

LWOTC Guide

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Table of Contents

Introduction	7
Creating a Campaign	7
Haven Management	7
Resistance members and the available jobs	7
Haven Advisors	8
Faceless	8
Retaliations	9
ADVENT's Agenda	10
Strength	10
Force	10
Vigilance	10
Dark Events	11
Mission Detection	11
Infiltration	11
Infiltration time	12
Enemy Strength	12
Skyranger evac timer	13
Enemy Reflex/Alert	13
Detection Range	14
Reinforcements	14
Boosting	14
Missions	14
General Difference	14
Corpses	15
Reinforcements	15
Liberation	16
Mission Chain	16
Effects after liberating	16
ADVENT Invasion	17
Covert Actions	17
Tactical Changes	18
General Changes	18
Line of Play	18
Enemy Alert Levels	19
Skyranger Evac	19
Environmental Damage	19
Hit Calculations	20
Chosen	21
General Changes	21

Tactical Layer	21
Strategy Layer	22
Assassin	23
Combat Tips	23
Hunter	24
Combat Tips	24
Warlock	25
Combat Tips	25
Soldier Classes	26
General Changes	26
Assault	27
Squaddie	27
Lance Corporal	27
Corporal	28
Sergeant	28
Staff Sergeant	29
Tech Sergeant	29
Gunnery Sergeant	29
Master Sergeant	30
Shinobi	30
Squaddie	30
Lance Corporal	31
Corporal	31
Sergeant	32
Staff Sergeant	32
Tech Sergeant	32
Gunnery Sergeant	33
Master Sergeant	33
Grenadier	34
Squaddie	34
Lance Corporal	34
Corporal	34
Sergeant	35
Staff Sergeant	35
Tech Sergeant	35
Gunnery Sergeant	36
Master Sergeant	36
Technical	36
Squaddie	37
Lance Corporal	37
Corporal	38

Sergeant	38
Staff Sergeant	38
Tech Sergeant	39
Gunnery Sergeant	39
Master Sergeant	39
Gunner	40
Squaddie	40
Lance Corporal	41
Corporal	41
Sergeant	41
Staff Sergeant	42
Tech Sergeant	42
Gunnery Sergeant	42
Master Sergeant	43
Ranger	43
Squaddie	43
Lance Corporal	44
Corporal	44
Sergeant	44
Staff Sergeant	45
Tech Sergeant	45
Gunnery Sergeant	45
Master Sergeant	46
Sharpshooter	46
Squaddie	47
Lance Corporal	47
Corporal	47
Sergeant	48
Staff Sergeant	48
Tech Sergeant	48
Gunnery Sergeant	49
Master Sergeant	49
Specialist	49
Squaddie	50
Lance Corporal	50
Corporal	50
Sergeant	51
Staff Sergeant	51
Tech Sergeant	51
Gunnery Sergeant	52
Master Sergeant	52

Sparks	52
Squaddie	53
Lance Corporal	53
Corporal	53
Sergeant	54
Staff Sergeant	54
Tech Sergeant	55
Gunnery Sergeant	55
Master Sergeant	55
Psi Operative	56
Initiate	57
Acolyte	58
Adept	58
Disciple	58
Mystic	58
Warlock	59
Magus	59
Master	59
Templar	60
Squaddie	60
Lance Corporal	60
Corporal	61
Sergeant	61
Staff Sergeant	62
Tech Sergeant	62
Gunnery Sergeant	62
Master Sergeant	63
Skirmisher	63
Squaddie	64
Lance Corporal	64
Corporal	64
Sergeant	65
Staff Sergeant	65
Tech Sergeant	65
Gunnery Sergeant	66
Master Sergeant	66
Reaper	67
Squaddie	67
Lance Corporal	68
Corporal	68
Sergeant	68

Staff Sergeant	69
Tech Sergeant	69
Gunnery Sergeant	70
Master Sergeant	70
Officer	71
Standard Abilities	71
Second Lieutenant	71
First Lieutenant	72
Captain	72
Major	73
Lieutenant Colonel	73
Colonel	73
Field Commander	74

Introduction (not yet updated for 1.2)

Welcome to the LWOTC guide. This guide will be providing an In-depth explanation to the various mechanics that long war adds to the game to hopefully make it more clearer or have a better understanding of the mechanics to learn your way and beat the challenge that is long war. This guide is not necessarily telling you what is good or bad or what to do but rather helps you gain knowledge of the mechanics in order to develop a strategy on your own.

Creating a Campaign

When starting a campaign, there are four difficulties: rookie, veteran, commander and legend. It is highly recommended to play at least one difficulty lower than you do in vanilla as long war is difficult and challenging but most importantly changes the game from the ground up in many ways.

Do not have the “lost and abandoned” WotC tutorial enabled as this will softlock the game.

Additional options can be enabled by looking at the “toggle advanced options”. These options are optional settings that can change the game if you desire but are not part of the base experience and recommended to leave alone.

It is highly recommended to NOT enable ironman. XCOM 2 is not the most stable and this is further emphasized with mods that change the game. If a crash happens and the save is corrupted, there is no recovery and you will need to start a new campaign. **Use at your own risk.**

DLC content can be selected to “integrate” with the base game’s content requiring research etc to obtain or disabled to play the DLC story missions. This option is up to preference and there is no “default” experience.

Haven Management

The biggest change in Long War is the strategy layer. Players now have to manage a haven in every region that allows them to set resistance members (rebels) to various jobs to accomplish various tasks. More detailed info can be found in the [wiki](#)

Resistance members and the available jobs

Resistance members can be tasked with a specific job that will have them perform various things to aid xcom in their fight against the aliens. These jobs simulate the rebels actively performing jobs in real time and the amount they accomplish is based on how long they were able to perform the job. Additionally, changing their duties will also take time and thus will not

begin their new job until at least 24 hours have passed. Only up to a maximum of thirteen rebels are able to perform tasks in a given region. The longer the rebels have worked with the resistance, they may gain a chance to promote gaining perks that can help them when involved in combat while also improving their efficiency by 50%. They can be promoted up to two times. Rebels can become more efficient in their job if the region is liberated and/or there is a radio tower each providing a 20% bonus.

The following jobs are

- **Supplies:** gather supplies which can all be gathered at a drop point at each supply drop interval. There is a limited amount of supplies (2000-3000) in each region before it becomes harder to scavenge supplies and thus will take more effort in gathering.
- **Recruit:** attempt to recruit more rebels into the haven to contribute in the fight against the aliens or soldiers to fight in the frontlines. When a personnel is recruited, there is a 67% chance for them to be a rebel and a 33% chance for them to be a rookie that can be purchased in the armory. Once a haven reaches max capacity of workable rebels the chance to become a rebel is now 20% and a chance to be a rookie is 80%. If a haven has less than 6 members, only rebels will be recruited.
- **Intel:** gather intel to detect ongoing ADVENT activity and infiltrate to launch a mission. This is crucial as this is the source for missions. Details on detection check the “**Mission Detection**” Section. Occasionally they will be able to produce one intel resource.
- **Hiding:** perform no activities but stays hidden and avoids attention from ADVENT.

Haven Advisors

You can place an advisor into a haven to aid the rebels in performing their tasks based on who is staffed.

- **Engineer:** Boost the haven's supply gathering by 20%
- **Scientist:** boost the haven's intel gathering by 20%
- **Soldier:** Boosts the haven's recruitment efforts by 7% per rank higher than squaddie and provides a flat bonus if a haven has less than 6 members which gets larger the less there are.

Faceless

When a personnel is recruited, they have a 16% chance to become a Faceless which will steal 20% of the supplies generated that supply drop month and make intel gathering 3/5/6/7% per faceless (per difficulty) harder. You can reduce the chance of a Faceless to be recruited by 40% if the haven advisor has a battle scanner, scanning protocol, or mind merge which stacks multiplicatively.

There may not be more than a 3rd of your total haven count be Faceless. For example, if there are 12 members in the haven, there can only be at max 4 members being Faceless.

You can root out Faceless by staffing a soldier as the haven advisor. The chance to detect them improves as the soldier is of a higher rank, is a psi soldier and/or is an officer that can be

improved further by increasing their officer rank. When a Faceless is detected, you can launch an attack on the Faceless who are meeting at a rendezvous point with up to 5 haven members and the soldier advisor. These rebels can be randomly equipped with an smg/frag/smoke, a rifle/frag/flash or a shotgun/frag/flash. The tech level of these equipment are typically one level less than what you have researched. For example, rebels can randomly gain up to laser tech if you have completed research on advanced magnetic weapons. It is not required to ambush the rendezvous for them to leave as they have already been exposed but is a great opportunity to gather corpses for research.

Retaliations

Occasionally ADVENT will be able to launch attacks at resistance efforts in order to strike back. You must defend the resistance in order to rescue the rebels and prevent any interruptions to the resistance efforts. Not participating in these missions will wipe the haven if it is attacked or wipe any members participating in the given job if they are attacked. ADVENT is allowed to launch attacks based on XCOM activity throughout the campaign, the more active xcom and the resistance are, the more likely they are able to launch an attack against XCOM in order to stop their efforts. There are additional conditions that need to be met before ADVENT can be allowed to launch attacks that can be found [here](#)

There are five types of retaliations ADVENT can launch.

Haven attacks - ADVENT can launch an attack against the resistance haven in two possible ways. They can either launch a full scale attack where enemy units are already in the field hunting down any rebel they can find with the objective to eliminate them and relocate the rebels into a new location.

The second potential mission is haven defense where you must rescue as many rebels as possible while you defend the evac point with ADVENT slowly but continuously dropping in reinforcements to stop XCOM. This mission's goal is to rescue as many as you can and then evac once the location becomes undefendable.

Supply Convoy - ADVENT launches an attack against the resistance members that are scavenging for supplies. You must defend the area from a set amount of reinforcement drops throughout the mission before it is complete. Your squad will drop in a designated location whereas your rebels are somewhat spread through the area. Failing this will prevent the supply job from being conducted for 21 days in the region.

Recruit Raid - ADVENT launches an attack against the resistance members that are seeking recruits that wish to join the resistance efforts. You must escort any live rebel to the evac point before skyranger can leave and place them in a safe area. Once this has been completed, you must defend yourselves until skyranger returns to evac your remaining forces. XCOM must push through enemies that are already present in the mission to reach the evac point but ADVENT is also heading towards your location, sending in reinforcements, so you must complete this promptly. Failing this will prevent the recruit job from being conducted for 21 days in the region.

Intel Raid - ADVENT launches an attack against the resistance members collecting intel in the region for opportunities to strike against ADVENT. You must protect the datatap that is assisting in the intel gathering. Your rebels will be with the datatap and your squad drops in at a location close to the opposite end of them. There will be enemies already present in the area heading towards the datatap to destroy it and one wave of reinforcement for assistance. You must eliminate the enemies in order to secure the area and gather everything to move to a new location. Failing this will prevent the intel job from being conducted for 21 days in the region.

Invasions - Advent can launch a full scale attack against a region under the resistance's control in an attempt to reclaim the region. More details can be found in the "**Liberation**" section.

ADVENT's Agenda

ADVENT will conduct various activities all over the world in order to progress their objective and accomplish their agenda of the avatar project. Their activities are affected based on a region's strength, force, and vigilance level. More detailed info can be found in the [wiki](#)

Strength

This determines how much resources ADVENT has in a region and will allow them to field more soldiers into the field or conduct bigger activities such as preparing to attack a resistance haven or researching dark events. The aliens will bring in a UFO to drop into a region and increase its total strength as well as a random adjacent region throughout the game every 14/12/10/10 days (per difficulty) and taking 5-9 days to complete the activity.

Force

This determines the enemy quality that can appear in a given mission and will first increase at 21/18/14/12 days after the start of a campaign (per difficulty) and will then occur every 15 days taking 3-7 days in order to complete. You can see at what point a given enemy type may appear [here](#).

Vigilance

This determines ADVENT's awareness of xcom activity in the area. This will influence what missions may spawn in the region and encourage ADVENT to reinforce this region, transferring strength from other regions into this one in order to match the vigilance level. The vigilance level is communicated within connected regions meaning regions further away won't try to eventually transfer their strength onto higher vigilance regions and instead checks with adjacent regions whether they have the resources to transfer over.

Dark Events

Dark Events are certain tasks ADVENT aims to accomplish that will assist in interrupting XCOM operations. Some of these effects are in the strategy layer affecting our ability to complete various tasks or tactical effects that are upgrading their troops or debuffing our troops.

Unlike the base game, there are two types of Dark Events that advent accomplishes throughout the campaign: Counterinsurgency or Military R&D. Counterinsurgency are events that will cripple XCOM operations affecting our ability to complete tasks in the strategy layer. While potentially devastating they are limited and will eventually expire. Military R&D are developments made by ADVENT that will boost their troops in the tactical field. Some of these upgrades are permanent and will not expire but the effects are minor, affecting only certain units, and only have a chance to apply.

Similar to the base game, you can counter these operations by detecting the missions where they are conducting these research but unlike the base game are harder to detect being only available in regions of at least 3 Strength and may even appear in regions outside of reach. Do not expect to always be able to stop these and expect many of them will go through.

More info can be found [Here](#)

Mission Detection

Unlike the base game, missions do not occur at fixed intervals but rather are active events that occur throughout the globe that must be detected to create an opportunity to strike back at the aliens. These missions are merely opportunities to build up the resistance and are not required to be completed. If there is no time to prepare for the mission, new opportunities will arise to prepare for with more adequate time.

In order to detect missions, rebels must be set with the "intel" job in order to gather intel and look out for opportunities. The avenger can scan at a region to assist in intel gathering and is equivalent to 4 rebels working. A scientist could be staffed into the haven to grant a 20% intel gathering boost as well as having a radio tower in the region providing the same effect. The more intel that is being gathered, the more likely you are to detect a mission and the earlier you can detect them.

The chance to detect a mission is based on the mission type and gets progressively more difficult the more valuable their rewards. You can see full details on what the requirements are to detect a mission and a calculator for the chance to detect a mission based on the mission type and the haven set up [here](#). The [wiki](#) is also available for further detail.

Infiltration

Once a mission has been detected, you can send a squad of soldiers in order to infiltrate the area and prepare to strike. The difficulty of the mission depends on how much has been infiltrated, the mission type, and the region's ADVENT strength. More detailed info can be found in the [wiki](#)

Infiltration time

The time it takes to infiltrate is largely based on how many soldiers are being sent onto the mission and then partially affected by the equipment of each soldier. The baseline infiltration time required to reach 100% is 96/120/144/144 hours (per difficulty). This then gets multiplied based on the number of soldiers attending.

Number of soldiers	Infiltration Factor
1	0.7
2	0.725
3	0.75
4	0.8
5	1
6	1.25
7	1.5
8	1.8
9	2.8
10	4
11	5.2
12	6.4

Enemy Strength

The amount of strength is influenced by how much the mission has been infiltrated which will determine how many enemies may appear in a mission. Each point of strength is very roughly 1.5 enemies. Shown below are the breakpoints of each strength level change and there is a

chance it can gain the effects of the next breakpoint earlier than the projected infiltration value; reaching that value is just guaranteeing that effect. Shown below are the various breakpoints.

Infiltration Value	0%	9%	17%	25%	34%	42%	50%	59%	67%	75%	84%	92%	100%	125%	150%	200%
Strength Level Change	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1	-2	-3
Enemy Readiness	Impregnable			Fortified			Alerted			Guarded			Normal	Vulnerable		

Skyranger evac timer

The skyranger evac may also be affected based on the infiltration value. Check “**Tactical Changes**” for details on the evac change.

Infiltration Value	0%	30%	60%	100%	150%	200%
Evac Delay Turns	+3	+2	+1	0	-1	-2

Enemy Reflex/Alert

The chance an enemy may react when they found xcom (activating on their own turn) can be influenced by infiltration value. Check “**Tactical Changes**” for details on this new mechanic

- This is the base chance for enemies to take a reflex action:

Rookie	Veteran	Commander	Legend
0%	20%	33%	38%

- Each point of infiltration over 100% will decrease the reflex chance by this amount:

Rookie	Veteran	Commander	Legend
1%	0.5%	0.1%	0.1%

- Each point of infiltration under 100% will increase the reflex chance by this amount:

Rookie	Veteran	Commander	Legend
0%	0.1%	0.5%	1%

Detection Range

The detection range of a soldier while in concealment will change based on the infiltration value.

- Above 100%, the detection radius of enemies will be reduced linearly from 100% of its default value to the minimum percentage at 200%:

Rookie	Veteran	Commander	Legend
83.34%	83.34%	87.25%	100%

- Below 100%, the detection radius of enemies will be increased linearly from 100% of its default value to the maximum percentage at 0%:

Rookie	Veteran	Commander	Legend
100%	151%	151%	200%

Reinforcements

If a mission contains the possibility of enemy reinforcements, having below 100% infiltration will advance the level of enemy reinforcements making the drops much stronger. Check the **“Missions”** section for more details.

Infiltration Value	0%	20%	40%	60%	80%	100%
Queue Spots Advanced	5	4	3	2	1	0

Boosting

The Avenger is capable of assisting the squad in infiltrating the mission by spending 25 intel (30 on Legend) in order to increase the speed of infiltration by 2/1.75/1.5/1.5 time. This can be a helpful tool to help accomplish missions that are generally hard to detect.

Missions

General Difference

Missions are now about completing the objective and leaving before ADVENT starts swarming the area. Thus the goal is achieving whatever the mission objective is, whether it is to hack a terminal or rescue VIPs, and to evacuate the area rather than to sweep the area of enemy forces to secure the area. With this it is important to throw the evac out soon so that you are able to leave as soon as the objective is completed.

Being more objective focused, completing missions now grant the entire squad xp based on the number of soldiers in the squad and the number of enemies present at the start of the mission which is then spread evenly to all soldiers and multiplied by some factor based on their class. For example, if a squad of 5 soldiers cleared a mission that started with 10 enemies it would be $10/5=2$ XP and then multiplied, 5.7 is the average, to each soldier granting 11.4 XP. More detailed info on experience can be found in the [wiki](#)

There is a limit to how much kill XP can be gained within a given mission in order to prevent farming reinforcement and place more of a focus on mission completion. The limit is based on the amount of enemies present at the start of a mission. For example, if a mission had 10 enemies present at the start, up to 10 kill XP can be gained regardless of how the kills were achieved whether from the preset enemies or from reinforcement drops.

Corpses

With XCOM engaging in guerrilla warfare, the goal is to complete whatever the mission objective is and quickly head out before ADVENT locks down the area. With this, the area can't be secured in order to gather enemy corpses for research and are thus very precious when we do get our hands on some.

It is much harder to secure enemy corpses and only a select few missions can grant the opportunity to salvage them. The missions are: Supply raids, troop columns, rendezvous, assault ADVENT HQ, raid ufo, and ADVENT invasions. This will also be noted as "Full Salvage" in the mission summary at the top center of the mission alert screen. These missions are generally hard to detect as they are precious and will take effort in finding them. Check the mission guide [here](#).

Another method to secure corpses is a covert action opportunity where XCOM can raid an ADVENT morgue which will grant corpses based on the current FL.

Reinforcements

Most missions will have unlimited reinforcements that continuously scales after each drop that occurs which further encourages the player to complete the objective and to escape before ADVENT surrounds the area. More details can be found in the [wiki](#)

All difficulties except rookie now no longer have an indicator denoting where reinforcements are appearing which makes it more difficult to pre-emptively engage the enemy before they drop.

There is an indicator that notifies you of the current state of enemy reinforcements.

- Warning (Green) - They are aware of XCOM presence and are currently sending reinforcements to the area
- Imminent (Yellow) - Reinforcements are close to arriving and will arrive within 3 turns or so

- Incoming (Red) - Reinforcements will drop in the next turn

The rate at which reinforcements drops depends on the following:

- Mission type - This can influence how fast they accelerate or when the reinforcement timer begins
- Region strength - Similar to enemy count, strength can also increase the rate of reinforcements
- Infiltration level - The lower the infiltration, the faster reinforcements can drop
- Rapid Response - This dark event can increase the rate of reinforcements

The strength of enemy reinforcement is fixed with some exceptions from other factors such as mission types or infiltration level and starts out dropping only a couple enemies that continuously improve with each drop. Depending on other factors, the starting strength of the reinforcement will be higher but the improvement of each drop scales the same.

Liberation

A new series of missions have been added in Long War of the Chosen that allows you to retake a region from ADVENT control. This is important as it will lead you to discover what the aliens are plotting while also providing a region free of ADVENT control to freely perform activities without intervention.

Mission Chain

The first mission will have a description “**start liberating a region**” which will initiate the mission chain once completed. These are hacking missions where a soldier needs to hack a terminal and recover the objective. The second mission will be rescuing a VIP. The third mission will be either capturing/killing an enemy VIP, destroying an alien relay, or sabotaging a transmitter. These missions do not have a cooldown and will immediately respawn allowing them to be detected right after one is completed, failed, or expires.

Once these three have been completed, we will obtain the location of an ADVENT network tower. This mission only allows up to 5 soldiers and will require taking down the ADVENT tower along with killing all the guards protecting it and all reinforcements if any. Once the squad is revealed, ADVENT will continuously send reinforcements in order to protect the tower but can be halted once it has been hacked which will also additionally stun all active enemies for two turns. After conquering the network tower, the ADVENT regional HQ will be revealed with at least 30 enemies protecting it. Eliminating all enemies will rid the region of ADVENT control.

Effects after liberating

Once a region is liberated it will remove up to 5 points of ADVENT strength in the region with any leftover being transferred to the adjacent regions and 1 vigilance is applied to all regions in the world with an additional point to the adjacent regions. This will stop any ongoing ADVENT

activities and prevent any more from occurring within the region. If there are any missions being currently infiltrated, they will gain a flat +50% infiltration bonus but must either be launched immediately or canceled before any more activities can be performed in the geoscape. Now that the region is free of ADVENT control, the rebels can perform 20% more efficiently without any threat of being attacked.

ADVENT Invasion

But ADVENT will come back in order to retake the region but cannot do so for the first 21 days a region has been liberated. For them to perform this activity an adjacent region must be at least strength 8 and can then be allowed to launch a supply transfer in order to prepare for the invasion. This can be detected by setting rebels onto the "intel" job to gather intel if there are any ADVENT activity currently ongoing. Once detected, you can send a squad to intercept and take down the supply train before they can fully launch an all out attack. One important note is that in a liberated region, all missions gain a flat +50% to their infiltration and are not presented in the mission preparation screen.

Covert Actions

Covert actions are side missions that can be performed in the background as XCOM goes through normal operations. A team of soldiers are sent to accomplish certain tasks that will grant various rewards. There can only be one action ongoing at any time and can be conducted once a month unless a resistance ring has been constructed which will allow you to run multiple actions in a given month. More details can be found in the [wiki](#)

More available actions and better quality actions can be unlocked by raising the influence of the faction. Faction influence is increased by conducting "hunt the chosen" covert actions which will also progress you towards defeating them.

Most covert actions can be ambushed which will require XCOM to send a small squad to rescue and escort the covert operatives to the evac zone. The ambush chance begins at 5-10% and continuously increases until an ambush occurs in which it resets.

Unlike the base game, these actions have a chance to fail which depends on the point of the game and the difficulty of the action being performed. The more valuable the reward the more difficult a particular action will be. The chance of failure can be reduced proportionally to the rank of the soldiers being sent to accomplish the task. For each rank beyond rookie, the chance is reduced by 12/10/8/8 based on difficulty. The failure chance is based on:

- The force level of the globe, 4% chance per level up to 12 levels
- **Easy covert actions:** 25-35% chance
- **Medium covert actions:** 35-50%
- **Hard covert actions:** 50-60%

Tactical Changes

Long war brings a lot of changes not only to the strategy layer but also the tactical layer

General Changes

- Cover value has now been increased to 30/45 for low/high cover making them more valuable than the base game.
- Poison now always lasts two turns instead of a random duration of 0-5 turns.
- Burning also blocks shooting, disabling nearly all enemy actions except for some melee attacks (chryssalids, archons, berserkers unaffected) but now can no longer be cured by hunkering down. This also counts for xcom soldiers.
- Soldiers now lose 1 will every three turns instead of being based on seeing enemy pods or other various actions. It is increased to 1 will every two turns if the soldier is sent onto a mission while tired.
- Most panic actions have been removed and is restricted to hunkering down
- Bond teamwork lv1 now only grants a movement action
- Explosives and heavy weapons have damage falloff, decreasing the further the targets are from the point of impact up to 50%.
- You can stun a mind controlled ally for the turn by entering melee range and stock striking them dealing a 3rd of their hp in damage.
- You can revive unconscious allies for two actions when in melee range but they will become disoriented for two turns.
- You can no longer gain XCOM AP by accomplishing good tactical moves such as flanking enemies.
- There is a new set of items soldiers can equip called "platings" which grant "ablative hp". These hp bonuses are separate from a unit's own base hp and cannot be recovered but because of this, can be freely lost without the soldier suffering injuries.
- The rocket and flamethrower are now a unique heavy weapon to the technical class. All other classes are now equipped with the shredder gun if they have a heavy weapon slot.

Line of Play

In the base vanilla game there is a mechanic called "line of play" that determines how enemies patrol around the map. This mechanic ALWAYS ensures that an enemy pod is placed between XCOM and the objective. This results in always keeping the player in relative range against an enemy pod that they need to engage before progressing. With this it also prevents missions from being able to be stealthily accomplished and can lead to players trapping themselves thinking they are clever to pass around only to trap themselves between multiple groups.

Long war has reworked and created its own structure of enemy patrol behaviors that gives them an objective to follow depending on the current situation. With this, "line of play" has been removed and XCOM is not always forced to engage every enemy pod in the map and also makes clearing missions stealthily a possibility but can still carry great risk.

Enemy Alert Levels

Enemies have varying alert levels progressively becoming more alert when they become aware of xcom activities in the area. Enemies become more aware when seeing dead bodies, hearing explosions, gun fire, or running/yelling civilians. These activities create noise that, when within range, can cause enemies to go alert. The noise level of various actions can be found [here](#).

They will also head toward the mission objective when completed.

- **Green alert** : this is their standard alert level and they will perform their normal scouting patterns unaware of any xcom activities in the area. If they encounter xcom during their turn they have a 0/20/33/50% chance to perform a defensive action (per difficulty)
- **Yellow alert** : they are aware of xcom activities and are on alert, they will change their job to either protect the objective or to hunt down xcom following the sound that was made. If they encounter xcom during their turn they have a 0/20/33/38% chance to perform an offensive action (per difficulty) but can be demoted to a defensive action if they get injured while scampering. They also have an increased detection against concealed soldiers by two tiles
- **Red alert** : this is their active state and they are currently engaged with xcom. If alone, they may retreat to alert their allies and join another pod. They also have an increased detection against concealed soldiers by four tiles.

Skyranger Evac

Calling the skyranger for evac now takes time for them to get to the area and set up an evac point. It will take skyranger 1/3/4/5 turns to set up the evac zone (per difficulty). It will take longer if there are 7 or more active missions being infiltrated, or there are 8 or more soldiers on a mission. On missions without a fixed evac point, it can be moved to a different location but will take two additional turns to move. For example, if the evac is incoming in 3 turns, changing the location will increase it to 5 turns or if moving an evac that has already been set up will now take two turns to relocate.

Environmental Damage

Environmental damage has been greatly reduced making cover destruction more difficult. Regular xcom grenades have significantly reduced environmental damage and will only rarely destroy some cover objects. Enemy grenades have slightly better environmental damage than XCOM and will have better chances at removing cover. Environmental damage also has some variance allowing a weapon to deal anywhere from 80% to 120% of its environmental damage value. Similar to damage fall off, environmental damage also suffers falloff at the same rate.

There are three types of destructible objects with varying levels of "toughness". This toughness is not actual health and thus will only be destroyed if enough damage was dealt or otherwise have no effect.

- Simple destructibles : have a single toughness value and will be completely destroyed if enough damage was dealt

- Fractional destructibles : similar to simple destructibles but can be destroyed in parts removing parts of the object if enough damage is dealt
- Annihilation destructibles : these objects have two stages, damaged and annihilated and each have a toughness value. If enough damage is dealt they become damaged and will continuously take damage over time until enough is dealt to become annihilated

Hit Calculations

Long war has greatly changed how hit calculations are made.

Critical chance is no longer absolute. In base XCOM, a 10% chance to crit means that there is always a 10% chance to crit no matter the hit chance. For example if the hit chance was 10% then a crit chance of also 10% means that it will always crit if the hit lands. Another example is if the hit chance is 50% chance and the crit chance is 10%, the final result would be 40% chance to score a normal hit and 10% chance to score a crit.

In long war, the chance to crit is a multiplier of the hit chance and thus is affected by the overall hit chance instead of being a fixed chance to crit. For example, if the hit chance is 10% and the crit chance is 10% the final result is 9% chance to score a normal hit and 1% chance to score a crit as 10% of the time you would land the hit it will also be a crit. Another example is if the hit chance is 50% and the crit chance is 10% the final result is 45% chance to score a normal hit and 5% chance to score a crit as 10% of 50% is 5% chance to happen.

Along with critical chance not being absolute, having dodge does not remove crit chance if these are higher than the hit chance.

There is a new mechanic called the “graze band” which affects all shots fired granting the chance to “graze” a shot causing it to only deal 50% damage. The amount the band affects the hit calculation depends on the band value which by default is 10. How it affects the overall hit calculation is that it takes the band value and takes that amount away from your hit chance and also the miss chance and turns it into a “graze” chance. For example if the hit chance was 50%, then it takes away 10 from the hit chance and also miss chance making the final result 40% chance to hit, 40% chance to miss, and a 20% chance to graze.

If the graze band cannot completely cover a side by its total value, for example a 95% hit chance means that there is only 5% of miss chance that can be covered by the graze band, then the graze band will be reduced to that value for the following calculations. Using the same example this would mean that a 95% hit chance would have a final result of a 90% hit chance and a 10% graze chance as the total band was reduced to 5 as it could only cover 5% of the miss chance.

Critical chance is now a chance to “promote” a damage roll. What this means is that it can promote a graze hit into a regular hit or a regular hit into a critical hit.

Dodge is now a chance to “demote” a damage roll. What this means is that it can demote a critical hit into a regular hit or a regular hit into a graze hit. What is different with dodge vs crit is that a dodge can also further demote a graze hit into a miss.

What this does is that dodgy targets can be mitigated by having high crit chance or decrease the likelihood of receiving critical damage by having more dodge.

A very oversimplified breakdown of how the hit calculations can be seen below. There is also an intractable calculator that can be used to help better understand the calculation [here](#)

How Hit/Crit/Dodge works in Long War 2

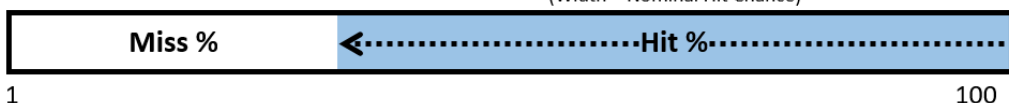
Visualized using the hacking screen RNG roll visualization and pretty bars

by /u/WyMANDerly

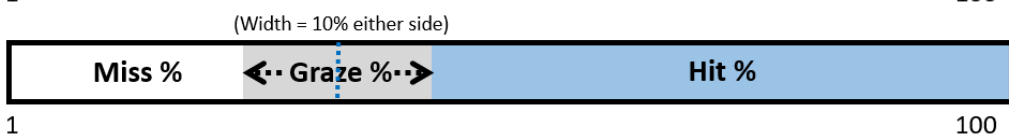
Start out with a miss bar containing numbers 1-100.



First, Hit Chance fills in from right side of the bar.



The Graze band then overrides a flat X% of the Hit and Miss bars (X=10% by default)



Roll a random number between 1 and 100 and resolve the result.



Roll (separately) for both a dodge and a crit (using dodge chance and crit chance)



Crit?
Yes/No



Dodge?
Yes/No

If a crit was rolled, upgrade the result one tier.
If a dodge was rolled, downgrade the result one tier.
If both were rolled, they cancel out.

NOTE: It isn't actually separate rolls, but the one roll that's made is made to have the same effect as separate rolls because conditional probabilities

Chosen

General Changes

More detailed info can be found in the [wiki](#)

Tactical Layer

Chosen are now more powerful than ever and are a serious threat to XCOM's effort to recover Earth from the aliens. They are more selective with their attacks only striking when resistance efforts are being interrupted and thus only appear in retaliation missions (mini-retals, haven attacks, region invasion).

The chosen can first appear at force level 3, upgrading at force level 7, 11, 16 and 20, becoming stronger and capable of learning more special abilities when training.

During these missions, the chosen will spawn close to XCOM forces immediately engaging in combat so be careful of how you position your soldiers to prepare for them.

The chosen move first before ADVENT/alien's turn which can result in placing your soldiers in a compromised position. Be mindful of this and carefully place your soldiers in a position that they will not be in danger if either enemy deals damage.

The chosen are much tougher and some wounds are to be expected so do not expect to clear the mission flawlessly unless you are extremely prepared. They are also more keen to capture any soldiers they can in order to increase their knowledge and assault the avenger. With this, whenever they are present in the field, soldiers are unable to die and instead forced into a bleeding out state. If not brought back up, the chosen can kidnap the soldier from any distance but forfeit their turn. There is no limit to how many soldiers they can capture and will remain on the field to halt XCOM operations thus it is important to stop them while also minimizing how many soldiers are taken down.

The chosen now have "prime reactions" granting them a limited action whenever damaged. They can either move to escape from a dangerous position or go through "Combat Readiness" granting them 10 defense while in cover, 10% damage reduction against explosives and removing the "maim" effect that roots them in place.

The chosen are immune to all negative mental effects, being frozen, and to critical attacks. They also do not have any special weaknesses but do take 25% additional damage from their rival faction. While burning them can be effective, it only disables their secondary kit which will limit their options to fight back but not completely. (Assassin=shotgun, Hunter=pistol, Warlock=rifle).

Strategy Layer

Each month the chosen selects what action they will perform in order to get in XCOM's way. The actions available to them depends on their knowledge level. Their knowledge ranges from 1-100 with an increase of level at intervals of 25. All chosen are revealed at FL3 and every monthly report the chosen gains 9/8/7 based on the starting chosen and then the other two chosen where it is random which knowledge gain they will have for the campaign and will gain an additional 4 upon a successful capture. The list of possible actions is as follows:

- Training: at the end of the month, gain a new strength 2 month cooldown
- Sabotage: sabotage and disrupt XCOM with a 40% chance of succeeding through one of the following
 - Steal 25% of your current supplies
 - Steal 25% of your current intel
 - Delays a scanning site by 4 days
 - Delay a covert action by 5 days
 - Delay research by 4 days

- Steal 3-5 weapon mods but requires at least 8 to be in inventory
- Steal 2-4 elerium cores but requires at least 5 to be in inventory
- Steal 2-4 data pads but requires at least 5 to be in inventory
- Inflict “fear of chosen” to 3 random soldiers
- Increase wound timers by 5 days
- Wound a staff for 15 days
- Dark Event: requires 50 knowledge, activate another dark event
- Retribution: requires 75 knowledge, attack a region reducing their effectiveness by 30% for 21 days and gain 8 knowledge. They can be performed up to two times by a given chosen and only up to three times total in a given month.
- Assault the avenger: requires 100 knowledge, launch an assault against the avenger, occurring in 2-10 days. Upon successfully pushing the chosen back, reduce their knowledge by a third.

In order to defeat the chosen permanently, you need to conduct “hunt the chosen” covert actions with the respective rival faction in order to unlock their stronghold. Once it is unlocked, a squad of up to 6 soldiers must infiltrate the stronghold and find the chosen to end them.

Assassin

The assassin is a close combat juggernaut that will always attempt to close in on your soldiers to wreak havoc. They have initially low damage but gains damage whenever she delivers a slash against your soldiers. They will spawn concealed but will not hide again unless you force her by keeping out of her sight.

She can slash at an adjacent enemy for one action and gain a “blood thirst” stack which will increase her damage. This bonus will only reset when she successfully captures a soldier. Unlike other chosen, only the assassin is able to deliver an attack with their “prime reaction” through their slash ability.

She can launch a devastating AoE attack, Harbor Wave, dealing as much damage as her sword would thus can be increased with “blood thirst” but she does not gain any stacks through this. While initially not as devastating, this can reach dangerous levels if she is able to gain enough stacks. Be careful of your positioning as she will not hold back.

Compared to the other chosen, the assassin is a very durable juggernaut and has the ability “impact compensation” that grants 20% damage reduction up to a total of 3 stacks in a given turn. This makes continuous attacks less effective against her.

Be careful of being flanked by the assassin as they have “hit and run” which will grant them an action after firing against a flanked soldier. Whenever possible they will take advantage of this as much as possible.

Combat Tips

With “impact compensation”, it is important you take note of what attacks you are capable of. You want to deal as much damage in as few shots as possible due to the increasing damage reduction with each successive shot. In addition to this, you want to limit how many attacks you deliver against the assassin as she will always attempt to close in to slash against your soldiers to deal high damage. By dealing high amounts of damage in as few shots as possible, you limit the assassin’s effectiveness to get close with their reactions and deliver attacks. Just make sure you aren’t flanked or adjacent to them at the end of your turn to further limit how many attacks she can deliver.

As the assassin aims to get in close range to deliver slash attacks, classes that can deal effective damage at range such as snipers are ideal against her.

Hunter

The Hunter is a master of long range combat using their mobility to keep distance between themselves and XCOM while picking them off with highly accurate fire. They are weak at close combat but are not to be underestimated.

Being a master marksman, they have sharp vision, being able to utilize their squad as spotters similar to our own snipers with “Squadsight” as long as there is a line of sight. Not only are they able to fire shots from incredible range, but they are also able to take advantage of poorly positioned soldiers with “Tracking Shot”, marking a flanked target at the start of their turn, if any, to take a free guaranteed hit shot.

To make up for their lack of close combat capabilities, they utilize their pistol efficiency being able to fire a shot without ending their turn with “quickdraw” while also disabling their target’s weapon with “Disabler” emptying its magazine. They also have a flashbang to disorient enemies that get too close. While weak to close combat, their intuition is sharp and will take reduced melee damage with “Anticipation” and have high dodge when attacked within 4 tiles with “infighter”.

The hunter solidifies their position being a tough target with “low profile” always granting them full cover bonus. They are also very mobile with their high base mobility and their utility grappling hook to help reposition and keep distance.

Combat Tips

The most threatening thing about the hunter is their ability to fire highly accurate shots from long range and then taking potentially more shots against soldiers that are flanked against the Hunter. Taking advantage of the environment to limit the line of sight helps you get in range to engage in combat. By staying outside the line of fire, you can limit the amount of shots they can

fire off and to not get caught off guard if a soldier is flanked by the Hunter which will result in them being heavily injured if not knocked out.

The hunter's high mobility allows them to change position and maneuver at great efficiency so it is important to watch your position to be careful of flanks or being compromised.

Warlock

The warlock, the elder's greatest champion, is an incredibly dangerous support unit focusing on mid-range combat capable of disabling our soldier's while empowering their own. While their own combat power may not be as high as the other chosen, they are still dangerous especially when backed by ADVENT or Alien units.

Their core ability, "Warlock's Greatest Champion", empowers a unit of their choosing granting them 15 aim, 25 crit chance, 30 will, 30 psi, and 4/6/8/12/15 shield HP (based on Chosen tier). This has a 3 turn cooldown and will grant the warlock 67% damage reduction while they are still present.

The warlock is able to summon their own units to support them, immediately summoning reinforcements when they first appear but cannot summon more for the mission.

They have the ability to teleport a single ally, placing them into a position closer to xcom and has a 3 turn cooldown.

A very dangerous ability, mind control, will allow them to take over a soldier's mind and taking control for three turns.

The warlock can deal a devastating mind attack that can light the soldier on fire. It has a three tile radius and has a 40% chance to burn the soldier and anyone else in range.

The Warlock when attacked while flanked will summon their spectral army, bringing out spectral lancers that are basically stun lancers and then place themselves into stasis until their army is destroyed. This ability has a 6 turn cooldown.

The Warlock when attacked while not flanked will summon spectral zombies that can detonate themselves and self destruct unleashing a psionic explosion. This ability has a 5 turn cooldown.

While they do not rely on their rifle much, it is still a dangerous weapon with "close combat specialist" allowing them to reactively fire against anyone within 4 tiles along with "grazing fire" that has a 50% chance to turn their miss fire into a shot that grazes which will still scratch your soldiers.

Combat Tips

The main threat with the warlock is them designating a champion and empowering them. This bonus can be very dangerous on top of reducing the amount of damage the warlock takes so it is necessary to take them down not only to remove a dangerous threat but to make the warlock vulnerable to damage.

Unlike other enemies, the warlock is invulnerable to mental effects, such as disorientation, which makes dealing with their mind control difficult. The best way to counter this is to focus on your soldiers rather than the enemy such as equipping a mind shield or worse case to disable them in some form. If needed, you can stock strike a soldier to stun them while mind controlled but be careful relying on this as it will deal damage to them.

Mind Scorch can also be a devastating disable against our soldiers, being dealt damage and a chance to be burned further increasing the damage taken while also disabling their actions. Having methods to counter the burning such as a hazmat vest or medikits to heal them will help mitigate the effectiveness of this ability. Making sure to spread out will also further mitigate the effectiveness of Mind Scorch as it will limit how many targets are affected.









The Warlocks spectral summons can be very dangerous especially if they summon when you don't have many actions left. Be careful of dealing with the Warlock if you are not prepared to deal with their additional summons. Know that the Warlock is not incredibly dangerous by themselves so it is better to remove their allies to reduce their effectiveness before focusing them down and then their eventual summons if they are available.

With close combat specialist, it makes encountering the warlock in close combat dangerous. Lightning reflexes may not be reliable as they also have grazing fire which grants them a chance to still damage the soldier. Thus the best way to fight the warlock is to engage at range or to disable their reaction fire through abilities such as suppression that will allow a soldier to get close to deal great damage.

Soldier Classes

General Changes

All soldiers now have their stats randomized within a range but their total "value" are all still equal meaning no soldier has better stats than another but may be better in a particular area. The average and the range of the stats can be seen below.

Starting Stats								
Stat	 Health	 Aim	 Defense	 Dodge	 Mobility	 Hacking	 Will	 Psi Offense
Min	3	55	0	-10	13	1	15	5
Average	4	65	0	5	15	5	30	20
Max	7	75	0	20	18	20	45	35

Similar to the base game, each soldier has an extra “XCOM row” of perks in addition to their base tree that they can learn additional abilities from but they can no longer learn more abilities from their base tree. In long war these abilities are specialized for the class and each have their own unique set of perks. There are 4 different tiers of perks with the first tier costing 10 AP and an additional 10 per tier. There are 2 perks for each tier except for the 4th which has only one. Unlike the base game with a class specializing as a pistol specialist, all soldiers are able to learn any of the available pistol perks at the cost of AP. These are located below the XCOM row perks.

Assault

The assault class focuses on close quarter combat engaging in the front lines focusing on the shotgun to deal great damage but also has an arc thrower that can somewhat make up for their lack of range to disable enemies.

They can be specialized into dealing very high bursts of damage with their shotgun and dealing great critical damage.

They can be specialized into boosting the utility of the arc thrower allowing them to disable enemies with greater effectiveness.

They can sacrifice some of their damage potential for instead other utility such as defense or special abilities such as trench gun that allows you to fire against all enemies within a cone.

Squaddie

Run and Gun - Grants a non-movement action which will allow taking an action after performing a dash. This ability is a free action and has a 4 turn cooldown The key perk of the assaults to allow them to enter in close range and blast targets with the shotgun or in better range to use their other various abilities

Stun - Fire the arc thrower to stun a biological enemy. The enemy is stunned for 2/3/4 actions based on the arc thrower tier. This ability costs one action and has a 2 turn cooldown a very powerful ability allowing the assault to stun a target and make them lose their turn. Helpful for when you can't yet score the kill or as a ranged option

Lance Corporal

Slug Shot - A special shot for shotguns only. Fire a shot that pierces 2 armor, has +10 aim and no range penalty. This ability costs one action, requires 1 ammo and has a 2 turn cooldown. Helpful as a range option and against armored targets

Electroshock - Allows the arc thrower to disorient a non-robotic enemy if it misses. Helpful to make the arc thrower inflict some effect when it misses. This still doesn't work to CC mechanical units

Lightning Reflexes - This ability allows the soldier to gain 100 defense against reaction attacks which decreases by 20 for each subsequent attack (100 -> 80 -> 60 ,,,,,). This bonus is reset every turn. This ability is not active if the soldier is impaired or disabled in any way. Incredibly powerful and effectively removes overwatch from the game. It takes a lot of shots to get a remote chance to hit and enemies do not ever overwatch to the extent that it reaches that. Some enemies will still be dangerous such as Sentries who are specialized in reaction fire and shoot better or against close range bonuses

Corporal

Trench Gun - A special shot for shotguns only. Fire in a cone that is 5 tiles wide and 7 tiles long which targets anyone within range. This shot acts as if taking a standard shot against every target within the cone but does not go through full cover. This ability costs one action, requires 1 ammo and has a 4 turn cooldown. A niche and situational but powerful ability that lets you shoot against all targets in the range. If set up correctly it is an incredibly efficient action.

Arc Pulsar - This ability allows you to use the arc thrower against mechanical enemies allowing you to deal damage, pierce all armor and reduce their hack defense by 20. This does not grant the ability to stun mechanical enemies. Useful ability that allows the arc pulsar to target mechanical units to deal damage and lower hack defense. The damage pierces all armor so can be a useful option against them if you do not deal well with armor and the hack defense reduction greatly increases hacking chance of specialist. This does not allow you to stun them so it is only useful for the damage or the hack defense.

Close and Personal - This ability grants the soldier +30 crit chance when adjacent to an enemy and reduces by 5 per tile away from the target. Basic but incredibly effective perk that further increases their crit chance to be significantly more consistent.

Sergeant

Killer Instinct - Activating Run and Gun will increase the soldier's damage dealt by 50% if the attack lands a critical hit for the turn. Allows the assault to assassinate nearly any target if it crits. Combined with the many crit bonuses assault's can get this is a massive damage increase especially when combined with rapid fire

Stun Gunner - Increases the arc thrower's aim by 20/25/30 depending on tier. Very useful perk that helps support the assault's CC capability and as a range option. Makes the hit chance consistently high even against cover

Fortify - Grant the soldier +20 defense for the turn. This ability is a free action and has a 4 turn cooldown. Defensive option that can help keep the assault safer when needed. Note this will mostly make enemies shoot other units instead and doesn't stop them from taking shots

Staff Sergeant

Extra Conditioning - Reduce the cooldown of Run and Gun by 1. Helpful to be able to use run and gun more often. Very synergistic with killer instinct to use it often.

Aggression - Grants the soldier +5 crit chance for each visible enemy they see up to +30. Helpful perk to gain even more crit. This isn't as useful if you already have close and personal as the assault can gain immensely high crit against flanked targets with it and overflowing crit does not benefit you

Formidable - Grants the soldier +2 shield HP and reduces explosive damage by 50%. Nice defensive utility perk that grants more HP as a buffer before getting wounded and makes explosives significantly less effective

Tech Sergeant

Hit n Run - Once a turn, gain an action after firing a standard shot against a flanked/exposed enemy with the primary weapon. This does not work with Close Encounters or Run and Gun. Good action economy perk that allows them to gain more actions when attacking flanked targets which assaults may often be in range for

Rapid Fire - Fire two shots against a target with -15 aim. This ability costs the same actions required to fire the weapon and has a 1 turn cooldown. Powerful action economy to deal very high damage, incredibly powerful with killer instinct being able to fire two powerful shots

Close Encounters - Once a turn, gain an action after firing a standard shot against a target within 4 tiles with the primary weapon. This does not work with Hit n Run or Run and Gun. Good action economy perk that allows them to gain more actions when attacking targets in close range. Further reinforces the assault's kit of engaging in close range. This is good if you have high mobility to enter in range due to needing to be close and works against mechs unlike HnR

Gunnery Sergeant

Bring Em' On - Gain +1 crit damage for every 2 visible enemy they see up to 8. This works for the primary weapon and explosives. Further reinforces the assault's highly crit based kit to deal tons of damage, sometimes may be overkill especially with killer instinct

Close Combat Specialist - Fire a reaction shot against any enemy that moves or acts within 4 tiles of the soldier. This shot costs 2 ammo and can only occur once per enemy per turn. Very powerful action economy perk that lets assaults take even more actions and with close range bonus can be fairly consistent although not guaranteed. This makes assaults very ammo hungry and will need to reload more often, makes autoloaders less valuable on them

Untouchable - Scoring a kill during your turn will make the soldier immune to the next attack dealt against them, even guaranteed attacks. very powerful defensive perk that can act as an effective stun wasting an enemies attack. However it does require scoring the kill which you may not always be in position to

Master Sergeant

Street Sweeper - A special shot for shotguns only. Fire a large cone attack that is 8 tiles wide and 10 tiles long against every target within range and deal 3 bonus damage against any unarmored targets. This shot acts as if taking a standard shot against every target within the cone but does not go through full cover. This ability costs one action, requires 2 ammo and has a 5 turn cooldown. Similar to trench gun, niche and situational but very powerful if used correctly. Even larger range and deals more damage against unarmored targets can let them clean groups of enemies very well. Do be aware of the shotgun range however due to the ineffectiveness of shotguns at longer range and assault's generally lower aim

Chain Lightning - Fire your arc thrower at a target that can be stunned which bounces up to 3 other targets within 6 tiles. This ability costs one action, can't be used from concealment and has a 4 turn cooldown. Incredibly powerful CC tool that lets you stun multiple enemies with a single action, very efficient as it lets you take care of multiple enemies without having to score kills. Best used with stun gunner to make sure they actually land the hit

Lethal - Increases the weapon damage and crit damage of your primary weapon by 2/1. Basic but efficient perk that allows assaults to deal more damage and help secure kills

Shinobi

The shinobi class is a mix of close quarter combat dealing great damage with their sword the further they run but also acts as a scout to warn the squad of any obstacles in their path.

They can be specialized into being a blademaster focusing on their sword to deal great damage against enemies.

They can be specialized into a hit and run shooter specializing in taking advantage of enemy flanks and catching enemies off guard to deal great damage.

They can be specialized into a stealth specialist hiding in the shadows and are difficult to detect in order to scout for the team at reduced risk.

Squaddie

Phantom - When the squad is revealed, this unit will remain concealed allowing them to further scout the field without triggering enemies. This will not work if this soldier is the one to reveal the squad. Phantom is completely separate from squad concealment and will grant the soldier concealment even in missions where they normally do not happen. One of the core perks of the shinobi, allowing them to continue scouting by retaining concealment when the squad loses it (assuming the shinobi themselves wasn't the cause)

Fleche - Dash to and slash at an enemy within movement range which deals 1 additional damage for every 4 tiles between the soldier and the target up to 5 additional damage. This position is based on the STARTING POSITION AT TURN START meaning you cannot perform actions such as moving backwards in order to gain more damage. One of the core perks of the shinobi, allowing them to deal high damage at fairly high range due to the reach they can have by dashing and slashing the targets. Be aware of its use as needing to engage in close range can be risky

Slash - Strike at an adjacent target with the sword. This action costs one action and is non-turn ending. This will allow the soldier to perform multiple actions if there are valid targets when they have multiple actions. nice efficient perk that allows you to deal multiple attacks if there is a target already adjacent to you at the start of the turn

Lance Corporal

Ghostwalker - Active ability that reduces the soldier's detection radius by 25% for 2 turns. This ability is a free action and has a 4 turn cooldown. This ability also grants a very small infiltration bonus for the soldier allowing them to take less time to infiltrate relative to their allies. nice perk that can make scouting more safer and less riskier by making it harder to detect

Lone Wolf - Grants +3 aim/defense for every tile between this soldier and an ally starting at 4 tiles and up to a bonus of +12. This ability is not active if they are impaired or disabled in any way. Nice utility perk that grants more aim and defense the further away from allies. Allows your hits to be better and also make you safer

Blademaster - Sword attacks gain an additional +10 aim and +1 damage. powerful perk that makes the swords a lot more consistent and deal even more damage

Corporal

Shadowstep - Allows this soldier to completely avoid any reaction attacks. This also means that it will not trigger and draw any other reaction attacks away from allies. Suppression fire can still fire against the target with shadowstep but it will not deal damage though it can inflict special effects if the attacker has any such as poison. This ability cannot be disabled. Really good utility perk that allows you to ignore all reaction attacks, helpful in bypassing it to either have the shinobi remove the reaction attack for the team if its an overwatch or ignoring certain reaction attacks like close combat specialist to let the shinobi attack

Executioner - Gain +15 aim/crit against targets below half HP allowing to more easily finish off enemies.nice perk that allows to pick off weakened targets more easily

Combatives - Any melee attacks that graze against you are parried, negating the damage and counter attacking the enemy. This also grants +10 base dodge stat. The first melee against you gains +90 dodge meaning this ability itself grants 100 dodge and is incredibly likely to parry the first melee attack against you.niche but very powerful perk that allows you to lockout melee enemies and effectively permastun them (this will not work on all melee enemies like mutons) it is helpful to equip a nanoscale or tactical vest to remove possibilities of any crits which can make the parry fail

Sergeant

Covert - Reduce this soldier's detection radius by 25%. This ability also grants a very small infiltration bonus for the soldier allowing them to take less time to infiltrate relative to their allies.very powerful perk that permanently reduces your detection and makes scouting much safer and easier

Hard Target - Gain +5 dodge per visible enemy (squadsight does not count) up to +30. This ability is not active if they are impaired or disabled in any way.ok defensive perk that makes the shinobi harder to hit and makes hit likely to deal less. Due to how dodge works, it is mostly only useful if you have tons of dodge 50+ otherwise it is not enough on its own to be consistently effective

Cutthroat - Melee attacks against bio enemies will ignore all armor, have +15 crit and +2 crit damage. None of these bonuses will apply to any mechanical or robotic enemies.helpful perk to further boost the sword, increasing the crit and making it much easier to deal with armored targets however it does not work against mechanical units which are generally the armored

Staff Sergeant

Shadowstrike - While concealed, gain +50 aim/crit. This can be used multiple times if you are able to regain concealment during the mission. This will not work with attacks such as rapid fire which reveals the soldier after the first attack. Powerful boost to attacks made in concealment.

Shinobis not having any area attacks they can use in concealment means they can only use an attack once

Low profile - Makes partial cover count as full cover granting more cover defense. nice defensive perk making all cover act as full cover granting 15 more defense

Bladestorm - Perform a reaction attack with the sword against any enemies that act within melee range during the enemy turn. This will not trigger on your own turn. powerful perk that allows to deal a reaction attack against targets in melee range, gives action economy to the shinobi especially if they are already in melee range after a fleche, due to being a reaction hit chance is lower so beware that it has a decent chance to miss

Tech Sergeant

Hit n Run - Once a turn, gain an action after firing a standard shot against a flanked/exposed enemy with the primary weapon. This does not work with Close Encounters or Run and Gun. powerful action economy perk allowing them to gain more actions when attacking flanked targets, with the shinobis generally being a bit close range they can more easily hunt flanks

Evasive - Once per mission, gain +100 dodge until damage is taken. Very powerful defensive perks that effectively makes any of the first attack into a graze. Due to how dodge works this also greatly affects overall hit chance against the shinobi. Beware that any attack that lands such as explosives will still remove the bonus

Reaper - Active ability that will grant 1 action and reduce damage by 3 whenever a kill is made with the sword while making the first sword attack guaranteed. This ability is a free action and has a 4 turn cooldown. powerful perk that allows the shinobi to chain multiple kills with the sword. Best used against multiple weakened targets allowing them to cleanly and efficiently remove them

Gunnery Sergeant

Tradecraft - Significantly reduce this soldier's infiltration time. helpful perk that makes infiltrating a bit easier so you can infiltrate important missions that are tight in time

Hunter's Instinct - Ranged attacks against flanked enemies gain +2 damage. Powerful perk that allows the shinobis to deal high damage against flanked targets, this also works with pistols

Whirlwind - Scoring a melee attack during your turn will grant a movement action once per turn. This will not work if the attack misses. great utility perk that makes the shinobi safer (if they land the hit) as it gives them a movement action to retreat to safer positions after fleche

Master Sergeant

Conceal - Once per mission, immediately enter concealment. This cannot be used if the soldier is flanked or exposed. powerful perk that allows the shinobi to re-enter concealment and lets them continue scouting, gives another shot to work with shadowstrike

Rapid Fire - Fire two shots against a target with -15 aim. This ability costs the same actions required to fire the weapon and has a 1 turn cooldown. powerful perk that allows the shinobi to fire off multiple shots for great action economy, combined with hunters instinct and hit and run they can deal 3 attacks at high damage

Coup De Grace - Swords gain bonus damage, aim and crit when attacking stunned/panicked/disoriented enemies. Stunned/panicked enemies grant +2 damage and +50 aim/crit. Disoriented units grant half the bonus. powerful perk that allows the swords to deal very high damage and very likely to crit against afflicted targets. This is very synergistic with reaper as the damage floor requirement is greatly raised making it easier to score the chain and can score kills on healthier targets

Grenadier

The grenadier class has a sole focus on their grenade launcher which allows them to utilize various grenades at much greater efficiency than any other soldier.

They can be specialized to focus on damage grenades, being able to deal devastating damage against a group of enemies or inflict status effects more efficiently with specialized grenades. They can sacrifice some of the damage abilities in order to bring in more utility such as cover destruction.

They can be specialized to focus on support grenades, any grenades that deal no damage, that can protect the team or disable enemies.

Squaddie

Launch grenade - Use the grenade launcher to launch grenades at greater efficiency granting an additional 2 range and 1 radius. This grants a grenade-only slot which can be used to equip additional grenades. This slot still costs a mobility when equipping an item but it will not cost additional infiltration time. This ability also removes grenade cooldown allowing them to throw a grenade every turn or multiple in the same turn.

Lance Corporal

Sapper - Grenades deal more environmental damage allowing them to more easily destroy cover. For frag grenades it makes them about +50% more effective. Ok utility perk that can expose targets for flanks. It makes weaker cover guaranteed to destroy but chances on tougher targets is still unlikely

Needle Grenades - Explosives will no longer destroy corpses or loot and deal 1 additional damage against unarmored targets. The preservation of items will also apply to heavy weapons such as the shredder gun but not the damage. nice perk as killing enemies still drop loot and the bonus damage is greatly early game to more easily oneshot enemies while increasing overall damage with grenades

Rapid Deployment - Active ability that allows the next support grenade to be a free action. This ability is a free action and has a 3 turn cooldown. Support grenades are any grenades that deal no damage. Great action economy perk that allows the grenadier to throw a support grenade for free and still have actions to throw more grenades or perform other actions such as command when an officer. Not as good early game but significantly gets better once you gain more perks that further boosts support grenades

Corporal

Heavy Ordinance - Damage grenades in the grenade slot gains an additional charge important perk as it gives more charges

Center Mass - All guns deal 1 additional damage. Ok perk to deal more damage but grenadiers don't shoot often

Protector - Support grenades in the grenade slot gains an additional charge. important perk as it gives more charges. Not as good as heavy ordinance due to support grenades already being infinite

Sergeant

Boosted Cores - Explosive grenades deal 1 additional damage and any damage over time effects inflicted also deal an additional damage. Nice perk that further increases the damage of grenades.

Formidable - Grants the soldier +2 shield HP and reduces explosive damage by 50%. nice defensive perk that gives them more buffer hp before being wounded and making explosives much less effective. Can be nice as it means you can forego a plating for another grenade and still have some shield hp

Bluescreen Bombs - Flashbangs can now disorient mechanical enemies and reduce hack defense by 25. Great utility perk that allows flashbangs to also affect mech enemies to disable their abilities such as the missiles and make them easier to hack

Staff Sergeant

Heat Warheads - Grenades now pierce 2 armor and shreds 1 additional armor. This will not add the ability to shred to grenades but increase their shredding capabilities if it has one. nice perk

that helps shred even more armor for the team while making them more effective against armored targets themselves

Tandem Warheads - Grenades will no longer have damage fall off. This does not affect environmental damage. nice perk and makes grenades a better area attack by removing falloff

Dense Smoke - Smoke grenades grant an additional 10 defense. decent utility perk that makes smokes even more effective

Tech Sergeant

Biggest Booms - Grenades will have a 50% chance to crit, dealing an additional 3 damage and damage over time effects will deal an additional 1 damage. This crit is not affected by any modifiers unless stated explicitly. Very powerful perk for damage grenadiers by giving the chance to greatly increase the damage dealt. This greatly synergizes with bring em on if rolled in the xcom row. Consistency isn't the greatest as it is purely 50/50 with no way to alter it

Chain Shot - Take a shot with -10 aim and an additional shot if the first shot lands a hit. This ability has a 4 turn cooldown. Decent action economy perk allowing to take multiple shots, not that great on the grenadier due

Sting Grenades - Flashbangs now have a 50% chance to stun a target for 2 actions. This can still affect mechanical enemies without "Bluescreen Bombs" and flashbang resistance does not also affect this chance. immensely powerful perk that allows you to stun several targets. Although it is random, flashbangs hit a large area means you can hit many targets and stunning several enemies with one action is incredibly efficient

Gunnery Sergeant

Volatile Mix - Grenades gain 1 bonus radii affecting a larger area. nice perk that makes grenades even bigger to hit more targets, bigger grenades also mean effectively bigger range

Bombardier - Grenades can be used two tiles further. nice perk that allows grenades to be thrown even further so grenadiers positioning matters a bit less. Can also be in safer positions

Salvo - Grenades and heavy weapons are no longer turn ending allowing the soldier to take additional actions if they had multiple actions. great action economy perk that can allow the grenadier to throw out multiple grenades or perform other actions such as command if an officer. Be careful as there is only so many grenades to be thrown

Master Sergeant

Combat Engineer - Significantly increase environmental damage dealt by grenades and remove environmental damage fall off. For frag grenades it makes them about +100% more effective.

Great perk that makes destroying cover much easier and makes it have no falloff. When combined with sapper they can destroy a large amount of cover

Full Kit - All grenades in the utility item slot gain 1 additional charge.. Immensely powerful perk that allows the grenadier to have even more grenades to use

Ghost Grenade - A special grenade that grants a soldier concealment and generates a small smoke cloud on them. This can only be used once per mission, in vision of the target, can't be used while concealed and can only be used on XCOM soldiers.nice utility perk to give a soldier conceal allowing them to scout or can be used as a defensive tool as enemies will lose sight and can't target them. Beware of using it as such if they can be easily flanked as that may result in them being revealed anyway however they will at least have the smoke

Technical

The technical class focus and utilize their special gauntlet that grants them unique heavy weapons, a rocket and a flamethrower, to use in the battlefield as a battle support assisting the squad offensively by making enemies more vulnerable or disabled.

They can be specialized to focus on their rockets, allowing them to be more powerful and accurate in addition to having access to special rockets with additional effects.

They can be specialized to focus on their flamethrower, making them more powerful and allowing them to disable enemies more effectively.

Between these specializations, they can instead select other abilities for various utility that can increase their survivability or to increase the utility of their primary weapon.

Squaddie

Heavy Weapons - Utilize the special XCOM gauntlet that is equipped with a rocket and a flamethrower.

The rocket is a once per mission highly explosive weapon that deals great environmental damage and affects a large area but can scatter. Scatter is the inaccuracy of the rocket and can land within some tiles of the original target point. For example, a scatter of 2 tiles means it can land anywhere within a 2 tile radius of the original target point. The scatter is affected by aim meaning more aim can reduce total scatter and is also affected whether they have 1 action which will greatly increase scatter.

The flamethrower is a close range cone attack that lights enemies and the environment in the affected area on fire. This can be used twice per mission, has a 60% chance to burn enemies and a 50% chance to burn a tile of the environment.

Additional charges for these weapons can be gained with the EXO suit.

Lance Corporal

Fire in the Hole - Significantly reduce rocket scatter and reduces the max scatter by 2 tiles. great perk to make the rocket significantly more consistent to land, also makes moving before firing a better option due to the scatter not being as severe

Suppression - Pin down a target reducing their aim by 25, disables most abilities and grants a reaction shot against the target if they move. This ability requires 2 ammo. This effect can be canceled by damaging the suppressor or disabling them in some way. ok utility perk that can disable some enemy abilities while inflicting an aim penalty. This isn't that good for technicals as they like focusing more on their gauntlet and enemies can tend to just ignore the suppression by running it resulting in their abilities being available again

Roust - Use a special flamethrower attack that is long but thin that forces the affected units to perform a movement action into a new position. This ability can be used once per mission but can gain additional charge with the EXO suit and has a 50% chance to burn the enemy and 20% chance for an environmental tile. Enemies hit lose 6 mobility and 10 defense for 1 turn. Nice utility perk that forces enemies to move which can be combined with reaction attacks such as overwatch while also inflicting a decent debuff. Gives another flamethrower charge for cc

Corporal

Concussion Rocket - A special rocket that deals 2 damage that has a 20% chance to stun or guaranteed disorient bio units within the area. This can be used once per mission and cannot damage allies. nice utility perk that can potentially stun a target or disorient a lot of enemies as the area is large.

Fortify - Grant the soldier +20 defense for the turn. This ability is a free action and has a 4 turn cooldown. Defensive option that can help keep the technical safer when needed. Note this will mostly make enemies shoot other units instead and doesn't stop them from taking shots

Napalm-X - The flamethrower can now panic enemies. This check is performed against the enemies will and is improved with gauntlet tech level. very powerful perk that makes the flamethrower even more consistent as a cc option by combining the burn chance and the panic chance. Can be nice as it can still affect targets immune to burning if they can panic

Sergeant

Biggest Booms - Grenades will have a 50% chance to crit, dealing an additional 3 damage and damage over time effects will deal an additional 1 damage. This crit is not affected by any modifiers unless stated explicitly. Nice perk that makes rockets potentially deal even more damage. As they also are very large it can hit a lot of targets, its a bit very all in as technicals do

not have many rockets to use and would be good to equip grenades to further utilize this although they have a harder time using grenades than grenadiers

Shredder - Your primary weapon can now shred armor.nice utility perk that gives them more utility outside of their gauntlet

Burnout - Using the flamethrower will produce a small smoke cloud granting defense.nice defense utility as it grants smoke to themselves, nullifying flanking crit bonuses and gives them defense. Helpful when flamethrowers have them up close and in combat

Staff Sergeant

Tandem Warheads - Grenades will no longer have damage fall off. This does not affect environmental damage.decent perk that makes rockets have no falloff damage. Isn't as useful due to rockets not dealing that much damage and only having so few

Formidable - Grants the soldier +2 shield HP and reduces explosive damage by 50%.nice defensive perk that gives them more buffer hp before being wounded and making explosives much less effective

Phosphorus - Flamethrower ignore fire immunity and can now deal damage while also shredding armor. Armor shred scales with gauntlet tech. This ability allows damage to be dealt but does not grant the ability to burn the target. Nice utility perk that lets flamethrowers deal damage to immune targets and even shred some armor, this doesn't make the targets vulnerable to burning so it is only used to just deal some amount of damage while also shredding armor

Tech Sergeant

Javelin Rocket - Increase rocket range by 6 tiles allowing it to fire beyond visual range. Nice perk that makes positioning less strict as it can fire from far range (beware this will make scatter higher) can also be used to rocket targets beyond vision

Fire and Steel - Rockets and flamethrowers now deal 1 additional damage. This also includes the burning effect it may deal. Ok perk that lets the gauntlet do more damage, technicals gauntlet is more utility than damage so may not be strictly useful

Incinerator - Flamethrower is now extended by 2 tiles and wider by 1 tile.immensely powerful perk that greatly expands the flamethrower's reach making it easier to reach targets or hit even more targets

Gunnery Sergeant

Salvo - Grenades and heavy weapons are no longer turn ending allowing the soldier to take additional actions if they had multiple actions. Decent action economy perk that allows the

technical to rocket and then still have actions to perform, not the most useful as they don't have many rockets to utilize this, having grenades can be nice to more utilize this

Tactical Sense - Grants +3 defense for every visible enemy (squad sight does not count) up to +15. This ability is not active if the soldier is impaired or disabled in any way. Decent defensive perk granting them more defense the more target they see making enemies less likely to attack them

Quickburn - Active ability that lets the next flamethrower use to be a free action. This ability is a free action and has a 5 turn cooldown. Powerful action economy perk that makes the next flamethrower free allowing you to get in a good position and either use multiple flamethrower, weave in other abilities or to retreat into a better position

Master Sergeant

Bunker Buster - Fire a special rocket that deals moderate damage but also massive environmental damage, effectively destroying any object that is capable of being destroyed. This ability costs 2 actions and is usable once per mission. Very powerful rocket that obliterates nearly all cover in a large area. Be mindful of positioning as it requires 2 actions to use

Rapid Fire - Fire two shots against a target with -15 aim. This ability costs the same actions required to fire the weapon and has a 1 turn cooldown. Ok action economy perk that allows them to take multiple shots, only good if shredder is taken allowing them to shred a lot of targets but otherwise aren't able to utilize multiple shots that well

Firestorm - Special flamethrower attack that allows to dash to a position and affects all units within a circle around the soldier that deals 2 bonus damage over the base flamethrower damage and has a high chance to burn the environment. This ability also grants the soldier fire immunity. This ability is usable once per mission and does not work with quickburn. .powerful flamethrower ability that allows them to get into a position and burn everything around them, very powerful when groups of enemies are grouped up but beware it will leave the technical out in the open due to also destroying cover around them.

Gunner

The gunner class is equipped with their unique weapon, the cannon, that boasts high ammo and high damage to deal devastating damage or pin enemies down with their suppression and area suppression ability. They are also equipped with a knife that helps assist in close encounters that can be damaging with a critical hit.

They can specialize to focus on direct fire, firing directly at enemies with various special abilities to deal great damage.

They can specialize to focus on utilizing the suppression ability and making it more deadly. This specialization makes their reaction fire, if the enemy decides to run against it, more accurate and more damaging.

Among these specializations, there are other abilities that can be taken instead for various utility such as destroying a target's cover or making enemies more vulnerable by increasing their damage taken or removing their armor.

Squaddie

Suppression - Pin down a target reducing their aim by 25, disables most abilities and grants a reaction shot against the target if they move. This ability requires 2 ammo. This effect can be canceled by damaging the suppressor or disabling them in some way. ok utility perk that can disable some enemy abilities while inflicting an aim penalty. Gunners can better utilize this as they have perks that can further boost this

Area Suppression - Suppress a target and any other surrounding enemies within 4 tiles. This ability requires 3 ammo and 1 additional ammo for every shot taken against a target. If a shot would leave the suppressor with no ammo then it will stop suppressing all targets. Similar to suppression but it can affect multiple enemies. can be potentially powerful being able to take many shots against targets if they move

Lance Corporal

Center Mass - All guns deal 1 additional damage. nice perk that lets the gunner do even more damage with their already high damage weapon

Combatives - Any melee attacks that graze against you are parried, negating the damage and counter attacking the enemy. This also grants +10 base dodge stat. The first melee against you gains +90 dodge meaning this ability itself grants 100 dodge and is incredibly likely to parry the first melee attack against you. niche but very powerful perk that allows you to lockout melee enemies and effectively permastun them (this will not work on all melee enemies like mutons) it is helpful to equip a nanoscale or tactical vest to remove possibilities of any crits which can make the parry fail. Not as good on gunners as they may not always be in range to bait some melee enemies

Grazing Fire - All missed shots now have a 50% chance to graze. The chance is reduced by the target's dodge. helpful perk especially with low aim to make your shots do at least something

Corporal

Flush - Special shot that deals 50% less damage, has +30 aim, reduces the target's defense by 10 and dodge by 30 for 1 turn and forces them to perform a movement action if it hits. This ability costs 1 ammo and has a 3 turn cooldown. Nice utility perk that can force targets to move

to synergize with reaction attacks such as overwatch while also making them easier to hit. Can also be used to finish off weakened targets due to the increased aim

Formidable - Grants the soldier +2 shield HP and reduces explosive damage by 50%. nice defensive perk that gives them more buffer hp before being wounded and making explosives much less effective

Lockdown - Gain +20 aim (after reaction penalty) against targets that move when suppressed great perk if you are often using suppression as the aim increase is significant however as it requires enemies to move first it may not always be beneficial and if enemies move and don't die then it means they may fire back at you which isn't ideal

Sergeant

Hail of Bullets - Special shot that deals guaranteed damage but can't crit. This ability costs 3 ammo and has a 5 turn cooldown. Great offensive perk as it allows you to deal high damage guaranteed. Makes dealing high damage or picking off targets easy

Shredder - Your primary weapon can now shred armor. great utility pick to deal with armor

Mayhem - Gain +25% damage against targets that move when suppressed. Great perk if you are often using suppression as the damage increase is similar to center mass but can potentially give more due to being a multiplier. It can be risky though as suppression being a reaction move means it suffers reaction penalty and can be hard to land the shot and if the shot doesn't kill it means the enemy isn't controlled and can fire back

Staff Sergeant

Chain Shot - Take a shot with -10 aim and an additional shot if the first shot lands a hit. This ability has a 3 turn cooldown. Nice action economy perk allowing the gunner to deal multiple shots with their high damage weapons, they will need some help to make sure the shots land so that another shot can be fire

Iron Curtain - Special shot that attacks all targets within a cone at 50% damage and if it hits will reduce the target's mobility by 8 for 2 turns. This ability costs 3 ammo and has a 3 turn cooldown. Decent utility perk that greatly reduces the targets mobility if it hits, can be a great ambush tool as enemies are unlikely to be able to reach cover or a counter to melee enemies

Demolition - Special shot that destroys the target's cover but deals no damage. This ability costs 3 ammo and has a 5 turn cooldown. nice utility perk that can remove nearly any cover against a target, can be expensive to use and not necessarily the most action efficient move as it sacrifices the gunners turn to do so, positions that have multiple cover may not always destroy the cover you want

Tech Sergeant

Cyclic Fire - Special shot that allows you to fire three shots at -15 aim. This ability costs 3 ammo, requires 2 actions and has a 3 turn cooldown. Very powerful perk allowing the gunner to fire off 3 shots in a row, great for dealing with very tough targets but will need some help to make sure the shots can land

Danger Zone - Area Suppression now targets within a 5 tile radius. decent utility that allows area suppression to reach more targets, but enemies may just run the suppression and not get affected so the utility is not as great as it could be

Cool Under Pressure - Gain +10 aim on overwatch (after reaction penalties) and they can now crit. Immensely powerful synergy with suppression as the aim increase and chance to crit makes the shot very effective

Gunnery Sergeant

Rupture - Special shot that gains +50 crit and ruptures the target for 3 if it hits. This ability costs 3 ammo and has a 4 turn cooldown. Good utility pick that allows your shot to deal good damage due to the crit bonus and make future attacks deal even more damage which is great for bosses

Rapid Fire - Fire two shots against a target with -15 aim. This ability costs the same actions required to fire the weapon and has a 1 turn cooldown. Great action economy perk that allows the gunners to fire off multiple shots with their high damage weapon, better than chain shot as it can be used every turn and doesn't have a condition for another shot although it comes later

Kill Zone - Special overwatch that fires against any targets that act within a cone. This ability has a 4 turn cooldown. nice ambush tool allowing you to preemptively set up a zone to fire off several reaction shots, great synergy with cool under pressure making shots accurate and can crit

Master Sergeant

Saturation Fire - Special shot that targets all enemies within a cone while also damaging the environment potentially destroying them. This ability costs 4 ammo and has a 7 turn cooldown. Immensely powerful tool letting the gunner take shots against all enemies in the area while also destroying some cover, great ambush opener due to enemies likely being in the open and great synergy with shadowstrike

Combat Fitness - The soldier gains 4 aim, 4 will, 4 dodge, 1 mobility and 2 HP. basic but decent perk granting numerous stats

Traverse Fire - Firing a standard shot as the first action will grant a non-movement action. Nice action economy perk allowing the gunner to take a shot then perform other moves such as performing even more shots or into suppression

Ranger

The ranger class is equipped with the standard weapon array but most effectively utilizes the assault rifle with their "light em' up" ability that turns their standard shots to non turn ending actions allowing them to fire up to twice a turn resulting in being efficient with their shots. They are also equipped with a sawed-off shotgun that deals devastating damage but only has a single shell loaded in each barrel and only effective in extreme close range. It can be fired with a single shell or both barrels can be used to unload massive damage onto the target.

They can specialize to focus on direct fire, firing the weapon directly at enemies during their own turn with great accuracy to deal great damage at either a single target or potentially multiple targets.

They can specialize in reaction fire focusing mainly on overwatch that can catch enemies off-guard to deal great damage.

They can specialize to utilize the sawed-off shotgun further, making its use more effective while also granting additional ammo.

Squaddie

Light Em Up - Standard shots are no longer turn ending. Basic but powerful perk allowing for great flexibility, this further improves as the ranger improves their shooting capabilities

Point Blank - Fire the sawed-off shotgun very limited range but high damage close range option that can potentially one shot enemies

Both Barrel - Fire two shots with the sawed off shotgun in a single burst of damage. Same as point blank but committing two shots allowing the ranger to kill nearly any target with ease

Lance Corporal

Walk Fire - Special shot that has +30 aim, -30 crit and deals 67% damage. This ability costs 2 ammo. nice offensive option that allows you to pick off weakened targets due to the increased aim

Close and Personal - This ability grants the soldier +30 crit chance when adjacent to an enemy and reduces by 5 per tile away from the target. Ok perk that grants more crit when in close range, best used with the sawed off as that can allow them to deal immense damage

Ever Vigilant - If the only action performed this turn is movement then enter overwatch at the end of the turn. Any action can invalidate this ability regardless of whether it costs actions. Ok option that allows the ranger to freely position but still have an action to do at least something, can act as a pseudo run and gun however you can't choose your targets

Corporal

Locked On - Gain +20 aim and +10 crit when repeatedly firing against the same target. AoE or overwatch do not grant the bonus. Firing at a different target will cancel the effect. This effect lasts as long as the targets have not changed. Great perk that makes the ranger more accurate when firing against the same targets. Allows the ranger to focus down targets well

Pump Action - Sawed-off shotgun gains 2 additional ammo.great perk if leaning into the sawed off as having more ammo is good

Covering Fire - Overwatch now triggers on any action than just movement. Reaction shots now also debuffs the targets for -10 aim. This penalty will not apply if a covering fire shot was made against an enemy taking an aim-based action until the next turn.very bad perk as shooting against cover along with reaction penalties makes shots incredibly inaccurate. Shooting as they act isn't always good unless it kills which is unlikely due to low accuracy. The aim penalty also only applies if they weren't already shooting as hit chances don't change as they are taking a shot

Sergeant

Aggression - Gain +5 crit for every visible enemy (squadsight will apply) up to +30.ok perk to give more crit, best used with close and personal and sawed off to have high crit. Their overall crit isn't that high to utilize well with light em up

Center Mass - All guns deal 1 additional damage. Great perk to further increase their damage when rifles only deal average damage, combined with the many shots they can take they are able to utilize this to the max

Cool Under Pressure - Gain +10 aim on overwatch (after reaction penalties) and they can now crit.great pick if you are building towards overwatch as it makes it more accurate and allowing for crits to deal high damage

Staff Sergeant

Executioner - Shots against targets that are below 50% HP now gain +15 aim/crit. Great offensive pick as it allows them to more easily pick off weak targets and combined with light em up means they can take multiple shots and pick off multiple targets

Fortify - Grant the soldier +20 defense for the turn. This ability is a free action and has a 4 turn cooldown. Defensive option that can help keep the technical safer when needed. Note this will mostly make enemies shoot other units instead and doesn't stop them from taking shots

Suppression - Pin down a target reducing their aim by 25, disables most abilities and grants a reaction shot against the target if they move. This ability requires 2 ammo.This effect can be canceled by damaging the suppressor or disabling them in some way. ok utility perk that can

disable some enemy abilities while inflicting an aim penalty. This isn't that good as a utility since enemies tend to move and ignore the penalties by triggering the reaction shot, it is more like a targeted overwatch often times

Tech Sergeant

Bring Em' On - Gain +1 crit damage for every 2 visible enemy they see up to 8. This works for the primary weapon and explosives. Often overkill as the sawed off already does immense damage and doesn't need more and for their other tools they don't tend to have enough crit to fully utilize this

Implacable - Once per turn, gain a movement action after scoring a kill.great utility pick allowing to easily reposition when picking up kills

Grazing Fire - All missed shots now have a 50% chance to graze. The chance is reduced by the target's dodge.helpful perk especially with low aim to make your shots do at least something,

Gunnery Sergeant

Rapid Fire - Fire two shots against a target with -15 aim. This ability costs the same actions required to fire the weapon and has a 1 turn cooldown.powerful action economy perk allowing the rangers to take many shots, combined with light em up allows them to take many shots. Also great synergy with locked on for accuracy bonus

Scrap Metal - Kills with the primary weapon will grant 1 ammo to the sawed-off shotgun.great perk if building for the sawed off as it allows you to replenish more ammo throughout the mission

Rapid Reaction - While in overwatch, gain an additional shot up to 3 total shots as long as the soldier has not missed a shot. Very powerful perk potentially allowing for many shots but can be tough due to reaction penalties and requires a lot of aim to make consistent, greatly synergizes with grazing fire to make shots more likely to land and continue the chain

Master Sergeant

Rupture - Special shot that gains +50 crit and ruptures the target for 3 if it hits.This ability costs 3 ammo and has a 4 turn cooldown.Good utility pick that allows your shot to deal good damage due to the crit bonus and make future attacks deal even more damage which is great for bosses

Combat Fitness - The soldier gains 4 aim, 4 will, 4 dodge, 1 mobility and 2 HP.basic but decent pick for numerous stats

Kill Zone - Special overwatch that fires against any targets that act within a cone. This ability has a 4 turn cooldown. nice ambush tool allowing you to preemptively set up a zone to fire off

several reaction shots, great synergy with cool under pressure making shots accurate and can crit

Sharpshooter

The sharpshooter class is equipped with their unique weapon, the sniper rifle, that allows them to fire accurate high damage shots from very long range. Combined with their “squad sight” ability that allows them to extend their own vision range using their squad’s to target anyone they can see provided a reasonable line of sight, it allows them to target at extreme ranges that can benefit the team’s position. They are also equipped with a special holotargeter that allows them to mark a target and increase the accuracy of future attacks made against them.

They can specialize to be a traditional sniper taking up a position and firing off extremely accurate shots against any target in sight from afar.

They can specialize to be a more mobile marksman with the core ability “snap shot” that allows them to fire the sniper rifle with a single action but up to a limited range that gets harsh penalties when attempting to fire targets beyond it.

They can specialize to be a holotargeter, providing support for the squad by marking enemies to make them more vulnerable to attacks and further increasing the effectiveness of their holo targeting.

Squaddie

Squad sight - Allows targeting enemies’ within the squad’s sight as long as there is a reasonable line of sight. Core perk that of the sniper, allowing them to shoot from extreme range and frees up cover positions in the frontlines, positioning is important due to snipers needing two actions to fire and having no good sightlines means they may do nothing

Holotarget - Holotarget an enemy granting bonus aim against the target from all aim-based attacks made by the soldier and their allies until the next turn. nice backup option if they are unable to fire and help boost the squad’s aim, can get immensely powerful

Lance Corporal

Death From Above - Killing an enemy at higher elevation will refund one action. Long range penalties for snipers are now also reduced by 50%. This ability can trigger once per turn. core pick for snipers, allows them to fire even further with less penalties and when scoring kills greatly synergizes with the stock weapon mod allowing them to steady their weapon for better shots

Rapid Targeting - Holotarget is no longer turn ending and gain a special ability that allows holotargeting an enemy as a free turn with a 4 turn cooldown. core pick as a support, allowing to

holo targets without ending the turn meaning they can holo multiple targets. The free target action can also help boost their own aim or mark even more targets

Snapshot - Special ability that allows to fire the sniper rifle with 1 action but suffers -10 aim per tile beyond 22 tiles between the soldier and the target. This does not allow the sniper to overwatch for 1 action. Close range penalties are also reduced by 67%. Core pick for a mobile marksman as it allows to fire the sniper with only a single action. Helpful to give them more flexibility as there is less restrictions to their actions

Corporal

Damn Good Ground - Gain 10 aim/defense against targets at lower elevation. The defensive bonus is canceled if the soldier is impaired or disabled in any way. Ok perk that can help supplement low aim snipers as it grants even more aim albeit only when on high ground

Phantom - When the squad is revealed, this unit will remain concealed allowing them to further scout the field without triggering enemies. This will not work if this soldier is the one to reveal the squad. Phantom is completely separate from squad concealment and will grant the soldier concealment even in missions where they normally do not happen. Nice utility pick as it allows the snipers to act as a scout. Great for the holotargeter build as that does not reveal upon use

Center Mass - All guns deal 1 additional damage. Nice pick to let snipers deal even more damage

Sergeant

Precision Shot - Special shot that grants +30 crit and multiplies the damage dealt by 34% if the shot crits. This ability has a 4 turn cooldown. Great pick that can allow the sniper to potentially inflict high damage and take out tougher targets, best utilized when crit is high to land the bonus damage

HiDef Holo - Holotargeted enemies are now easier to crit. Great pick if building for the holotargeter as it makes the mark boost the squad even further

Lone Wolf - Grants +3 aim/defense for every tile between this soldier and an ally starting at 4 tiles and up to a bonus of +12. This ability is not active if they are impaired or disabled in any way. Decent pick giving snipers more aim when away from allies and defense to make them less appealing targets, doesn't work well if working with multiple snipers as positioning further from each other may be difficult

Staff Sergeant

Reposition - Firing a standard shot against a flanked target grants a movement action. Great pick for the mobile marksman in aiding with positioning

Independent Targeting - Holotarget lasts 1 more turn. Great pick if building for the holotargeter as it makes the mark last longer allowing you to effectively mark even more targets and not having to reapply them as often

Low profile - Makes partial cover count as full cover granting more cover defense. decent defensive pick as it grants more defense when using any cover. May not matter as much due to snipers liking to fire from squadsight and thus is usually away from combat

Tech Sergeant

Deadeye - Special shot that deals +50% more damage at the cost of 15% (multiplicative) aim penalty. This ability has a 3 turn cooldown and can work with snapshot. Nice pick to deal great damage, great for chosen as they are immune to crits. Will likely need some help in landing the shot due to the multiplicative penalty

Vital Point Targeting - Attacks against holotargeted enemies now deal more damage. great if building for the holotargeter as it makes it even more effective, not only increasing the aim but now making damage higher

Aggression - Gain +5 crit for every visible enemy (squadsight will apply) up to +30. Nice pick as it works with squadsight allowing for snipers to gain pretty high crit

Gunnery Sergeant

Disabling Shot - Special shot that stuns a target and doubles the stun if it crits but deals no critical damage. This ability has a 5 turn cooldown. very powerful utility allowing to stun any targets they hit even mechanica units

Multitargeting - Special holotargeting ability that holotargets the target enemy and all other enemies within a 4 tile radius. This ability has a 2 turn cooldown. very significant pick if building for the holotargeter as it allows to mark several enemies with a single action and can lead to some powerful ambushes

Hunter's Instinct - Ranged attacks against flanked enemies gain +2 damage. Ok pick to deal even more damage, more useful on the mobile marksman as they may be in position to utilize this more often than others

Master Sergeant

Double Tap - Activate to fire a standard shot and then gain an action that can only be used to fire a standard shot, some special abilities or overwatch. This ability has a 2 turn cooldown. very powerful ability letting the sniper take multiple shots which they are short of

Alpha Mike Foxtrot - Primary weapon now deals +4 damage and +2 crit damage. decent pick that allows each shot of their sniper to deal massive damage

Serial - Active ability that allows any kills to refund actions spent and then reduce crit chance and damage. This ability is a free action and has a 7 turn cooldown. decent pick that lets the sniper kill multiple enemies if they score a kill, requires weakening enemies in order to gain multiple kills and great accuracy to make sure the shots land

Specialist

The specialist class is equipped with a unique secondary weapon, the gremlin, that allows them to provide various support to the team while also granting them the "hack" ability that lets them remotely hack various objectives or even robotic enemies.

They can specialize to be a medic, providing healing support for the team to keep them healthy.

They can specialize to be a combat hacker, utilizing the gremlin in a more offensive way and gaining various abilities that allows the specialist to be more aggressive against the enemy.

They can specialize in reaction fire focusing mainly on overwatch that allows them to catch enemies off-guard and dealing great damage.

Squaddie

Aid Protocol - Command the GREMLIN to a targeted ally and grant defense until the next turn. Decent defensive utility that can help protect an ally, good for protecting soldiers that may be more exposed

Haywire Protocol - The GREMLIN can target a mechanical enemy to hack them. This ability has a 3 turn cooldown and each mechanical enemy can only be hacked once. very powerful utility to stun or even control mechanical units, mechanical units having little ways to CC them makes this powerful

Hack - Allow to remotely hack into security towers or various objectives. Nice and convenient ability to remotely hack objectives and even hack advent towers for potential rewards

Lance Corporal

Revival Protocol - Allows the GREMLIN to remove any negative mental effect except mind control from an ally. This ability costs 1 action and is non-turn ending and has 2 charges with more from better GREMLINS. Nice utility perk to cleanse negative mental effects, as it is 1 action and non turn ending it is efficient in recovering disabled soldiers

Sentinel - When in overwatch, you can fire up to two shots. Powerful ability to take multiple shots in overwatch, great in weakening enemies before fully engaging

Combat Protocol - Allows the GREMLIN to deal guaranteed damage against a target and deal additional damage against mechanical enemies. This ability has a 3 turn cooldown. Decent offensive perk that gives the specialists a damage option to pick off weak enemies or to help deal with mechanical enemies

Corporal

Field Surgeon - Reduce the squad's wound time as if they had taken one less damage. For example, if a soldier has lost 1 HP then they do not need to recover from wounds at all. More than 1 can apply but will only have a chance to reduce wounds. Powerful utility perk that goes beyond the tactical layer, it effectively grants all soldiers 1 ablative hp that can be healed allowing to more easily mitigate if not outright remove any wounds

Covering Fire - Overwatch now triggers on any action than just movement. Reaction shots now also debuffs the targets for -10 aim. This penalty will not apply if a covering fire shot was made against an enemy taking an aim-based action until the next turn. very bad perk as shooting against cover along with reaction penalties makes shots incredibly inaccurate. Shooting as they act isn't always good unless it kills which is unlikely due to low accuracy. The aim penalty also only applies if they weren't already shooting as hit chances don't change as they are taking a shot

Interference - The GREMLIN can cancel an enemy's overwatch. This ability is a free action and starts with 3 charges and gains more with GREMLIN tech. decent utility that allows you to freely remove overwatch if within vision (can also work with squadsight)

Sergeant

Medical Protocol - Allows the GREMLIN to remotely heal an ally. This ability has 1 charge and gains additional charges per medkit the soldier carries. Improved GREMLIN tech will also increase the amount healed. Ok utility pick that allows to remotely heal an ally being able to stabilize or quickly heal someone near death

Scanning Protocol - The GREMLIN will scan the entire area within 17 tiles for any enemies or civilians and will mark them for 1 turn. This ability is a free action and has 2 charges with additional charges from Improved GREMLIN tech. Having this ability will also reduce the chance to recruit faceless by 40%. Decent utility to allow scouting in a large area, an alternative to needing a shinobi or other soldier with phantom to scout for the team, also nice to reduce faceless chance if an advisor

Trojan - A successful hack against a mechanical enemy will deal up to 8 damage and stuns the target for 1 turn after the hack effect ends. very powerful perk that further buffs haywire's capabilities, stunning the mec for an additional turn if succeeded while also doing good damage, successful hacks don't reveal the specialist so it can be useful to kill off drones that are blocking a path

Staff Sergeant

Field Medic - Equipped Medkits grant 2 additional charges.ok for getting even more heals

Ever Vigilant - If the only action performed this turn is movement then enter overwatch at the end of the turn. Any action can invalidate this ability regardless of whether it costs actions. nice option that allows the specialist to freely position but still have an action to do at least something, can act as a pseudo run and gun however you can't choose your targets

Airdrop - Allows the GREMLIN to grant an ally a frag grenade or a plasma grenade if researched. This ability costs 1 action, is non turn ending and has 2 charges. Ok utility to give anyone a grenade, grenades falloff very quickly so this isn't that useful except for giving to grenadiers built on damage to effectively use them

Tech Sergeant

Savior - Medkits heal 4 additional HP.ok pick to make heals more effective

Cool Under Pressure - Gain +10 aim on overwatch (after reaction penalties) and they can now crit. great pick if you are building towards overwatch as it makes it more accurate and allowing for crits to deal high damage

Failsafe - Remove the penalty for failing a hack. Ok utility to remove penalties if taking a risky hack or being unlucky, the penalties aren't often that damaging so may not be that impactful

Gunnery Sergeant

Rescue Protocol - Allows the GREMLIN to boost an ally, granting +15 dodge, +5 mobility and a movement action. This can only be used on a completely idle soldier that has no actions. This ability has 2 charges and more from improved GREMLIN tech. Nice safety utility to help retreat soldiers stuck in a sticky position while also granting them some more defense

Threat Assessment - Aid Protocol now also grants a covering fire overwatch. Great pick when there are soldiers built for ow in the team, being able to set the specialist themselves or another ow soldier into ow with an efficient action is very good. The ow is also set when aid protocol is applied so can be used and then let the soldier move into range to trigger a pod and gain reaction shots against them as they scamper

Full Override - Special hack that can stun a mechanical enemy for 3 turns or completely take control of them for the rest of the mission. If the enemy is a MEC then it can be brought back to a haven and repurposed as a resistance mec. This ability can be used once per mission or has a 5 turn cooldown if it fails. Very powerful ability that is an upgraded haywire protocol, can either massively stun a unit or even take permanent control of them for the mission gaining another unit to win the mission, if the unit is a mec it can be evacuated and added to your haven to provide more assistance in some retaliation missions or other missions involving the haven

Master Sergeant

Restoration - Once per mission, heal and revive the entire team. Very powerful utility that heals the entire team at once, very efficient and quick savior if the team is in a rough spot

Kill Zone - Special overwatch that fires against any targets that act within a cone. This ability has a 4 turn cooldown. Powerful ambush tool especially if building for overwatch

Capacitor Discharge - Once per mission, send the GREMLIN to shock all units in an area dealing damage, additional damage against mechanical enemies and a chance to stun them. Ok area damage attack that deals more against mechanical enemies which may sometimes stun

Sparks

The spark is a special robotic unit that XCOM can manufacture once sufficient research and engineering has been completed. The spark unit is much more durable and much more powerful than traditional soldiers. With their mechanical frame, they boast better health and better armor while also carrying a heavy rifle that deals devastating damage. They also have a BIT that is similar to gremlins allowing them to remotely hack objectives but not robotic enemies instead carrying a traditional heavy weapon, the shredder gun.

They can specialize in defensive utility to further increase their durability and allowing them to more effectively take damage than other soldiers while also being able to take advantage of the shots they absorb.

They can specialize in the use of their rifle, providing extra utility to their shots while also making their reaction fire much more effective.'

They can specialize to be a heavy hitter taking advantage of their hulking frame and BIT to utilize special abilities to wreak havoc.

Squaddie

Overdrive - Active ability that grants 1 action and makes most actions non turn ending for the rest of the turn. Each standard shot taken incurs a -15 aim penalty. This ability has a 5 turn cooldown. Very powerful ability that allows the sparks to do a quick burst of actions as all actions become non turn ending and gains an additional action, can do many powerful moves at once

Arsenal - The BIT is equipped with a heavy weapon. Gains a heavy weapon which can only use the shredder gun which is a good high aoe and utility weapon

Mechanical Chassis - This unit is immune to fire and poison. standard mech property

Hack - Allow to remotely hack into security towers or various objectives. Nice utility to remotely hack objectives or hacking advent towers for rewards

Lance Corporal

Adaptive Aim - Overdrive no longer incurs a penalty when taking standard shots. Nice offensive perk to allow to use overdrive to fire off multiple shots as the penalties can be large

Formidable - Grants the soldier +2 shield HP and reduces explosive damage by 50%. nice defensive perk to gain even more shield hp preventing wounds while also making explosives much less effective, nice on sparks as it makes it less likely for armor to be damaged and thus not get shredded

Combat Awareness - Gain 15 defense and 1 armor while in overwatch decent utility giving defense while on overwatch

Corporal

Rainmaker - Heavy weapons deal +2 damage, have +2 diameter and +2 length to its area of effect. Powerful ability to make the shredder gun even larger and dealing even more damage

Body Shield - Active ability that causes the target's attack to have -20 aim and -50 crit against this unit. This ability is a free action and has a 2 turn cooldown. Weak defensive perk that only debuffs a bit against one enemy, the aim debuff is only similar to a flashbang which is ok and sparks being unflankable most enemies are very unlikely to crit anyways

Shredder - Your primary weapon can now shred armor. great utility to shred armor, with sparks not having much to their kit outside of shooting most cases this makes it more effective

Sergeant

Strike - Perform a melee attack against any target within movement range. ok but weak perk that allows the spark to dash to a target and dish a melee attack, good if shots aren't good to deal good hits or to act as a pseudo run and gun when combined with overdrive if the attack is within movement range that is less than 3 actions to not eat it all

Bulwark - Gain 1 armor and now acts as full cover. weak perk, 1 armor isn't that great to mitigate damage and the number of tools enemies have can chew through the armor quickly,, using the spark as full cover can also be very bad as it encourages enemies to use area attacks such as explosives.

Holo Targeting - Shots against enemies now holo target them and makes all future attacks against them have +15 aim. great utility perk that boosts the squads aim and can benefit themselves with overdrive, adds even more utility to their rifle when they don't have much else to their kit

Staff Sergeant

Intimidated - When targeted by an attack, perform a will check against the enemy and cause them to panic if they fail. Decent perk, being attacked having a chance to panic enemies back can be good action economy but the issue is needing to be attacked against which isn't ideal especially when the sparks aren't able to take many hits, can work well with defense stacking (if the spark is the only target as otherwise enemies will attack something else) as they only need to be targeted by an attack

Repair - Send the BIT to repair a mechanical ally. This ability costs 1 action and is non turn ending and have 2 charges per mission. Ok perk to give a way to heal the sparks, only good if sparks take damage often to utilize the heal or have multiple sparks

Sentinel - When in overwatch, you can fire up to two shots.very powerful perk to fire off multiple shots in overwatch, with the sparks very powerful basic weapon they utilize this very well and further improves their use of the rifle

Tech Sergeant

Bombard - Launch the BIT to a visible location to deal some damage but also deal great environmental damage. This ability is used once per mission. Powerful cover destruction that can be used nearly anywhere but is however limited as you can only use it once

Channeling Field - Every time you are targeted by an enemy attack, your next attack deals +1 damage for each stack. This effect is removed upon the next shot fired regardless of whether it lands. Weak perk as it requires being targeted to gain the damage bonus in addition to being able to easily whiff the bonus as it is used upon firing whether it hits or not

Cool Under Pressure - Gain +10 aim on overwatch (after reaction penalties) and they can now crit. Immensely powerful if sentinel was taken making it even more consistent and can deal even more damage with crits

Gunnery Sergeant

Wrecking Ball - When in overdrive, the Spark can run through the environment, destroying anything that can be destroyed. Powerful perk that can grant a lot of cover destruction due to being able to use overdrive repeatedly however it must be active and you need to move the spark through cover to use, it may not be the best to use the sparks actions just to move to destroy cover however it can synergize well with strike

Damage Control - When damaged, gain 2 armor until the end of the turn. This effect cannot stack and does not replenish the armor if it is shredded during that turn. Ok defensive perk being able to gain 2 armor but it requires being damaged first

Nova - Active ability that unleashes energy around the Spark dealing damage. This ability is a free action and has no cooldown but after each use will cause the next use to deal 2 damage to the spark and this effect stacks for the rest of the mission. Ok action economy perk that deals decent amounts of damage in a decent area, can be useful in a pinch to dish out a lot of damage but beware as the damage penalty stacks and can result in quickly killing the spark

Master Sergeant

Sacrifice - Active ability that generate a defensive field that transfers all damage taken from allies to the Spark. Any AoE moves will only transfer one instance of damage and all others canceled. The Spark will also gain 10 defense and 1 armor. This ability has a 6 turn cooldown. Ok defensive perk that can shield allies from attacks and pull it to the spark, beware as it can result in the spark quickly dying by absorbing too many attacks. It is useful however against area attacks as only one damage instance is counted effectively nullifying its multi target

Impact Field - Active ability that reduces damage taken by 33% for 2 turns. This ability is a unique effect and cannot be bypassed. This ability costs 1 action, is non turn ending and has a 6 turn cooldown. Ok defensive perk gaining damage reduction which can combine well with armor

Hunter Protocol - Whenever an enemy pod is activated, there is a 33% chance the Spark will take a free overwatch shot which is rolled for each individual enemy. There is no limit to this ability and it will roll and fire for as much ammo as there is available. One of the most powerful perks in the game being able to gain tons of extra actions upon revealing a pod, combined with cool under pressure it allows the sparks to deal immense damage as enemies scamper which there will be easy shots

Psi Operative

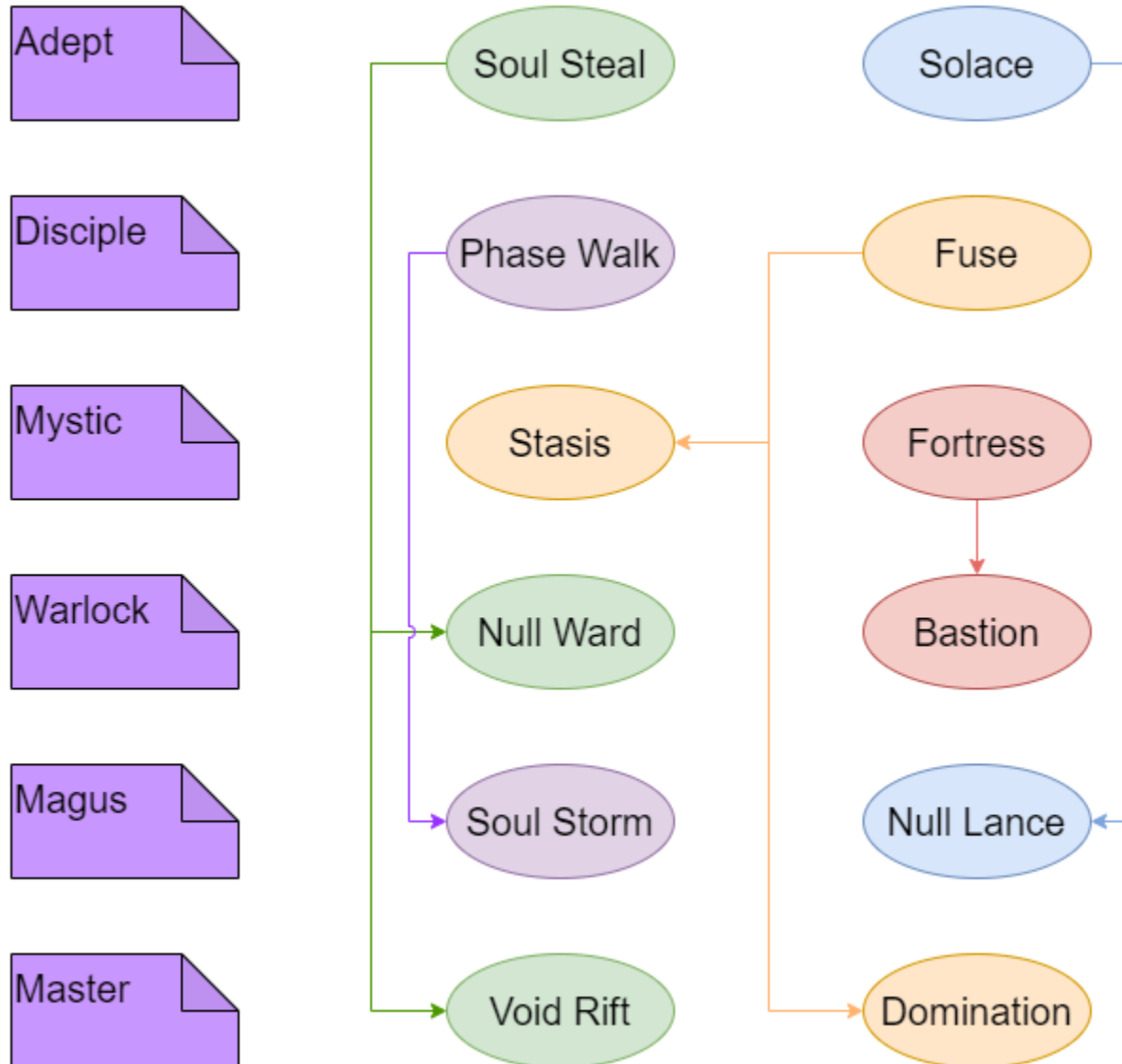
The psi operative class harnesses human's innate psionic capabilities to utilize special abilities to support allies or disrupt enemies.

Unlike the base vanilla game, the psi operative has been reworked in how they progress. Similarly to normal soldiers, they require XP in order to gain a promotion and learn a new ability. But unlike normal soldiers, they complete their promotion by going back to the psi lab to learn a new ability out of three random choices presented. With this, they can only learn up to 7 new abilities such that the choices that you make will matter. Although when first trained, they learn many new abilities: soulfire, mind merge, insanity and quick study. They also have the ability to detect faceless in a haven faster while also reducing the chance for them to infiltrate.

Shown below is the psi operative tree of possible abilities that can be learned and the pre-requisite abilities required to learn more advanced abilities. The training time for each ability is a base of 2/4/4/4 (per difficulty) days and the rank difference between the psi operative and the rank of the ability they are attempting to learn further increases the training required by 6/7/8/8 days (per difficulty) per rank. This time can be reduced by staffing a scientist to the lab to

assist in the operative's training, reducing the time by 50% with a single scientist and by 66% with two.

The psi operative is freely able to halt their training in order to fulfill other duties if necessary without penalty and are able to continue once they are available.



The psi operative has abilities that can allow them to specialize in three different roles or mix of them.

They can specialize as a damage dealer, using their special abilities to deal great damage to many enemies.

They can specialize in defensive utility allowing them to be durable while also providing protection for their squad.

They can specialize in offensive utility, using abilities to disrupt enemies in various ways.

Initiate

Soulfire - deal guaranteed psionic damage against any organic enemies. 3 turn cooldown strong basic perk that just deals good guaranteed damage

Quick Study - learn officer abilities in half the time nice perk that allows turning them into officers quickly, useful to do as faceless hunters due to the combination of officer ranks and psi ranks granting many bonuses in detecting them, with the psi' generally supportive kit that is also efficient due to being non turn ending makes them also good as standard officers in a team

Acolyte

Insanity - deal a mental attack against any organic enemy to inflict a negative mental effect. This ability costs one action, is non-turn ending and has a 1 turn cooldown immensely powerful CC ability, being able to use this every turn with relatively good hit chances allows the psi to generally effectively stun 1 enemy a turn and may still have actions to perform more things

Mind Merge - grant an ally bonus will, crit chance and shield hp that can be improved with better psi offense. This ability lasts until the next turn, costs one action, is non-turn ending and has a 4 turn cooldown. Nice defensive perk granting an ally more shields to absorb hits and will to defend against some psi attacks, also nice buff with the increased crit as well

Adept

Soul Steal - soulfire now heals the psi operative for as much is dealt and also generates shield HP that lasts for 3 turns. Nice defensive perk that makes the psi op very durable with not only healing but being able to continuously generate shield hp to absorb hits with

Solace - cure an ally's negative mental effect. This ability costs one action, is non-turn ending, and has a 3 turn cooldown. decent utility perk being able to efficiently cleanse any negative mental effects inflicted including mind control unlike revival protocol

Disciple

Phase Walk - teleport to a location within vision and is within 17 tiles. This ability costs one action, is non-turn ending and has a 2 turn cooldown. Great movement ability being able to help the psi op re-position very well, can also be nice if attempting to stealth missions as teleporting out of a detection tile will not reveal them

Fuse - the psi operative can remotely detonate an enemy explosive. This ability costs 1 action and is non turn ending. Nice offensive ability to give another option to the psi op to deal damage especially against some mechanical enemies like mecs which they don't do that well against

Mystic

Stasis - the psi operative can select an ally or an enemy and completely lock them out preventing any further damage or effects from affecting them until the next turn. This ability costs one action, is non-turn ending, has a 5 turn cooldown and cannot be used against units larger than 1 tile. Immensely powerful disable being able to shutdown nearly most enemies for a turn with great efficiency, best used at the end of the turn in case you have extra actions to potentially deal damage as stasis will make the unit untargetable, can also be useful as an emergency life savior as it can also target allies

Fortress - the psi operative is immune to fire, poison, acid and explosive damage.ok defensive perk making them immune to explosives and environmental effects,, if used correctly it can be used to bait enemies to make poor moves against the psi op as they will be immune to their attacks such as a viper's poison spit

Warlock

Bastion - generate an aura that grants all soldier within the effects of fortress. Nice defensive perk effectively granting the entire team fortress in an area, can be used to further bait enemies into poor moves as grouping up would make them more likely to use their abilities, beware that explosives may still destroy cover and exposing your soldiers

Null Ward - projects a psionic shield that grants shield hp to all soldiers within the area of effect. This ability costs one action, is non-turn ending and has a 5 turn cooldown. Powerful defensive perk that grants the team within range shield hp, very powerful as shield hp can help prevent wounds and is repeatable although on a lengthy cooldown

Magus

Null Lance - project a psionic beam that damages anything in its path. This ability costs one action and has a 4 turn cooldown. Strong damage ability that allows the psi op to deal high damage in a line, this attack can hurt mechs and ignores armor so can result in high damage, being a line can make targeting awkward and may often end up being a stronger soulfire

Soul Storm - summon a meteor against all enemies within 5 tiles of the psi operative that deals great damage and destroys their cover. This ability costs one action and has a 5 turn cooldown.powerful offensive ability that deals heavy damage and can destroy enemy cover, does require careful positioning as it only affects an area around the psi op so is meant to be used with phase walk, may want to combine with other moves to protect the psi op as they may be in a vulnerable position or aim to use this as an all in and clear out the enemies

Master

Void Rift - generate an explosive field of psionic energy dealing damage and rupture against all units within the area of effect. Any organic enemy affected creates a chance to cast insanity on the target. This ability costs one action and has a 5 turn cooldown.immensely powerful area

ability that deals decent damage, ruptures enemies and more important has the chance to cast insanity against bio enemies potentially dealing heavy effects and if used as an opener locking them in the open

Domination - cast a devastating mind attack that lets you permanently mind control them for the mission. This ability costs one action and has a 4 turn cooldown if the attempt has failed but otherwise is usable once a mission. very powerful perk that allows you to permanently mind control an enemy for the rest of the mission, ideal to take tough targets to help tank for the team or one that can disable enemies well, be careful of priests as their stasis can cancel the control

Templar

The templars are a group of people that seek to take the learnings of human's innate psionic capabilities and seek to use this to drive back the aliens. They are a special hero unit that utilize their psionic abilities in a different way than psi operatives, using their gauntlets to create psionic blades to slash their enemies that also increases their power during combat gaining "focus" that allows them to use unique and powerful abilities. They also have a shield for moments they are not able to utilize their abilities while also granting them protection allowing them to engage in close combat safely.

They can specialize in their psionic blades further increasing their effectiveness.

They can specialize in psionic abilities, using their unique ways of utilizing their innate psionic capabilities to create havoc in the battlefield.

They can specialize in defensive utility greatly increasing their durability and even boosting themselves the more attacks they receive.

Squaddie

Rend - Perform a melee attack against an enemy within movement range and has a small chance to disorient, stun or knockback the target. This ability triggers momentum which is a special movement only action that also allows to use "Templar Shield".. This ability will also generate focus on attack and does not require to hit or kill the target. The templar's standard attack, being melee makes it relatively accurate however requires getting close but is important to use in order to gain focus

Volt - Active ability that shoots out a psionic lightning against a bio enemy and other enemies within 3 tiles. This ability costs 1 focus, costs 1 action and is non turn ending and has no cooldown. Targets hit lose 15 defense. Powerful utility and offensive move that is action efficient

Templar Shield - Deploy a psionic shield that generates shield HP that lasts until the next turn and grants 20 crit resistance while it is active. Powerful defensive move to help take a shot and can the templar's defensiveness can be improved to endure multiple attacks

Lance Corporal

Invert - Active ability that allows you to switch location with another unit within sight. This ability costs 1 focus, costs 1 action and is non turn ending and has a 2 turn cooldown. powerful utility that lets you swap places with any unit in sight that is not large or the chosen, allows to help reposition allies or place enemies in compromising positions while also allowing the templar to move to a better spot to attack

Amplify - Active ability that marks a single target and cause them to take 50% more damage for the next 3 attacks. This ability is a free action, costs 1 focus and has a 2 turn cooldown. decent utility to deal more damage, useful against boss enemies that desire as much damage dealt as possible

Indomitable - Once per turn, gain 1 focus when targeted by an attack. very powerful focus gain ability that doesn't require the templar's own actions however it does require the templar to be targeted first, can be taken advantage of when putting templars in open spots but using their shield in order to protect themselves

Corporal

Stun Strike - Active ability that strikes an enemy with psionic energy stunning them for 1 turn. This ability has an 85% chance to hit with an additional 5% per extra focus the templar currently has. This ability costs 1 focus, costs 1 action and is non turn ending and has a 2 turn cooldown. Very powerful utility that can stun any unit that isn't large with fairly high accuracy while also being action efficient

Soul Shot - Active ability that is aim-based but deals heavy damage. This ability costs 1 focus, costs 1 action and is non turn ending. Decent damage ability that allows the templar to deal high damage from range, helpful against mechanical enemies that tend to be fairly durable. Alternative to volt when dealing more damage is important than landing damage

Brawler - Take 35% less damage against attacks made within 4 tiles. decent defensive ability to further increase the templar's durability, as they already engage in close range

Sergeant

Pillar - Active ability that summon a psionic pillar that grants full cover. This ability is a free action and costs no focus but lasts as long as the amount of focus the Templar has upon use. Decent utility to grant cover anywhere within vision to grant to the ally or themselves, there is a weird interaction to keep in mind that you need to "pre-place" cover for it to function properly as placing it next to a soldier doesn't properly register them as being in cover to benefit

Overcharge - melee attacks gains 10 aim and 15 crit per focus the Templar has. good offensive perk when focusing on the use of rend making it extremely accurate and potentially damaging

Sustain - If the Templar takes fatal damage, prevent their HP from dropping below 1 and enter stasis until the next turn. This ability can trigger once per mission. This ability will also reduce wound time as if they had lost 2 less HP that mission. Nice utility for saving the templar if they take too much damage but more importantly the wound reduction. Great when focusing on the tank build due to the wound reduction where taking wounds may be common

Staff Sergeant

Void Conduit - Active ability that traps a humanoid enemy in a psionic prison, disabling them for the next turn and dealing 6 damage which can then also heal the Templar for that amount. This ability costs 1 focus and has a 3 turn cooldown. Very powerful utility that not only effectively stuns any humanoid enemy but also dealing decent damage and whaling the templar

Channel - When an enemy dies, there is a 20% (50% if psionic) chance to drop focus that can be picked up by the Templar. Nice focus gain ability that doesn't require the templar's direct actions to gain however it is a bit random and requires to collect the focus

Fortress - the psi operative is immune to fire, poison, acid and explosive damage. Ok defensive perk making them immune to environmental effects and explosive damage, best use case is preventing burns which may shut the templar down too much especially when against purifiers who they may end up being in range of often

Tech Sergeant

Superior Aptitude - Rend now generate an additional focus on use. good focus gain ability that makes each rend use more effective in gaining focus

Arc Wave - Rend unleashes a psionic wave that damages enemies behind the original target. This wave deals 4/7/10 damage based on the gauntlet tech. This ability will not damage the Rend target. Nice damage ability when you can line it up to deal decent area damage, great as an opener due to being able to hit many targets, great when focusing on the use of rend

Crusader's Rage - Attacks deal 25% more damage, up to 50%, for every 25% of missing HP. This ability will also reduce wound time as if they had lost 6 less HP that mission. Very powerful perk that grants more damage the more injured they are while also granting large wound reductions, great overall perk but very good on the tank build who will often look to take damage for the team and the wound reduction makes it much less likely to be unavailable but also boosting their strength in mission

Gunnery Sergeant

Terrorize - Volt now has a chance to panic enemies based on a will contest between the Templar and the targets. Volt radius increases by 1 tile. Very powerful utility that further enhances volt's effectiveness in allowing it to inflict effective stuns

Bladestorm - Perform a reaction attack with the sword against any enemies that act within melee range during the enemy turn. This will not trigger on your own turn. Nice action economy perk allowing for additional attacks when in melee range especially when templars generally engage in close combat, synergizes well with overcharge as it greatly increases accuracy

Impact Compensation - After taking damage, reduce further incoming damage by 20% until the end of the turn up to 3 stacks (applied multiplicatively). This is a unique effect and cannot be bypassed. Great defensive perk that allows the templar to take several attacks within a turn as it reduces each subsequent attack, synergizes well with crusader's rage to make sure to not get wounded but in taking many hits to absorb attacks from the team may also boost their damage

Master Sergeant

Ionic Storm - Active ability that allows the Templar to move to a location within movement range and unleash lightning to strike all enemies within an area. Damage and range increases with each point of focus the Templar has and then consumes all focus on use. This ability has a 5 turn cooldown. Strong area attack that deals high damage in a large area, requires having high focus to fully utilize

Apotheosis - Active ability that greatly empowers the Templar increasing their damage by 50%, dodge by 20 and mobility by 2 for each point of focus above 2. This ability is a free action, has a 5 turn cooldown, and requires at least 3 focus to use. Strong ability that greatly boosts the templar in damage but also durability

Ghost - Active ability that summons a psionic copy of the Templar from a dead humanoid that can Rend enemies but not gain focus and instead spends focus. The Ghost is created with 1 less focus than the Templar has upon use and will disappear when they are out of focus or HP drops to 0. This ability costs 2 focus and has a 5 turn cooldown. Strong ability that allows the templar to create another unit, can act as a beacon to absorb attacks from the team while also acting as extra actions over time

Skirmisher

The skirmishers are former ADVENT soldiers that escaped the control of the elders and fight back with their unique combat style and tactical abilities. The skirmishers use a unique primary weapon, the bullpup which is a more combat oriented SMG and are also equipped with a unique secondary weapon, the ripjack that allows them to slash at enemies in melee range that is also equipped with a grappling hook allowing them to maneuver around the battlefield with high mobility. This high mobility and tactical awareness has given them the ability to "hit n run" granting them an action after firing against a flanked enemy.

They can specialize in the use of their bullpup, focusing their combat tool kit around being deep in enemy lines taking advantage of their flanks to pick them off and still remain safe.

They can specialize in the use of their ripjack and utilize special abilities to allow them to use their hook and claws in unsuspecting ways.

They can specialize in various utilities allowing them to support their squad or disrupt enemies through various means.

Squaddie

Ripjack Slash - Slash at an adjacent target with the ripjack. This ability costs 1 action and is non turn ending. situational but useful ability that can help skirmishers be more efficient with their actions or save ammo

Grapple - Active ability that allows the skirmisher to grapple themselves onto a higher elevation. This ability is a free action and has a 3 turn cooldown. Powerful mobility ability that lets the skirmisher move around across elevations, helps get into positions to use one of many of the skirmishers action efficient abilities or get into flanks for hit and run

Hit n Run - Once a turn, gain an action after firing a standard shot against a flanked/exposed enemy with the primary weapon. This does not work with Close Encounters or Run and Gun. very powerful ability that highlights the skirmishers playstyle of a very mobile and efficient hero

Lance Corporal

Battlefield Awareness - Scoring a kill during your turn will make the next attack against you deal no damage until the next turn. Once the effect triggers negating damage, the ability has a 3 turn cooldown. Great utility perk, it is essentially untouchable but on a cooldown, utilize it correctly and the cd is only a slight issue, as it forces a miss it can be utilized to bait enemy shots and effectively waste an enemy's turn

Justice - Active ability that utilizes the grappling hook in order to pull a humanoid enemy to the skirmisher and deliver a slash attack. This ability costs 1 action, is non turn ending and has a 3 turn cooldown. Strong and effective ability that allows the skirmishers to be efficient with their action and also enable hit and run for themselves or to expose dangerous enemies to allies

Total Combat - Grenades are no longer turn ending, have a cooldown and can be thrown 2 tiles further while also being 1 tile target. This ability also grants 5 aim, 1 mobility and a grenade slot similar to that of Grenadier's. great standard perk, it sounds basic but being able to be even more efficient with actions makes the skirmisher much more impactful. The stat bonuses can also be useful if the skirmisher's base stats don't help utilize the other two perks. Requires various utility grenades to maximize its utility such as incendiaries which relies on the effect of the grenade rather than the damage

Corporal

Reflex - Once per turn when targeted by an enemy attack, start the next turn with 1 extra action. Also grants 15 crit resistance. Ok utility perk that's mainly built to work with battlefield awareness, in a pinch the crit resistance also helps make the skirmisher much more durable even when flanked

Wrath - Active ability that utilizes the grappling hook to pull the skirmisher to the target and deliver a slash attack. This ability costs 1 action, is non turn ending and has a 3 turn cooldown. Strong and effective ability similar to Justice that grants more efficiency with actions and can enable positioning to active hit and run

Packmaster - Most utility items gain 1 additional charge. Ok utility perk that's mainly built to work with total combat, giving more charges to grenades that allows the skirmisher to continuously utilize total combat's efficiency

Sergeant

Combat Presence - Grant an ally 1 action. This ability costs 1 action, is non turn ending and has a 4 turn cooldown. Incredibly strong perk, the officer's command perk is very strong in providing important soldiers more actions but this is reusable in addition to being action efficient itself unlike command this can be used on sparks

Implacable - Once per turn, gain a movement action after scoring a kill. Great utility perk that further emphasizes the skirmisher's mobile kit and helps greatly in positioning

Chain Shot - Take a shot with -10 aim and an additional shot if the first shot lands a hit. This ability has a 4 turn cooldown. Nice damage perk that helps the skirmishers bring out more shots due to their weapon's overall low base damage

Staff Sergeant

Whiplash - Active ability that attaches the hook to an enemy and delivers an electric shock dealing damage and additional damage against mechanical enemies. This ability costs 1 action, is non turn ending and has a 4 turn cooldown. Nice damage perk that gives some anti-mech to the skirmisher's kit as their weapon is very poor against armored targets. It is also action efficient so it can add more to the amount of actions they can take in a turn

Damn Good Ground - Gain 10 aim/defense against targets at lower elevation. The defensive bonus is canceled if the soldier is impaired or disabled in any way. Mediocre perk that helps give some aim and defense on high ground, synergizes decently since skirmisher's have a built in grapple

Formidable - Grants the soldier +2 shield HP and reduces explosive damage by 50%. Nice utility perk that grants more shields and some resistance to explosives. The additional shield is especially helpful as skirmisher tend to be in close range with their overall kit and weapon

Tech Sergeant

Manual Override - Reduce an ally's ability cooldowns by 3. This ability costs 1 action, is non turn ending and has a 4 turn cooldown. Unique and nice support ability that allows themselves or other soldier's to more quickly use their special abilities, best used along with classes that have many cooldown based abilities or powerful cooldown based abilities such as the assault's arc thrower or psi op's overall kit

Interrupt - Powerful overwatch that allows the Skirmisher to take an action instead of a reaction shot once the enemy has completed their action. This ability is a free action and has a 3 turn cooldown. Ok ability that provides even more actions to the skirmisher but in the enemy's turn. Be wary that the ability is overall fairly buggy and can have strange interactions, additionally the ability only grants the action after the enemy completes their action so it doesn't work quite well if looking to use it as a counter

Retribution - Perform a reaction attack with the ripjack against any enemies that act within melee range during the enemy turn. This will not trigger on your own turn. Similar to bladestorm, its a strong perk that gives the skirmishers even more actions in their kit by slashing at targets when they get close, unlike shinobis this isn't as good as skirmishers may not always be in melee range and the ripjack's damage may not be as high

Gunnery Sergeant

Full Throttle - Scoring a kill will grant +3 mobility that lasts for 2 turns. powerful mobility perk that grants a huge boost in mobility but they need to be scoring kills in order to do so

Judgment - When targeted by an attack, perform a will check against the enemy and cause them to panic if they fail. Situational but potentially incredibly powerful utility perk, this perk is a will contest between the skirmisher and the target so a focus PCS which can grant up to 30 will is effectively adding an additional 30% chance to panic which is very powerful to freely gain effective stun on enemies. However as it requires being shot it either may not be consistent or requires to place skirmishers in potentially compromising positions in order to make them more likely to be shot. Pairs well with defense stacking if you can make sure they will be the target or providing them with durability such as granting shields through the psi op's mind merge

Close Encounters - Once a turn, gain an action after firing a standard shot against a target within 4 tiles with the primary weapon. This does not work with Hit n Run or Run and Gun. ok perk that allows the skirmishers to more easily gain more actions, this is mainly used to help against targets that aren't flankable such as mechs or berserkers

Master Sergeant

Lethal - Increases the weapon damage and crit damage of your primary weapon by 2/1. very nice ability that helps boost the skirmishers damage considering their weapons low base damage

Reckoning - Active ability that allows the Skirmisher to slash at a target with the ripjack within movement range. This ability costs 1 action, is non turn ending and has a 4 turn cooldown. very powerful ability that lets the skirmisher dash up to a target, slash and still have actions to act, great way to position yourself deep in enemy lines as it lets you dash to a target and can enable a flank to trigger hit and run

Battlelord - Active ability that empowers the Skirmisher to take an action after an enemy acts during their turn. This ability costs 1 action, has a 5 turn cooldown and prevents any abilities that grants or refund actions from activating. Very powerful but situational ability, it allows the skirmishers to gain an action after each enemy acts which is very good if in dire situations. However be wary that it only grants one action and only after an enemy completes their actions and so you need to position correctly in order to utilize the many actions you may gain

Reaper

The reapers are a group of people that deny the aliens co-existence on earth and believes there is a much deeper meaning to the aliens inhabiting the earth and perform stealth operations to strike back against the aliens while also staying out of sight. They wield the vektor rifle which is a lighter version of a sniper rifle that deals less damage but can deal high critical damage and shoot at long range. Their secondary weapon, throwing knives, allows them to strike enemies during their unique concealment "shadow" without being revealed. Unlike normal soldiers, reapers utilize their training in stealth operations to enter "shadow", a unique concealment which grants them bonus mobility and reduces their detection to one tile but only lasts two turns before being revealed and needing to wait before re-concealing.

They can specialize as a marksman, placing focus on their vektor rifle to deal more effective attacks.

They can specialize in the use of their throwing knives, making their use more effective and even make enemies more vulnerable to attacks from allies.

They can specialize in the use of various utility items that allows them to support the team or disrupt enemies.

Squaddie

Squad sight - Allows targeting enemies' within the squad's sight as long as there is a reasonable line of sight. Nice ability that enables the reaper to act a bit like a mobile marksman similar to a sharpshooter snapshot

Shadow - Special concealment that reduces detection radius greatly to about 1 tile becoming near undetectable and +3 mobility but lasts 2 turns. Shadow will be removed if any offensive action is performed similarly to regular concealment. This ability is a free action and has a 4 turn cooldown. The main ability that reflects their overall kit, they are a mobile stealth unit that can blink in and out of conceal to catch enemies out of position or to scout for the team. With their throwing knives they can get in deep into enemy lines to deal damage without revealing

Tracking - Detects civilians or enemies within 14 tiles of the Reaper regardless of line of sight. This does not allow the Reaper or allies to target them but rather marks their location. Great ability that reflects the reaper's more unique scouting capabilities, this allows them to look up to close to the total line of sight a normal soldier can see but allows them to detect through walls which helps make moving around corners much safer

Lance Corporal

Blood Trail - Attacks made against enemies damaged this turn will deal 2 additional damage and ignore 40 dodge. strong damage ability that makes the reaper a great follow up, dealing more damage while also being able to more easily finish off dodgy targets such as vipers

Knife Juggler - Knives will now deal 1 additional damage, have 1 additional knife and recovers knives whenever a kill is made with the primary weapon. A basic perk that makes the knives stronger by dealing more damage and able to gain more charges. This is a core perk for utilizing the knives due to just having more damage and charges

Total Combat - Grenades are no longer turn ending, have a cooldown and can be thrown 2 tiles further while also being 1 tile target. This ability also grants 5 aim, 1 mobility and a grenade slot similar to that of Grenadier's. great standard perk, it sounds basic but being able to be even more efficient with actions can make them much more impactful. The stat bonuses can also be useful if the reaper's base stats don't help utilize the other two perks. Requires various utility grenades to maximize its utility such as incendiaries which relies on the effect of the grenade rather than the damage

Corporal

Shooting Sharp - Ranged attacks against cover gain 15 aim and 2 armor pierce. These effects will not apply against flanked units or units that can't take cover. Great perk that helps the reaper more easily pick off cover taking units, combined with the vektor rifle's aim helps make their shots consistent

Crippling Strike - Active ability that allows the knife to cripple an enemy, reducing their mobility to 0. This ability has a 3 turn cooldown. Nice utility perk that locks a unit in place, can work as a counter against pure melee units or can be used as additional damage to chosen as they will need to use a reaction to remove the debuff instead of performing anything else

Paramedic - Gain the ability to dash to an ally within movement range in order to heal them with a medkit. This costs 1 action and is non turn ending. Nice support ability that lets the reaper carry many medkits and can dash to allies needing a heal while still leaving the reaper an action to act

Sergeant

Serial - Active ability that allows any kills to refund actions spent and then reduce crit chance and damage. This ability is a free action and has a 7 turn cooldown. Powerful ability that potentially allows the reaper to pick up many kills, with their overall high starting aim and combined with blood trail can help in picking off many targets without needing to be weakened too much

Silent Killer - Killing shots made with the primary weapon while in shadow will no longer reveal the Reaper. Nice utility perk that allows the reaper to use their vektor rifle and still remain in shadow if it kills, works nicely with the knife kit as it gives more options to act but also remain in shadow. Scoring kills can also grant more charges to the knife when combined with knife juggler to make sure you always have a healthy supply

Ghost Grenade - A special grenade that grants a soldier concealment and generates a small smoke cloud on them. This can only be used once per mission, in vision of the target, can't be used while concealed and can only be used on XCOM soldiers. Situational but very powerful utility, being able to reconceal anyone in the team can help provide a scout if you would like to save shadow for combat especially if you have a dedicated shinobi that has reduced detection. Can also be used as a defensive tool as concealing the unit removes them as a potential target. If the soldier gets flanked and revealed, they still have a small smoke field provided by the ghost grenade that grants the same defensive bonuses as a smoke which can still help keep safe

Staff Sergeant

Cheap Shot - Once per turn, gain a movement shot after firing with the primary weapon against a target damaged this turn. This action will also allow you to enter shadow if available. nice utility perk that helps the reaper reposition more easily around the field when following up after allies' attacks, this action can also allow to use shadow if you want to reach more aggressive positionings setting up next turn or to keep the reaper safe

Bluescreen Knives - Throwing knives now pierce 2 armor and can disorient mechanical enemies. Great damage perk that helps the knives work better against the armored target and provides a bit of utility against mechanical enemies

Rapid Deployment - Active ability that allows the next support grenade to be a free action. This ability is a free action and has a 3 turn cooldown. Support grenades are any grenades that deal no damage. Ok action economy perk. Without any additional abilities that boost the reaper's support grenades it isn't as useful compared to a grenadier, it can still be useful for frost bomb

Tech Sergeant

Banish - Unload your weapon against a target until ammo runs out or they are dead. Each shot will make the next shot have 20 less aim and 1 less damage which continuously stacks. This ability has a 5 turn cooldown. Immensely powerful ability that can let you fire up to 6 shots with an expanded mag. It can be used as a better cyclic fire but has the potential to be a powerful counter to boss enemies with a bit of help. Big synergies include holotargeting or focus fire that can provide great aim bonuses

Knife Encounters - Once per turn, gain an action after using a throwing knife against a target within 5 tiles of the Reaper. Great action economy perk that allows the reaper's to throw out many knives

Death Dealer - Gain 25 crit chance and critical damage bonus against flanked enemies will deal double damage when in shadow. Powerful perk that makes the reaper deal immense crit damage while in shadow which is made more consistent due to the crit bonus

Gunnery Sergeant

Light Em Up - Standard shots are no longer turn ending. very powerful perk that allows the reaper's to be efficient with their actions and can fire off multiple shots, with the vektor rifle's high aim even standard shots without many bonuses are still powerful

Impersonal Edge - Whenever a kill is made with a throwing knife, gain +20 aim that lasts for 3 turns and reduce shadow cooldown by 1. Powerful perk that grants a large aim bonus when kills made with throwing knives, doing so also reduces shadow cooldown which if 2 kills are scored during shadow it can effectively keep the reaper permanently in shadow

Packmaster - Most utility items gain 1 additional charge. Nice utility perk granting even more bonus charges to items, best used with total combat to gain even more items to use

Master Sergeant

True Predator - Banish aim penalty reduced to -15 per shot instead of 20 and is now a 4 turn cooldown. Knife Encounters trigger range extends by 1 tile. Death Dealer crit damage bonus now applies to unflankable targets as well. overall basic but good perk to cap off the reaper's main kit. For banish it makes it more consistent. With knife encounters the range in which it can trigger expands and with death dealer the bonus can now be used against unflankable enemies provided you can crit them

Rend the Marked - Throwing knives will cause future attacks against the target to have +50 crit chance that is stackable for the rest of the turn. Powerful perk that makes critting enemies immensely easier due to the massive debuff. Best used against boss enemies in which you want to deal as much damage as possible

Homing Mine - Attach a claymore, which will not alert them, that will explode when they take damage. This ability costs 1 action, is non turn ending and has 4 charges per mission. Very powerful ability that deals great damage and shred while also dealing high environmental damage. This is the only other ability which does not reveal from shadow as well as being action efficient and can allow you to set up strong ambushes. This also makes the next shot against a tagged target guaranteed which can push to synergize well with a squad that can follow up with a powerful attack

Officer

The officer is a unique subclass that any soldier can train to be. A soldier of at least Lcpl is required to become a 2nd LT and requires further promotion in order to further promote as an officer. This class can provide benefits to the squad supporting them through various means. The officer has a "command range" in which some abilities affect any soldier within that range. This is improved as the soldier becomes a better officer. The officer also gains an additional bonus in detecting hidden Faceless within a haven allowing them to root them out quicker. Their abilities do not affect "civilians" which are any unit that are not equipped for combat.

Standard Abilities

Leadership - soldiers that participated in successful missions under the officer gain bonuses to dodge, will, and infiltration that further increases the more missions that are conducted under their command. For each mission completed under the officer, a soldier will gain 1 will (up to 40), 0.5 dodge (up to 10) and 0.75% infiltration bonus (up to 25%). Nice passive ability that gives small bonuses the more missions soldiers go with them. Not something to focus on due to the bonuses being generally very minor and the length it takes to make it relevant

Command - allows the officer to end their turn to grant a bonus action to a soldier within normal visual range. The officer begins with 1 charge and gains an additional charge with every 2 promotions. The main focus of the officer class, being able to grant your better soldiers more actions in exchange for their own is immensely strong. Best used with classes that don't mind the loss of their actions as much or have great action efficiency such as specialists

Intervention - allows the officer to spend 10 intel to extend the mission timer by two turns. This action only costs one action point and is non-turn ending. An additional charge is gained with every promotion. Nice ability to extend mission timers if necessary, ideally want to avoid using this as much as possible due to the intel cost but is great when needed

Commissar - allows the officer to fire a pistol shot against a mind-controlled ally to execute them. Mostly a meme ability or great desperation if you have a mind controlled soldier that you do not want to act against you

You'll need this - grants the officer the ability to hand a ballistic pistol to a civilian ally if they are carrying a pistol. Mostly a meme ability but also gives a desperate option if you need the tiny bit of help but is mostly not useful

Second Lieutenant

Oscar Mike - spend one action that is non-turn ending in order to boost the mobility of all soldiers within command range by 5 for the turn. This can be used once per mission. Bit niche but useful ability to give everyone in squad range excluding the officer a big mobility boost, synergizes great with a phantom soldier ideally in a safe position as it allows them to spend the action to boost the team while keeping conceal for scouting. The mobility boost is useful if you're running away or looking to dive deep into the enemies

Focus fire - spend one action that is non-turn ending to mark a target increasing the aim against them by 5 which increases with each subsequent attack while also increasing the attack's armor piercing by one. Generally good ability, granting 5 aim and "removes" 1 armor (it makes the armor go away but you can't shred it now) for a low action and efficient move, gets better the more shots are fired against the same target as the aim bonus continuously stacks, great for focusing down boss units such as the chosen or gatekeeper who are very hard to hit

First Lieutenant

Incoming - a free action ability that grants everyone within command range 4 damage resistance against any explosive attacks made against them for the turn. This ability has a five turn cooldown bit niche but very useful ability that gives a large amount of flat damage reduction on enemy explosives, for a free action and good range, being able to greatly reduce damage from explosives is very handy especially when you can gauge that it will likely happen, their explosives don't tend to do that much damage so this can go up to 90% damage reduction and is generally at least 50%

Get Some - spend one action that is non-turn ending to grant everyone within command range +20 crit chance for the turn. This can be used twice a mission. Nice general ability further boosting the team's offensiveness with a sizable crit buff

Captain

Trial By Fire - any soldier that participates in a successful mission under the officer automatically gains enough XP in order to gain a promotion if they are below the rank of sergeant. Very powerful ability to quickly raise the overall ranks of the barracks up and makes it easier to train lower rank soldiers being able to raise them quickly. Best used either in missions that allows bringing very large squads and with a good enough team, soldiers in numbers should make up for lack of gear in some areas and allow for training large groups or in normal missions and looking to squeeze in one or two low rank soldiers to train and ideally the team is strong enough that you aren't losing out on potentially having better soldiers by training the low ranks

Jammer - allows the officer to delay enemy reinforcements for one turn once a mission. Ok ability that helps delay reinforcements, note that it simply delays it but does not remove the reinforcement, depending on the mission, the reinforcement can end up stacking resulting in effectively two reinforcements dropping simultaneously resulting in having to deal with a large group of enemies suddenly. The delay can be nice when you need the extra turn to make your getaway

Major

Lead By Example - grants everyone within command range half the difference between the officer's aim, will and hack between the soldier. Niche but a high potential ability, the hack and will is mostly irrelevant but being able to potentially grant a large aim bonus to the entire squad passively is powerful. However the officer needs to be high aim themselves in order to effectively use it, which your high aim soldiers may not necessarily want to be officers. This perk is best used with a high aim sharpshooter built to use the holotarget as the build is centered around supporting the team so this build combined with the officer fits naturally and greatly boosts the team's overall aim

Collector - any kills against a non-human enemy by the squad has a 33% chance to grant 1 intel as long as the officer is not injured up to 10 per mission. Very nice ability to gradually build up intel, it sounds small but on average on a typical mission you're likely looking around 3-4 intel and considering the amount of missions a campaign can have, getting every bit of extra intel is valuable especially when intel is a scarce but very valuable resource, this matters less on lower difficulties where intel is not as scarce

Lieutenant Colonel

Fire discipline - grants everyone within command range 10 aim (after reaction penalty) on reaction fire. Powerful ability that just boosts the squads reaction attack aim, very useful when doing overwatch ambush or simply just improving the squad's offensive capabilities

Defilade - grants everyone within command range an additional 5 cover defense. Ok but overall weak perk, 5 defense is very minor in the grand scheme of things especially with the high rank required in which enemies aim is still generally high, at full cover you will have 50aim which generally enemies will still have around 30-40% hit chance which while not particularly high is not low enough to help justify

Colonel

Air Controller - the skyranger arrives two turns faster when evac is called. Nice ability that makes the evac come in faster. Nice when you want to finish missions quickly as possible and evac as quickly as possible. (also nice when you just forget to throw the evac). Also useful when attempting stealth missions where you need to throw the evac. Limiting the amount of time you stay in the field helps increase the success of such missions

Infiltrator - the infiltration time of the squad is reduced by 15% when the officer is participating in the mission. Very useful ability that makes infiltration faster, more useful when doing larger missions such as the story missions which generally have long infiltration times. It can also be nice to simply infiltrate missions faster in order to launch earlier or to attempt a mission that has a short expiration time

Field Commander

Combined Arms - grants everyone within command range +1 damage for all attacks. very powerful ability that simply increases the team's damage greatly increasing squads offensiveness

Scavenger - completing a mission that grants supplies, alloys and elerium is increased by 30%. Squad members also have a 30-40% chance (based on force level) to collect 1-3.5 (based on force level) additional alloys and elerium (elerium to alloy ratio is 60%) from aliens up to 10 per mission. Ok ability that slightly increases resource gains on salvage missions, somewhat overkill and unnecessary as by the time this can be trained that the campaign is likely at a point where resources aren't as strict or necessary