PHOENIX POINT
GAME MANUAL

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Welcome

Phoenix Point represents the culmination of many years work by a skilled and dedicated team here at Snapshot Games. But it would not exist without the revival of the world scale, turn based, alien fighting genre with the release of Firaxis' XCOM in 2012. Our initial crowd funding campaign for Phoenix Point was possible because of the hunger for such games. For so long I have been told that turn-based games will never reach the mainstream again, and will always remain niche, obscure, low-budget endeavors. I never believed this, and thanks to all our backers who shared our vision, we were able to make Phoenix Point a reality.

All my games draw inspiration from what I have done before, but there is always some evolution and innovation which adds something new. With Phoenix Point I wanted to make a more immersive experience, which resulted in our unique free aim system and body part targeting. We also wanted to create a unique and interesting universe, which resulted in the inclusion of interesting and diverse human factions and multiple possible endings for the game, depending on which faction you chose to ally with.

Phoenix Point is just the beginning. You can expect more adventures and challenges over the next year as we expand and enrich the universe and the game systems. We will be awaiting your feedback, so we can improve and refine all aspects of the game.

Good luck with your mission to save the world from the Pandoravirus.

- Julian Gollop, CEO Snapshot Games, December 2nd, 2019

PC System Requirements

Minimum Requirements

OS: Windows 7 SP1+ (64-bit), 8, and 10

CPU: Intel Core i3 / AMD Phenom II X3

RAM: 8GB

GPU: Nvidia GeForce GTX 660 / AMD Radeon R9 270

DirectX: DX11

Recommended Requirements

OS: Windows 7 SP1+ (64-bit), 8, and 10

CPU: Intel Core i5 3GHz / AMD FX series 3.2GHz

RAM: 16GB

GPU: Nvidia GeForce GTX 1060 / AMD Radeon R9 390X

DirectX: DX11

Introduction

The World

By the time the beginning started it was already too late –
Phoenix Project Archive

No one is sure how it started. Some claim it was the result of
years of global warming that caused the ice caps to melt. Others
cling to the idea that it was predestined millennia ago. Others still
talk of hidden cabals and conspiracies that had brought this upon
themselves. The one thing that all agree on is the year 2029 –
the date when the First Mist appeared, bringing the Pandoravirus
with it.

Initially no one noticed, explaining it off as strange or exotic
phenomena that required more study. By the time the disease
received its official name, billions were infected. Some died as a
result of the new virus, some walked into the sea never to be
seen again, and some changed into something other than human.

The death and resulting panic, caused an almost immediate
collapse of the world economy. Borders were closed, militaries
put on high alert, and instead of uniting to seek a cure, they
turned against each other starting the third World War just a year
later.

Conflict continue din full strive for five years, causing nations to
vanish and new ones to take their place. By the time it was over
there weren't enough living to bury the dead. Those that survived
isolated themselves in what cities were left, struggling to rebuilt
what little they had. Then, in 2040, the Second Mist appeared.
More potent than before, the new strain of the Pandoravirus
caused plants, animals, and humans to mutate and attack those

than hadn't. Abandoning the remaining cities, humanity scattered trying to find refuge wherever they could. By the time the mist retreated all that was left were a handful of isolated settlements called Havens.

In such a world of disease, famine, and war, only the strong and resourceful had a chance to survive. But even they began to falter once the new breeds of mutations brought forth by the Pandoravirus emerged from the see, setting their sights on them.

The Pandorans

Initially the scientific community regarded them as a side effect of the Pandoravirus — unfortunate creatures mutated specimens expected to die in a matter of months. When the amount of mutations increased and it became obvious the new creatures were too similar and organised to be a new occurrence, new theories had to be explored.

The term Pandorans refers to any of a series of catalogues of newly appeared species that exist in the world. At present only a few things are known about them: that they a linked to the Pandoravirus, that they are intelligent, and that they are set on infecting or killing what remains of the human population.

The Factions

Other than the Phoenix Project, three main factions have established themselves in the world: the militaristic New Jericho, the consensus-searching Synedrion, and the change-embracing Disciples of Anu. All factions have managed to exert substantial

control over the majority of Havens that remain in the world, striving for complete dominance.

Each faction has its own set of beliefs, vastly different from all the rest and are prepared to go to any lengths to see them enforced on the surviving population, including by way betrayal, and temporary alliances, especially with the Phoenix Project.

During the course of the game, each faction will offer series of Diplomacy missions. Completing these missions will allow the player to get in better relations with them and take advantage of the offered benefits. Important diplomacy missions are given at relation state thresholds and require that the attitude towards the Phoenix Project is high enough for the task to be offered.

New Jericho

Created by the enigmatic billionaire and founder of Vanadium Inc Tobias West, New Jericho is a militaristic organisation created from the remains of the military-industrial complex.

Ideologically committed to the values of reason and meritocracy, New Jericho valorizes human will as the foundation of freedom, and sees the Pandorans as a threat to the very core of human identity. Tobias West is said to have developed a long-term military strategy that will succeed where previous campaigns have failed.

At present New Jericho has proclaimed itself as humanity's last hope, boasting the greatest advancements in weapons and technology.

Disciples of Anu

Said to have been a series of cultists sects before the Third World War, the Disciples of Anu have grown to become one of the greatest powers in what is left of our world. Not much is known about their religion other that they embrace the mutations brought by the Pandoravirus, and are ruled by a leader referred to only as 'The Exalted.'

The Disciples of Anu are a syncretic religion formed out of several previous cults (the Children of the Black Tide, the Holy Disciples of the Xenoglossic Doctrine, and the Order of Anu) by the messianic figure known only as the Exalted. She forged the disparate elements of the cults into a unified belief system built around her visions of Anu, the Dead God.

Synedrion

An anarchist organization without leaders, dedicated to new technologies and freedom of thought, Synedrion aims to find a way of co-existing with the new ecosystem.

Synedrion is an amalgamation of several political movements, with roots in social ecology, anarcho-syndicalism, and similar belief systems. Built on a strong opposition to hierarchies, Synedrion is egalitarian and radically democratic, with decisions being made via public assembly. Despite this, certain more prominent individuals do exist, and two streams of thought have begun to crystallize: the Polyphonic Tendency, who believe that the origin of humanity's dysfunctional relationship with the environment lies in hierarchies of dominance, and the

Terraformers, who believe in putting humans first and are less opposed to the idea of leadership.

The current official goal of Synedrion is finding a way of co-existing with the new ecosystem, but that goal is being challenged from within.

The Phoenix Project

The Phoenix Project started in 1945 as an independent global scientific organization, formerly a secret branch of the United Nations, dedicated to studying threats to humankind.

In 1973, after the disastrous Phoenix-2 mission — sent to explore the Tsiolkovskiy Moon crater — the project entered a period of slow decline. its existence was revealed to the media and all funding was finally cut, forcing what remained to become independent, with most of its operatives acting as sleeper agents.

Starting the ame

Starting the game is done from the Phoenix Point's Homescreen. The first time you start you'll have to choose a New Game and select the difficulty you wish to play at. Unless you are already experienced with strategy games, it is recommended that you go with the option automatically selected for you.

If you already have a started game, you can continue from the last saved game instance or choose any other instance of the existing saved games.

Options

In the Options you can change your audio, video, gameplay, and language settings. From there you can also see all controls used in the game (both for mouse, keyboard, and gamepad).

Game Difficulty

There are four main difficulties in Phoenix Point. While it is recommended for starting players to play at VETERAN, if you decide to challenge yourself you can replay the game at a higher difficulty.

The higher the difficulty the less the starting attributes and equipment will be.

DIFFICULTY	STRENGTH	SPEED	WILLPOWER	STARTING EQUIPMENT
ROOKIE	20	14	9	Weapons Equipment Armor
VETERAN	18	14	8	Weapons Armor
HERO	16	14	7	Weapons Armor
LEGEND	14	14	6	Weapons Armor

Unless you are very familiar with strategy games, it is recommended you go through the tutorial regardless of selected difficulty.

ame Basics

The Squad

The squad is a representation of Phoenix Point's forces in combat. The squad can be composed of anywhere between 1 and 8 units. It is important to note, that while the maximum amount of combat units is 8, the squad size also depends on the capacity of the aircraft that transports them. Ground vehicles can also be part of squad, although they count as 3 units on an aircraft.

While having more soldiers might be advantageous to enter battle with, all experience gained from a combat mission would be equally divided between all surviving members.

Each Squad member can be individually selected by through their character portrait.

Soldier Attributes

All characters have six main attributes that determine their performance in combat. Based on their characteristics, attributes

are divided into core (that can be modified through Training) and Supportive.

Equipment and armor can occasionally further modify core attributes.
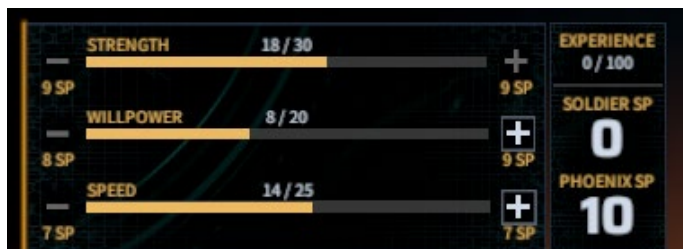
CORE ATTRIBUTES

STRENGTH: The general strength of a unit. Determines Hit Points, encumbrance limit, throwing distance, and bash damage.

SPEED: The maximum distance the character can move in one turn, using all Action Points.

WILLPOWER: The character's mental focus and ability to perform advanced actions. Determines the amount of Will Points the character starts a battle with, and the maximum that can be restored through the Recover ability.

SUPPORT ATTRIBUTES

PERCEPTION: The distance, in tiles, that the character can spot a human sized target in day light. Perception can be modified by lighting conditions, the size of the target and the stealth value of the target.

ACCURACY: Accuracy is dependent on the weapon type, but a character may have an accuracy modifier derived from armor or specific skills.

STEALTH: The stealth factor of a character is determined by armor worn and special abilities. The stealth factor modifies the perception of enemy characters for spotting checks.

Action Points and Actions

Action Points (AP) represent the amount of actions a unit can perform during its turn. A unit normally begins a turn with 4 APs. When the unit uses up all its APs it enters Standby mode and cannot perform actions or be selected.

All available action are displayed in the Action Bar of the selected unit along with their AP cost. Displayed actions depend on a unit's abilities, equipped armor, and held weapon or item.

Each full AP of movement is displayed as a separate movement area. Areas in which a unit can Move-and-Shoot with its currently held weapon is shown in blue.

COMMON ACTIONS

STANDBY: enter Standby mode, ending the turn for the unit.

BASH: perform a melee attack on an enemy, holding

INVENTORY: view the unit's inventory. (Moving items in inventory cost 1 AP in total.)

RECOVER: (Only available if the unit has less WPs than maximum) recover 50% max WPs

INTERACT: take or activate interactable object

VEHICLE RELATED ACTIONS

ENTER VEHICLE: enter a vehicle in immediate vicinity.

EXIT VEHICLE: exit the vehicle the unit is in.

WEAPON ACTIONS

SHOOT: perform an attack with a held ranged weapon

OVERWATCH: choose an area to overwatch. Enemies that enter the area in their turn, are shot at

RELOAD: (only available if the held ranged weapon is not at full capacity)

THROW GRENADE: throw a held grenade at a target

MISCELLANEOUS ACTIONS

STRIKE: perform an attack with a held melee weapon

USE MEDKIT: use a medkit to heal the unit or an adjacent ally

Will Points and Advanced Abilities

Will Points (WP) represent the force of will a unit has, allowing it to perform advanced class-specific skills.

At the start of a combat encounter, each unit and enemy starts with as many WPs as is their Willpower. Unlike APs, WPs don't regenerate at the start of every turn. Instead, WPs are recovered at the death of an enemy, when a unit steps on an objective tile, or after using the Recover ability.

Using Advanced abilities depletes the current by the amount specified on the ability icon. All class-specific Advanced Abilities, along with their costs are described in the respective Class section.

Enemy Psychic attacks, as well as the death of allies decreases a unit's current WPs. If the number of current WPs fall under 0, the unit panics being uncontrollable for 1 turn. Once the turn is over, the unit returns to normal at 50% maximum WPs.

Soldier Classes

Soldiers in Phoenix Point can be one of seven main classes. The classes represent different types of specialized units, each with unique weapons, equipment and abilities. While can equip any weapons, armor, and equipment, only soldiers proficient in the respective weapons and equipment can safely use it without the risk of misfire.

	Phoenix Point	New Jericho	Synedrion	Disciples of Anu
Standard Classes	Assault	Assault	Assault	Assault
	Sniper	Sniper	Sniper	

	Heavy	Heavy		Berserker
Elite Classes		Technician	Infiltrator	Priest

When soldiers reach a certain level they gain the option to learn an additional class, along with all corresponding abilities.

Assault Class

The Assault is an all-round soldier used as the first line of offence. Common to all factions and independant formations, the Assault relies on speed to take out enemies

PROFICIENT WEAPONS

Assault Rifles

Shotguns

ACTIVE SKILLS

DASH: move to a target spot within half of the normal movement range

RALLY THE TROOPS: inspire each allied unit to recover 1 AP. Limited to one use per turn.

RAPID CLEARANE: - Recover 2 AP for each enemy killed, until the end of turn.

PASSIVE SKILLS

RETURN FIRE: shoot back at an enemy within half perception range that attacks any ally. Automatic weapons shoot half the amount of bullets.

READY FOR ACTION: reloading weapons and performing inventory actions don't cost any AP

Sniper Class

The Sniper is a long-distance sharpshooter capable of precisely targeting specific points on enemies. Common for all factions except the Disciples of Anu, the Sniper replies on precision and support.

PROFICIENT WEAPONS

Sniper Rifles

Handguns

ACTIVE SKILLS

QUICK AIM: the cost of the next shot is reduced by 1 AP, and the accuracy is increased by 25%.

MARK FOR DEATH: mark a target. The damage the marked target receives is increased by 50% until end of turn

PASSIVE SKILLS

EXTREME FOCUS: Overwatch cost is reduced by 1 AP

MASTER MARKSMAN: the accuracy of a proficient weapon is increased by 50% while there are no spotted enemies within 10 tiles

WEAK SPOT: when a body part is disabled, its armor is also removed

Heavy Class

The Heavy is the tank of the battlefield, capable of dealing and withstanding large amounts of damage.

PROFICIENT WEAPONS

Heavy Weapons

Mounted Weapons

Jetpack Armor System

ACTIVE SKILLS

WAR CRY: enemies within 10 tiles have 1 AP less during their next turn.

BOOM BLAST: the cost of Grenades, Heavy Weapons, and Mounted weapons is reduced by 1 AP until the end of the turn. During that time their range is increased by 50%.

RAGE BURST: shoot all remaining ammy in the weapons magazine. Only usable for proficient direct-fire weapons.

PASSIVE SKILLS

BRAWLER: Bash and Melee attacks deal 50% more damage.

INSPIRE: allied units gain an additional WP when the soldier kills an enemy

Berserker Class

The Berserker is the result of selective gene manipulation and harsh Anu training. Considered the mid echelon of the Disciples of Anu's army, the Berserker specializes in melee combat.

The Berserker class is exclusive to the Disciples of Anu. The Berserker research is required in order for units to be trained in that class.

PROFICIENT WEAPONS

Melee Weapons

Handguns

ACTIVE SKILLS

ARMOR BREAK: the next attack deals 50 additional Shred Damage

ADRENALIN RUSH: all abilities cost 1 AP until the end of turn.

PASSIVE SKILLS

CLOSE QUARTERS EVADE: attacks received from enemies within 10 tiles is reduced by 25%

BLOODLUST: Damage and Speed are increased proportionately to the health lost. (If the unit has lost 10% HP it would deal 10% additional damage and receive 10% area movement bonus)

IGNORE PAIN: disabled body parts remain functional. Additionally the unit cannot Panic or be Mind Controlled

Technician Class

The Technician is an engineering specialist trained to control neurotech attachments. In combat the Technician is specialized in repair, healing, and the use of mechanical devices.

The Technician class is exclusive to New Jericho. The Technician research is required for units to be trained in that class.

PROFICIENT WEAPONS

PDWs

Mobile Turrets

Robotic Arms

ACTIVE SKILLS

MANUAL CONTROL: allows manual control of a deployed Turret

FIELD MEDIC: heals a target unit, restoring 10 HP and 10 Armor to all body parts (restoring them if disabled)

ELECTRIC REINFORCEMENT: all allies gain 20 temporary armor for 1 turn

PASSIVE SKILLS

FAST USE: reduces the cost of Medkit, Stimpack, and Robotic Arm abilities by 1 AP

REMOTE DEPLOYMENT: allows turrets be thrown and deployed (at the cost of 1 AP)

Infiltrator Class

The Infiltrator is a covert specialist trained in recon and subterfuge. The unit's greatest strength is misdirection and stealth.

The Infiltrator class is exclusive to Synedrion. The Infiltrator research is required in order for units to be trained in that class.

PROFICIENT WEAPONS

Crossbows

Spider Drones

ACTIVE SKILLS

DECOY: deploys a decoy at a chosen location. Enemies prioritize the decoy as a target.

VANISH: move up to 5 tiles and disappear from view for the next turn, or until spotted by an enemy.

PASSIVE SKILLS

STEALTH: the armor stealth factor is increased by 25% as long as the unit is not revealed.

SURPRISE ATTACK: attacks on enemies done from behind additionally gain Shock damage equal to 3 times the attack's standard damage.

SPIDER DRONE PACK: deploy 3 Spider Drones with a single action.

SNEAL ATTACK: damage dealt when not spotted is doubled.

Priest Class

The Priest is a the elite of the Disciples of Anu, adept of performing psychic attacks and mind control.

The Priest class is exclusive to the Disciples of Anu. The Priest research is required in order for units to be trained in that class.

PROFICIENT WEAPONS

Viral Weapons

ACTIVE SKILLS

BREATHE MIST: consume all mist in a 3 tile radius. Each full tile of mist consumed restores 1 WP

MIND CONTROL: gain control of a target living enemy which has less current WPs. At the start of the next turn, the Priest must exhaust as many WPs as the target's current amount or the link will be severed.

INDUCE PANIC: cause an enemy unit to panic if it's current WPs are less than those of the Priest

MIND CRUSH: deal 100 damage to all enemies within 10 tiles

PASSIVE SKILLS

Mind Sense - organic enemies within 15 tiles are revealed

Psychic Ward - allies within 10 tiles are immune to Panic and Psychic attacks targeting Willpower

Combat

Combat is divided in alternating turns between all participating sides. Once you select your deployment squad, it is transported to the area of combat and your units are given the first turn.

The Phoenix Combat turn is the time at which your units can perform actions. There is no required order by which units are given actions—a unit can do some action then switched to another unit, then selected back and made to perform its remaining actions.

Once the all units of a side are out of AP, or the turn is ended manually, the turn of the next faction begins.

No actions can be performed during an enemy's turn, although there are abilities that allow units to react to enemy actions, such as Return Fire, Respite, and Overwatch.

Soldier Inventory

The Inventory shows everything carried by a soldier, as well as items on the ground or in adjacent crates.

The tactical inventory display is divided into three sections.

READY: Contains items that are currently equipped and ready for immediate use.
BACKPACK: Holds all items carried, but not equipped.
GROUND: Items on the soldier's tile, or in surrounding tiles.

Each soldier can carry a total of 9 items (not counting Armor): 6 in the backpack and 3 as Ready Items.

If the weight of all carried items and armor is greater than the soldier's Strength, then the soldier suffers a movement penalty.

Weapons

Weapons are the soldier's main tool for survival. Each weapon (ranged or melee) can inflict one or more types of damage. To see all damage types, look at the Damage Types section below.

A soldier can equip a total of 3 weapons (plus one additional, when with an armor-mounted weapon). Upon starting the game, all ranged

weapons are fully loaded. Additional ammunition will have to be found or produced for them to fire.

Soldiers need to be proficient in a weapon in order to use it adequately. If they aren't, there is a chance that they Fumble when using the weapon, causing them to fail in their action.

You can cycle between all Ready weapons without losing Aps. If you have an ammo magazine in your Ready items slot, you can also reload the weapon for free.

Damage Types

ACID DAMAGE: applied to body parts. Inflicts ACID status effect
BLAST DAMAGE: affects all body parts caught within the blast radius
SHOCK DAMAGE: if the damage value is greater than the target's current Hit Points then target is Dazed
FIRE DAMAGE: applied to each body part. Inflicts BURNING status effect
PARALYSIS DAMAGE: Cumulative until end of mission. Inflicts PARALYSIS status effect (if the Paralysis value is greater than the target's Strength, inflicts PARALYZED status effect)
PIERCING DAMAGE: Ignores armor when applied
POISON DAMAGE: Inflicts POISONED status effect
PROJECTILE DAMAGE: standard damage
PSYCHIC DAMAGE: directly reduces target's Will Points

SHRED DAMAGE: destroys armor. Applied after all other types of damage.

VIROPHAGE DAMAGE: only affects Pandorans and mutated targets

VIRUS DAMAGE: Inflicts INFECTED BY VIRUS status effect

VAMPIRIC DAMAGE: reduces target's Hit Points, and restores Hit Points of attacker by same amount

BLEED DAMAGE: Inflicts BLEEDING status effect

Weapon List

NANE	TYPE	FACTION	RANGE	PRIMARY DAMAGE	SECONDARY DAMAGE
Ares AR-1	Assault Rifle	Phoenix	25	6x30 STD	
Bulldog AR-50	Assault Rifle	New Jericho	20	4x40 STD	
Deimos AR-L	Assault Rifle	Synedrion	41	6x30 STD	
Piranha AR-51	Assault Rifle	New Jericho	22	5x30 STD	20 PIERCING
Eros SRB III	Crossbow	Synedrion	34	60 STD	
Psyche SRB IV	Crossbow	Synedrion	34	50 STD	40 POISON
Cypher HG	Handgun	Phoenix	18	50 STD	
Hephaestus 2	Handgun	Synedrion	27	50 STD	
Hera NP-1	Handgun	Synedrion	17	10 STD	20 PIERCING 3 PARALYSIS
Iron Fury HG	Handgun	New Jericho	14	60 STD	
Nergal's Wrath	Handgun	Disciples of Anu	11	100 STD	
Sanctifier	Handgun	Disciples of Anu	17	5x10 ACID	
Archangel RL 1	Heavy	New Jericho	102	70 BLAST	5 SHRED
Dante FT	Heavy	New Jericho	12	40 FIRE	
Deceptor MG	Heavy	New Jericho	9	12x40 STD	12x2 SHRED
Goliath GL-2	Heavy	Phoenix	20	60 BLAST	4 SHRED
Hel II Cannon	Heavy	Phoenix	17	180 STD	10 SHRED 250 SHOCK
Jormungandr Cannon	Heavy	Phoenix	17	10x10STD	10x50 ACID
Dragon's Tooth	Melee	Disciples of Anu	1	100 STD	30 BLEED
Marduk's Fist	Melee	Disciples of Anu	1	140 STD	200 SHOCK
Scion of Sharur	Melee	Disciples of Anu	1	80 STD	50 PIERCING
Neurazer	Melee	Phoenix	1	10 STD	20 PIERCING 8 PARALYSIS
Phoenix Shock Lance	Melee	Phoenix	1	100 STD	180 SHOCK
Gorgon Eye-A	PDW	Phoenix	20	4x40 STD	
VDM Defender	PDW	New Jericho	16	4x30 STD	
VDM Enforcer	PDW	New Jericho	19	4x20 STD	20 PIERCING

Harrower	Shotgun	Disciples of Anu	8	8x60 STD	8x8 SHRED
Iconoclast	Shotgun	Disciples of Anu	6	8x50 STD	
Mercy SJ-3	Shotgun	Phoenix	8	8x40 STD	
Arachni SP 1*	Drone Gun	Synedrion	15	5 STD	
Athena NS-2	Sniper Rifle	Synedrion	51	30 STD	40 PIERCING 12 PARALYSIS
Pythagoras VII	Sniper Rifle	Synedrion	82	120 STD	
Firebird SR	Sniper Rifle	Phoenix	58	110 STD	
Gungnir SR-2	Sniper Rifle	Phoenix	51	110 STD	60 VIRPHAGE
Raven SR13	Sniper Rifle	New Jericho	51	130 STD	50 PIERCING
Cyclops SR 7	Sniper Rifle	New Jericho	51	130 STD	
Redeemer	Viral	Disciples of Anu	17	3x20 STD	10 PIERCING 3x3 Virus
Subjugator	Viral	Disciples of Anu	51	50 STD	20 PIERCING 6 VIRUS
Destiny III	Mounted	Phoenix	Infinite	3x60 STD	
Ragnarok	Mounted	Phoenix	25	80 BLAST	30 SHRED
Thor AML	Mounted	New Jericho	35	120 BLAST	6 SHRED
Fury-2	Mounted	New Jericho	25	80 BLAST	4 SHRED

*Deploys Spider Drones

Body Parts

Entities are composed of body parts that compose the entire unit. In the case of humans, the body parts are: head, torso, right arm, left arm, right leg, and left leg.

Each body part has its own individual health, so damage dealt affects both it as well as the overall health of the unit. When a body part is dealt damage it is marked in yellow on the Damaged Display. If the health of a body part reaches 0, it becomes disabled.

Disabled body parts prevent units from performing abilities (associated with the body part) as well as temporarily reduce the unit's attributes. For example, disabling an enemy's leg will reduce its Speed during combat.

Armor

Armor provides protection against most damage types, reducing the received damage. The amount of armor is displayed on the right of the health bar. It can be reduced through certain abilities and damage types (Shredding and Acid). When the armor of a body part reaches 0, the armor ceases to have any effect.

Soldier Armor sets are composed of three elements, that provide protection to multiple body parts:

HELMET: protects the head
BODY ARMOR: protects the arms and torso
LEG ARMOR: protects the legs

Armor Set List

NANE	CLASS	FACTION	ARMOR	WEIGHT	EFFECTS
Odin Helmet	Assault	Phoenix	20	1	
Odin Body Armor	Assault	Phoenix	20	3	
Odin Leg Armor	Assault	Phoenix	20	2	
Golem-B Helmet	Heavy	Phoenix	27	2	-5 Perception -10% Accuracy -10% Stealth
Golem-B Body Armor	Heavy	Phoenix	34	3	-2 Speed -10% Accuracy -20% Stealth
Golem-B Leg Armor	Heavy	Phoenix	30	3	-1 Speed -10% Accuracy -10% Stealth
Banshee Helmet	Sniper	Phoenix	14	1	+5 Speed +10% Accuracy +3% Stealth
Banshee Body Armor	Sniper	Phoenix	18	2	-1 Speed +10% Accuracy +5% Stealth
Banshee Leg Armor	Sniper	Phoenix	16	2	+10% Accuracy +6% Stealth
Wardog Helmet	Assault	New Jericho	23	1	-5% Stealth
Wardog Body Armor	Assault	New Jericho	24	3	-10% Stealth
Wardog Leg Armor	Assault	New Jericho	22	2	+1 Speed -10% Stealth
Anvil-2 Helmet	Heavy	New Jericho	33	2	-7 Perception -10% Accuracy -10% Stealth
Anvil-2 Body Armor	Heavy	New Jericho	40	4	-2 Speed -10% Accuracy -20% Stealth
Anvil-2 Leg Armor	Heavy	New Jericho	35	2	-1 Speed

					-10% Accuracy -20% Stealth
Eidolon Helmet	Sniper	New Jericho	18	1	+7 Perception +15% Accuracy
Eidolon Body Armor	Sniper	New Jericho	20	2	-1 Speed +10% Accuracy
Eidolon Leg Armor	Sniper	New Jericho	18	2	-1 Speed +12% Accuracy
TechOps-7 Helmet	Technician	New Jericho	25	1	+10% Accuracy -5% Stealth
TechOps-7 Body Armor	Technician	New Jericho	25	3	-2 Speed +5% Accuracy -15% Speed
TechOps-7 Leg Armor	Technician	New Jericho	25	2	-1 Speed +7% Accuracy -10% Stealth
Phlegethon Helmet	Assault	Synedrion	18	1	+7 Perception +20% Accuracy +5% Stealth
Phlegethon Body Armor	Assault	Synedrion	20	2	+15 Accuracy +10% Stealth
Phlegethon Leg Armor	Assault	Synedrion	18	2	+15 Accuracy +10% Stealth
Acheron Helmet	Sniper	Synedrion	14	1	+10% Accuracy
Acheron Body Armor	Sniper	Synedrion	16	2	+1 Speed +2% Accuracy
Acheron Leg Armor	Sniper	Synedrion	14	2	+2 Speed +4% Accuracy
Styx Helmet	Infiltrator	Synedrion	12	0	+10 Perception +10% Stealth
Styx Body Armor	Infiltrator	Synedrion	16	1	+20% Stealth
Styx Leg Armor	Infiltrator	Synedrion	16	1	+20% Stealth
Acolyte Helmet	Assault	Disciples of Anu	18	1	+4 Perception
Acolyte Body Armor	Assault	Disciples of Anu	20	2	+2 Speed
Acolyte Leg Armor	Assault	Disciples of Anu	18	2	+3 Speed
Aksu Helmet	Berserker	Disciples of Anu	10	1	+10 Perception
Aksu Body Armor	Berserker	Disciples of Anu	14	3	+2 Speed -5% Accuracy
Aksu Leg Armor	Berserker	Disciples of Anu	10	2	+3 Speed -5% Accuracy
Amphion Body Armor	Priest	Disciples of Anu	16	2	+4 Perception
Amphion Leg Armor	Priest	Disciples of Anu	14	2	-1 Speed +7 Perception

Free Aim

Free Aim allows you to target a body part and see the effects of disabling the body part.

The outer blue circle shows you where all your shots will land. The more accurate the weapon, the smaller the circle.

Low and High Cover

Any object in the environment can provide cover by blocking the path of a projectile. Soldiers will make use of cover in two different ways.
When next to a low obstacle or low wall, soldiers will crouch to reduce exposure.
When next to a high obstacle or high wall, soldiers will remain standing, but can step to the side to shoot.

Explosive Weapons

Grenades and Launchers do area damage around the spot where they are aimed at. An orange sphere shows the area of effect. The distance at which a grenade can be thrown depends on the soldier's Strength and abilities.

Bashing

Bash attacks are improvised melee attacks using the currently held weapon, item, or bare hands. The inflicted damage is equal to the held item's weight multiplied by the strength of the unit. Additionally, the held item receives 20% of the inflicted damage.

Status Effects

Status effects can affect both an entire unit or only a specific body part. In some instances the status effects are the result of a benefit, though most often they are the received when the unit receive damage from a specific damage type.

While the status effects of a unit can be seen on the general indicator, body part statuses are only visible from the status screen. The only exceptions are when a body part is wounded or disabled, which are indicated on the damage display (left of the health bar).

ACID: Acid corrodes 10 armor per turn. If there is no armor, then the damage is applied to the body part. Acid value reduces by 10 per turn.
BLEEDING: Each turn, lose Hit Points equal to bleed value.
BURNING: Fire damage is applied to each body part at the start of the turn, subtracting armor.
FRENZIED: Speed increased by 50% and immune to panic.
GOOED: Unable to move until Goo decays or is removed
INFECTED BY VIRUS: At start of turn virus is subtracted from Will Points, then virus value is reduced by 1
PANICKED: Unable to move for a turn, while recovering Will Points
POISONED: At start of turn poison is subtracted from Hit Points, then poison value is reduced by 10
PREPARING: (Pandoran Sentinel and Egg only) Preparing to activate special ability on the next turn
BERSERK: (Mutog only) Mutog becomes wild, attacking friend or foe
ENRAGED: (Mutog only) Damage dealt and speed are increased by 50%. There's a 10% chance the Mutog will go Berserk at the start of each turn.
ALERTED: (Enemy only). Enemy is aware of your presence
TIRED: (caused by entering a battle with low Stamina) -1 Action Point each turn
EXHAUSTED: (caused by entering a battle with low Stamina) -1 Action Point each turn
PARALYZED: Cannot move or perform any actions
PARALYSIS: Action Points are reduced by the proportion of paralysis value to Strength
DAZED: Action Points reduced to 1 and accuracy halved

OVERWATCH: Enemies entering the overwatch cone will trigger an attack

Strategic Layer

The Geoscape


The Geoscape represents the current world and all known locations. From here you can access all strategic sections as well as move your aircraft throughout the globe.

Time ONLY flows and can be controlled from the Geoscape. When a new event takes place, a tactical mission is played, or you are in another game section, time is paused automatically and must be restarted from the Geoscape.
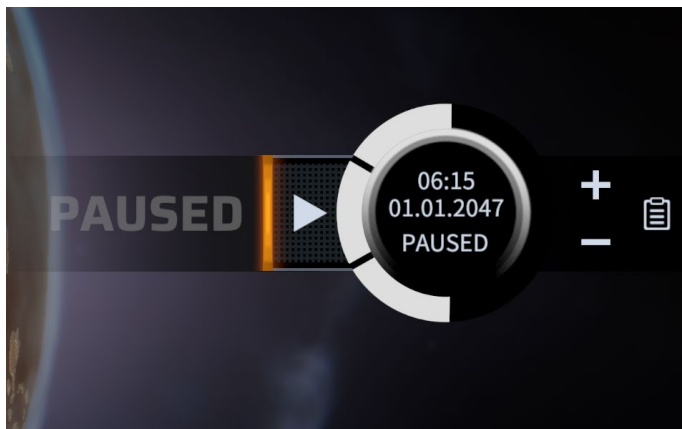
AREAS OF INTEREST

UNEXPLORED SITE: a location of interest that needs to be explored to determine what is there. Exploration takes a set amount of time during which the Aircraft (and all aboard it) cannot move elsewhere.

HAVEN: a surviving human settlement. Most often Havens are allied to one of the three major factions, although there are some that remain independent. Havens are also a source of trade and recruits.

PHOENIX BASE: the stronghold of the Phoenix Project. Initially you start the game with one, but there are more to be found.

PANDORAN COLONY: an enemy outpost which spawns mutated abominations set on destroying any human Haven in vicinity. Depending on their size there are 4 types of Pandoran colonies: Nests, Lairs, Citadels, and the Palace.

SCAVENGING SITES: sites that contain abandoned resource crates vital for your survival.

The Aircraft

The Manticore is the air vehicle through which you to transport personnel and explore the world. The aircraft's crew is visible in the Aircraft bar in the bottom of the screen.

An aircraft can hold between 5 and 8 Soldiers onboard, including 1 vehicle. (A vehicle takes the space of 3 soldiers.)

The Mist

The mist represents the progression of the Pandoravirus as it spreads throughout the globe. Progressing with time, it covers the lower terrain first becoming a spawning point for Pandoran colonies within.

Missions that take place in the mist are more challenging with greater numbers of enemies.

Resources

There are four types of resources in the game: Tech, Minerals, Food, and Mutagens (only available upon researching the respective technology).

Tech and Minerals are used in the production of anything from ammunition to base facilities.

Food is required to sustain your personnel (at a rate of 1 per soldier per day), as well as recruit new operatives.

Mutagens are used solely to mutate body parts into something superior and for the creation of Mutogs — bioengineered beasts that you can lead onto the battlefield instead of ground vehicles.

The Base
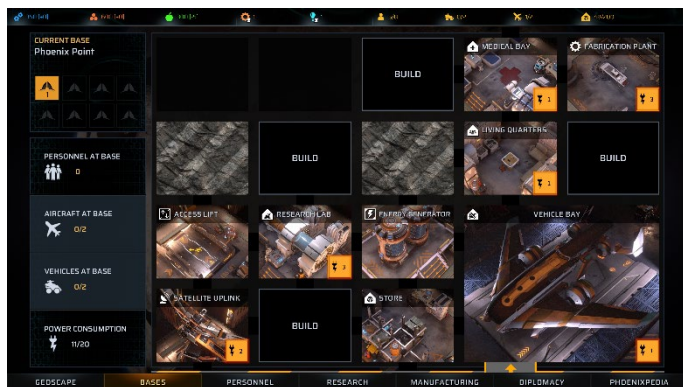
The Base is your stronghold containing all facilities, as well as vital resources such as Food, Materials, and Tech. The Base is accessed from the BASES tab.

Each Phoenix Base has a grid area of up to 20 spaces that could be used for the construction of base facilities. Some facilities, such as the Vehicle Bay and the first Energy Generator are already present when the base is discovered.

New facilities can only be built next to existing facilities, provided there are enough resources for their construction. Once the construction begins a set amount of time must pass before the facility becomes operational.

BASE FACILITIES

VEHICLE BAY: (cannot be built) holds all ground and air vehicles. The Bay can accommodate a maximum 2 aircrafts and 2 ground vehicles as well as repair them when they suffer damage.

MEDICAL BAY: a medical facility that heals injuries and conditions of soldiers sustained in battle. In order for it to have an effect, the injured soldiers must be at the base (or on an aircraft at the base).

CONTAINMENT: a containment lab specialized in holding and researching Pandoran specimens. The specimens contained could be used for research projects, food, or mutagens, or killed to free up space. Each facility has 50 containment slots.

ACCESS LIFT: a lift providing quick access to that section of the base in case of enemy attack, as well as an escape route should the base have to be abandoned.

RESEARCH LAB: an AI controlled research facility that allows the development of research projects. Having multiple research labs will increase the speed at which research projects are completed.

LIVING QUARTERS: the home of all Phoenix Project soldiers. It determines the maximum amount of soldiers the player can have at a single time, as well as offers rest and relaxation, reducing soldiers' fatigue as long as they are in the base (or on an aircraft in the base). The Living Quarters has a capacity of 8 soldiers.

ENERGY GENERATOR: the facility that provides energy for everything in the base. If the required energy of other facilities exceeds the energy produced by the generator, some of the facilities will not function.

FABRICATION PLANT: an automated factory that allows for the manufacture of equipment, ammon, and vehicles. Having multiple fabrication plants increases the speed by which items are produced.

STORE: a storage facility holding all ammo and equipment in the base's possession. The facility has a maximum storage space of 200 items. If a store facility is damaged or destroyed, part of the items contained will be lost.

TRAINING FACILITY: a training facility that allows soldiers to train outside of combat. Soldiers in the facility gain a small amount of XP for each hour they remain in the base.

MUTATION LAB: a genetics lab, built using to Disciples of Anu technology. The lab allows soldiers to undergo surgery so as to obtain mutations that would help them in battle. The facility also synthesizes small amounts of mutagens at a regular rate.

MIST REPELLER: a Synerion based nanite emitting facility, that eliminates the mist around the base facility.

SATELLITE UPLINK: a communication station that allows aircraft to scan areas of the globe for areas of interest. It also allows provides a 4 hour warning prior to the base being under attack. Additional Satellite uplinks allow for more simultaneous area scans to be performed.

Personnel

All personnel, along with their equipment, state, and location can be viewed from the Personnel section.

Training

Soldiers can increase Strength, Willpower, and Speed, as well as acquire new abilities by spending Skill Points (SP). If soldiers are out of

personal SPs they can use the Phoenix SPs which are common for the entire base.

Soldiers can only acquire abilities that are of their current level or lower. Upon reaching level four, each soldier is given the option to specialize in an additional class (along with the corresponding abilities).

The last row of abilities represents personal abilities the Soldier is born with.

Equipment

The equipment section displays the weapons, armor, and equipment worm by the selected soldier, as well as all items sored in all Phoenix Bases.

You can equip your soldiers with new weapons and armor by dragging available equipment from the stores onto the appropriate slots in their inventory section. Additionally, you can instantly produce weapons or READY items by using the +AMMO and +ITEM buttons.

ARMOR shows the armor the soldier is wearing.
MOUNT items can only be attached to the corresponding piece of armor.

Mutate

Once a Mutation Lab is built soldier body parts to be mutated, granting them new abilities. In order to perform a mutation, Mutagens are required, which are obtained from the Mutation Lab with time, or could be harvested from captured Pandorans.

A unit can have a maximum of TWO body parts mutated and CANNOT wear armor on those areas.

Customize

A soldier's voice and appearance can be changed freely
CUSTOMIZATION subsection (located right of the soldier's name).

Injuries and Soldier Fatigue

After each battle soldiers lose stamina based on the number of mission
turns they went through (up to a maximum of 10).

When the staminal level reaches 20% or less, the soldier will suffer an
Action Point penalty in the next battle.

In order to restore their stamina, they need to rest at a Base with a
Living Quarters Facility for some time.

Health lost in combat is not regained between missions. In order to
restore the health of injured units then need to rest at a Base with a
Medical bay for a while.

Research

Research allows the development of new facilities, weapons, and equipment to help in the constant battle for survival.

Initially, you are only able to research your own projects. Entering friendly relations with the factions, however, also allows you to share the results of their researches as well.

Alternatively, you can always steal research from any faction Haven with a research lab.

Reverse engineering

Reverse Engineering is a special type of research that allows the duplication of weapons or equipment you have no knowledge of.

In order to reverse engineering an item you need to have it in your possession in the store (and not in the soldier's inventory). Sometimes more than one are required.

During the reverse engineering process all weapons used in the research are destroyed.

Manufacturing

Weapons, vehicles, and armor, are manufactured by Fabrication Plants, provided the required research has been developed and there are enough resources available.

Manufacturing speed depends on the amount of Production Points generated by Fabrication Plants in all bases. To speed up the process build more Fabrication Plants.

Most of the items require a certain amount of time to be produced. Simple items, such as ammunition, med kits, and grenades, are produced instantly.

You can also scarp items, reverting them back to raw materials, if you don't need them.

Diplomacy

Factions have a general attitude towards the Phoenix Project and each other than influences the attitude of the Haven leaders under their control. While entering in bad relations with a faction doesn't automatically guarantee that all Haven leaders aligned to it would hate the Phoenix Project, their attitude will slowly move in that direction with time.

In the course of the game, each faction will offer series of Diplomacy missions. Completing these missions will allow the player to get in better relations with them and take advantage of the offered benefits. Important diplomacy missions are given at relation state thresholds and require that the attitude towards the Phoenix Project is high enough for the task to be offered.

RELATION STATES
ALLIED: (attitude 75+) The Phoenix Project can research faction research projects. Attacking Faction Havens puts you immediately At War
ALIGNED: (attitude 50 - 74) The faction shares all completed research projects with the Phoenix Project
SUPPORTIVE: (attitude 25 - 49) The faction reveals all locations of their Havens
FRIENDLY: (attitude 1 - 24) Standard relations
Unfriendly: (attitude -25 - 0) Cannot Trade or Recruit from Haven Leaders with such an attitude
HOSTILE: (attitude -25 - -49) Factions will take greater offence if you assist other factions
AGGRESIVE: (attitude -50 - 74) Factions might attempt to steal your technology
AT WAR: (attitude -75) The faction will attempt to attach your bases. Relations cannot improve from this point.

Havens
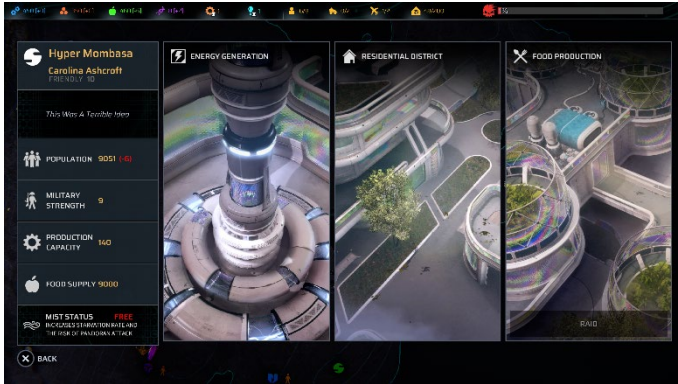
Havens represent the only remaining human settlements in the world, outside of Phoenix Bases. Each Haven is controlled by a Leader who determines all policies of the settlement, including its affiliation and attitude to all factions, including the Phoenix Project. If the attitude is too low, Phoenix squads will not be allowed to accept missions, recruit, trade, or even land at the Haven.

Havens are divided in zones that focus on a specific aspect of the Haven's development. Each zone could be a target of attack (by Pandorans or enemy factions), sabotage, or allow additional mission options. Production zones, such as Factories and Food Production zones, allow the exchange of one type of resource for another.

If a zone is damaged it can no longer perform its main function and must be repaired by the Haven before it can do so. If the population of a Haven is annihilated the Haven is destroyed and removed off the map.

HAVEN ZONES

ENERGY GENERATION: ensures that factories, food production plants, and other zones in the Haven function

RESIDENTIAL DISTRICT: holds the common populace of the Haven

ELITE RESIDENSIES: only present in large settlements, the zone holds the Haven elite

FOOD PRODUCTION: provide food to the haven. Allows other resources to be traded for food within the Haven.

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FACTORY: constructs and repairs other Haven zones. Allows other resources to be traded for materials within the Haven.

RESEARCH CENTER: contributes to the overall research the Haven is aligned to

TRAINING CENTER: trains common class troops to defend the Haven.

ELITE TRAINING CENTER: trains common class troops to defend the Haven.

Unique zones

SATELLITE UPLINK: (New Jericho) allows the haven to locate and attack nearby Pandoran colonies

MIST REPELLER: (Synedrion) repels mist in a radius around the Haven

MISSIONARY CENTER: (Disciples of Anu) increased the Haven's population by attracting people from nearby Havens

Ground Vehicles and Mutogs

NAME	FACTION	CAPACITY	ABILITIES
Aspida	Synedrion	2	Healing Paralyzing Attack
Scarab	Phoenix	4	Dual Rocket Launcher Attack
Armadillo	New Jericho	4	Machine Gun Attack
Shamash	Disciples of Anu	0	Leap Poison attack Bashing Attack
Nanna	Disciples of Anu	0	Leap Poison attack Bleeding Attack
Gudud	Disciples of Anu	0	Regenerate Poison attack Bashing Attack
Dlibat	Disciples of Anu	0	Regenerate Poison attack Bleeding Attack
Mastabarru	Disciples of Anu	0	Head Attack Leap Bashing Attack
Umunpaddu	Disciples of Anu	0	Head Attack Leap Bleeding Attack
Kaimanu	Disciples of Anu	0	Head Attack Regenerate Bashing Attack
Ninkashi	Disciples of Anu	0	Head Attack Regenerate Bleeding Attack

Pandorans

Acidworm

The Acidworm's ability to contain highly corrosive substances within its anatomy makes it a worthwhile subject of study.

ATTRIBUTES

Hit Points	50
Will Points	3
Speed	6
Perception	15
Accuracy	0
Stealth	0

ABILITIES

ACID RESISTANT: ACID damage reduced by half
ACID BURST: burst in a cloud of acid inflicting ACID damage in a 3 tile radius

Fireworm

The Fireworm appears to be a mobile incendiary bomb with a singular purpose.

ATTRIBUTES

Hit Points	50
Will Points	3
Speed	6
Perception	15
Accuracy	0
Stealth	0

ABILITIES
FIRE IMMUNITY: immune to FIRE damage
FIRE BURST: burst in a wave of fire inflicting FIRE damage in a 3 tile radius

Poisonworm

These annelid mutations are highly mobile poison bombs.

ATTRIBUTES
Hit Points	50
Will Points	3
Speed	6
Perception	15
Accuracy	0
Stealth	0

ABILITIES
POISON IMMUNITY: immune to POISON damage
POISON BURST: burst in a cloud of poison inflicting POISON damage in a 3 tile radius

Mindfragger

These small, agile beasts have one function - Taking control of people.

ATTRIBUTES
Hit Points	110
Will Points	6
Speed	16
Perception	15
Accuracy	0
Stealth	0

ABILITIES
MIND CONTROL: gain control of a human target

Arthron

Arthrons are among the earliest Pandorans encountered, and they are the most numerous. They have multiple mutations to adapt to different combat roles.

APPROXIMATE ATTRIBUTES

Hit Points	130
Will Points	13
Speed	18
Perception	20
Accuracy	0
Stealth	0

KNOWN BODY PARTS

NAME	DAMAGE	ARMOR	HP	ABILITIES
Humanoid Head		10	40	
Poison Spitter Head	10 STD 20 PIERCING 60 POISON	0	50	Spit Poison
Torso		10	90	
Carapace		20	120	
Pincer Arm	65 STD 1 SHRED	0	50	Melee Attack
Machine Gun Arm	6x35 STD	0	50	Shoot Machine Gun

	6x1 SHRED			
Shield Arm		0	50	Deploy Shield
Grenade Arm	50 BLAST 3 SHRED	0	50	Throw Grenade
Agile Legs		0	60	Jump
Heavy Legs		10	100	

Evolved Arthron

The fully evolved species of Arthron

APPROXIMATE ATTRIBUTES

Hit Points	340
Will Points	22
Speed	14
Perception	20
Accuracy	0
Stealth	0

KNOWN BODY PARTS

NAME	DAMAGE	ARMOR	HP	ABILITIES
Humanoid Head		30	60	
Poison Spitter Head	15 STD 30 PIERCING	20	70	Spit Poison

	80 POISON			
Torso		30	120	
Carapace		40	180	
Pincer Arm	95 STD 1 SHRED	20	70	Melee Attack
Machine Gun Arm	6x50 STD 6x2 SHRED	20	70	Shoot Machine Gun
Shield Arm		20	70	Deploy Shield
Grenade Arm	60 BLAST 3 SHRED	20	70	Throw Grenade
Agile Legs		20	90	Jump
Heavy Legs		30	150	

Triton

Humanoid in basic form, Tritons have unusual secondary "arms" and some unusually specialised mutations.

APPROXIMATE ATTRIBUTES

Hit Points	160
Will Points	18
Speed	22
Perception	40
Accuracy	+10%
Stealth	+20%

KNOWN BODY PARTS

NAME	DAMAGE	ARMOR	HP	ABILITIES
Sensor Head		10	40	Double Perception
Sound Absorber Head		10	40	Silent Echo (weapons used are silent)
Shrowder Torso		20	80	Pain Chameleon (vanish when dealt damage)
Regenerating Torso		20	80	Heal 10 to all body parts
Mist Emitter Arm		10	40	Spawn Mist
Paralyzing Arm	25 STD 4 PARALYSIS	10	30	
Humanoid Arm		10	40	Can use human weapons
Bloodsucker Arm	50 VAMPIRIC	10	50	
Agile Legs		10	30	Jump
Stealth Legs		10	50	+10% Stealth

Evolved Triton

The fully evolved species of Triton

APPROXIMATE ATTRIBUTES
Hit Points   320
Will Points   24
Speed   26

Perception	40			
Accuracy	+15%			
Stealth	+30%			

KNOWN BODY PARTS

NAME	DAMAGE	ARMOR	HP	ABILITIES
Sensor Head		20	60	Double Perception
Sound Absorber Head		20	60	Silent Echo (weapons used are silent)
Shrowder Torso		30	90	Pain Chameleon (vanish when dealt damage)
Regenerating Torso		30	120	Heal 10 to all body parts
Mist Emitter Arm		20	60	Spawn Mist
Paralyzing Arm	35 STD 6 PARALYSIS	20	45	
Humanoid Arm		20	60	Can use human weapons
Bloodsucker Arm	70 VAMPIRIC	20	75	
Agile Legs		20	45	Jump
Stealth Legs		20	75	+10% Stealth

Chiron

Chirons were first described as a cross between a beetle and an artillery launcher. Dissecting one would bring more insight into the firing mechanism of their bio-organic weapons.

APPROXIMATE ATTRIBUTES

Hit Points	820
Will Points	30
Speed	16
Perception	20
Accuracy	0
Stealth	0

KNOWN BODY PARTS

NAME	DAMAGE	ARMOR	HP	ABILITIES
Head		0	100	
Torso		30	200	
Mortal Abdomen	60 BLAST 3 SHRED	30	400	Launch Mortars
Goo Abdomen		40	500	Launch Goo
Acidworm Abdomen	5 STD	40	500	Launch Acidworms
Fireworm Abdomen	5 STD	40	500	Launch Fireworms
Poisonworm Abdomen	5 STD	40	500	Launch Poisonworms
Agile Legs		20	120	Jump
Heavy Legs	80 STD	40	200	Melee Attack
Stomping Legs		30	160	Stomp Attack
Burrowing Legs		20	140	Stability Stance

Siren

The Siren is a powerful, advanced Pandoran mutation, appearing for the first time with the third mist incursion.

APPROXIMATE ATTRIBUTES

Hit Points	550
Will Points	30
Speed	17
Perception	20
Accuracy	0
Stealth	0

KNOWN BODY PARTS

NAME	DAMAGE	ARMOR	HP	ABILITIES
Buffer Head		30	160	Instill Frenzy
Screamer Head		20	150	Psychic Scream
Acid Spitter Torso	40 ACID	20	150	ACID Attack
Heavy Torso		30	250	
Injector Arm	40 STD 3 VIRUS	20	150	VIRUS Attack
Slasher Arm	80 STD 20 BLEED	20	180	BLEED Attack
Agile Tail		20	160	Additional Speed
Heavy Tail		20	160	

Scylla

Battlefield reports suggest that the Scylla is the apex alien. It is suspected that in addition to the creature's destructive capabilities, it's able to control lesser creatures. A complete autopsy will be able to reveal more.

APPROXIMATE ATTRIBUTES

Hit Points	550
Will Points	30
Speed	17
Perception	20
Accuracy	0
Stealth	0

KNOWN BODY PARTS

NAME	DAMAGE	ARMOR	HP	ABILITIES
Heavy Head		50	240	Instill Frenzy
Goo Spitter Head		30	280	Spit Goo
Sonic Head	30 SONIC	30	220	Sonic Blast
Torso		50	400	
Spawner Abdomen		40	600	Spawn Mindfragger
Belcher Abdomen		60	600	Spawn Mindfragger on death

Heavy Carapace		80	300	
Mist Emitter Carapace		60	250	Spawn Mist on death
Mist Launcher Carapace		60	250	Launch mist bomb
Smasher Arm	100 STD 30 SHRED	60	220	
Gun Arm	10x80 STD 10x30 SHRED	60	220	
Agile Legs		30	150	Monster Leap
Heavy Legs		50	200	

Controls and Shortcuts

Mouse & Keyboard

TACTICAL CAMERA CONTROLS
Camera movement: left mouse button + drag
Camera rotation: Q and E
Camera zoom: T and G
Floor level focus: scroll mouse wheel

TACTICAL GENERAL CONTROLS
Select soldier: left mouse button on the soldier
Cycle between soldiers: TAB
Select Action: left mouse button on the action icon
Perform Action: left mouse button on the action button or icon
Move soldier: left mouse button
Direct Movement: right mouse button to go directly to the Selection Marker location
Enter Standby mode: SPACEBAR
End turn: BACKSPACE
Reload: R
Inventory: I
Cycle ready items: X
Direct ready item selection: 1, 2, 3, and 4

TACTICAL SHOOTING CONTROLS
Enter Fire Weapon mode: left mouse button on the Fire Weapon icon or press F
Change target: left mouse button on enemy icon
Shoot: left mouse button on the Fire Weapon button or icon or press SPACEBAR
Enter Free Aim: scroll mouse wheel
Move Crosshair: move mouse
Zoom in/Out: scroll mouse wheel
Exit Free Aim: ESC

TACTICAL OVERWATCH CONTROLS

Enter Overwatch mode: Select the overwatch icon from the Action Bar or press Y
Cone target: move mouse
Cone width: CTRL + mouse wheel
Confirm Overwatch: left mouse button

GEOSCAPE CONTROLS
Move globe: left mouse button + drag
Zoom in/out: mouse wheel
Speed time up: + key, or click on the + button on the time display
Slow time down: - key or, click on the - button on the time display
Pause/Start time: SPACE key, or click on the play button on the time display

GEOSCAPE AIRCRAFT CONTROLS
Center on aircraft: press mouse wheel
Select aircraft action: left mouse button on the location
Quick Move: right mouse button
Select next/previous aircraft: TAB

Gamepad

TACTICAL CAMERA CONTROLS
Camera movement: A button
Camera rotation: D-pad left and D-pad right
Camera zoom: left trigger
Floor level focus: D-pad up and D-pad down

TACTICAL GENERAL CONTROLS
Select soldier: move Selection Marker on solder and press A button
Cycle between soldiers: left bumper and right bumper
Select Action: right trigger to enter the action bar, then D-pad left and D-pad right
Perform Action: A button
Move soldier: A button then select Move
Enter Standby mode: B button
End turn: Back button
Reload: right trigger (when out of ammo)

Inventory: press right thumbstick
Cycle ready items: X button

TACTICAL SHOOTING CONTROLS
Enter Fire Weapon mode: right trigger
Change target: left bumper and right bumper
Shoot: right trigger (when in Fire Weapon mode)
Enter Free Aim: right thumbstick
Move Crosshair: left thumbstick (in Free Aim mode)
Zoom in/Out: right thumbstick (in Free Aim mode)
Exit Free Aim: B button

TACTICAL OVERWATCH CONTROLS
Enter Overwatch mode: Y button
Cone target: left thumbstick
Cone width: left bumper and right bumper
Confirm Overwatch: A button

GEOSCAPE CONTROLS
Move globe: right thumbstick
Zoom in/out: left trigger and right trigger
Speed time up: D-pad up or click on the + button on the time display
Slow time down: D-pad up click on the - button on the time display
Pause/Start time: X button

GEOSCAPE AIRCRAFT CONTROLS
Center on aircraft: press right thumbstick
Select aircraft action: move cursor to location with left thumbstick and press A button
Select next/previous aircraft: left bumper and right bumper