

# X-Com

**Under Construction** - Currently compiling detailed information from the original game. I will be simplifying it and making it playable with standard Battlestations rules and components with not many additions.

## Introduction

Invasion and terrorism. The X-Com force is tasked with defending the Earth from mysterious alien invaders.

## Useful Links

- [X-Com Wiki](#)
- [Xenocide](#) - Game based on X-Com
- [X-Force](#) - Game based on X-Com
- [UFO - Alien Invasion](#) - Game based on X-Com
- [UFO 2000](#) - Game based on X-Com
- [X-Com UFO](#) - Database and hub
- [XCommand](#) - Old X-Com news site
- [X-Com Tactical](#) - Tabletop wargame
- [X-Com Util](#) - X-Com game editor

## Campaign

### Overview

1. Base placement & construction
  - [Funding](#)
2. Alien detection
  - [World map](#)
3. Interception
4. Incursion
5. Research & production
  - [Wiki entry](#)
  - [Research Tree](#)

### Turns

Rounds and phases are used when combat occurs - either at an Interception, Incursion or a Base Attack. When not in combat, a turn occurs once per day.

## Terror Level

Used to measure both how much of the world is affected by the alien invasions and how powerful invasion forces will be.

## Components

Name	Class	Target #	Base Hit Points	# of Hands	Move	Alien Ability	Psionic Skill
Civilian		8	4	2	3		0

## Alien Races

- [Celatid](#)
- [Chryssalid](#)
- [Cyberdisk](#)
- [Ethereal](#)
- [Floater](#)
- [Muton](#)
- [Reaper](#)
- [Sectoid](#)
- [Sectopod](#)
- [Silacoid](#)
- [Snakeman](#)

## Alien Ships

- [Small Scout](#)
- [Medium Scout](#)
- [Large Scout](#)
- [Supply Ship](#)
- [Terror Ship](#)
- [Abductor](#)
- [Harvester](#)
- [Battleship](#)

## Alien Deployment

- [Distribution of Ranks](#)  
What numbers of aliens appear on ships and bases.

## Base Modules

Use standard Battlestations modules to represent base modules. Unless otherwise stated, modules cannot be repaired if damaged until after the base invasion has been completed. If all modules that can be slagged, have been slagged - the base is destroyed. Bases are always underground. There are only two ways into or out of a base - the Access Lift, which is the first module and compulsory for every base, and any Hanger module the base may contain.

- [Access Lift](#)
- [Living Quarters](#)
- [Laboratory](#)
- [Workshop](#)
- [Small Radar System](#)
- [Large Radar System](#)
- [Missile Defences](#)
- [General Stores](#)
- [Alien Containment](#)
- [Laser Defences](#) **Requires research**
- [Plasma Defences](#) **Requires research**
- [Fusion Ball Defences](#) **Requires research**
- [Grav Shield](#) **Requires research**
- [Mind Shield](#) **Requires research**
- [Psionic Laboratory](#) **Requires research**
- [Hyper-wave Decoder](#) **Requires research**
- [Hanger](#)

## Terrain Modules

### Terrain Types

- Jungle
- Farm
- Forest
- X-Com Base
- Alien Base
- Urban
- Desert
- Mountains
- Polar
- Mars

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