

# Savage eXtraterrestrial-COMbat unit

v0.5

*A Savage Worlds Setting converted by DT Fidler*

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Unidentified Flying Objects (UFOs) have started appearing with disturbing regularity in the night skies. reports of violent human abductions and horrific experimentation has struck terror into the hearts of millions. Mass public hysteria has only served to expose Earth's impotence against a vastly superior technology.

Many countries have attempted to deal independently with the aliens. Japan established an anti-alien combat force, the Kiryu-Kai. Equipped with Japanese made fighter aircraft, the Kiryu-Kai certainly looked like a powerful force, however after 5 months of expensive operations they had yet to intercept their first UFO. The lesson was clear: this was a worldwide problem which could not be dealt with by individual countries.

Representatives from the world's most economically powerful countries gathered secretly in Geneva. After much debate, the decision was made to establish a covert, independent body to combat, investigate and defeat the alien threat. This organization would be equipped with the world's finest pilots, soldiers, scientists and engineers, working together as one multi-national force.

This organization was named the Extraterrestrial Combat unit.

## ***X-COM RANK & PROMOTIONS***



**Rookie**

All new recruits start out as rookies regardless of previous experience.



**Squaddie**

Any rookie who survives a mission and kills an alien.



**Sergeant**

One per 5 rookies/squaddies; must be a squaddie first.



**Captain**

One per 11 soldiers; must be sergeant first.



**Commander**

One per 23 soldiers; must be Captain first.



**Colonel**

Only one, and only available with 30 or more soldiers.

<i>X-Com Weapons</i>							
<b>Weapon</b>	<b>Range</b>	<b>Damage</b>	<b>ROF</b>	<b>Wt</b>	<b>Shots</b>	<b>Str</b>	<b>Notes</b>
Pistol	12/24/48	2d6	1	4/1	12	-	<i>AP1; +1/0/NA</i>
Rifle	24/48/96	2d8	3	10/1	20	D6	<i>AP2; +3/0/-2</i>
Auto Cannon	30/60/120	2d10	3	40/4	14	D8	<i>Ammo; 0/-1/-2 sh</i>
Heavy Cannon	50/100/200	3d8+1	1	40/4	6	D8	<i>Ammo; +2/0/NA</i>
Rocket Launcher	24/48/96	4d8	1	40/9	1	D6	<i>Ammo; large burst; +3/0/NA</i>
Flamethrower	Cone Tmplt	2d10	1	30/30	?	D6	<i>Cone template; ignores armour</i>
Laser Pistol*	15/30/60	2d10	3	4	NA	-	<i>Unlimited ammo; no clips; 0/-1/-3</i>
Laser Rifle*	30/60/120	3d8	3	8	NA	D6	<i>Unlimited ammo; no clips; +2/0/-1</i>
Heavy Laser*	50/100/200	3d10	1	20	NA	D8	<i>Unlimited ammo;no clips;+1/-1/NA</i>
Grenade	05/10/20	3d8	-	1	-	-	<i>Medium burst</i>
Proximity Grenade	05/10/20	3d8+2	-	2	-	-	<i>Medium burst</i>
High Explosives	03/06/12	4d10	-	10	-	-	<i>-2 to throwing skill; large burst</i>
Smoke Grenade	05/10/20	2d10	-	1	-	-	<i>Medium burst; Non-Lethal</i>
Electro-Flare	05/10/20	-	-	1	-	-	<i>Lights up large burst area 1 hour</i>
Stun Rod	Melee	?	-	5	-	-	<i>Two handed</i>

\* - must be researched and isn't initially available.

**Ammo** - See weapon description.

**Weight** - 1<sup>st</sup> number is the gun, 2<sup>nd</sup> number is ammo

**Sh** - 1<sup>st</sup> number is the modifier for aimed shots; 2<sup>nd</sup> is normal/snap 3<sup>rd</sup> is for 3 shot bursts.

### **Auto-Cannon**

May use Armour Piercing (AP2), High Explosive (small template), and Incendiary (small template) ammo.

### **Heavy Cannon**

May use Armour Piercing (AP4), High Explosive (medium template), and Incendiary (medium template) ammo.

### **Rocket Launcher**

May use normal and incendiary rockets.

### **Proximity Grenade**

Motion sensor starts three seconds after activation. Explodes when anything comes within 12 feet of it (two inches).

### **Smoke Grenade**

Ever round after initial explosion anyone that is within the area of the smoke (without lung protection) must make a vigor check. First failure means they are shaken. Second failure means they are unconscious. It is hard to see through smoke and eyes will be burning within area unless protected, which gives a cumulative -1 to all skill and trait rolls each round.

### Stun Rod

A successful melee attack with the stun rod causes the target to make a vigor roll. Failure means the target is unconscious for 3d6 rounds. Success means the target is shaken. Success with a raise means the target is unaffected. Ganging up gives the target -2 on his vigor roll per extra attacker that successfully hits (use ganging up rules in SW to hit).

**Incendiary Ammo** does fire damage and has the risk of setting anything within the radius on fire.

<i>Robotic Tanks</i>						
Tank	Range	Damage	ROF	Shots	Toughness	Notes
Cannon	50/100/200	3d6	1	30	18(10)	
Rocket	50/100/200	3d10	1	8	18(10)	Large template
Laser*	75/150/300	4d10	1	NA	18(10)	Unlimited ammo
<i>Robotic Hovertanks*</i>						
Tank	Range	Damage	ROF	Shots	Toughness	Notes
Plasma	100/200/400	4d10	1	NA	22(14)	Unlimited ammo
Launcher	100/200/400	4d12	1	8	22(14)	Extra large template-9"

All hovertanks move at a pace of 10 and other tanks move at a pace of 7.



### MEDI-KIT (5 lbs; 10 doses)

The medi-kit has three settings each using one dose: Healing (heals one wound); Stimulant (revive unconscious/stunned creature); Pain Killer (counters shaken & increases morale). Requires a successful healing skill roll. One round to use a dose.



### MOTION SCANNER (3 lbs)

This handy device shows up all moving objects or creatures in an eight inch (48 feet) radius on a gridded display! It doesn't show size however or who or what is moving, so XCOM troops will also show on this device. the faster something moves, the more it registers, but this can be problematical. For instance a small, running sectoid would show a bigger trace than a huge, walking reaper. And creatures that hardly move at all won't show, so it isn't much use when an alien is about to ambush you. However, it is a great tool for spotting aliens moving into ambush positions or showing which room in a house has moving creatures (either humans or aliens). Note that the scanner displays in 3d, so that height up or down to a moving target can be calculated to within a few metres.



### MIND PROBE (2 lbs)

Successful Psionics roll will see the target's abilities, skills, special powers, and weaknesses. It will also identify the type or rank of creature. Line of sight.



### PSI-AMP (9 lbs)

This unit is required for Psionics to use their abilities on other creatures. It has two settings: Panic Unit (Fear) and Mind Control (Puppet).

## ARMOUR

May not be available early on as they utilizes alien alloys.

Personal Armour +6 - does not protect hands or head - +2 vs fire (2 lbs)

Power Suit +12 -self contained - low light vision- immune to fire (22 lbs or worn)

Flying Suit +14 -self contained - low light vision - flight (pace 6) - Elerium  
 - Can fly for 12 rounds - immune to fire (33 lbs or worn)



<i>Alien Weapons</i>							
Weapon	Range	Damage	ROF	Wt	Shots	Str	Notes
Plasma Pistol	40/80/160	2d10+2	3	5/1	25	-	+1/0/-1
Plasma Rifle	60/120/240	3d10	3	6/1	30	-	+3/+1/-1
Heavy Plasma	75/150/300	3d12	3	8/2	35	-	+3/0/-1 sh
Blaster Launcher	100/200/400	5d12+2	1	30/2	1	?	ExtraLargeTemplate; +4
Stun Launcher	12/24/98	3d12	1	6/1	1	-	+3/0/NA
Helium Thrower	Cone Tmplt	2d12	1	10/10	1	-	Cone template
Alien Grenade	05/10/20	4d8	-	1	-	-	Large template

<i>Aliens</i>									
Species	Pace	Pry	Tgh	Ag	Sm	Sp	St	Vi	Other
Sectoid	5	2	3	d8	d10	d12+1	d4	d4	<i>Fleet footed; ldrs/cmdrs have psionics</i>
Reaper	6	6	14	d8	d4-2	d12+1	d12+2	d12+7	<i>Weakness to fire; hth only</i>
Floater	5	4	6	d6	d4	d12+1	d6	d4	<i>Floats</i>
Cyberdisc	6	0	11	d8	?	d12+3	d12+2	d12+5	<i>AP10; immune to HE; Construct; 3wds</i>
Snakeman	4	5	5	d4	d4	d12+1	d8	d6	<i>Immune to fire; d4 to run</i>
Chryssalid	11	7	10	d12	d4-2	d12+2	d12+4	d12+2	<i>Weakness to fire &amp; stun</i>
Zombie	4	5	7	d6	d4-1	d12+3	d12+1	d12+1	<i>No run; see description</i>
Ethereal	7	8	7	d12	d12+8	d12+1	d8	d10?	<i>Psionics; weakness to laser; other</i>
Sectopod	6	2	10	d8	?	d12+3	d12+2	d12+2	<i>Energy beam; deflects some plasma/he</i>
Muton	5	7	11	d8	d4	d12+1	d12	d12+2	<i>Weakness to psionics; AP not work</i>
Celatid	7	3	11	d6	d4-1	d12+2	d12	d12+2	<i>Acid Spit; detect human brain waves</i>
Silacoid	4	9	13	d6	d4-2	d12+3	d12	d12+2	<i>Immune to fire; Weakness to HE</i>

Toughness does not include armour listed in descriptions. Launcher can pierce UFO hulls.



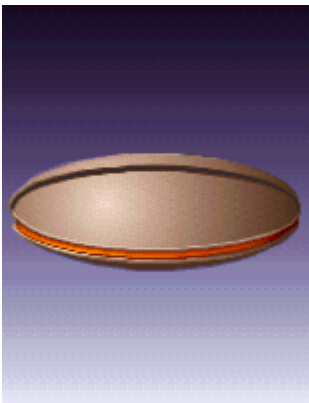
### SECTOID

Small -2 to hit; Fleet Footed edge; Leaders and Commanders have Psionics d8/d10 respectively. With 12/18 points respectively. They have the powers Fear and Puppet. Commanders are wild cards. -2 to use Psionics on Sectoids.

They tend to indulge in human abductions and cattle mutilation. The abduction is used to extract genetic material for cross breeding and developing clones for infiltrating human society. The cattle provide both nutrition and genetic material. This race appears to want to develop superior genetic hybrids to increase the efficiency of their hive-like society. They are sometimes accompanied by Cyberdiscs.

Autopsy reveals vestigial digestive organs and a simple structure. The brain and eyes are very well developed. The structure suggests genetic alteration or mutation. The small mouth and nose appear to have little function. The webbing between the fingers, and the flat feet suggest aquatic origins. There are no reproductive organs, and no clues as to how this species can reproduce. They are most probably a genetically engineered species.

*Agility d8; Smarts d10; Spirit d12+1; Strength d4; Vigour d4  
Pace 5; Parry 2; Toughness 3  
Shooting d4; Investigation d10; Notice d10+1; Throwing d10; Stealth d6?*



### CYBERDISC

Construct; half damage from high-explosives; deadly Plasma Beam (+2/+1/NA) range-100/200/400 damage-4d12; cannot run; anti-gravity system to float a couple feet above ground; armour +2; immune to stun; 3 wounds; +2 to hit Cyberdisc.

This miniature flying saucer is an automated terror weapon armed with a powerful plasma beam. The anti-grav propulsion gives it a big advantage in difficult terrain. Its primary function is destruction and terror in the service of the Sectoid race.

*Agility d8; Smarts d?; Spirit d12+3; Strength d12+2; Vigour d12+5  
Pace 6; Parry 0; Toughness 13  
Shooting d4; Notice d10+1*



### FLOATER

Called shots have no effect; Floats.

The Floaters are primarily soldiers and terror agents. They are naturally predatory beasts, genetically engineered and cybernetically enhanced to make formidable warriors. The lower half of the body and most internal organs are surgically removed, and a life support system is installed. This implant contains an anti-grav unit which enables the creature to float, albeit unsteadily, through the air. The creature has been drastically altered by surgery. The device which seems to form the core of the body is a life support system, taking over the function of heart, lungs and digestive system. This would enable the creature to survive in extremely hostile environments. The brain is smaller than ours, but the sensory organs are

well developed. They tend to be seen with Reapers.

*Agility d6; Smarts d4; Spirit d12+1; Strength d6; Vigour d4  
Pace 5; Parry 4; Toughness 6  
Shooting d4-1; Throwing d10; Notice d8+4; Fighting d4?*



## REAPER

Weakness to fire (double damage). Has two wounds. Called shots have no effect. One attack with jaws doing strength damage. -1 to use Psionics on Reapers. HTH only; +2 to hit Reaper.

This bipedal carnivore has powerful jaws and a voracious appetite. It has a number of brain implants which are used to control its activity. The primitive predatory instincts of this creature are of little use except to terrorize and destroy. Reapers are commonly associated with Floaters. The Reaper contains two 'brains' and two 'hearts' which allow it to function even when heavily wounded. However its furry skin is highly flammable, making the creature vulnerable to incendiary weapons.

*Agility d8; Smarts d4-2; Spirit d12+1; Strength d12+2; Vigour d12+7  
Pace 6; Parry 6; Toughness 16  
Notice d8; Fighting d8?*



## SNAKEMAN

Immune to incendiary (immune to all heat and cold based attacks).

This race developed in an extremely hostile environment. They are extremely tough and can resist extreme temperature variations. Their mobility depends on a snake-like giant 'foot' which protects all the vital organs. Their objectives appear to be purely predatory and they appear to be under the command of some other Intelligence which directs their military-style incursions on earth. The skin is extremely tough and heat resistant. The cardio-vascular system is part of the muscular system which uses the hydraulic principle to create motion. The only true muscle is the 'heart'. The reproductive system appears to be very

efficient. Reproduction is asexual, with each snakeman carrying up to fifty eggs inside its body at any one time. Left to its own devices this species would be a severe threat to life on earth.

*Agility d4; Smarts d4; Spirit d12+1; Strength d8; Vigour d6  
Pace 4; Parry 5; Toughness 5  
Shooting d4; Throwing d10+1; Notice d6+1; Fighting d6?*



## CHRYSSALID

Exoskeleton-armor +2. Half toughness vs. High Explosives. Any successful hit (whether it does damage or not) infects the target and they become a zombie for d6 rounds (or when the zombie is slain-which ever comes first) where they then become Chrysalids (rips through targets skin). A Chryssalid can infect 20 times. HTH only.

The crab like claws of this creature are a powerful weapon in close combat. The high metabolism and strength of this creature give it speed and dexterity. Instead of killing it's victim it impregnates it with an egg and injects a venom which turns it into a walking zombie. A new Chryssalid will burst from the victim shortly after impregnation. Chryssalids are associated with the Snakeman race.

*Agility d12; Smarts d4-2; Spirit d12+2; Strength d12+4; Vigour d12+2  
Pace 11; Parry 7; Toughness 10  
Fighting d10; Notice d12*



## ETHEREAL

Immune to Incendiary/fire and stun (smoke/stun rod/stun launcher); No sensory organs. Everything (shooting/throwing/moving/notice/etc) is controlled by telekinetic ability. Telekinetic armour +2 (not affected by AP). They have the powers telekinesis, fear, puppet, armour, boost/lower trait, fly. 30 power points. -3 to use Psionics on Ethereals. Telepathy.

This being has awesome mental powers which allow for telepathic communication and telekinetic abilities. The apparently weak physical abilities of this creature are sustained by its mental powers. We do not understand how these telekinetic powers work, since they seem to defy the laws of physics as we know them. They are extremely dangerous in any combat situation, where they rely on their mental powers for combat. They rarely appear on earth since they seem to rely on other races to pursue their objectives. This being is physically retarded and seems incapable of sustaining any life functions. The muscles are severely atrophied and the internal organs appear to be under-developed. The sensory organs, including the eyes, do not appear to function at all. The brain, however, is well developed and draws on a high proportion of the body's blood supply. It is a mystery as to how this creature can sustain itself without external support.

*Agility d12; Smarts d12+8; Spirit d12+1; Strength d8; Vigour d10?*  
*Pace 7; Parry 8; Toughness 7*  
*Psionics d12; Shooting d6; Throwing d12+1; Notice d10+2; Fighting d?*



## SECTOPOD

Construct; half toughness vs. lasers; +10 armour/+20 vs plasma; 1 shot per round - 4d10 damage - small burst template?; 3 wounds?; +2 to hit sectopod.

Sectopods are robot creatures with a powerful plasma beam weapon. The control of these mechanical beasts is via a telepathic link to their controllers, the Ethereals. Sectopods are the most powerful terror weapon available to the alien forces. The robot is sturdily constructed with powered armour capable of resisting most forms of attack, in particular plasma weapons. However, the sensing circuitry seems particularly vulnerable to laser weapons.

*Agility d8; Smarts d?; Spirit d12+3; Strength d12+2; Vigour d12+2*  
*Pace 6; Parry 2; Toughness 12*  
*Shooting d4; Notice d10+1*



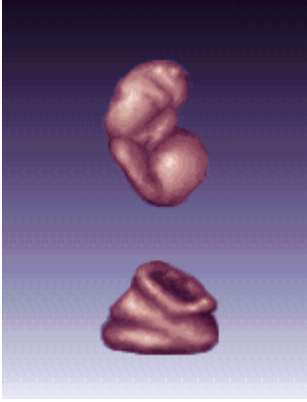
## MUTON

Go berserk if all accompanying Ethereals die; negates 10 AP.

This humanoid creature is physically powerful and intelligent. They have a particular appetite for consuming raw flesh of any kind, which they need for sustenance like earth based carnivores. They appear to rely on telepathic commands from a race known as 'Ethereals'. Once separated from this telepathic link their mental system appears to break down and they die. The cybernetic implants are used to enhance their combat performance. They are clearly the foot soldiers for a higher intelligence. The 'skin' of this creature appears to be an organically created protective armour which is grafted onto the body. There are numerous cybernetic implants which are used to enhance the cardio-vascular system and the senses. The reproductive organs appear to have been surgically removed. Evidently these unfortunate creatures are limited to a life of warfare and conquest. Armour piercing ammunition is not very effective against their toughened skin.

*Agility d8; Smarts d4; Spirit d12+1; Strength d12; Vigour d12+2*  
*Pace 5; Parry 7; Toughness 11*  
*Shooting d4; Throwing d10; Notice d10; Fighting d10*





### **CELATID**

Float; detect human brain waves-range 50; cloning; called shots are useless against it; immune to psionics; acid spit 4d6 range 15; targets with armour gain +2 toughness vs Celatids.

This life-form has the mysterious natural ability to float through the air. It appears to detect human brain waves and will move towards a human target even if well hidden. Once a target is detected the Celatid lands and fires small globules of extremely corrosive venom. The creature has the ability to clone itself at an alarming rate. It accompanies the Muton race in its wanderings. The core contains a small bio-mechanical device which appears to be a naturally evolved anti-gravity propulsion system. The sac of venom is the largest organ and there does not appear to be a separate

brain structure. There is no discernible digestive or reproductive system. A small organ contains embryos which can grow rapidly into a new being.

*Agility d6; Smarts d4-1; Spirit d12+2; Strength d12; Vigour d12+2  
Pace 7; Parry 3; Toughness 11  
Shooting d8; Notice d6*



### **SILACOID**

Immune to fire; half toughness vs. high explosives; HTH only; mighty blow edge.

This silicon based life form generates an enormous amount of heat. It has the strength to crush rocks which can then be ingested by the hot core. It has a primitive intelligence and can be controlled by implants or telepathic beings. It works with the Muton alien race. The core of the creature is extremely hot, and seems to be the basis for a digestive system. Its unique muscle system has tremendous power and speed. Its rock like skin is not harmed by fire or incendiary ammunition.

*Agility d6; Smarts d4-2; Spirit d12+3; Strength d12; Vigour d12+2  
Pace 4; Parry 9; Toughness 13  
Fighting d10; Notice d6*

### **ZOMBIES**

Double toughness vs. AP/laser/plasma/high explosives; immune to psionics; HTH only; no run; cannot use weapons.

A result of being implanted with a Chryssalid egg. A mindless killing machine.

*Agility d6; Smarts d4-1; Spirit d12+3; Strength d12+1; Vigour d12+1  
Pace 4; Parry 5; Toughness 7  
Fighting d6; Notice d4*

### **PSIONICS**

FEAR is as written in the SW rulebook. PUPPET victims cannot commit suicide but will readily attack allies. Soldiers may take Psionics as a skill upon advancement after the GM gives the okay (generally once it's deemed the Psi-Labs have been built-only after capture and interrogation of live Ethereal or Sectoid leader or commander). They will go away for a certain amount of time for surgery and study.



<b>Human Aircraft</b>							
<b>Aircraft</b>	<b>Acc</b>	<b>Top Sp.</b>	<b>Climb</b>	<b>Tgh</b>	<b>Crew</b>	<b>Cargo</b>	<b>Notes</b>
Skyranger	20	350	40	17/4	?	14/3	No weps
Interceptor	70	970	50	16/5	1	0	2 weps
Firestorm*	150	1935	150	25/5	1	0	Short range, 2 weps
Lightning*	100	1430	100	30/5	1	12/0	Short range, 1 wep
Avenger*	200	2490	200	40/10	?	26/4	Long range, ? weps
<b>Alien Aircraft</b>							
<b>UFO</b>	<b>Acc</b>	<b>Top Sp.</b>	<b>Climb</b>	<b>Tgh</b>	<b>Crew</b>	<b>Dmg</b>	<b>Range/Notes</b>
Sm Scout	100	1010	100	10/1	1	-	0
Md Scout	100	1100	100	20/2	9	3d10	8200
Lg Scout	100	1240	100	23/3	13	3d10	18600
Harvestor	100	1840	100	25/3	21	4d8+2	12000; 1 ldr
Abductor	100	1980	100	25/3	18	4d8+2	11000; 1 ldr
Terror	100	2210	100	40/4	14/10	5d10+5	23000; 1 ldr
Supply	75	1475	75	45/4	20	4d10	15600; 1 ldr
Battle	100	2304	100	50/20	22/6	5d12	35500; 1 ldr; 1 cmndr

Cargo 1<sup>st</sup> number is people, 2<sup>nd</sup> number is Heavy Weapon Platforms (which take up space for 4 people)

Alien Crew is maximum number and the 2<sup>nd</sup> number is the number of terrorists.

\* Elerium based

Range is in inches (one inch being 2 yards)

Tgh 1<sup>st</sup> number is toughness including armour; 2<sup>nd</sup> number is the armour.

<b>Human Aircraft Weapons</b>						
<b>Weapon</b>	<b>Damage</b>	<b>Range</b>	<b>ROF</b>	<b>AP</b>	<b>Shots</b>	<b>Sht. Mod.</b>
Cannon	3d8	800/1600/3200	3 (auto)	6	200	-3
Stingray	6d8	1350/2700/5400	1	6	6	0
Avalanche	6d8+3	4100/8200/16400	½	8	3	+2
Laser Cannon	5d10	2850/5700/11400	2	-	99	0
Plasma Beam	5d12	7100/14200/28400	2	-	99	+3
Fusion Launcher	8d12+4	9575/17750/35500	½	-	2	+5

*Sht. Mod. - Shooting modifier*

### **Alien Missions**

Research: usually scout UFOs.

Harvest: usually cattle abduction - of great concern to governments.

Abduction: abducts humans-causes great alarm.

Infiltration: infiltrates countries to make a pact with the government (who would then end X-Com funding).

Base: survey and establish alien base-may contain commander.

Terror: terrorize a city.

Retaliation: scout / attack X-Com base.

Supply: supplies alien bases.

NOTE: Only Terror ships or Battle ships contain terrorists (bases might too). Snakemen, Mutons, and Ethereals are never found on Harvestors or Abductors.

### **Large aliens**

Cyberdisc, Reaper, Sectopod.... Don't know about Silacoid and Celatid.

They take up four squares (or large bulldog pin). +2 to hit these creatures; +2 toughness (included in alien descriptions but not table).

### **Aliens**

Non-terror aliens have different specialties. Soldier (higher Guts), Medic (healing), Navigator (piloting), Engineer (higher investigation), Leader (higher investigation, notice, shooting), Commander (higher notice, shooting; natural leader edge; ethereals have the improved rapid charge edge).

Terror aliens are: Reaper, Cyberdisc, Sectopod, Celatid, Chryssalid, Silacoid.

Non-Terror aliens are: Ethereal (no medic), Sectoid, Snakemen (no medic), Mutons (no medic or commander), Floaters.

Each alien race is not all the same. The ratings are the average ratings. Leaders are generally a step above the basic ratings, and commanders are a step above that. It also depends on how brutal you want the campaign/scenario to be.

### **Other Rules**

Panicked characters drop everything they're holding before they flee.

Phobia on the fear table is replaced with Berserk. The character immediately attacks the nearest creature. Multiple creatures if possible (closest first). No movement and the character is shaken next round.

OR

New fear Table

2 Heart attack

3-5 Panicked

6-8 Shaken

9-10 Berserk (not the edge)

11 Mark Of Fear & Phobia

12 Adrenaline Surge

If a player is already Shaken when he rolls Shaken on the fear table, he's then panicked. If he's already panicked and he rolls shaken or panicked, he goes berserk. Otherwise it's as rolled.

Anyone Panicked twice in a row gets a phobia.

Extra large template is nine inches diameter. UFO power source explosions use medium burst with 3d6 damage.

Alien piloting ability averages out at d6. Few would be higher. Each alien that might need it, has a Guts skill equivalent to their Spirit ability.

## **ADVENTURES**

*These are the basic adventures.*

Downed Ship – Your pilots have taken out a UFO and it's your job to clean up the mess.

Landed Ship – A UFO has landed in a rural area. Take it out before they can get away, trying not to destroy any valuable alien artifacts.

Terror Site – Aliens are terrorizing a populated area. Stop them and keep as many civilians from harm as possible.

Alien base – You've found an Alien base on earth. Take it out.

X-Com base – The aliens have found our 'secret' base (or at least one of them) and have launched an assault to wipe us out. Survive and defend the base!

Cydonia – They come from mars. Go there and destroy them all!

*You can add other elements too.*

You can play out air-to air combat to down a ufo.

Japan has it's own force called the Kiryu-Kai who might get in the way.

Countries might pull out of the X-Com project and ally with the aliens or attempt to fight the aliens themselves. For me, the USA and China are prime possibilities. Japan begins as part of X-Com funding, and has 'officially' scrapped their own force. You might even find yourself fighting humans!

Possibly infiltrating a human sanctuary to capture an alien leader who is residing there.

## **NOTES:**

Aircraft weapon ranges seem waaay too high. They are as written in the X-Com game itself though. Aircraft toughness will need tweaking. Anything larger than the large scout ship should require multiple aircrafts to shoot it down. Aircraft climb ratings might need some tweaking too. There wasn't anything in game to accommodate that rating that I found. Alien fighting ability might need some alteration as well. I didn't see anything in game to convert to SW. Alien firing accuracies seem low. Rules needed for aircraft fuel. We need how much of the aircraft's toughness is armour. Are the Silicoid and Celatid large (take up four squares in game)? I apologize for the layout as well, this is not likely how the final version will look. It was just easier for the start. Comments and suggestions are welcome.

## ADD-ON 1: Ally templates

*Basic quick templates for extras in X-Com.*

### Heavy Weapons

Agility	d6	Shooting	d6
Smarts	d4	Guts	d6
Spirit	d6	Notice	d6
Strength	d8	Stealth	d6
Vigour	d6	Throwing	d6
		Fighting	d6

Missile Launcher or Auto Cannon or Heavy Cannon or Flamethrower. Backup pistol.

### Scout

Agility	d8	Shooting	d6
Smarts	d6	Guts	d6
Spirit	d6	Notice	d6
Strength	d4	Stealth	d8
Vigour	d6	Throwing	d6
		Fighting	d6
		Tracking	d6

Motion Scanner, Stun Rod, Pistol. Higher levels will have the Fleet Footed edge.

### Grenadier

Agility	d6	Shooting	d6
Smarts	d6	Guts	d8
Spirit	d6	Notice	d6
Strength	d6	Throwing	d10
Vigour	d6	Fighting	d6

Grenades, high explosives. Pistol.

### Sniper

Agility	d6	Shooting	d10
Smarts	d6	Guts	d4
Spirit	d6	Notice	d6
Strength	d6	Stealth	d8
Vigour	d6	Throwing	d4
		Fighting	d4

Rifle.

**Medic**

Agility d6  
Smarts d6  
Spirit d6  
Strength d6  
Vigour d6

Shooting d6  
Guts d6  
Notice d6  
Stealth d6  
Throwing d6  
Fighting d6  
Healing d8

Medi-Kit, pistol. May also take the fleet footed edge at higher levels.

**Pilot**

Agility d10  
Smarts d6  
Spirit d6  
Strength d4  
Vigour d4

Shooting d8  
Guts d6  
Notice d6  
Stealth d4  
Throwing d4  
Fighting d4  
Piloting d10

Pistol, parachute, 2 clips.

## **ADD-ON 2: Edges & Hindrances**

**Edges Not Allowed:** Champion, Followers, Gadgateer, New Power, Noble, Rich, Filthy Rich, Wizard.

Possibly exclude Scholar and Sidekick.

### **Altered Professional Edge: Holy Warrior**

Prerequisites - Novice, Arcane Background (Psionics), Smarts d10, Psionics d6

He can use Psionics without the aid of a psi amp.

Starts with the powers Fear and Boost/Lower Trait as well as 10 power points. May take the new power Edge one time and gain Puppet once Seasoned. May take the Power Points edge once veteran (or perhaps needs psi-lab training).

### **Note on Edge: Connections**

A character with connections is always the first character to get new technology. If more than one has connections, they either all get the new tech or dice off for it (or you could see who roleplays their connection the best).

**Hindrances Not Allowed:** Clueless, Greedy, Loyal, Outsider, Poverty, Vengeful, Wanted.

Vow might be excluded, or it can also be mandatory as all X-Com soldiers take a vow.

Bad Eyes and Bloodthirsty are both only minor hindrances. Code of Honour may need to be considered minor too.

### **ADDITIONAL RULES:**

Aim and autofire is altered. Each weapon notes it's modifier for aimed/normal-snap/burst shots. Autofire is altered in that only 3 bullets are fired in a burst. The double tap and 3 round burst rules are not used. Suppressive fire uses 6 bullets (double normal rate of fire).

Characters may also have a knife using the stats from the SW rulebook. Blaster Launcher must take a full round aiming. The knife is also available to X-Com operatives. Stats in SW book.

If an extra survives a mission after being incapacitated, he is out of combat for d12 (plus the number of raises from the damage that incapacitated him minus one) missions. Thus three raises would be d12+2 missions.