

XCOM 2

WAR OF THE CHOSEN

XCOM®2: WAR OF THE CHOSEN ERWEITERT DEN KAMPF GEGEN ADVENT UM ZAHLREICHE NEUE INHALTE, denn es tauchen zusätzliche Widerstandsfractionen auf, die die Alien-Bedrohung für die Erde ausschalten wollen. Im Gegenzug tritt auch ein neuer Gegner auf den Plan, die „Auserwählten“, die nur ein Ziel haben: den Commander wieder gefangen zu nehmen. Die Erweiterung umfasst neue Heldenklassen, um den „Auserwählten“ die Stirn bieten zu können, sowie neue Gegner, Missionen und Schauplätze. Zudem wurde die taktische Tiefe noch einmal erhöht.

—DIE AUERWÄHLTEN—



JÄGER: Ein Fernkämpfer, der seine Ziele quer über die Karte aufs Korn nimmt. Dank seines Kletterhakens kann er an ungewöhnlichen Stellen in Position gehen, außerdem ist er mit einem mächtigen Präzisionsgewehr ausgestattet, das zielsuchende Schüsse abgibt, die praktisch jede Einheit auf der Karte treffen können. Er spielt auch gerne mit seiner Beute – dann setzt er Erschütterungsgranaten und Betäubungsschüsse ein.

HEXER: Der Hexer hält sich für einen Gott. Da er laufend Psionik einsetzt, ist er geistig nicht mehr ganz zurechnungsfähig. Er glaubt, dass er der einzige Auserwählte ist, der die wahre Macht der Psionik erkennt. Zu seiner Bewaffnung gehört ein Sturmgewehr, im Kampf setzt der Hexer aber vor allem verschiedene Psi-Fähigkeiten ein – unter anderem ruft er eine Horde Geisterzombies herbei, die auf XCOM-Soldaten zustürmen und explodieren, wenn sie nahe genug heran sind. Außerdem kann er Verbündete auf dem Schlachtfeld teleportieren und Gegner telepathisch kontrollieren.

ATTENTÄTERIN: Eine Nahkämpferin, die verdeckt vorgeht und Gegner mit ihrem Katana ausschaltet. Ihre Arashi-Strahlenschrotflinte ist nicht minder gefährlich, außerdem kann sie spezielle Rauchgranaten einsetzen, die Gegner kurzzeitig blenden und so ihren Sichtbereich einschränken.



Die Auserwählten besitzen jeweils prozedural generierte Stärken und Schwächen, sodass sie bei jedem Spieldurchlauf anders sind. Mit jedem Auserwählten sind mehrere Begegnungen möglich, und im Spielverlauf werden sie immer mächtiger.

—NEUE FRAKTIONEN UND HELDENKLASSEN—



SCHNITTER: Der Schnitter ist ein Infiltrationspezialist und ein ausgezeichneter Schütze, der verdeckt vorgeht. Mit seinem verbesserten Verborgenenmodus namens „Schatten“ ist der Schnitter sehr viel mobiler als andere XCOM-Soldaten.

PRIMÄRWAFFE: Vektorgewehr

SEKUNDÄRWAFFE: Claymore



SCHARMÜTZLER: Der Scharmützler ist eine sehr offensive Klasse, die auf praktisch jede Entfernung gegen Feinde vorgehen kann. Ein Kletterhaken ermöglicht es dem Scharmützler, auf Gebäude und andere Strukturen zu kommen, aber er hilft auch, den Abstand zum Gegner zu verringern. Dann kann der Scharmützler seine Sekundärwaffe einsetzen, eine Reißklinge, die er am Handgelenk trägt.

PRIMÄRWAFFE: Kurzgewehr

SEKUNDÄRWAFFE: Klaue – eine Klinge, die am Handgelenk getragen wird und tödliche Verletzungen verursachen kann.

TEMLER: Ein Psi-Krieger, der über sehr große Macht verfügt. Schaltet er Gegner aus, baut der Templer damit seinen "Fokus" auf, wodurch seine Fähigkeiten stärker werden.

PRIMÄRWAFFE: Splitterhandschuh

SEKUNDÄRWAFFE: Automatikpistole



—NEUE GEGNER—



PHANTOM:

Ein tödliches neues Alien, das Schattenabbilder von XCOM-Soldaten erzeugen kann.



ADVENT-PURIFIKATOR:

Ein ADVENT-Soldat, der mit einem Flammenwerfer und Brandgranaten ausgestattet ist.



ADVENT-PRIESTER:

Ein ADVENT-Psi-Soldat, der seinen Verbündeten Boni verleiht und XCOM-Soldaten mental kontrollieren kann.



—DIE VERLORENEN—



Die Verlorenen sind die Bewohner der Städte, die zu Beginn der Invasion angegriffen wurden – oder vielmehr das, was noch von ihnen übrig ist. Durch die lange Zeit, der sie Alien-Kapseln ausgesetzt waren, sind sie grotesk entstellt und wandern ziellos durch die verlassenen Städte. Einzeln stellen sie zwar keine allzu große Gefahr dar, in Massen können sie aber selbst erfahrene Soldaten schnell überwältigen – ganz gleich, ob Mensch oder Alien.



—WELTKARTE—



FRAKTIONS-HQS: Jede Widerstandsfraktion hat ein Hauptquartier auf der Weltkarte, das beim Scannen jeweils unterschiedliche Vorteile bietet.

VERDECKTE OPERATIONEN: Jede der Widerstandsfraktionen wird verdeckte Operationen starten, bei denen sie Unterstützung brauchen. Werden XCOM-Soldaten zusammen mit diesen Fraktionen eingesetzt, kann Jagd auf die Auserwählten gemacht werden. Außerdem bringen solche Operationen Soldaten, andere Mitarbeiter und Ressourcen ein.

WIDERSTANDSBEFEHLE: Mit wachsendem Vertrauen unterstützen die Widerstandsfraktionen XCOM immer stärker, was frei wählbare strategische und taktische Boni mit sich bringt. Im Widerstandsring lassen sich die Bemühungen des Widerstands koordinieren.

KAMERADSCHAFTEN: Soldaten entwickeln mit der Zeit Kameradschaften miteinander, aber einige werden sich schneller festigen als andere – je nachdem, wie gut sie zueinander passen. Werden Soldaten, die sich gut verstehen, gemeinsam eingesetzt, können sich Freundschaften zu engen Kameradschaften mit taktischen Vorteilen entwickeln.

KAMERADSCHAFTSSTUFE 1: Entwickelt sich im Kampf. Wird die Beziehung bestätigt, erhalten die Soldaten folgende Vorteile:

– **Teamwork:** Gewährt einem Kameraden einen zusätzlichen Aktionspunkt. Verfügt über nur eine Ladung, die von den Kameraden geteilt wird.

KAMERADSCHAFTSSTUFE 2: Damit Soldaten diese Stufe erreichen können, ist das Trainingszentrum erforderlich.

– **Verdeckte Soldaten:** Der gemeinsame Einsatz bei einer verdeckten Aktion reduziert deren Dauer um einen Tag.

– **Hilfesteller I:** Ein Soldat erhält einen Bonus auf die Trefferchance, wenn sein Kamerad das Ziel angegriffen hat oder von diesem angegriffen wurde.

Er erhält außerdem einen zusätzlichen Bonus, wenn sich sein Kamerad neben ihm befindet.

– **An meiner Seite:** Wenn dieser Soldat einen Zug direkt neben seinem Kameraden beendet, wird dieser automatisch von allen negativen mentalen Effekten befreit.

KAMERADSCHAFTSSTUFE 3: Soldaten müssen im Trainingszentrum zusammenarbeiten, um diese Stufe zu erreichen.

– **Verbessertes Teamwork:** Gewährt einem Kameraden einen zusätzlichen Aktionspunkt. Verfügt über zwei Ladungen pro Einsatz, die von den Kameraden geteilt werden.

– **Doppelangriff:** Ein kombinierter Standardschuss-Angriff durch diesen Soldaten und seinen Kameraden. Dieser Schuss zählt als kostenlose Aktion für den Kameraden.

WILLENSKRAFT: Die Willenskraft eines Soldaten wird nun durch weitere Ereignisse auf dem Schlachtfeld beeinflusst. Wird ein Soldat wiederholt im Kampf eingesetzt, obwohl seine Willenskraft niedrig ist, erschöpft er schnell und kann negative Eigenschaften entwickeln.

NEGATIVE EIGENSCHAFTEN: Soldaten, die erschöpft sind, müssen sich ausruhen, bevor sie wieder in den Kampf geschickt werden können. Setzt man sie trotzdem ein, können sie Phobien gegenüber bestimmten Gegnern oder Ereignissen auf dem Schlachtfeld entwickeln. Diese Phobien können einen Willenskrafttest auslösen, der schlimmstenfalls dazu führt, dass der Soldat in Panik gerät oder Amok läuft.

WIEDERBELEBEN: Die Auserwählten versuchen, Gegner kampfunfähig zu machen, um sie entführen oder Informationen von ihnen sammeln zu können. Wird ein Soldat von einem Auserwählten betäubt, kann ihn ein Soldat auf einem Nachbarfeld wiederbeleben. So ist er dem Auserwählten nicht schutzlos ausgeliefert.

FOTOKABINE: Hier können die Soldaten angepasst werden, dann kommen Filter, Hintergrund und Beschriftung dazu, fertig ist ein ganz eigenes Widerstandsposter, das man mit Freunden teilen kann. Die Fotokabine steht in der Waffenkammer und am Ende von Missionen zur Verfügung.

—NEUE AVENGER-EINRICHTUNGEN—



TRAININGSZENTRUM

- Soldaten erhalten durch ihre Handlungen im Kampf und durch das Erreichen neuer Ränge Fähigkeitenpunkte. Im Trainingszentrum können sie neue Fähigkeiten erlernen – auch solche, die normalerweise für ihre Klasse nicht verfügbar sind.
- Kameradschaftsstufe 2 und 3 wird erreicht, indem man Kameraden dem Trainingszentrum zuweist.

DER WIDERSTANDSRING

Hier werden verdeckte Operationen mit den anderen Fraktionen koordiniert.

KRANKENSTATION

Ersetzt die Heilungsfunktionen des außer Dienst gestellten „Fortschrittlichen Kriegszentrums“. Hier können auch negative Eigenschaften von Soldaten entfernt werden.

—NEUE FORSCHUNGSMÖGLICHKEITEN—

DURCHBRÜCHE

Neue, fortschrittliche Technologien, die sofort nach einem Durchbruch erforscht werden müssen.

INSPIRATIONEN

Sind Wissenschaftler inspiriert, erforschen sie ein Projekt deutlich schneller – allerdings nur, wenn sie sofort mit der Forschung beginnen.

—HERAUSFORDERUNGSMODUS—

Finden Sie bei diesen einmaligen Community-Herausforderungen die perfekte Strategie und schlagen Sie Spieler aus der ganzen Welt. Behalten Sie die weltweite Rangliste im Blick, um zu sehen, wie weit Sie es gebracht haben!

—LAGEBERICHTE—

Das Lageberichtssystem fügt auf taktischer Ebene dynamisch Veränderungen hinzu, sodass jede Mission zu einer einzigartigen Herausforderung wird. Die Informationen aus dem Lagebericht erscheinen bei den Missionsdetails.



—NEUE MISSIONSTYPEN—



VERLOREN UND VERLASSEN: Rivalisierende Fraktionen des Widerstands haben sich auf ein Treffen geeinigt. XCOM muss die Fraktionen zusammenführen, damit der Widerstand geeint ist und die Auserwählten besiegen kann.

ANGRIFF AUF EINEN AUERWÄHLTEN-STÜTZPUNKT: Machen Sie mit verdeckten Operationen Jagd auf die Auserwählten und treten Sie ihnen in ihrem Machtzentrum entgegen.

ÜBERLEBENDE FINDEN: Agenten des Widerstands sitzen in feindlichem Gebiet fest und müssen gerettet werden.

WIDERSTÄNDLER RETTEN: Ein VIP des Widerstands sitzt in einer verlassenen Stadt fest und muss vor den Verlorenen geschützt werden.

GEGENSCHLAG DER AUERWÄHLTEN: Ein Unterschlupf des Widerstands muss gegen einen Angriff der Auserwählten verteidigt werden.

ANGRIFF DER AUERWÄHLTEN AUF DIE AVENGER: Die Auserwählten haben die Avenger gefunden und wollen sich den Commander zurückholen. XCOM muss seine Basis um jeden Preis verteidigen.

TRANSMITTER ZERSTÖREN: Es wurde ein ADVENT-Transmitter gefunden. Seine Zerstörung würde ihr Psi-Netzwerk empfindlich schwächen. Zerstören Sie Relais auf der Karte, erhalten Sie mehr Zeit, um den Transmitter zu vernichten.

NACHSCHUB SICHERN: Auf der Karte sind überall ADVENT-Nachschubkisten verteilt. Markieren Sie sie für den Skyranger, damit er sie holen kann, bevor ADVENT auftaucht.

GENERAL AUSSCHALTEN: Es wurde ein ADVENT-General im Feld gesichtet. Er muss ausgeschaltet werden.

AGENT AUS ADVENT-EINRICHTUNG BEFREIEN: Retten Sie Soldaten, die von den Auserwählten gefangen genommen wurden, aus einem ADVENT-Gefängnis.

HINTERHALT BEI VERDECKTER OPERATION: Am Ende einer verdeckten Operation können die Auserwählten Truppen schicken, die die Soldaten in einen Hinterhalt locken. Begeben Sie sich schnell zur Evakuierungszone und weichen Sie dem gegnerischen Feuer aus.

—WEITERE OPTIONEN—

War of the Chosen bietet zusätzliche Optionen, die beim Start eines neuen Spiels zusammen mit dem Schwierigkeitsgrad festgelegt werden können.

BETA-ANGRIFF: Steigert merklich die TP der meisten Einheiten für längere taktische Gefechte.

SCHNITTER-VERBÜNDETER: Im Schnitter-HQ starten.

SCHARMÜTZLER-VERBÜNDETER: Im Scharmützer-HQ starten.

TEMPLER-VERBÜNDETER: Im Templer-HQ starten.

DÜSTERE AUSSICHTEN: Die Auswirkungen aller düsteren Ereignisse sind dauerhaft.

LANGFRISTIGE PLÄNE: Verdoppelt die Dauer des Avatar-Projekts.

ZEITUMKEHRER: Verdoppelt die Dauer der Einsatz-Timer.

PRÄZISIONSSPRENGSÄTZE: Granatenschaden nimmt vom Zentrum der Explosion aus ab.

—TECHNISCHER SUPPORT—

Auf den folgenden Seiten finden Sie die neuesten technischen Supportinformationen und ein aktuelles FAQ:

ALLGEMEINER SUPPORT UND FAQs

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