAVE BEEN PROVEN TIME AND TIME AGAIN IN BATTLE AND THEY ARE ALMOST A NECESSITY WHEN IT COMES TO CONTROLLING THE ENEMY'S MEANS OF EGRESS FROM A DOWNED UFO OR OTHER FORM OF COVER. OFTEN, A SINGLE ONE OF THESE GRENADES CAN ALERT YOU TO A WHOLE GROUP OF ENEMIES THAT ARE MOVING TO FLANK YOUR TROOPS, OR MAKING A SWIFT AND COORDINATED ATTACK OUT OF THE ACCESS HATCH OF A UFO.

<b>COST:</b>	<b>\$500<sup>00</sup></b>	
<b>DAMAGE:</b>	<b>70 (HE)</b>	
<b>ACTION:</b>	<b>PRIME</b>	<b>THROW</b>
<b>T.U.S:</b>	<b>50%</b>	<b>25%</b>

## SMOKE GRENADE:



**DESCRIPTION:** THE SMOKE GRENADE IS MAINLY USED TO PROVIDE COVER FROM ALIEN SNIPERS. WHEN EXITING A CRAFT OR STORMING A BUILDING OR SHIP, THE SMOKE GRENADE CAN BE USED TO PROTECT UN-SCOUTED FLANKS. THE BLAST FROM THIS WEAPON WILL ONLY DO DAMAGE WITHIN A FEW FEET OF AN ENEMY BUT THE EXPLOSIVE CHARGE WILL DISBURSE A THICK CLOUD OF BURNING DUST AND SMOKE IN ALMOST ANY ENVIRONMENT. UNFORTUNATELY WHAT YOU CAN'T SEE CAN STILL KILL YOU... BE CAREFUL WHEN USING THESE DEVICES BECAUSE THEY CAN OBSCURE AN ENEMY FROM THE VIEW OF YOUR SOLDIERS JUST AS EASILY AS THEY PROVIDE COVER.

AN ADDITIONAL SIDE EFFECT OF THIS WEAPON IS ITS ABILITY TO STUN A WOUNDED UNIT THRU SMOKE INHALATION DAMAGE.

JUST LOB A FEW INTO A ROOM WHERE THE WOUNDED ENEMY IS HIDING AND WAIT, A BIT, FOR THE ALIEN TO SUCCUMB TO THE EFFECTS OF THE SMOKE. IT DOESN'T ALWAYS WORK, BUT OFTEN A WOUNDED ALIEN WITH VERY LITTLE HEALTH LEFT CAN BE BROUGHT DOWN AND RECOVERED ALIVE THIS WAY, WITH VERY LITTLE RISK TO YOUR UNITS AND NO COLLATERAL DAMAGE TO THE ROOM.

<b>COST:</b>	\$150 <sup>00</sup>
<b>DAMAGE:</b>	60 (HE, SMOKE)
<b>ACTION:</b>	PRIME      THROW
<b>T.U.s:</b>	50%      25%



## HIGH EXPLOSIVE:



**DESCRIPTION:** THE HIGH EXPLOSIVE IS EXACTLY WHAT IT'S CALLED... A HIGH EXPLOSIVE DEVICE. USEFUL FOR DEMOLITION AND TUNNELING, THIS DEVICE CREATES A VERY LARGE BLAST RADIUS AND DOES NEARLY FATAL DAMAGE TO ANYTHING IN ITS RANGE. USING A SIMILAR TIMING DEVICE AS THE STANDARD GRENADE, THIS WEAPON CAN BE SET TO DETONATE AT A VERY SPECIFIC TIME. THIS SHOULD LEAVE THE UNIT THAT DEPLOYS IT ENOUGH TIME TO CLEAR THE EFFECTED AREA. (A VERY USEFUL FEATURE CONSIDERING YOU CANNOT THROW THIS DEVICE VERY FAR) YOU SHOULD MAKE SURE ALL X-COM UNITS ARE QUITE FAR FROM THE EXPLOSIVE WHEN IT DETONATES.

IN ADDITION TO BEING USEFUL FOR DEMOLISHING MAN-MADE STRUCTURES THAT INTERFERE WITH YOUR SOLDIER'S FIELD OF FIRE, THIS DEVICE CAN BE USED TO CREATE A "BACKDOOR" INTO MOST ALIEN CRAFT. THE CHARGE DOES JUST ENOUGH DAMAGE TO PIERCE THE ALIEN ALLOY PLATED HULL OF A UFO AND LEAVE A MAN-SIZED HOLE, PERFECT FOR DEPLOYING A SURPRISE INFILTRATION TEAM INTO THE ALIEN CRAFT IN AN AREA THAT THEY WILL, MOST LIKELY, NOT BE GUARDING.

<b>COST:</b>	\$1,500 <sup>00</sup>
<b>DAMAGE:</b>	110 (HE)
<b>ACTION:</b>	PRIME      THROW
<b>T.U.S:</b>	50%          25%

## ADVANCED RANGED WEAPONS (LASER):

### LASER PISTOL:



**DESCRIPTION:** THE LASER PISTOL COMBINES THE POWER OF LASER WEAPONRY WITH LIGHT WEIGHT, GOOD FIRING SPEED AND IMPRESSIVE ACCURACY. THE ENERGY CELLS ARE SOLAR POWERED AND RECHARGEABLE SO THE WEAPON HAS AN ALMOST INEXHAUSTIBLE SUPPLY OF AMMO. IN ADDITION, THE LASER BEAM THAT IT PROJECTS DOES AS MUCH DAMAGE AS THE MUCH BULKIER AUTO-CANNON (AP) AND CAN BE FIRED MUCH FASTER. ALL IN ALL THIS IS THE MOST EFFECTIVE BACKUP WEAPON AVAILABLE DUE TO THE FREE AMMO AND IMPRESSIVE RATE OF FIRE, AND IT SHOULD BE INCLUDED IN EVERY SOLDIER'S EQUIPMENT. IT'S REASONABLE WEIGHT WILL NOT OVERBURDEN EVEN THE WEAKEST TROOPER, AND THE TACTICAL ADVANTAGES OF HAVING A LIGHTNING FAST BACKUP WEAPON ARE APPARENT IN NEARLY EVERY CONFLICT.

**COST:** \$8,000<sup>00</sup>  
**MAN HOURS TO PRODUCE:** 300  
**DAMAGE:** 46 (LASER)

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>28%</b>	<b>40%</b>	<b>68%</b>
<b>T.U.S:</b>	<b>25%</b>	<b>20%</b>	<b>55%</b>

## LASER RIFLE:



**DESCRIPTION:** THE LASER RIFLE IS ONE OF THE MOST ECONOMICAL AND DEADLY WEAPONS THAT X-COM CAN PRODUCE. THE COSTS OF PRODUCING THE LASER RIFLE ARE QUITE LOW AND YOU WILL NEVER HAVE TO PRODUCE AMMO FOR IT. WITH TWICE THE DAMAGE AND THE ABILITY TO MAKE TWICE AS MANY AIMED SHOTS JUST A FAST, THIS WEAPON IS AN IDEAL REPLACEMENT FOR THE LESS POWERFUL ASSAULT RIFLE. X-COM PLANS TO PHASE OUT WIDESPREAD USE OF THE ASSAULT RIFLE LATER THIS YEAR IN FAVOR OF THIS MUCH MORE EFFECTIVE ALTERNATIVE. WITH INFINITE AMMO AND REASONABLY LIGHT WEIGHT, THIS IS ALREADY THE SQUAD WEAPON OF CHOICE FOR MANY COMMANDERS WHO WANT THE MOST BANG FOR THEIR BUCK. ANOTHER WONDERFUL ADVANTAGE OF THE LASER RIFLE IS ITS ABILITY TO DECIMATE A SECTOPOD TERRORIST UNIT WITH RELATIVE EASE. FIRED IN AUTO-MODE, THIS GUN CAN QUICKLY DISPATCH THE MOST DANGEROUS AND DURABLE ALIEN EVER ENCOUNTERED.

**COST:** \$20,000<sup>00</sup>  
**MAN HOURS TO PRODUCE:** 400  
**DAMAGE:** 60 (LASER)

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	46%	65%	100%
<b>T.U.S:</b>	34%	25%	50%

## HEAVY LASER:



**DESCRIPTION:** THE BULKY HEAVY LASER SUPPORT WEAPON TAKES LASER TECHNOLOGY A STEP FORWARD IN POWER AND ONE BACK IN VERSATILITY. LACKING THE AUTO-FIRE CAPABILITY, THIS LASER WEAPON IS NOT QUITE AS EFFECTIVE AS IT COULD BE. UNFORTUNATELY, IN ORDER TO INCREASE THE WEAPONS POWER, SCIENTISTS DECIDED TO USE THE SPACE OF THE AUTO-FIRE MECHANISM TO INSTALL OVERSIZED CAPACITORS AND POWER CONVERTERS, BOOSTING THE DAMAGE OF THE RIFLE BY 150%. THIS SEVERELY LIMITS ITS USEFULNESS IN PITCHED GUN BATTLES, WHERE EVERY EXTRA SHOT CAN BE THE DIFFERENCE BETWEEN LIFE AND AN EARLY DEMISE. THE ACCURACY ALSO SUFFERS FROM THE GREAT WEIGHT OF THE GUN. THE NEGATIVE ASPECTS OF THIS WEAPON ARE ONLY OFFSET BY THE SOLAR CELLS THAT POWER THIS HEAVY WEAPON AND NEGATE THE NEED FOR PRODUCING AMMO FOR IT.

**COST:** \$32,000<sup>00</sup>  
**MAN HOURS TO PRODUCE:** 700  
**DAMAGE:** 85 (LASER)

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>N/A</b>	<b>50%</b>	<b>84%</b>
<b>T.U.S:</b>	<b>N/A</b>	<b>33%</b>	<b>75%</b>

## 2.3

### NON-LETHAL EQUIPMENT

THIS SECTION INCLUDES ADDITIONAL EQUIPMENT THAT YOUR SOLDIERS CAN USE IN COMBAT. THESE ITEMS ARE NOT INHERENTLY FATAL AND MOST OF THEM ARE USEFUL ONLY AS SUPPORT EQUIPMENT. VARIOUS TECHNOLOGIES ARE REPRESENTED HERE, INCLUDING A FIELD MEDIC HEALING APPARATUS, MOTION DETECTORS, PSIONIC DEVICES, AND A FLARE SYSTEM FOR LIGHTING THE BATTLEFIELD. THE ONLY "WEAPON" IN THIS SECTION WOULD BE THE STUN ROD, A VERY USEFUL ITEM FOR CAPTURING CREATURES ALIVE AND UNDAMAGED.

#### MEDIKIT:



#### DESCRIPTION:

THIS FIELD MEDIC KIT IS CAPABLE OF HEALING FATAL WOUNDS INSTANTLY AND IT ALSO HAS SEVERAL OTHER USEFUL FEATURES. THE STIMULANT THAT IT CAN ADMINISTER IS USEFUL FOR RECOVERING LOST ENERGY IN TIRED TROOPS AND WAKING AN UNCONSCIOUS OR STUNNED UNIT. THE PAIN KILLER OPTION WILL HELP INJURED UNITS TO NOT PANIC FOLLOWING THEIR WOUNDING. THIS FEATURE WILL RECOVER AS MUCH MORALE AS THE AMOUNT OF HEALTH THAT THE UNIT LOST, DRASTICALLY INCREASING THEIR USEFULNESS WHILE WOUNDED. A COMMON PRACTICE AMONG COMMANDERS IS EQUIPPING EVERY SQUAD WITH ONE MEDIKIT FOR EVERY 2 SOLDIERS, AND 1 ON EACH OFFICER. THIS GREATLY INCREASES THE CHANCES THAT A WOUNDED SOLDIER WILL SURVIVE UNTIL THE SQUAD RETURNS TO BASE. IT'S ALSO BEEN NOTED THAT USING THE MEDIKIT ON WOUNDED TROOPS PRIOR TO RETURNING FROM A MISSION WILL LESSEN THE UNIT'S HEALING TIME BY MANY DAYS.

<b>COST:</b>	<b>\$28,000<sup>00</sup></b>
<b>MAN HOURS TO PRODUCE:</b>	<b>420</b>
<b>T.U.S</b>	<b>10 PER ACTION</b>

## MOTION SCANNER:



### DESCRIPTION:

THE MOTION SENSOR IS ACTUALLY AN ARRAY OF MULTIPLE SENSORS AND DETECTING DEVICES THAT READ MINUTE DISRUPTIONS IN THE AIR AND VIBRATION IN THE SURROUNDING OBJECTS TO DETERMINE THE LOCATION OF NEARBY UNITS THAT HAVE RECENTLY MOVED, OR ARE MOVING. LASERS SCAN THE AIR PATTERNS IN THE IMMEDIATE AREA OF THE UNIT AND RELAY THE INFORMATION TO POWERFUL ONBOARD COMPUTER SYSTEMS TO PINPOINT THE EXACT POSITION OF ALL ANIMATE OBJECTS IN RANGE. THE LARGEST BLIPS REPRESENT LARGE MOVING BODIES SUCH AS TANKS OR LARGE ALIEN CREATURES. MEDIUM SIZED AND SMALL BLIPS REPRESENT HUMANOID CREATURES. DEPENDING ON THE SIZE OF THE SMALLER BLIPS ON THE READOUT, YOU CAN DETERMINE WHICH HAVE MOVED MOST RECENTLY AND APPROXIMATELY HOW CLOSE THEY ARE TO THE UNIT THAT USES THE DEVICE. THE GENERAL POSITIONS OF THE MOBILE TARGETS ARE REPRESENTED IN RELATION TO THE X-COM UNIT THAT USES THE SCANNER.

<b>COST:</b>	<b>\$34,000<sup>00</sup></b>
<b>MAN HOURS TO PRODUCE:</b>	<b>440</b>
<b>T.U.S TO USE</b>	<b>25%</b>

## **ELECTRO-FLARE:**



### **DESCRIPTION:**

THE ELECTRO-FLARE IS A SMALL THROWN DEVICE THAT INSTANTLY LIGHTS UP AS BRIGHT AS DAYLIGHT WHEREVER IT LANDS. THESE DEVICES ARE INCREDIBLY USEFUL DURING NOCTURNAL SKIRMISHES, ESPECIALLY DURING THE EARLY DEPLOYMENT PHASES OF THE ENCOUNTER. UNITS POSITIONED NEAR THE EXIT DOOR OF THE CRAFT SHOULD BE EQUIPPED WITH AT LEAST 1 OF THESE IN CASE AN ENEMY SNIPER UNIT IS HIDING IN THE SHADOWS SURROUNDING YOUR DEPLOYING SOLDIERS. WHEN THROWN CORRECTLY THIS DEVICE WILL PERFECTLY ILLUMINATE AN ENEMY UNIT ON EVEN THE DARKEST NIGHT, GIVING YOUR UNITS A DRASTICALLY INCREASED CHANCE OF FIRING UPON AND HITTING THEM. CONSIDERING THE LOW COST OF THESE, EVERY LANDING CRAFT SHOULD HAVE AT LEAST 5 OR MORE IN CASE LIGHTING ON THE BATTLEFIELD IS POOR. IN ADDITION TO THEIR INITIAL USE, THESE FLARES CAN BE PICKED BACK UP AND THROWN AS MANY TIMES AS YOU NEED TO ILLUMINATE THE AREA. CARE SHOULD BE TAKEN, HOWEVER, TO AVOID DESTROYING THE FLARES WITH HIGH EXPLOSIVE MUNITIONS, AS THEY ARE VERY USEFUL AND BEING WITHOUT THAT ONE FLARE MIGHT MAKE THE DIFFERENCE BETWEEN VICTORY AND DEFEAT.

**COST:**  
**T.U.S TO THROW**

**\$60<sup>00</sup>**  
**25%**

## STUN ROD:



### DESCRIPTION:

THIS "WEAPON" IS ONE OF THE MOST VITALLY IMPORTANT PIECES OF EQUIPMENT USED DURING THE EARLY YEARS OF THE WAR. IN ORDER TO LEARN THE MOST ABOUT THE ENEMY AND THEIR VARIOUS ALLIED RACES, X-COM SCIENTIST NEEDED SOMETHING TO RESEARCH BEYOND SMOKING REMAINS AND DOZING CHUNKS. THE STUN-ROD, WHILE BEING VERY DANGEROUS TO USE IN COMBAT, HELPS TO PROVIDE THESE RESEARCHABLE "MATERIALS". BY OVERPOWERING THE NEURAL LINKAGES IN THE TARGET'S NERVOUS SYSTEM WITH POWERFUL ELECTRICAL PULSES, THE STUN-ROD EFFECTIVELY INCAPACITATES MOST BEINGS IN LESS THAN 3 ATTACKS. CORRECTLY APPLIED, THIS WEAPON CAN HELP YOU GATHER LIVING ALIENS SAFELY WITHOUT HAVING TO CARRY PARTIALLY WOUNDED/UNCONSCIOUS CREATURES BACK TO THE SHIP. THE ONLY DISADVANTAGE THAT THE STUN-ROD HAS IS ITS INABILITY TO ATTACK ANYTHING FARTHER THAN 3 FEET WAY. THIS PUTS YOUR TROOPS WELL INTO HARMS WAY UNLESS PRECAUTIONS ARE TAKEN PRIOR TO USE. IF AVAILABLE, THE PSI-AMP IS QUITE USEFUL WHEN IT COMES TO PACIFYING AN ALIEN BEFORE STUNNING THEM. THE STUN ROD ALSO PROVIDES A HUMANE WAY TO DISABLE A MIND-CONTROLLED SOLDIER BEFORE HE HURTS HIMSELF OR OTHERS.

**COST:**  
**T.U.S TO ATTACK**

**\$1,260<sup>00</sup>**  
**30%**



## PSI-AMP:



### DESCRIPTION:

AFTER MULTIPLE YEARS OF RESEARCH, X-COM HAS FINALLY MANAGED TO REPRODUCE THE EFFECTS OF ALIEN MIND CONTROL USING THIS SIMPLE, LIGHTWEIGHT DEVICE. THE PSI-AMP GREATLY INCREASES THE EFFECTIVE RANGE THAT A HUMAN BEING CAN PROJECT THEIR PSIONIC ABILITIES. IN COMBAT, THESE ABILITIES CAN BE MANIFESTED IN TWO DIFFERENT ATTACKS.

THE **PANIC** ATTACK ALLOWS YOUR UNIT TO TRY AND OVERPOWER THE ENEMY UNIT WITH CONFUSING IMAGES AND SIGNALS THAT CONTRADICT THE ENEMY'S COMMUNICATIONS BETWEEN MINDS. IF SUCCESSFUL, THIS ATTACK WILL DRAMATICALLY LOWER THE MORALE OF THE TARGET AND CAUSE THEM TO GO BERSERK OR PANIC.

THE **MIND CONTROL** ATTACK WILL ALLOW YOUR TROOPS TO COMPLETELY OVERPOWER THE MIND OF AN ENEMY UNIT. IF SUCCESSFUL YOU WILL BE ABLE TO ORDER THE ENEMY UNIT AS IF IT WERE ONE OF YOUR OWN. WHILE THIS ATTACK IS MUCH MORE DIFFICULT TO EXECUTE, THE BENEFITS OF HAVING AN ENEMY UNIT UNDER YOUR CONTROL ARE VERY GREAT. TYPICALLY A COMMANDER WILL USE THIS "CONTROLLED" UNIT TO SCOUT THE SURROUNDINGS FOR MORE ENEMIES. YOU CAN ALSO FORCE THEM TO FIRE UPON THEIR OWN AND/OR THROW THEIR WEAPONS DOWN, LEAVING THEMSELVES DEFENSELESS.

**COST:** \$160,000<sup>00</sup>  
**MAN HOURS TO PRODUCE:** 500  
**SPECIAL MATERIALS:** 1 ELERIUM-115

**USES:** MIND CONTROL ATTACK PANIC ATTACK  
**T.U.S:** 25 25

## **MIND PROBE:**



### **DESCRIPTION:**

THE MIND PROBE IS ONE OF FEW ALIEN ARTIFACTS THAT ARE NOT DEADLY TO HUMANS. THIS DEVICE IS ACTUALLY AN ALIEN COMMUNICATION ARRAY THAT ALLOWS THEM TO SEND THEIR THOUGHTS DIRECTLY TO ANOTHER'S MIND. LUCKILY IT CAN ALSO BE USED TO READ THE THOUGHTS OF A NEARBY UNIT AND IT WILL DISPLAY THE VITAL STATISTICS AND RANK OF THAT UNIT. WHEN USED IN CONCERT WITH THE PSI-AMP OR A STUN WEAPON, THE MIND PROBE WILL ALLOW YOU TO CAPTURE ONLY THE ALIENS YOU REQUIRE FOR YOUR RESEARCH. WHEN YOU ARE HUNTING FOR A CERTAIN CLASS OF ALIEN, USE THIS PRIOR TO CHOOSING THE TYPE OF WEAPON TO ATTACK WITH. ENEMY SOLDIER UNITS SHOULD BE EXTERMINATED WITHOUT MERCY, AS THEY HAVE LITTLE TO NO RESEARCH VALUE. HIGHER-RANKING ALIENS SHOULD BE CAPTURED ALIVE AS THEY CAN PROVIDE ALIEN MISSION DETAILS OR UFO SPECIFICATIONS.

<b>COST:</b>	<b>\$160,000<sup>00</sup></b>
<b>MAN HOURS TO PRODUCE:</b>	<b>500</b>
<b>SPECIAL MATERIALS:</b>	<b>1 ELERIUM-115</b>
<b>T.U.S TO USE</b>	<b>50%</b>

## 2.4 HEAVY WEAPON PLATFORMS

### TANK/CANNON:



A RECENT ADDITION TO X-COM'S ARSENAL, THE TANK CANNON REPRESENTS A PROTOTYPICAL MANIFESTATION OF THE AUTOMATED HEAVY WEAPON PLATFORM (HWP) VEHICULAR CLASS COMBAT UNITS. IT'S GUIDANCE AND NAVIGATION SYSTEMS ARE BASED ON THE RELATIVELY NEW AND SOPHISTICATED MULTIPLE RESPONSE DIRECTORATE, (MSD) AI TECHNOLOGY, AND A LONG RANGE GLOBAL SATELLITE COMMUNICATIONS RELAY, ALLOWING FOR MANUAL REMOTE, AND/OR AUTOMATIC CONTROL FROM ANY POSITION ON THE SURFACE OF THE EARTH. SIGNIFICANT MOTOR SYSTEMS ENABLE THE TANK CANNON TO ACHIEVE SPEEDS FAR EXCEEDING THAT OF THE FASTEST HUMAN SOLDIER ON IT'S DUAL TREADS, ALLOWING FOR IMPRESSIVE MANEUVERABILITY IN ADDITION TO DEVASTATING FIREPOWER AND STEADFAST DURABILITY. THE ENTIRE UNIT IS POWERED BY A SERIES OF HYDROGEN CELLS, WHICH EFFECTIVELY ENABLES NEARLY 24 HOURS OF CONTINUOUS OPERATION. AN INTRICATE AND PRECISE BANK OF SENSORY ARRAYS, SERVE TO COMPRISE THE EYES AND EARS OF THE UNIT. WHILE NOT A TRUE TANK, IT DOES SHARE A NUMBER OF SIMILAR SIGNIFICANT ATTRIBUTES WITH ITS MANNED COUSIN. INCLUDED AMONG THESE ARE: DENSE REINFORCED TITANIUM ARMOR PLATING, AND A POWERFUL 40 MILLIMETER CANNON, BASED UPON THE DESIGN OF THE HANDHELD HEAVY CANNON ARTILLERY. UNLIKE IT'S INFANTRY ORIENTED COUNTERPART, THIS ADAPTATION OF THE WEAPONRY FEATURES FASTER PROJECTILE VELOCITIES, INTEGRATED RECOIL CONTROL AND A SUBSTANTIALLY INCREASED AMMUNITION RESERVOIR, WITH A SHELL CAPACITY MORE THAN 4 TIMES GREATER.

**COST:** \$420,000<sup>.00</sup>

**HEALTH:** 90

**DEFENSE:**

**FRONT: 90 BACK: 60 LEFT/RIGHT: 75 UNDER: 60**

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>N/A</b>	<b>60%</b>	<b>90%</b>
<b>T.U.S:</b>	<b>N/A</b>	<b>33%</b>	<b>80%</b>

**MAX T.U.S:** 70

**DAMAGE:** 60 (AP)

**MAX ROUNDS:** 30

**AMMO TYPE:** HWP CANNON SHELLS

**AMMO COST:** \$200<sup>.00</sup>

## TANK/ROCKET LAUNCHER:



THE TANK/ROCKET LAUNCHER IS ONE OF THE MOST POWERFUL TERRAN WEAPON SYSTEMS AVAILABLE. USING AN IDENTICAL CHASSIS AS THE TANK/CANNON, X-COM ENGINEERS HAVE FOUND A MORE FEASIBLE METHOD OF CARRYING THE POWERFUL AND HEAVY ROCKET LAUNCHER. WHILE EVEN THE STRONGEST TROOPS STAGGER UNDER THE WEIGHT OF A ROCKET LAUNCHER AND EXTRA ROUNDS, THIS H.W.P. MAINTAINS ITS INCREDIBLE SPEED AND MANEUVERABILITY AND CAN CARRY TWICE AS MANY RELOADS. THOUGH THE AMMUNITION IS MUCH MORE EXPENSIVE THAN THE TANK/CANNON H.W.P. THE AREA EFFECTIVENESS OF THE ROCKET LAUNCHER WEAPON CANNOT BE IGNORED. BUILDINGS AND OBSTACLES CAN QUICKLY BE REMOVED FROM THE PATH OF YOUR TROOPS AND THE HIGHLY ARMORED EXTERIOR OF THIS CRAFT MAKES IT A VERY USEFUL SCOUTING UNIT.

**COST:** \$480,000.00

**HEALTH:** 90

**DEFENSE:**

**FRONT: 90 BACK: 60 LEFT/RIGHT: 75 UNDER: 60**

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>N/A</b>	<b>55%</b>	<b>115%</b>
<b>T.U.S:</b>	<b>N/A</b>	<b>45%</b>	<b>75%</b>

**MAX T.U.S:** 70

**DAMAGE:** 85 (HE)

**MAX ROUNDS:** 8

**AMMO TYPE:** HWP ROCKETS

**AMMO COST:** \$3,000.00

## TANK/LASER CANNON:



UTILIZING THE NEWLY DEVELOPED LASER CANNON, THIS H.W.P. PROVIDES YOUR SQUAD WITH NEARLY UNPARALLELED FIREPOWER. THE HIGHLY MOBILE TANK/LASER CANNON IS THE LATEST EVOLUTION OF THE X-COM TANK DESIGN, EQUIPPED WITH AN INEXHAUSTIBLE LASER CANNON THAT DOES AMAZING AMOUNTS OF DAMAGE TO ANIMATE AND INANIMATE OBJECTS ALIKE. THE POWERFUL, SOLAR POWERED LASER BEAM CAN CUT THRU 2" THICK STEEL AND LEVEL TREES AND WALLS WITH ONE BLAST. IN RECENT STUDIES, SCIENTISTS HAVE FOUND THAT THE LASER WEAPON IS ALSO VERY EFFECTIVE AGAINST THE ETHEREAL'S POWERFUL TERROR-ROBOTS OR "SECTOPODS", MAKING IT VIRTUALLY A NECESSITY WHEN CLEARING OUT A TERROR SITE. AS WITH THE CANNON AND ROCKET LAUNCHER TANKS, THE TANK/LASER CANNON IS HEAVILY ARMORED AND VITALLY IMPORTANT IN SCOUTING APPLICATIONS.

**COST:** \$500,000<sup>00</sup>

**HEALTH:** 90

**DEFENSE:**

**FRONT: 90 BACK: 60 LEFT/RIGHT: 75 UNDER: 60**

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>N/A</b>	<b>50%</b>	<b>85%</b>
<b>T.U.S:</b>	<b>N/A</b>	<b>33%</b>	<b>75%</b>

**MAX T.U.S:** 70

**DAMAGE:** 110 (LASER)

**MAX ROUNDS:** 255

**AMMO TYPE:** N/A

**AMMO COST:** N/A

## HOVERTANK/PLASMA:



WHILE RESEARCHING ALIEN CRAFT PROPULSION TECHNIQUES IT OCCURRED TO X-COM'S ELITE SCIENCE TEAM TO TRY AND CREATE A FACSIMILE OF THE ALIEN "CYBERDISC" TERRORIST UNIT. AFTER WITNESSING THE INCREDIBLE DESTRUCTION THAT THE FLYING ARMORED DISC COULD PERPETRATE, A SUITABLE COUNTER-MEASURE HAD TO BE FOUND: THUS THE DEVELOPMENT OF THE HOVERTANK CHASSIS.

THIS INCREDIBLY MOBILE TANK IS ARMORED WITH ALIEN ALLOY PLATING, POWERED BY ELERIUM-115 AND EQUIPPED WITH A PLASMA CANNON THAT IS ONLY SLIGHTLY LESS POWERFUL THAN THE X-COM INTERCEPTOR-MOUNTED PLASMA BEAM WEAPON. FEATURING A RECHARGEABLE POWER CELL, CAPABLE OF FIRING 255 ROUNDS, THIS IS THE ULTIMATE PLASMA WEAPON FOR COMBAT APPLICATIONS.

THE FLYING DRIVE IS ACTUALLY A MINIATURIZED UFO POWER SOURCE THAT PROPELS THE TANK VIA ANTI-MATTER REACTION. THIS HIGHLY USEFUL TANK CAN COVER NEARLY ANY TERRAIN WHILE HOVERING LOW, OR IT CAN STREAK ACROSS THE SKY LIKE A SMALL AIRCRAFT: COVERING LARGE DISTANCES IN RELATIVELY LITTLE TIME.

**COST:** \$850,000<sup>00</sup>

**MAN-HOURS TO PRODUCE:** -

**SPECIAL MATERIALS:** -

**HEALTH:** 90

**DEFENSE:**

**FRONT: 130 BACK: 130 LEFT/RIGHT: 130 UNDER: 100**

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	N/A	86%	100%
<b>T.U.S:</b>	N/A	30%	60%

**MAX T.U.S:** 100

**DAMAGE:** 110 (PLASMA)

**MAX ROUNDS:** 255

**AMMO TYPE:** N/A

**AMMO COST:** N/A

## HOVERTANK/LAUNCHER:



THE HOVERTANK/LAUNCHER IS WITHOUT A QUESTION, THE MOST POWERFUL H.W.P. EVER PRODUCED. WHILE THE COSTS OF PRODUCTION AND RELOADING ARE VERY HIGH, THE POSITIVE ADVANTAGES OF THIS WEAPON DEFINITELY MAKE IT A WORTHWHILE EXPENDITURE. LIKE THE HOVERTANK/PLASMA, THIS UNIT IS CAPABLE OF HOVERING, FLYING, AND ABSORBING INCREDIBLE AMOUNTS OF DAMAGE. THE WEAPON THAT IS MOUNTED ON IT IS A SLIGHTLY LESS POWERFUL BLASTER LAUNCHER THAN THE EXTREMELY HEAVY SQUAD WEAPON, THOUGH THE REDUCED SIZE AND WEIGHT OF THE LAUNCHER ARE ACTUALLY ADVANTAGES. WITH MORE ROOM TO SPARE, THE LAUNCHER CAN BE LOADED WITH A CLIP OF 8 FUSION BOMBS, AN EXTREMELY DEADLY, WAYPOINT GUIDED, HIGH EXPLOSIVE DEVICE. EXTRA CARE SHOULD BE TAKEN WITH THE DEPLOYMENT OF THIS H.W.P. AS IT CAN EASILY KILL MULTIPLE HUMANS WITH STRAY OPPORTUNITY FIRE.

**COST:** \$900,000.<sup>00</sup>  
**MAN-HOURS TO PRODUCE:** -  
**SPECIAL MATERIALS:** -  
**HEALTH:** 90  
**DEFENSE:**  
FRONT: 130 BACK: 130 LEFT/RIGHT: 130 UNDER: 100

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>N/A</b>	<b>N/A</b>	<b>100%*</b>
<b>T.U.S:</b>	<b>N/A</b>	<b>N/A</b>	<b>66%</b>

**MAX T.U.S:** 100

<b>DAMAGE:</b>	<b>140 (HE)</b>
<b>MAX ROUNDS:</b>	<b>8</b>
<b>AMMO TYPE:</b>	<b>HWP FUSION BOMB</b>
<b>AMMO COST:</b>	<b>15,000.<sup>00</sup></b>

\* LAUNCHER WEAPON USES WAYPOINT SYSTEM.  
IT NEVER MISSES.

## 2.5

### EXTRA-TERRESTRIAL RANGED WEAPONS

#### PLASMA PISTOL:



#### DESCRIPTION:

THE PLASMA PISTOL IS THE LIGHTEST AND CHEAPEST PLASMA WEAPON THAT THE ALIENS USE. THE FACT THAT IT DOES AS MUCH DAMAGE AS THE INCREDIBLY LARGE HEAVY-CANNON AND CAN FIRE IN AUTOMATIC BURSTS SHOULD NOT BE TAKEN LIGHTLY. THIS WEAPON USES VERY SMALL AMOUNTS OF ELERIUM-115 FOR POWER AND CAN OFTEN BE FOUND ON THE CORPSES OF THE SMALLER ALIEN CREATURES. DESPITE THIS, THE PLASMA PISTOL PROVES TO BE LESS ECONOMICAL THAN OTHER PLASMA WEAPONRY, CONSIDERING THAT THE PLASMA RIFLE AND HEAVY PLASMA USE THE SAME AMOUNT OF ELERIUM TO CREATE MUCH MORE POWER. THESE ITEMS DO HOWEVER PROVIDE GREAT AMOUNTS OF MONEY WHEN SOLD. A COMMON PRACTICE IS TO SELL MOST OF THE EXTRA PLASMA WEAPONS IN YOUR BASE STORAGE AFTER SEARCH AND RECOVERY MISSIONS IN ORDER TO DEFRAY THE RISING COSTS OF X-COM PROTECTION.

<b>COST:</b>	<b>\$56,000<sup>00</sup></b>
<b>DAMAGE:</b>	<b>52 (PLASMA)</b>
<b>MAX ROUNDS:</b>	<b>26</b>
<b>AMMO TYPE:</b>	<b>PLASMA PISTOL CLIP</b>
<b>AMMO COST:</b>	<b>\$2,000<sup>00</sup></b>
<b>MAN-HOURS TO PRODUCE:</b>	<b>600</b>
<b>SPECIAL MATERIALS:</b>	<b>1 ALIEN ALLOY</b>

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>35%</b>	<b>60%</b>	<b>110%</b>
<b>T.U.S:</b>	<b>35%</b>	<b>25%</b>	<b>80%</b>



## PLASMA RIFLE:



### DESCRIPTION:

THE PLASMA RIFLE IS A VERY FAST AND RELIABLE WEAPON. WITH VERY GOOD ACCURACY AND A NEARLY 30 ROUND CLIP, THIS RIFLE IS THE CLEAR CHOICE WHEN IT COMES TIME TO UPGRADE YOUR LASER ARSENAL TO SOMETHING A LITTLE HEAVIER.

LIKE THE PLASMA PISTOL, THIS WEAPON CAN BE FOUND QUITE FREQUENTLY IN ALIEN SHIPS AND BASES. THE AMMO HOWEVER IS NOT QUITE AS EASY TO COME BY. WITH A CREW OF TECHNICIANS WORKING NIGHT AND DAY TO MAKE NEW CLIPS, THESE WEAPONS CAN BE USED QUITE EFFECTIVELY IN ALMOST ANY SITUATION. THE RIFLES ARE ALSO SO COMMONLY RECOVERED THAT YOU MAY CONSIDER SELLING ALMOST ALL OF THEM THAT YOU FIND FOR INCREASED PROFITS. THE MONTHLY MAINTENANCE FEES FOR YOUR BASES CAN BE COVERED QUITE EASILY, BY SELLING OFF THE EXTRA RIFLES IN YOUR STORAGE PODS.

<b>COST:</b>	<b>\$88,000<sup>00</sup></b>
<b>DAMAGE:</b>	<b>80 (PLASMA)</b>
<b>MAX ROUNDS:</b>	<b>28</b>
<b>AMMO TYPE:</b>	<b>PLASMA RIFLE CLIP</b>
<b>AMMO COST:</b>	<b>\$3,000<sup>00</sup></b>
<b>MAN-HOURS TO PRODUCE:</b>	<b>820</b>
<b>SPECIAL MATERIALS:</b>	<b>1 ALIEN ALLOY</b>

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>35%</b>	<b>60%</b>	<b>110%</b>
<b>T.U.S:</b>	<b>35%</b>	<b>25%</b>	<b>80%</b>

## HEAVY PLASMA:



### DESCRIPTION:

THE HEAVY PLASMA IS BY FAR THE MOST PRACTICAL RANGED WEAPON. THIS WEAPON FEATURES THE LARGEST MAGAZINE AVAILABLE FOR A HAND-HELD PLASMA WEAPON AND VERY GOOD ACCURACY. THE DAMAGE IT CAN PRODUCE IS ALSO QUITE SIGNIFICANT AS IT CAN BURN THROUGH ALMOST ANY ARMOR. IN ADDITION, THE AUTO-FIRE CAPABILITY OF THIS WEAPON MAKES IT MUCH MORE USEFUL THAN ITS LASER COUNTERPART: THE TERRAN HEAVY LASER. THE GREATEST ATTRIBUTE OF THIS WEAPON IS IT'S INCREDIBLE AVAILABILITY. IT SEEMS THAT IN PREPARATION FOR THE INVASION OF EARTH, THE ALIEN FORCES MANUFACTURED THOUSANDS UPON THOUSANDS OF THESE WEAPONS AND THEIR AMMUNITION. EIGHTY PERCENT OF THE ALIENS YOU ENCOUNTER ON LARGE UFOs ARE ARMED WITH THE HEAVY PLASMA AND AT LEAST ONE EXTRA CLIP. THIS MAKES THIS WEAPON VERY COST EFFECTIVE AND QUITE EASILY COLLECTED IN MASS QUANTITIES. AS WITH THE OTHER EXPENSIVE PLASMA WEAPONS, THIS ITEM IS VERY PROFITABLE WHEN SOLD.

<b>COST:</b>	<b>\$122,000<sup>00</sup></b>
<b>DAMAGE:</b>	<b>115 (PLASMA)</b>
<b>MAX ROUNDS:</b>	<b>35</b>
<b>AMMO TYPE:</b>	<b>HEAVY PLASMA CLIP</b>
<b>AMMO COST:</b>	<b>\$6,000<sup>00</sup></b>
<b>MAN-HOURS TO PRODUCE:</b>	<b>1,000</b>
<b>SPECIAL MATERIALS:</b>	<b>1 ALIEN ALLOY</b>

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>35%</b>	<b>60%</b>	<b>110%</b>
<b>T.U.S:</b>	<b>35%</b>	<b>25%</b>	<b>80%</b>

## BLASTER LAUNCHER:



### DESCRIPTION:

THE BLASTER LAUNCHER IS THE ALIEN COUNTERPART TO THE ROCKET LAUNCHER USED BY X-COM FORCES. AS WITH OTHER EXTRA-TERRESTRIAL WEAPONS, THE ACCURACY AND POWER OF THIS WEAPON GREATLY SURPASSES THE MOST ADVANCED HUMAN-DESIGNED PROJECTILE LAUNCHER. THE EXTREMELY DESTRUCTIVE PROJECTILE IS BASICALLY A FUSION-BALL STYLE EXPLOSIVE CONTAINED IN AN AERODYNAMIC SHELL AND COUPLED WITH AN EXTREMELY SENSITIVE TARGETING APPARATUS. WHILE NOT TECHNICALLY A "BOMB", THE BLASTER BOMB CAN BE EFFECTIVELY UTILIZED AS IF IT WERE A WAYPOINT GUIDED SMART BOMB WITH THE ABILITY TO TURN CORNERS, CARVE THRU CAVES AND HALLWAYS AND BASICALLY MAKE IT IMPOSSIBLE NOT TO HIT YOUR TARGET. THE EXPLOSIVE BLAST CAUSED BY THIS WEAPON IS IN FACT MORE POWERFUL THAN ANY OTHER CONVENTIONAL HANDHELD WEAPON EVER. USE WITH EXTREME CAUTION.

<b>COST:</b>	<b>\$90,000<sup>00</sup></b>
<b>DAMAGE:</b>	<b>200 (HE)</b>
<b>MAX ROUNDS:</b>	<b>1</b>
<b>AMMO TYPE:</b>	<b>BLASTER BOMB</b>
<b>AMMO COST:</b>	<b>\$8,000<sup>00</sup></b>
<b>MAN-HOURS TO PRODUCE:</b>	<b>1,200</b>
<b>SPECIAL MATERIALS:</b>	<b>1 ALIEN ALLOY</b>

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>LAUNCH ROCKET</b>
<b>ACCURACY:</b>	<b>N/A%</b>	<b>N/A%</b>	<b>*%</b>
<b>T.U.S:</b>	<b>N/A%</b>	<b>N/A%</b>	<b>80%</b>

\* BLASTER LAUNCHER USES A WAYPOINT SYSTEM: IT CAN'T MISS.

## SMALL LAUNCHER:



### DESCRIPTION:

THE SMALL LAUNCHER REPRESENTS THE MOST EFFECTIVE MEANS OF CAPTURING LIVE ALIEN CREATURES WHILE LIMITING THE PHYSICAL DAMAGE DONE TO THE TARGET. THE LAUNCHER SEEMS TO HAVE BEEN DESIGNED BY THE ALIENS TO AID IN THE CAPTURE OF LIVE HUMAN SUBJECTS, FOR RESEARCH PURPOSES. FORTUNATELY, IT WORKS JUST AS WELL AGAINST THEM AS IT DOES AGAINST US. IT FIRES SMALL PROJECTILES, WHICH EXPLODE ON CONTACT WITH A TARGET AND SPREAD A CACHE OF FREEZING GAS ALONG WITH A DISORIENTING SHOCKWAVE. THE RESULT OF THIS STUN BOMB'S EXPLOSION IS THAT ANY UNIT WITHIN ITS RADIUS WILL BE QUICKLY OVERCOME BY THE COMBINATION OF GAS AND SMOKE AND SHOCK, AND OFTEN KNOCKED COMPLETELY UNCONSCIOUS. USED EFFECTIVELY, THIS WEAPON WILL ALLOY YOU TO CAPTURE EVEN THE MOST RESOURCEFUL ALIEN COMMANDER WITHOUT RESORTING TO SPLATTERING THE BUG WITH CONVENTIONAL WEAPON FIRE.

<b>COST:</b>	<b>\$78,000<sup>00</sup></b>
<b>DAMAGE:</b>	<b>90 (STUN)</b>
<b>MAX ROUNDS:</b>	<b>1</b>
<b>AMMO TYPE:</b>	<b>STUN BOMB</b>
<b>AMMO COST:</b>	<b>\$7,000<sup>00</sup></b>
<b>MAN-HOURS TO PRODUCE:</b>	<b>900</b>
<b>SPECIAL MATERIALS:</b>	<b>1 ALIEN ALLOY</b>

<b>OFFENSE:</b>	<b>AUTO</b>	<b>SNAP</b>	<b>AIMED</b>
<b>ACCURACY:</b>	<b>N/A%</b>	<b>60%</b>	<b>110%</b>
<b>T.U.S:</b>	<b>N/A%</b>	<b>25%</b>	<b>80%</b>

## ALIEN GRENADE:



### DESCRIPTION:

THE ALIEN GRENADE IS A SMALL AND INCREDIBLY DESTRUCTIVE DEVICE THAT THE ALIENS USE WHEN CONFRONTED WITH A GROUP OF X-COM TROOPS IN A SMALL AREA. IT HAS A VERY SIMILAR TIMER SYSTEM TO THAT OF THE TERRAN GRENADE, IT CAN BE HURLED JUST AS FAR, AND IT DOES A CONSIDERABLY LARGER AMOUNT OF DAMAGE. ONCE YOU HAVE GATHERED OR MANUFACTURED A DECENT QUANTITY OF THESE ALIEN GRENADES, IT IS RECOMMENDED THAT YOU USE THEM INSTEAD OF THEIR TERRAN COUNTERPART TO EQUIP EVERY SOLDIER IN A LANDING CRAFT.

DUE TO THEIR HIGHLY EXPLOSIVE NATURE, THEY PROVE VERY USEFUL FOR CLEARING VEGETATION AND SMALL BUILDINGS FROM YOUR FIELD OF VIEW, AND FLUSHING ALIEN CREATURES OUT OF CONCEALMENT. THEY ALSO PROVE ECONOMICALLY FEASIBLE DUE TO THEIR ABUNDANT SUPPLY.

**COST:**

**\$6,700<sup>00</sup>**

**DAMAGE:**

**90 (HE)**

**T.U.S TO THROW:**

**25%**

## 3.0 X-COM CRAFT

X-COM HAS, AT ITS DISPOSAL, A VARIETY OF AIR AND SPACE VEHICLES THAT CAN BE USED TO COUNTER THE ALIEN THREAT OVER A BROAD RANGE OF COMBAT SITUATIONS. THESE INCLUDE 2 TERRAN DESIGNED ATMOSPHERIC LEVEL CRAFT, 2 SUB-ORBITAL RANGE CRAFT DESIGNED WITH ALIEN TECHNOLOGY, AND A HYBRID BATTLESHIP THAT CAN CROSS THE VAST REACHES OF SPACE. WHILE THESE CRAFT ARE ALL VERY EXPENSIVE, THE TERRAN INTERCEPTOR CLASS VEHICLE, AND THE SKYRANGER TROOP TRANSPORT ARE AVAILABLE FOR LEASE IN WHATEVER QUANTITY YOU REQUIRE, AND WILL OFTEN COMPRISE THE BULK OF YOUR AIR FORCE.

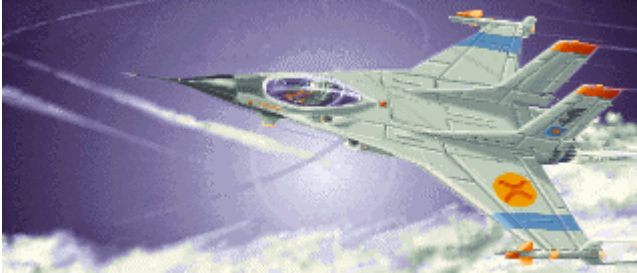
THE REMAINING 3 CRAFT ARE ALL COMPRISED OF HYBRID ALIEN TECHNOLOGIES AND MUST BE MANUFACTURED BY A TEAM OF X-COM TECHNICIANS IN A BASE WORKSHOP, DUE TO THEIR COMPLEXITY AND THE VARIED RAW MATERIALS AND COMPONENTS THAT MUST BE ACQUIRED FROM ALIEN CRAFT AND/OR MANUFACTURED THROUGH VERY HIGH-TECH MEANS.

THESE CRAFT, THE LIGHTNING TROOP TRANSPORT AND INTERCEPTOR, THE FIRESTORM INTERCEPTOR AND THE AVENGER BATTLESHIP, ALL POSSESS VARIOUS ADVANTAGES OVER THEIR TERRAN COUNTERPARTS. THESE ADVANTAGES RANGE FROM A TOTAL LACK OF MONTHLY LEASE FEES, TO GREATLY AUGMENTED HANDLING AND SPEED CAPABILITIES, TO INCREASED TRANSPORT CAPACITY. THE AVENGER CRAFT IS ALSO THE ONLY CRAFT CAPABLE OF TRANSPORTING YOUR ASSAULT TEAM AND A REGIMENT OF TANKS TO THE MARTIAN SURFACE, WHERE THE ENEMY COMMAND CENTER IS RUMORED TO RESIDE.

ANOTHER FACTOR TO TAKE INTO ACCOUNT, WHEN DECIDING ON HOW TO EQUIP YOUR FLEET, IS THE USE OF ELERIUM-115 AS FUEL IN THESE ADVANCED CRAFT. DUE TO THE LIMITED SUPPLY OF ELERIUM-115, YOU MAY HAVE TO SETTLE FOR TERRAN CRAFT UNTIL A LARGE STOCKPILE HAS BEEN MADE.

## 3.1 INTERCEPTOR CRAFT

### X-COM INTERCEPTOR:

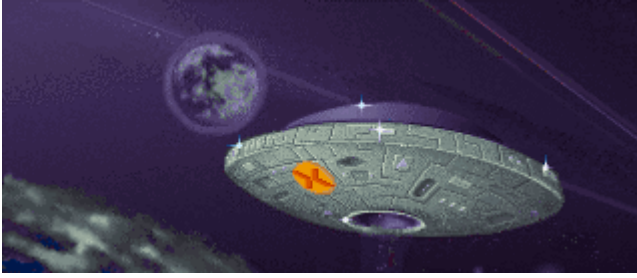


#### DESCRIPTION:

THE INTERCEPTOR IS A TERRAN CRAFT THAT REPRESENTS THE MOST CAPABLE HIGH-SPEED FIGHTER CRAFT AVAILABLE AT THE START OF THE WAR. BARRING A FEW X-COM MODIFICATIONS, THIS JET AIRCRAFT HAD BEEN USED BY MILITARIES ALL OVER THE WORLD TO INSURE TOTAL AIR SUPREMACY. IN THE EARLY DAYS OF THE WAR, THESE FIGHTERS WERE THE STAPLE OF THE X-COM AIR FORCE, CHASING DOWN SMALL UFOs AND DOWNING THEM WITH RELATIVE EASE. WITH GOOD ACCELERATION AND A HIGH TOP-END, THIS CRAFT IS CAPABLE OF CATCHING ALL BUT THE LARGER UFOs. UNFORTUNATELY, AS THE LARGER UFOs BEGAN TO APPEAR ON X-COM RADAR, THESE CRAFT BEGAN TO BE DAMAGED AND DESTROYED MUCH MORE COMMONLY DUE TO THEIR RELATIVELY LOW DEFENSIVE CAPABILITIES.

MAXIMUM AIRSPEED:	2100
RATE OF ACCELERATION:	3
FUEL CAPACITY:	1000 (AVIATION FUEL)
RANGE:	8,050 (NAUTICAL MILES)
DEFENSIVE CAPABILITY:	100
WEAPON MOUNTING POINTS:	2
INITIAL COST/MONTHLY FEE:	\$600,000

## **FIRESTORM:**



### **DESCRIPTION:**

THE FIRESTORM IS A PURE INTERCEPTOR CRAFT BASED LOOSELY ON UFO DESIGN AND POWERED BY AN ELERIUM-115 FUELED UFO POWER SOURCE. ITS FRAME AND OUTER PLATING ARE MADE ENTIRELY OF ALIEN ALLOYS, GIVING IT AN EXTREMELY HARD SHELL TO CRACK AND GREATLY AUGMENTED DEFENSIVE CAPABILITIES IN COMPARISON TO THE X-COM INTERCEPTOR. THE ELERIUM-115 FUELED DRIVE SYSTEM PROVIDES THE FIRESTORM NEARLY UNSURPASSED ACCELERATION AND TOP SPEED, AND A GREAT DEAL OF MANEUVERABILITY TO USE IN COMBAT WITH UFOs OF ANY SIZE. WHILE NOT QUITE STRONG ENOUGH TO DOWN THE LARGEST UFOs ALL BY ITSELF, 2 OR 3 OF THESE, EQUIPPED WITH PLASMA BEAMS, SHOULD EVEN BRING DOWN THE DREADED BATTLESHIP WITHOUT ANY LOSSES.

<b>MAXIMUM AIRSPEED:</b>	<b>4200</b>
<b>RATE OF ACCELERATION:</b>	<b>9</b>
<b>FUEL CAPACITY:</b>	<b>20 (ELERIUM-115)</b>
<b>RANGE:</b>	<b>7,000 (NAUTICAL MILES)</b>
<b>DEFENSIVE CAPABILITY:</b>	<b>500</b>
<b>WEAPON MOUNTING POINTS:</b>	<b>2</b>
<b>INITIAL COST:</b>	<b>\$400,000</b>



## 3.2 TROOP TRANSPORT/HYBRID CRAFT

### SKYRANGER:

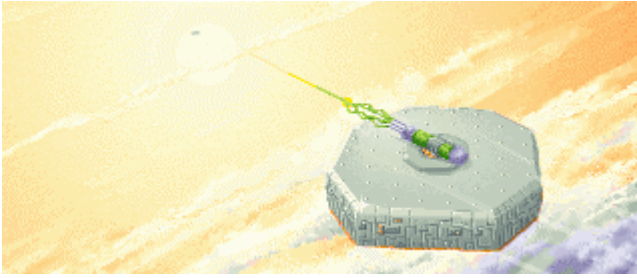


#### DESCRIPTION:

THE SKYRANGER IS BY FAR THE MOST IMPORTANT ASSET IN ANY FLEET. WITH LOW COST AND MAINTENANCE, AND THE ABILITY TO LAND A 14 MAN SQUAD ANYWHERE ON SOLID EARTH, THIS CRAFT WILL UNDOUBTEDLY PAY FOR ITSELF IN SHORT TIME. IN THE EARLY DAYS OF THE WAR, THIS WAS THE ONLY TRANSPORT CRAFT AVAILABLE TO X-COM AND THUS IT WAS THE WORKHORSE OF THE OPERATION. THIS CRAFT ALLOWS THE INSERTION OF A TEAM OF SOLDIERS AND TANKS (UP TO 3) INTO ANY COMBAT SITUATION UTILIZING A POWERFUL V.T.O.L. ENGINE AND HEAVY ARMOR PLATING. WITH A HUGE FUEL RESERVE, THIS CRAFT IS ALSO THE MOST USEFUL PATROL VEHICLE AVAILABLE, WITH THE ABILITY TO STAY ALOFT FOR MANY DAYS WHILE SURVEYING A POTENTIAL ALIEN ACTIVITY SITE.

MAXIMUM AIRSPEED:	760
RATE OF ACCELERATION:	2
FUEL CAPACITY:	1 500 (AVIATION FUEL)
RANGE:	13,500 (NAUTICAL MILES)
DEFENSIVE CAPABILITY:	150
CARGO SPACE:	14
HWP CAPACITY:	3
WEAPON MOUNTING POINTS:	0
INITIAL COST/MONTHLY FEE:	\$500,000

## LIGHTNING:



### DESCRIPTION:

THE LIGHTNING IS A DUAL-PURPOSE CRAFT THAT X-COM SCIENTISTS DESIGNED TO CLOSELY EMULATE THE CAPABILITIES OF THE SMALLER ALIEN SCOUTING CRAFT. IT CAN CARRY A SMALL COMPLIMENT OF SOLDIERS AND EQUIPMENT FOR SWIFT INSERTION INTO COMBAT, AND IT HAS RELATIVELY HIGH SPEED, DEFENSE AND EVEN A HARD POINT ON THE OUTER HULL FOR MOUNTING A CRAFT WEAPON.

(PLASMA BEAM SUGGESTED)

UNFORTUNATELY, IT HAS A FEW DRAWBACKS THAT MAKE IT LESS THAN DESIRABLE IN MOST SITUATIONS:

IT'S FUEL EFFICIENCY IS VERY LOW FOR AN ELERIUM-115 POWERED CRAFT, IT CANNOT CARRY AN H.W.P. DUE TO THE SMALL SIZE OF IT'S EXIT HATCH, AND IT CAN ONLY BE MOUNTED WITH ONE WEAPON, MAKING IT LESS THAN HALF AS EFFECTIVE AS ANY OTHER INTERCEPTOR.

MAXIMUM AIRSPEED:	3100
RATE OF ACCELERATION:	8
FUEL CAPACITY:	30 (ELERIUM-115)
RANGE:	7,750 (NAUTICAL MILES)
DEFENSIVE CAPABILITY:	800
CARGO SPACE:	12
HWP CAPACITY:	0
WEAPON MOUNTING POINTS:	1
INITIAL COST:	\$600,000

## AVENGER:



### DESCRIPTION:

THE AVENGER IS THE MOST ADVANCED X-COM CRAFT EVER DESIGNED. IT COMBINES ALL OF THE STRENGTHS OF ALIEN UFO DESIGN WITH THE POWER OF HUMAN INGENUITY TO PRODUCE A TRULY UNSTOPPABLE AIR AND SPACE CRAFT. WITH 12 TIMES THE DEFENSIVE CAPABILITIES OF THE INTERCEPTOR, THIS CRAFT CAN TAKE QUITE A BEATING AND KEEP ON FIGHTING. IT POSSESSES THE GREATEST AIRSPEED OF ANY CRAFT EVER MEASURED AND IT ALSO HAS UNPARALLELED ACCELERATION. COMBINE THESE FACTORS WITH THE ABILITY TO MOUNT ANY 2 CRAFT WEAPONS AND THE ABILITY TO TRANSPORT 26 UNITS (INCLUDING UP TO 4 TANKS) INTO BATTLE, AND YOU HAVE THE MOST AWESOME COMBAT CRAFT EVER MADE.

FURTHERMORE, THIS CRAFT ALSO ALLOWS FOR SPACE TRAVEL WITHIN OUT SOLAR SYSTEM DUE TO ITS INCREDIBLY STRONG HULL AND POWERFUL DRIVE SYSTEM.

MAXIMUM AIRSPEED:	5400
RATE OF ACCELERATION:	10
RANGE:	27,000 (NAUTICAL MILES) *
FUEL CAPACITY:	60 (ELERIUM-115)
DEFENSIVE CAPABILITY:	1200
CARGO SPACE:	26
HWP CAPACITY:	4
WEAPON MOUNTING POINTS:	2
INITIAL COST:	\$900,000

\* RANGE STATISTIC IS FOR SUB-ORBITAL FLIGHT.

### 3.3 CRAFT WEAPONS

#### CANNON:



#### DESCRIPTION:

THE "CANNON", AS IT'S REFERRED TO BY X-COM PILOTS, IS A LARGE AUTOMATIC PROJECTILE WEAPON WITH A SHORT EFFECTIVE RANGE AND VERY HIGH AMMO CAPACITY. WHILE ONLY SUITABLE AS A BACKUP WEAPON, THE CANNON CAN BRING DOWN SOME SMALLER UFOs WITHOUT COMPLETELY DESTROYING THEM. HOWEVER, IT'S ACCURACY IS ASTOUNDINGLY POOR, AND EVEN THE SMALLEST UFO CAN EASILY OUTFRAN AN X-COM INTERCEPTOR WHO IS TRYING TO GET CLOSE ENOUGH TO USE IT. DUE TO THESE FACTORS, AND THE AMOUNT OF SPACE IT TAKES IN YOUR BASE'S INVENTORY, THIS WEAPON SHOULD BE SCRAPPED IN FAVOR OF MISSILE SYSTEMS ON ALMOST EVERY OCCASION.

<b>COST:</b>	<b>\$20,000<sup>00</sup></b>
<b>AMMO TYPE:</b>	<b>CANNON ROUNDS</b>
<b>AMMO COST:</b>	<b>\$1240<sup>00</sup> (X50 ROUNDS)</b>
<b>MAX ROUNDS:</b>	<b>300</b>
<b>ACCURACY:</b>	<b>10%</b>
<b>RANGE:</b>	<b>10KM</b>
<b>DAMAGE:</b>	<b>10</b>
<b>RELOAD TIME:</b>	<b>2 SEC.</b>

## STINGRAY MISSILE:



### DESCRIPTION:

THE STINGRAY MISSILE IS A FAIRLY ACCURATE, SHORT-RANGE AIR-TO-AIR MISSILE SYSTEM, WITH A MAGAZINE CAPACITY OF 6 MISSILES AND AN EFFECTIVE RANGE THAT IS 3 TIMES GREATER THAN THE "CANNON". DON'T BE FOOLED BY IT'S RATHER LOW CAPACITY, AS THE ACCURACY OF THIS WEAPON MAKES IT MORE THAN A MATCH FOR THE WEAK "CANNON", AND EACH INDIVIDUAL ROCKET IS CAPABLE OF PRODUCING 7 TIMES THE DAMAGE OF A CANNON ROUND. IT HAS A RATHER SPEEDY RELOAD TIME AS WELL, MAKING IT THE BACKUP WEAPON OF CHOICE FOR A CRAFT THAT IS USED TO INTERCEPT SMALL AND MEDIUM UFO'S. IT IS ADVISED THAT A COMMANDER MAINTAIN AT LEAST ONE CRAFT WITH LESS POWERFUL ORDINANCE, SUCH AS THE STINGRAY, FOR USE IN DOWNING SMALL UFO'S WITHOUT DESTROYING THEIR VALUABLE POWER SUPPLY. OFTEN, A CAUTIOUS ATTACK WITH THIS WEAPON WILL RENDER A UFO FLIGHTLESS WITHOUT UTTERLY DESTROYING ITS CONTENTS.

<b>COST:</b>	<b>\$16,000<sup>00</sup></b>
<b>AMMO TYPE:</b>	<b>STINGRAY MISSILE</b>
<b>AMMO COST:</b>	<b>\$3,000<sup>00</sup></b>
<b>MAX ROUNDS:</b>	<b>6</b>
<b>ACCURACY:</b>	<b>70%</b>
<b>RANGE:</b>	<b>30KM</b>
<b>DAMAGE:</b>	<b>70</b>
<b>RELOAD TIME:</b>	<b>15 SEC.</b>

## AVALANCHE MISSILE:



### DESCRIPTION:

THE AVALANCHE MISSILE LAUNCHER IS THE MOST ADVANCED WEAPON SYSTEM THAT X-COM HAD AVAILABLE AT THE START OF THE WAR. WITH AN EVEN GREATER PUNCH THAN THE STINGRAY, AND TWICE THE RANGE, THIS IS THE WEAPON THAT SHOULD BE MAKING THE FIRST HIT ON A MAJORITY OF THE UFOs THAT YOU INTERCEPT. OFTEN ITS FIRST 2 SHOTS WILL CRIPPLE OR DESTROY A SMALL UFO, AND IT'S GREAT RANGE MAKES IT CAPABLE OF OUTREACHING MANY UFO ENERGY WEAPONS. COUPLED WITH A STINGRAY LAUNCHER, THE AVALANCHE WILL MAKE YOUR INTERCEPTORS EFFECTIVE AT GREAT DISTANCE AND DEADLY AT SHORT DISTANCE.

ANOTHER VIABLE COMBINATION IS USING THE PLASMA BEAM AS A MAIN WEAPON WHILE SUPPLEMENTING IT WITH AN AVALANCHE MISSILE BATTERY. THIS TENDS TO DRASTICALLY DECREASE THE ELERIUM-115 REQUIREMENTS THAT WOULD GO HAND IN HAND WITH UPGRADING YOUR FLEET TO PLASMA WEAPONS ALL AT ONCE.

<b>COST:</b>	<b>\$17,000<sup>00</sup></b>
<b>AMMO TYPE:</b>	<b>AVALANCHE MISSILE</b>
<b>AMMO COST:</b>	<b>\$9,000<sup>00</sup></b>
<b>MAX ROUNDS:</b>	<b>3</b>
<b>ACCURACY:</b>	<b>100%</b>
<b>RANGE:</b>	<b>60KM</b>
<b>DAMAGE:</b>	<b>100</b>
<b>RELOAD TIME:</b>	<b>20 SEC.</b>

## LASER CANNON:



### DESCRIPTION:

THE LASER CANNON IS A LARGER VERSION OF THE HEAVY LASER DEVELOPED FOR THE TANK/LASER, WHICH INCORPORATES MANY OF THE SAME FEATURES WHILE INCREASING THE RANGE AND ACCURACY.

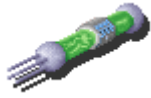
AS A CRAFT WEAPON, HOWEVER, IT DOESN'T STACK UP WELL AGAINST MORE POWERFUL ALTERNATIVES LIKE THE PLASMA BEAM. COMPARED TO THE MISSILE LAUNCHING SYSTEMS THE RANGE IS TOO SHORT, AND COMPARED TO THE PLASMA BEAM, THE WEAPON IS WOEFULLY INACCURATE AND UNDERPOWERED.

THE SOLAR CELL THAT POWERS THE WEAPON DOES PROVIDE THE UNLIMITED AMMUNITION OF OTHER LASER WEAPONS, SO IT HAS A FEW GOOD FEATURES.

ALSO, THE LASER CANNON, DUE TO ITS ENTIRELY HUMAN CRAFTED DESIGN, IS VERY ECONOMICAL TO PRODUCE AND SELL. IN FACT, THE PRODUCTION COSTS OF THIS WEAPON IN RELATION TO ITS SELLING PRICE ON THE OPEN MARKET PRODUCE A LARGE PROFIT, AND IMPRESSIVE RETURNS ONCE YOU'VE DEVELOPED A STRONG MANUFACTURING INFRASTRUCTURE.

<b>COST:</b>	<b>\$182,000<sup>00</sup></b>
<b>AMMO TYPE:</b>	<b>N/A</b>
<b>AMMO COST:</b>	<b>-</b>
<b>MAX ROUNDS:</b>	<b>100</b>
<b>ACCURACY:</b>	<b>70%</b>
<b>RANGE:</b>	<b>21KM</b>
<b>DAMAGE:</b>	<b>70</b>
<b>RELOAD TIME:</b>	<b>4 SEC.</b>

## PLASMA BEAM:



### DESCRIPTION:

THE PLASMA BEAM IS QUITE POSSIBLY THE MOST COST-EFFECTIVE AND OVERPOWERING OFFENSIVE WEAPON EVER MOUNTED ON AN INTERCEPTOR. WITH EFFECTIVELY FREE AMMUNITION, LONG RANGE, AND VERY HIGH DAMAGE POTENTIAL, THE PLASMA BEAM IS THE WEAPON OF CHOICE ON NEARLY EVERY INTERCEPTOR CRAFT IN THE X-COM FLEET. IN ADDITION, THE PLASMA BEAM'S ACCURACY IS NEARLY UNPARALLELED. THIS HYBRID WEAPON SYSTEM USES A SIMILAR SYSTEM AS THE LASER CANNON'S SOLAR ARRAY TO RECHARGE A POWERFUL ELERIUM-115 FUEL CELL THAT PROVIDES AMMUNITION, MAKING IT FAR SUPERIOR TO THE ENERGY WEAPONS ON MOST UFOs. THE ONLY DOWNSIDE OF THIS WEAPON IS A LARGE INITIAL EXPENDITURE OF ELERIUM-115 THAT IS USED TO CONSTRUCT THE NEXT-GENERATION FUEL CELL.

<b>COST:</b>	<b>\$226,000<sup>00</sup></b>
<b>AMMO TYPE:</b>	<b>N/A</b>
<b>AMMO COST:</b>	<b>-</b>
<b>MAX ROUNDS:</b>	<b>100</b>
<b>ACCURACY:</b>	<b>140%</b>
<b>RANGE:</b>	<b>52KM</b>
<b>DAMAGE:</b>	<b>140</b>
<b>RELOAD TIME:</b>	<b>6 SEC.</b>



## FUSION BALL LAUNCHER:



### DESCRIPTION:

THE FUSION BALL LAUNCHER REPRESENTS THE MOST ADVANCED AND EXPENSIVE CRAFT WEAPONRY AVAILABLE TO X-COM. IT USES A FUSION BALL STYLE PROJECTILE THAT IS VERY SIMILAR TO THE BLASTER BOMB, YET WITH A WARHEAD THAT CONTAINS 4 TIMES THE ELERIUM-115 USED IN A BLASTER BOMB. NEEDLESS TO SAY, THE DAMAGE CAUSED BY THIS FUSION BALL IS INCREDIBLE, AND IT WILL DESTROY MANY ALIEN CRAFT OUTRIGHT. UNFORTUNATELY, THIS WEAPON HAS SOME SERIOUS ECONOMICAL DRAWBACKS IN TERMS OF MANUFACTURING AND ACTUAL COMBAT APPLICATION:

WHILE IT'S ACCURACY IS VERY HIGH (TO THE POINT OF ALMOST ALWAYS HITTING) OCCASIONALLY YOU WILL MISS THE ALIEN CRAFT AND EFFECTIVELY SHOOT 4 UNITS OF ELERIUM-115, 28,000 DOLLARS, AND 600 MAN HOURS OF ENGINEERING LABOR RIGHT DOWN THE CRAPPER. WHILE THIS WON'T BOTHER A COMMANDER WITH PLENTY OF FUNDING, IT WILL CAUSE THE COMBAT EFFECTIVENESS OF THE WEAPON TO BE HALVED, DUE TO IT'S VERY SMALL MAGAZINE. RECENT RESEARCH HAS SUGGESTED THAT WHILE THIS WEAPON IS INCREDIBLY POWERFUL, IT IS BETTER SUITED FOR USE IN TANDEM WITH A PLASMA BEAM CRAFT WEAPON, THAN AS A PAIR.

<b>COST:</b>	<b>\$242,000<sup>00</sup></b>
<b>AMMO TYPE:</b>	<b>FUSION BALL</b>
<b>AMMO COST:</b>	<b>\$28,000<sup>00</sup></b>
<b>MAX ROUNDS:</b>	<b>2</b>
<b>ACCURACY:</b>	<b>230%</b>
<b>RANGE:</b>	<b>65KM</b>
<b>DAMAGE:</b>	<b>230</b>
<b>RELOAD TIME:</b>	<b>25 SEC.</b>

# NOTES