

## **Starting HQ Locations [S-Tier/A-Tier/B-Tier/C-Tier/D-Tier]**

### **UK (Iron Tribe)**

- Loads of starting crafting resources (8 Junk Piles, 30 Necroplane parts, 50 Chemicals & Scrap Metal). Very useful resource kickstart.
- Quicker access to old earth planes (+ Spitfire) and Hyperwave Mysticism.

### **France/North-East Spain (Eurosyndicate)**

- 6x Uber Maids (because French Maids I guess) which give 18K a month and increase base storage capacity by +18 Tonnes. Decent early on.
- 6x Maid Outfit Armours. Barely competitive with going topless stats wise but has better inventory. Researching them is needed for progress, though.
- 9x Raygun batteries & 3 Energy Weapon parts. You have a starting Raygun but not much ammo for it, so this alright.
- Free contacts with the Syndicate and chance to grab their gear later.

### **Germany/Poland (Blackmarsh)**

- 3 sets of chocolate and a Gnome girl soldier. More Gnomes (~1/month) join periodically. Very good start as Gnomes have high accuracy, insane bravery, are small, have amazing voodoo power and are fantastic pilots.
- Blackmarsh sells you good hovercars (Faust) and guns in early-mid game.

### **Sweden/Norway (Nordfederation)**

- 5 extra Young Uber-Girls, though they must be trained, and aren't boosted like your starting girls. Instant Onsen prerequisite access. More girls are great.

### **Italy/Greece/Turkey (Romanica)**

- Some Broadwords and Quarterstaves. Better than the starter gear.
- Nun and Crusader outfits. They're the peasant exclusive ones so Romanica is tuned for a Peasant Revolution or Male Touch run quite heavily.
- 185K of loot to sell or keep. Instant Onsen prerequisite Access.

### **Egypt/Libya/Tunisia (Theban Hives)**

- 12 Assault Clone Licenses to get free Clones. Very strong starting force that even come with UAC Carbines & Shields for free.
- Some countries hate you (notably Eurosyndicate), and there will be some **very tough** base invasions and attacks to deal with in the early months.

### **Nigeria (Hidden Expanse)**

- Kits to make 3x Flak towers for Base Defence. These are kind of hard to make so it's ok if you want to make Flak Tower or Large Prison later.

### **South Africa (Rogue Fields)**

- \$500K of debt to start (ouch), but early on, you'll get a free Junk Power Armour, which at that stage will render one girl slow but basically immortal.
- Easier access to Warlord Contacts for Car and Tank Parts, as well as Big Ben SMG, which is superb, and Ramjet Cannon, an alright Heavy Craft Weapon.

### **Russia (Eurasian Autonomy)**

- A single free Baby-Nuke (lol) you can attach to a Ballista Bolt (extra lol), and randomly get more of them from having the HQ here (rarely).
- Documentation needed for Nuclear research much, much later.
- Same Document also gives earlier access to Deep UAC Vault missions in early-mid game. Also immediately get Onsen prerequisite.

## Mongolia (Turan)

- 3 Turanian Girl. Have to research them 4 times to join; but they ride Dire Hyenas with good stats, great. Unlocks Raiding Party, a less-awful Expedition that allows you to do Sea Missions early, though it's risky without gear.
- ~Be very careful~ with your cash balance, as Turan can and will rob you of 100K or 500K randomly as an event, however.

## India (Ghostgates)

- 52 (!) Slaves. Early on, storage space & income are very low, and these buff that. Gives a Gladiatrix which is a hard-to-find research prerequisite. Good.

## China (Central Province)

- 75 leaves of Sectoweed (lol Sectoid Drugs). Slightly quicker access to Hybrid route (and recruit 1), and mildly quicker farms. Not amazing though.

## Japan (Fuso)

- 3 Katanas, 3 Wakizashis, 30 Kunai, Samurai Training. Pretty great for Peasant army, Catgirls (access to Cat Samurai Plate) and good melee boost early.
- Instant Onsen prerequisite Access. Possibly instant conflict with Ninjas.

## Indonesia (Pirate Straights)

- 3 Hoes that you can research for info, or can pimp later.
- A Handcannon, Blunderbuss, and Boarding Gun. They're stronger versions of the pirate-y starting primitives. Decent, but high TU costs.

## Australia (Death Realms lol)

- Instantly costs 75K, get 20 Chitin Plates, 10 Poison, 20 Demon skulls, 10 Spider Silk so you can make Scale Mail, Longbows, and Poison Daggers fairly early with a bit of focused research (Animal Skinning etc.)
- Much later, easier to Slaughter Cannons, and Gravball armour, all of which are good, and also Fireball Launchers, which are okay.

## Canada (Kingdom of Canada)

- 50 Culture, 15 Databases, 10 Glamour, 1 Lingerie's, 3 Govt Codes.
- Govt Codes give lore, some of which can give game progress.
- Canada is run by Illya's cyborg apparently lol.

## West Coast USA (Cali Republic)

- 8 Captive Catgirls. Can be made into soldiers with research.
- Loads of drugs, glamour and porn (America fuck yeah lol).
- Unfortunately, also a **scary \$375K debt** (and drugs only sell for 10% of this).

## North-East USA (Technocracy)

- 20 Optronic parts, and can buy them immediately. Useless early, though used in quite a lot of mid and high-tier engineering.

## Mid-West & South East USA (Confederation)

- 3 Big Iron Revolvers, 1 Govt Pistol, and ammo. They're way better than starting gear. Also, can research handbook for all cowboy item topics.

## Mexico/Caribbean (Latin Empire)

- 1 set of Old Earth Books. Researching them is required for lots of tech.
- At Rank 2+, you also get periodic duels with noblewomen. Dumbass Captains are great at this, as are those with Might as an idea, and get some good prizes from this (bags of loot, old books, captive noble girls). If you're not one of those, you'll refuse the duels and constantly lose Infamy though.

## Columbia & Venezuela (Red Revolution)

- 10 Storage Workers (costs 5K/month each for a bit of storage) and 3 Recruitable Peasant girls with Revolutionary Bonus. Barely okay.
- On occasion, an event that gives 10 Laborers which can be made into Slaves or Workers (or researched for some basic but important topics).

## Peru & Chile (Steel Pact)

- 3 boxes of high-quality weapons (usually 2-4 plus ammo and other stuff).
- 20 Iron Ore for processing. Pretty great early on as metal is used in lots of stuff, and the guns given are great early-mid-game ones.

## South Brazil & Argentina (The Dark Dominion)

- 3 Arcane Tomes you can't use until you have a Library much later, but which give you useful info about demons from Doom, which can advance your voodoo research somewhat later (some results are quite good).
- 2 sets of Esoterica, books that give lore research for some Infamy. After researching at least 1, you can get events which give +70 Infamy.

## Not in a country

- 30+ days' worth of free research on monster parts (Animal Poison, Spider Silk, Monster Teeth, Monster Eyes, Luxury Fur, Chitin Plate). Amazing.
- 2x Goblin scriptures and 3x Grrl Guide, which unlock further research.

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## Regional Starting Bonuses (higher infamy bonus implies harder start place):

**Arctic/Antarctic:** 6x sets of Fur Clothing. Can immediately buy polar outfits for Male and Female Peasants. In Arctic, if Jackass or Lazyass, a one-time event to find & loot a shipwreck in the sea ice. +450 Infamy in Arctic, +700 in Antarctica.

**North Atlantic:** 6 sets of Fur Clothing, instant Sea Transport research (mostly a prerequisite) instead of Polar Outfits purchase. +450 Infamy.

**Siberia:** 8 Luxury Furs. Ushanka Hat research to use them. 7% Chance for an Ice Lady (elite noble damsel) to join you each month with gear. +200 Infamy.

**Europe:** 3 Rare Earth Elements, they're instantly researched too. -50 Infamy.

**North America:** 5 bottles of Vodka. Uber Wheat instantly researched. +200 Infamy

**South America:** 10x Peppers (both kinds), Oranges, Eggplants, Coconuts, and three parrots. Instantly activates "Call A Meeting" for progress. If not in a country, also some jungle pilgrimage events for extra free early research. +450 Infamy.

**North Africa:** 6 bottles of Beer and a Parrot. Lots of research about different kinds of artifacts and treasures. -50 Infamy.

**South Africa:** 3 Blowpipes and 24 darts for them. One Parrot. Instantly unlocks Monster Hunting missions. +200 Infamy.

**Central Asia:** \$777,000 of debt (ouch). One Parrot. Research on Necropirate, and a crashed bomber in the area to research. +200 Infamy.

**South-East Asia:** 10 Mutant Fish, 10 Mutant Eggs, 10 Pumpkins. One Parrot. Eggs start researched. +200 Infamy.

**Oceania:** 20 Explosive Cannonballs, 20 Cannonballs, 3 Parrots. Undersea missions start unlocked immediately. +450 Infamy.

**Pacific Islands:** A male human hero joins. He has several stat bonuses and Iron Skin like your starter girls. He comes with a Parrot and gives research on The Deep Ones. You also get +750 Infamy (for a reason, you'll basically never see UFO's!).

## Getting Started in XPiratez (WHAT DO?!)

- For starters; use **Difficulty 2** (not 1) as the lowest difficulty will lock you out of several things down the line the game (which is annoying, I know).
- The game **very much assumes** you've **played** Vanilla X-COM, and know best practice for tactical missions like preserving TU's for reactions, staying out of alien LoS, always spinning on the spot to check new rooms, hiding behind things that might absorb shots for you, crouching, etc.
- It also assumes you use OpenX-COM's **loadout feature** for your gals; and it's a good idea to get used to using it: in old X-COM, troops would randomly pick up stuff in their transport vehicle to use, which would be incredibly annoying here since there so... much... stuff.
- You now do a vast majority of your inventory management from: Base Screen > Hands > Inventory (from dropdown in Bottom Left).
- Always have your **Runts** (engineer girls) **be doing something**. Immediately, you should start crafting **Torches** (yes, torches, of all things), with instant sell. Once you have more runts in place (35+), you can switch over to making **X-Grog** for cash if they have nothing better to do. Later on, with 60+ runts, making **Cider (Chateau de Mort)** is one of the best moneymakers.
- Get your 3 **Brainers** (science girls) in a 2/1 split on different topics isn't a bad idea early. Keep in mind that in X-COM, excess research that overfills the required amount is just lost into the ether, and lots of early topics cost 2-8 research (+/- 50%).
- **Sell** your starting **Security Corridor**. Despite its claims, it actually does nothing and you really need the cash early on. As usual for X-COM, **isolate** your Access Lift and Hangars (toggling [starting custom base] option is a good idea too) so that Base Defence missions are not too horrifying (you are guaranteed at least 2 base defences in the starting months).
- **DO NOT** sell **Tiny Drill** or **Menacing Hull**, these are important for progression. Also *do not* sell any other buildings; ESPECIALLY not Old Earth Lab. You will not be able to re-build most of it in the early stages (or ever).
- Even as insanely expensive as they are, you badly *need more* Brainers at work to accelerate tech. Aim for 5-6 of them by April at the latest. You'll also want more runts, and that means more Living Quarters.
- Getting **Infamy (Score)** up constantly is **CRITICAL**. Not only does it stop you from losing due to negative score of course, but you get paid an extra monthly stipend based on the score you have; and it's potentially very big as it's \$333 per 1 Infamy (In year 2, month 5, I am usually getting \$7-12 million from this bonus after maintenance costs go out).
- The fact that I say you should still be making stuff to sell despite this bonus indicates how important it is to manage your cash flow.
- Getting Infamy to milestones in a month also controls you ranking up your captain to unlock some new stuff (i.e. Rank 0 => 1 is 2000 infamy).
- Early on, you **ONLY** have your **six starter Gals**. Your starter Gals are of the [Lunatic] class and have the [Original 6] bonus. Gals are also generally high-stat, tanky, quality troops in general. Even if naked, Gals count as having 20 armour on all sides (the equivalent of a Kevlar Uniform on other troops!).

- Hence, you should **prioritise** more stat bonuses, which means that making them go **Topless** early is (arguably) the best option, then switching to Pirate/Sailor/Barbarian uniforms, the Gym Suits/Swimsuits, then finally into early armour sets like Warrior or Scale Mail.
- You really **can't afford injuries** as you also have no Med-Bay early, so get into the practice of saving before doing anything risky in tactical. Even moderate injuries early on can disable a girl for 30+ days, and every mission or event you choose to not go to due to risk or injury is missing out a chance for more score to combat the ever-rising entropy of negative score.
- **Melee attacks** are **very good** in XPiratez, and it's quite likely at least a couple of your girls will have great melee stats. Be careful with approaching enemies you want to attack, as usual (ideally hiding in blind points or around corners). Don't forget to **CTRL-Click** when moving to **Dash** (which saves TU's, and gets less reaction fire, but consumes more energy).
- You **want to Stun** and/or panic enemies **where it does not endanger yourself to do so** to capture them, as **interrogating everyone** gives lots of infamy and tech, and is often required for progression. Early on, that's likely your best melee girl getting a Baseball Bat, but you can transition to a Harpoon Gun with Tranq rounds or Rubber slugs on a Domestic Shotgun, or Stun Baton.
- You **don't have an interceptor** to begin with, so you need to shadow UFO's with your Airbus (minimise the Intercept screen). Avoid any enemies with a Radar Circle, they can (and will!) intercept you back.
- Alien air traffic **constantly lowers your score**, and starting in March/April time, it starts to really ramp up in frequency, so as a result, it's time-critical to get an interceptor in the air ASAP.
- The Tech Shopping List to get your first **Little Bird in the air is**: > Call A Meeting > Inspect Machinery >> Explore Tunnels > Visit Town >> Gun Shopping >> Hardware Shopping >> Contacts: Tiger Transport >>> V8 >>> Big Bird >>> Craft Weapons > We Need Craft Weapons! > Weirdness >>> Assembling the Bird. After which you might want to consider progressing to **Ship Junkyard Contacts** soon (for ammo).
- **HOWEVER**, there are also MANY other things pressing on your Brainers time.
- Most notably, you'll want to progress **unlocking additional mission types** when you can. **!Warehouse Wars!** and **!Monster Hunts!** are good ones.
- You'll also want **all four pirate traits** done soon (Weirdness / Cunning / Survival / Violence). Highly consider making a dash for **Recruitment**, which itself comes with a game-changing route choice (these are discussed later in the guide). **Better outfits** and lower-tier armour as well updating your manufacturing, and **getting a Workshop** are up there too.
- Consider what **Codex** you want. Some are very helpful early, and some give you great late-game powers, but regardless, you'll want it online for it's bonuses in the first few months in most situations. (see Codex section).
- Finally, you'll absolutely want to define your **captain's class**. You'll get an event at end of month 1, don't ignore it, make a choice and research it (see next section for captains fully explained).



## Captain Classes

Chosen via research near end of first month. Be sure to do it, as it is randomly picked (with a bias to Lazyass of course lol) with negative infamy otherwise.

**First of all, we have a look at the ideas and aspects that determine lots of the events that captains have access to, as well as some unique features.**

### Ideas:

**MIGHT (RED):** Hierarchy is as simple as "who can beat up who". The enactments and lessons of power. Generally aggressive and very solid events that get extra recruits and research. Has access to Warrior Culture training.

**PRIDE (GOLD):** You are great and deserve great things. Embrace your inner awesomeness. Gold has some very good, very pirate-y events. Can charm captured Ninjas and has a cheap way of turning young uber girls into Exotic Dancers for money.

**VISION (GRAY):** Strive for greater purpose to achieve true change. Deny the naysayers who call such things cray-cray. Mediocre events which are quite swifty, some great, some awful.

**FAITH (GREEN):** Hope springs eternal, persevere through hard times. Conquer the threat of nihilism. Mostly solid events that raise your infamy.

### Aspects:

**LEWD** vs **AX-CRAZY** - How open you are towards strangers. Lewd is more friendly and inclined to make friends, while the ax-crazy captain trusts nobody and is more likely to engage in violence and exploitation.

Lewd is often wasting money and shagging around but gets lots of infamy, glamour and popularity. Easier to pimp out your slaves. Sakura is your goddess and gives you Magical Cake (lol).

Ax-Crazy is always grabbing free prisoners and slaves. Gets Boot Camp Training, can turn radars into radiation guns (lol). Snake goddess gives you Mad Scribbles for some research.

**TROUBLESEEKER** vs **BOOKWORM** - The captain's outgoingness. Would you rather go outside and seek adventures in the wide world, or adventure in a good book?

Trouble-seeker goes out and fights and loots often; fairly 50/50 on whether it creates penalties and fines or actually gets cool loot and prisoners.

Bookworm finds treasure locations, books and new schematics randomly, and can recycle Necroplane parts into AA guns.

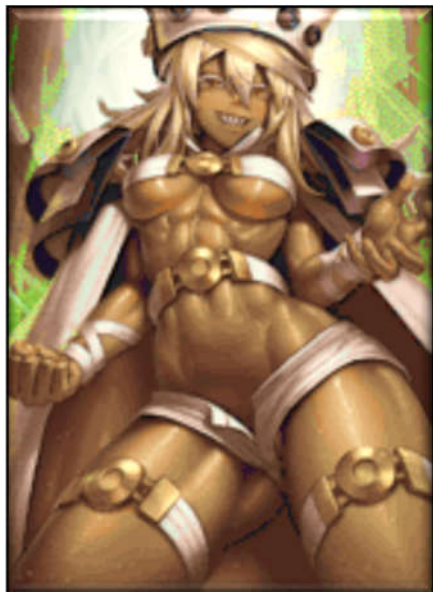
**PIG-HEADED** vs **DAYDREAMER** - conservative or progressive? Would you rather stick to tried-and-true tradition, or try out something innovative but untested?

Pig-Headed comes up with unpopular, but very productive orders for the crew, unlocks Bunkers, and the Dragon God gives you Infamy.

Daydreamer often finds stuff lying around, secret passages, and writes and paints stuff. She's good at counter-propaganda. The Mirror Goddess gives you free Glamour.

## Primary Captains

### Dumbass Captain (Superstar)



Ideas: **Pride**, **Might**, **Faith**

Aspects: **LEWD**, **TROUBLESEEKER**, **PIG-HEADED**

Perfect in body, peerless in glory. She's amazing and she knows it. Sure, she holds books upside down and to her, strategy sounds like a tasty snack, but she sure knows what drives people (and pirates): sex, money, and authority, and she absolutely oozes them.

Contrary Codex: **[Vision]** *"The future? The future is for people who think too much! Now is here, yeah?"*

*Doesn't get Analytics Research Area.* Instead, she must have a **Luxury Spa** to train her peerless body, and she becomes a local wrestling super-star, which in turn unlocks the **VIP Suite** that acts as the Analytics Area.

She has unique access to **Scamming & Spoofing**, a better version of Blackmail, spending just Databases for great scams which always turn a profit. Has easier access to the **Beastmen** research topic, which is a prerequisite for quite a lot of things. Invents her own martial art, **Super Sexy Martial Dance**, can teach it to gals.

Gambles, shags around, and is a hedonist always looking for new food, kinks and stronger opponents to smack down. Her adventures could fill entire pulp novels (and porn novels) with exciting content. An idiot savant with the luck of the devil, and she'll prove to these so called "Star Gods" that there is ~nothing~ in the world as frightening as a lucky, plucky, fearless heroine.

### Lazyass Captain (Insightful)



Ideas: **Faith**, **Vision**, **Pride**

Aspects: **LEWD**, **BOOKWORM**, **DAYDREAMER**

Every operation needs an evil mastermind, with epic cool when the chips are down, and her plans have never let the crew down. Fight smart, not hard. Lazy means efficiency, don't you know? Just let her sleep in on Sundays, mmkay? (and Mondays... Tuesdays, and don't even think about Friday)

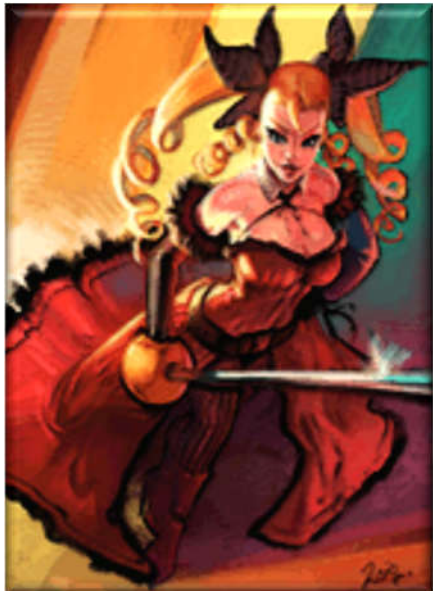
Contrary Codex: **[Might]** *"Look, matey, I just can't be bothered with violence today..."*

She can build special Pirate **Hotels** which combine several facilities into one (4.33 prisons, a better Onsen, 0.7 of a Living Quarters, half a Vault into a 2x2). Who

ever said pirates can't go into the service industry?

She creates mad scribbings, finds secret caves and listens to all those things most pirate gals just don't give a damn about. Most of her adventures happen in the books she reads rather than at the end of her rapier, but that just means she knows all the good things to steal. The girls might lose some respect for this clumsy and shadowy captain they never see, but she knows deep down that they have faith in her, and she has faith that the world will deliver them to victory.

## Jackass Captain (Triumphant)



Ideas: **Might**, **Pride**, **Vision**

Aspects: **AX-CRAZY**, **TROUBLESEEKER**, **DAYDREAMER**

Expects perfection from others; as she expects as much from herself. Drives herself to ruin, for the sake of power and perfection, charging in at the vanguard. A pirate's Pirate, she fights, smashes, loots and dreams of a better world... through copious glory and violence.

Contrary Codex: **[Faith]** *"Take your hope and shove it, mongrel. You just don't have what it takes!"*

Can uniquely build **Dungeons** which holds +10 more hostages than Prison, can enslave more enemies, and give gals torturer training. But, being such a loud and brutal soul, *you attract extra threats* to your group in

general. Unique access to random **Treasure Hunt** events and, if running a Peasant revolution, she can **Order the Scavengers** to collect loot for her.

A predator and a killer tempered with a furious Machiavellian streak; she never stops fighting. Her adventures always bring fury and glory, and her iron mien brings her peerless respect from her crew. As she never rests, though, she is often also fighting off exhaustion and sickness. But even as she revels in the screams of those under her boot, she also never forgets those fighting at her side.

## Soreass Captain (Headstrong)



Ideas: **Vision**, **Faith**, **Might**

Aspects: **AX-CRAZY**, **BOOKWORM**, **PIG-HEADED**

Hell has no fury like our captain scorned. She somehow gets out of wrong side of bed every day, it's true, but that just means anyone on her endless shit-list has a really bad day in front of them, since no-one escapes her downright frightening Xanatos gambits, schemes, and penchant for controlled, devastating violence.

Contrary Codex: **[Pride]** *"Cometh before a fall, asshole."*

She can order **Bulk Mining** and **Bulk Crush** stone 10x all at once for ease and way more profit and efficiency, though this can also *unearth demons* on occasion.

Gets **Boot Camp Training** for Peasants and Men.

A drunkard and anal-retentive administrator. Is a hunter of secrets and loves exploring, but always does so with preparation and foresight. "Be prepared for everything, expect the worst, pray just in case it helps". These are her mottos, and with that, she avoids many pitfalls and bad events that would catch a less paranoid captain. The crew knows her vision has always saved them from the worst, and it will always continue to do so. Steady as she goes, captain.

Choosing a **Contrary Codex** despite it being Contrary makes you a Chaos Saint which disables all the God/Goddess gifts but unlocks [Witch missions], which are hard but give super loot. This is because it allows you to have all 4 ideas at once (awakened Codex gives you its Idea).

All the Base Captain types learn to **Blackmail**, turning Zines (Porn) & Databases into profits or slaves (around 86% chance). They also gain a large pool of events.



## Secondary Captains

You can reject the Primary captains for a more challenging game. If you do, in month 2 you instead gain an option to pick a "Classed" Captain. The Secondary captains may have access to some bonus facilities which are typically quite efficient but have some flaws:

- **Ultimate Vaults** (All- lategame 3x3 Vaults, if you want to dedicate a full base to stores).
- **Living Capsules** (Requires you have both **Faith** & **Vision** ideas, one could be from Codex, though. A 50 person living quarters in 1x1 [vs. 35], but you lose 1 research space, 10 workshop space for each, which is bad; research space is super premium in this mod).
- **Double Suite** (**Ruler/Conservative/Bold** only: a double sized Prison in 1x1, but reduces HP regen of troops (bad). Decent for dedicated Prison bases, but not for main base.)
- **Non-Profit Lab** (**Rational/Progressive** only. Early-Mid game facility that combines 150K monthly profit with 3 Lab space, 15 Workshop space, but attracts missile strikes).

Classed Captains have no access to the Troubleseeker vs. Bookworm axis, or the related events. They lose some options when it comes to later events.

### Ruler Captain (Authoritarian)

Gains **Military Drill**; a better version of Boot Camp Training. It's a quite strong bonus to many stats though reduces Voodoo and is mutually exclusive with many other training types.

**AX-CRAZY, PIG-HEADED // Might, Faith, Vision** (also gets Double Suite & Living Capsule)

### Thief Captain (Free-Spirited)

Gains **Captain's 11**, a powerful training that gives +10 TU, Energy, Bravery, +20 Freshness, and +5 to most other stats. You can only use 11 times for your personal Ocean's 11 though.

**LEWD, DAYDREAMER // Pride, Vision, Faith** (also gets Living Capsules)

### Priest Captain (Wholesome)

Gains **Wholesome Training**; giving +25 Energy, +15 HP, +10 Strength, +5 Throwing.

**LEWD, PIG-HEADED // Faith, Pride, Might**

### Mage Captain (Occultist)

Gains **Transfiguration Ritual**; allowing you to melt Slaves/Maids into Demonic Essence, which is used to craft several demonic magic weapons, armours, and voodoo items in mid-late-game.

**AX-CRAZY, DAYDREAMER // Vision, Might, Pride**

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## Aspected Captains

You can reject the Classed Captains too. You then get the option to pick a captain based on a single Aspect (**AX-CRAZY, LEWD, TROUBLESEEKER, BOOKWORM, PIG-HEADED, DAYDREAMER** for **Scary, Nice-Naughty, Bold, Rational, Conservative, Progressive** captains respectively).

Aspected Captains have no Ideas, so cannot be Chaos Saints, and lose several events.

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## "Flawless" Captains

If you reject those, in month 4 you instead gain the option to pick a "Flawless Captain". These captains have NO Aspects and lose several events as a result (good and bad), and you simply embody a single, specific Idea (**Faith, Vision, Pride, Might**, for **Spirit Guide, Fate Weaver, Noble Soul, Blood Knight**, respectively).

You must choose your respective Codex as well, as the others are said to seriously weaken you. As you have no Aspects, you do not get rewards from the Chaos Gods. As you cannot have four Ideas, you also cannot be a Chaos Saint. You do gain a new set of "PURE" events for your chosen Ideas which are pretty good.

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## "Ultimate" Captain

If you still reject all of the previous types, you gain +200 Infamy in month 5, and become "Ultimate Captain" who has zero normal events, but gets ALL of the PURE events from Flawless captain. Also gets no benefits from "Reject the Power", so should probably stick with a Codex.

**Advice? Primary Captains get by far the best variety of options. But all the Classed captains are also decent. Waiting beyond month 2 for your class is a direct challenge run. PURE events are nice but they're hardly game changing, and you lose quite a lot for them.**

## Gray Codex (Unspeakable)

### Embrace the unspeakable power of Witchery and Voodoo



- **Post-Activation:** Gives some Mad Scribbles but also -210 Infamy.
- **On Stabilise:** Gray Codex, 7 Data Discs, 1 Liber Occultus, 1 Witchcraft Book, 1 Brainer Labcoat, and a new Gnome.
- **On Collapse:** Conversion Launcher (Occult accurate missile launcher, (200% hit, 90 dmg [x2 vs. Shields], 40 m/s reload) and 7 Phantom Bolts for it. It's very strong, and likely the best missile launcher, but you won't get ammo for some time.

Gray guarantees access to Voodoo immediately via the Witchcraft Book, and a Liber Occultus is rare loot for accessing high tier magic or making an uber-sorceress armour. 8 randomised bits of research from the data discs, and a free Gnome girl to interrogate or recruit. The Conversion Launcher is unique to Gray and is very strong. The Mad Scribbles can give you 1 piece of strong gear. There are less immediate benefits from Gray, but quite huge power within it.



- **Flagship:** **[FORTUNA] Space and Deep-Sea Worthy**, 13 troops, **large fuel capacity (600)**, Average 2000/4 Speed, **Strong Radar 1400**, 1 Light/1 Missile/2 Shadowtech guns, with +5% Accuracy, 325 HP, **150 Shields**.

It's the only flagship you'll be able to use for getting troops nearly everywhere for the whole game, which is great by itself. 13 is adequate for an elite team. It can also scan for enemy bases to attack and can shadow targets for a long time. An average interceptor, but the innate shield gives it great tanking capability.

### Unique to Gray:

- **Gray Spell-Books:** A versatile utility tome for your witches. It gives a really big selection of obscure damage types and summon spells especially.
- **The Astrosensorium:** Space for 3 Brainers, schooling for 4 witches, detects hideouts in a massive range, refreshes by 5, and can call the arch-witches.
- **Minx, Witch and Sorceress line of outfits:** Offering ever increasing arcane buffs and capabilities. Minx is topless but can fly with a good voodoo buff. Witch gives a large Voodoo skill/power buff. Sorceress is ultimate armour.
- **Thunderstriker Club:** Summons lightning, bonks with lightning (lol).
- **The Think Tank:** Literally a Battle Tank with a brain for psionic attacks, for specific use by men or bugeyes only (presumably ones called Yuri!)
- Easier access to Madoka & Homura (Arch-witch) contacts if a chaos saint.
- Makes you better at gambling (magic I guess). Your events are modified.

**Voodoo Types:** Illusion, Destruction, Excess.

**Buyable Ships:** Jellyfish (unique to Gray), Snake, Shadowbat.

- **Shared with Gold:** **Voodoo Rods** (Old Psi-Amp- Terror/Mind Control), **Ghost Outfit** (Invisible), **Ghost Dagger** (Deadly Mind Damage) **Masochist Outfit** (self-sacrifice to buff allies), **Phantom Whip** (Piercing Dimensional Whip), **Dream Library** (Late game super lab).
- **Shared with Red:** **Hellfist** (Power Glove that shields & shoots fire), **Hellblade** (Deadly melee weapon), **Sceptre of Fear** (Invokes Terror & powerful melee), **Destructor Outfit** (shielded pain-immune outfit that can shoot annihilating blasts).
- **Nothing shared with Green.**

## Gold Codex (Entrapping)

**Surrender to the entrapping power of wealth and authority.**



- **Post-Activation:** +300 Infamy, 30 Big Rocks
- **On Stabilise:** Gold Codex, 12 Silver Bars, 36 Gold Bars, 1 Treasure Chest, 1 Admiral De Corazon outfit, 1 Officers Lash, 3 Space Suits.
- **On Collapse:** Flame Cannon (Inaccurate but strong fireball cannon (36% hit, 165 damage, 24 m/s reload). Uses Hellerium to reload, heavy slot.)

Lots of treasure for opening it (\$1.6 million. Treasure Chest creates lots of gems which should be kept for

research). Spacesuits have solid resistances but reduce stats; however, you can do space missions much earlier. Admiral Outfit has 31% resist everything but requires high rank & bravery so is incredible later but less so early. Flame Cannon sits wonderfully on the Gold unique interceptor, the Hawk. Early cash is nice when poor (though you can earn 10x this in a month later).



- **Flagship: [EL FUEGO] Deep-Sea Worthy** 12 troops, 192 Fuel Capacity, **Fast Speed 3500/6**, Radar 600, **2 Heavy/1 Missile/1 Shadowtech guns**, with **+10% Accuracy**, 375 HP, +2 Armour and 5% Dodge Bonus.

Great Interceptor: 3500 Speed (obviously due to red paint), and it's got powerful weapons, with bonus accuracy & mild armour. 12 crew is fine if you have an elite squad, though it's the least impressive transporter among those available. You need to prioritise getting guns for it (you should ideally have at least 250mm rockets as well as the Flame Cannon by the point you build it).

### Unique to Gold:

- **Officers Lash:** Allows your high-rank units to whip others to restore their TU's.
- **Grav Cannon:** A big upgrade to the Assault Cannon, allowing it stay relevant for much longer (and fire in space!).
- **Amazon Outfit:** The best unarmoured combat outfit with very large stat buffs across the board, pain resistance, and camo, and counts as primitive.
- **Mega-Axe:** Powerful for High Bravery melee specialists. Just pure damage.
- **Glitterskulls:** Accessory that rapidly regenerates energy & morale & glows.
- **OnlyRunts:** Your runts start their very own OnlyFans (lol), which can generate Pillow Books (Erotic Novels) very consistently.
- **Jack's Favour:** Can spend 1x 20K Chip for 6 Jack Bounty Tokens, a Zine, and 6x 1K Credit Chips. It's normally 100K for just 10 Tokens, so this is a good deal.
- **Mercenary:** See below; gold shares lots of stuff otherwise unique to others.

**Magic Types:** **Excess**, **Illusion**, **Communion**.

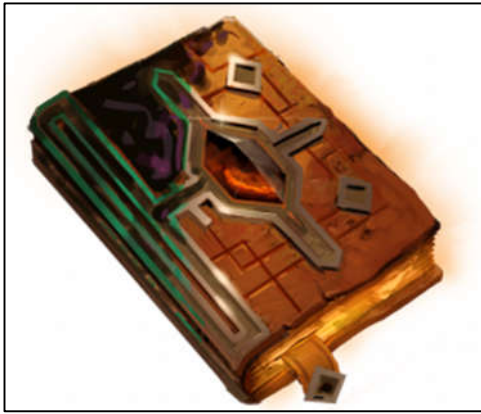
**Special Buyable Ships:** **Hawk** (unique to Gold), **Turtle**, **Shadowbat**.

- **Shared with Gray:** **Voodoo Rods** (Old Psi-Amp- Terror/Mind Control), **Ghost Outfit** (Invisible), **Ghost Dagger** (Deadly Mind Damage) **Masochist Outfit** (self-sacrifice to buff allies), **Phantom Whip** (Piercing Dimensional Whip), **Dream Library** (Late game super lab).
- **Shared with Green:** **Love Clinic** (Powerful Med-Bay facility), **Magical Girl Outfit** (Powerful, flying voodoo outfit), **Saviour Outfit** (Flying, Shielded Nurse with Super Medikit), **Cupid Gun** (Scoped Magnum that fires Charm shots).
- **Shared with Red:** **Furiosa Outfit** (Sadist Armour with extreme melee buffs), **Staff of Explosions** (What it says), **Killgun** (combos a Shooty Gun with an Axe).



## Red Codex (Tempestuous)

Give in to the Tempestuous power of hell, fury and rage.



- **Post-Activation:** Lose -\$25K
- **On Stabilise:** Red Codex, 2 Rayguns, 2 Raygun Rifles, 50 Raygun Batteries, 8 sets of Aggressor Armour,
- **On Collapse:** Lil' Ilya (Rapid-Fire rocket pod (60% hit, 44 damage, 4 m/s reload, uses common spike rockets, heavy slot) and 24 rockets.

Aggressor Armour is unique to Red, and is really solid, absolutely smashes anything else early game out of

the water (great stat bonuses across the board and +50% protection over basic outfits), as does having a chunk of free raygun rifles. Lil' Ilya is also unique to red and is a very solid rapid-fire rocket pod equivalent to the 250mm rockets but it's much easier and earlier to make reloads with Spike Rockets you can craft with Goblin Rockets tech. In terms of instant squad boosts, Red is pretty damn strong.



- **Flagship: [METALLO] Deep-Sea Worthy. Many troops- 16, 256 Fuel Capacity, 2500/3 Decent speed, Radar 600, 2 Light/1 Heavy/1 Shadowtech guns, Heavily Armoured (+8). 550 HP and repairs at double speed.**

A tanky multi-role gunship. With 2500 speed it can keep up with a good number of mid-tier enemies and heavily resist a beating from them, and can carry a heavy weapon. It's also a very solid troop ship; with great carrying capacity and not taking ages to get there.

### Unique to Red:

- **Berserker Outfit:** Naked, with glowing warpaint & cape. Gains lots of self-stun and stress which is cleared when you kill. Gigantic melee stat buffs, though.
- **Purgatory Whip:** Whip that causes explosions and saps away TU's.
- **Fire Mastery:** Captain can turn Big Rocks into Rubies and Topaz with super fire, and can annihilate any fungus outbreaks in her base.
- **Baneblade and Blood-Axe:** Powerful two-handed demonic melee weapons that rend armour/are vampiric respectively. Very potent for strong girls.
- **Aggressor, Furiosa, and Purgatoria line of outfits:** The outfit line of spiky black leather gradually gets edgier and more demonic over time, but offers incredible buffs to girls power and melee abilities.
- **Immolator** power armour for Men that can spew hellfire.
- Weaponised **Rage** & **Living Brimstone**. Special access to **Dragon Rockets**.
- Red gets a lot from capturing Doom demons; they're a big resource for it.

**Magic Types:** Destruction, Communion, Illusion.

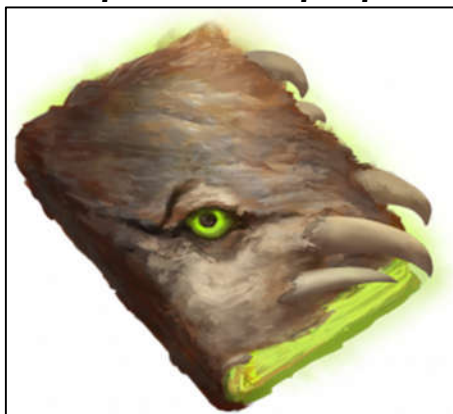
**Special Buyable Ships:** Scorpion (unique to Red), Snake, Scarab.

- **Shared with Gray:** Hellfist (Power Glove that shields & shoots fire), Hellblade (Deadly melee weapon), Sceptre of Fear (Invokes Terror & powerful melee), Destructor Outfit (shielded pain-immune outfit that can shoot annihilating blasts).
- **Shared with Gold:** Furiosa Outfit (Sadist Armour with extreme melee buffs), Staff of Explosions (What it says), Killgun (combos a Shooty Gun with an Axe).
- **Shared with Green:** Moloch Demon Suit (Power Armour with strong shield and very large buffs to strength and bravery).



## Green Codex (Tranquil)

Accept the tranquil power of **Biotech, Undeath, and Medicinal Miracles.**



- **Post-Activation:** 7 Piles of Junk (Loot), -\$75K worth of cleaning bills
- **On Stabilise:** Green Codex, 3 Perfect Uber Girls in Cryo-Pods (effectively extra starter girls), 20 Healing Gels for use, 10 Medical Supply for crafting or sales, 1 Nurse Outfit.
- **On Collapse:** Bioplasma Projector (Self-Charging Plasma Cannon (90% hit, 36 damage, 18 m/s reload, infinite ammo, will reload forever, Heavy Slot).

Free extra starter girls (i.e. with bonus +10 to stats) is incredible early, 20 Healing Gels means little need for early medi-kits, especially if the Nurse Outfit is put on your speediest girl (which has a powerful innate medi-kits). Bioplasma is unique to green, an excellent infinite use Plasma gun, but you will need to micromanage its recharge (disable it if needed). A strong immediate injection into your game.



- **Flagship: [BONAVENTURA] Deep-Sea Worthy. Many troops- 18, large fuel capacity (600),** Mediocre Speed 1500/2. Poor Radar 300, 3 Light/1 Shadowtech guns. 450 HP which **repairs at triple speed.**

The most sluggish flagship, and with average weapons (and can't use the Bio-Plasma), it's not an interceptor at all, though it's tanky and can outlast some enemies in theory. However, good transport; carrying 18 troops means it's easy to fit in some tanks or armoured cars in (or your peasant human wave).

### Unique to Green:

- **Zombie Beauty:** Zombies are a very useful resource to green. With extracted brains from higher form Z's, you can create zombie maids, fresh zombie weirdgals, zombie cocktails. Z-Gals can use their unlimited strength to smash enemies in melee, heal from zombie juices, and can be revived from death.
- **Metagarden:** Facility that heals, refreshes, gives power and storage in 1x1.
- **Shroom Lover:** A Fungus outbreak is beneficial to Green, giving a constant supply of extra harvested shrooms. You can also turn Mushrooms (3x of each) into a pack of Medical Supplies for sale.
- **Slime Utilisation:** Can create Sludge Hammer for powerful acid damage, and eventually the **Pestulator**, the ultimate Slime-Bio-Power Armour that is practically impenetrable, resists all damage by 30-90% and regenerates HP. Can also **tame** the **Slime** Infestation if it hits your base, and make **Bio-Tanks**.
- **Hermit Outfit:** Bio-zombie outfit, pain resistant and very stealthy (invis. to Z's).
- **Doctor:** Sickness events are positive and it's easy to get Heal Gel.

**Magic Types:** **Communion, Destruction, Excess.**

**Special Buyable Ships:** **Worm** (unique to Green), **Turtle, Scarab.**

- **Shared with Gold:** **Love Clinic** (Powerful Med-Bay facility), **Magical Girl Outfit** (Powerful, flying voodoo outfit), **Saviour Outfit** (Flying, Shielded Nurse with Super Medikit), **Cupid Gun** (Scoped Magnum that fires Charm shots).
- **Shared with Red:** **Moloch Demon Suit** (Power Armour with strong shield and very large buffs to strength and bravery).
- **Nothing shared with Gray.**

## Codex Locked, Purchase-able Ships



**[HAWK (Gold Unique)]** Very Fast (3600/5), low fuel (30). 6 Troops. 1 Heavy weapon with **+20% Accuracy** and **+15% Dodge**. 120 HP. Terribly phallic looking with a single central gun (lol). Very great for intercepting, though.



**[TURTLE (Gold/Green)]** Slow (700/2), very **high Fuel** at 2750. **12 Troops, Submarine**. No weapons. 180 HP. Pink Truck (lol). It can probably get anywhere on the globe, so it's a fine enough secondary transporter.



**[WORM (Green Unique)]** Slightly slow 1800/2, High 2000 Fuel. **Submarine** with **9 Troops**. 2 Light guns. 150 HP. Transport with **all exits on single side**, useful for firing & ducking back in during high-risk missions (if they align correctly).



**[SCARAB (Green/Red)]** Average Speed (1900/2), 1300 Fuel. 4 Troops. 1 Light/1 Heavy weapon, that gain **+32% (!) damage** each. 240 HP with +6 Armour and double repair speed but slow refuel. With accurate weapons, and high toughness, this is a very strong gunship if it can catch up.



**[SCORPION (Red Unique)]** Decent Speed (2400/4) with 60 Fuel. **8 Troops**. 1 Light/1 Heavy with +10% Accuracy. 225 HP with 10% Dodge and 4 Armour. A mini version of the Red Flagship, worse in every way, but still a solid thing.



**[SNAKE (Red/Gray)]** Above Average Speed (2100/3), 1500 Fuel. **Submarine** w/ 6 Troops. 1 Light/1 Heavy with +5% Accuracy. 170 HP with 75 Shield and 5% Dodge. Snake of all trades. Likely easiest way for Grey to use Hvy. Weapons.



**[JELLYFISH (Gray Unique)]** Slow (1300/4) with 2500 fuel. **Submarine** with 7 crew. 1 Light/ 1 Missile. **Powerful cloak**~ Invisible to enemies (and may participate in missions requiring hidden craft). It has 130 HP **with 150 Shield**. First girl in lineup operates a **psionic blaster launcher** in missions based on her Voodoo (open the window first!!). Exits are grav-shafts, you can hover in them.



**[SHADOWBAT (Grey/Gold)]** Slightly slow 1800/2, 1750 Fuel. **9 Troops**. 2 Missiles. 160 HP with **+20% Dodge**. Illuminates a large area around it in night missions and has **doors out on to its wings**, which is useful for sniping at nearby targets.

## I Reject This Power!! (saying no the Codexes)

As you might imagine, this is a challenging path. You lose all the benefits of a flagship and lots of voodoo and unique equipment. However, you will get:

- **Magic School Bus** crashes nearby within the next couple of months. You gain **7 Gnomes**, a **Noblewoman**, **School Books**, 2x **Longevity Serum**, and a set of **Old Earth Books**. This is quite a rare set of stuff that can help seriously kickstart your research. The gnomes will be helpful both to research and to recruit, and you can rebuild the bus into a decent troop transport. As you have School Books, you don't need to do Dr. X missions or get MA favours to obtain these. Gnome interrogations are needed: you **MUST** obtain the **Shadowmasters** tech, then **Shadowtech** after getting a Cloaking Device from them.
- In time the **Wasteland Priestess** will visit you again to give you the Dark Star Tech you would normally get from studying the Codex to unlock Voodoo, though you have fairly limited access to Voodoo related gear.
- She will also unlock **Primal Hunts** for you, which, unlike other paths, are NOT optional, since they lead to a Crowning which you otherwise would not be able to obtain.
- You gain **Nunity** as free research from contacting the Mutant Alliance.
- If on Male Touch Path, **7 Male Human Heroes** appear in November, and join along with their quads, katanas, and 7 lootboxes. From the disc they give you, they imply they are the original X-COM Knights of Cydonia.
- After interrogating many ninjas, you can create their CD firing weapons which indeed fire Compact Discs at enemies (lol).

## Regular Interceptor Progression (Necroplanes)



**Little Bird** An [MH-6 Little Bird](#) you find in the tunnels of your base; the old Special Forces insertion chopper is pressed into service as first interceptor. Has 350 speed, Fixed 14 mm and 1 Grnd slot. 30 HP, +5% Dodge. It gives Glamour when used as a transport (for up to 6 crew) so you can wholesale replace the Airbus with it, or use it in conjunction with a Big Bird. It comes with a free 14mm cannon, though you initially won't be able to get additional ammo hoppers.



**Angry Bird** A [UH-1B Huey](#). Purchase-only for \$150K. Generally, you should research this ASAP as it leads to Ship Junkyard contacts so you can buy Necroplane parts and buy 14mm bullets. Slower, at 300 speed. 2 Ground slots, 1 Bomb slot. Somewhat higher 45 HP, and can carry 8 people.



**Buckaroo** First fighter you can build, likely based on the [P47-Thunderbolt](#). Takes considerably more research (notably Aerodynamics), but in turn it offers a massive upgrade over the Birds, with 475 speed. 2 ground slots, 2 bomb slots, 65 HP, +5% Accuracy, and +15% Dodge. With a good pilot, it will overwhelm most Month 4-6 air traffic you intercept besides stealth aircraft.



**Daredevil** A rebuilt [Supermarine Spitfire](#). As it doesn't require Aerodynamics, just Iron Tribe contact (which is free from UK start), it means you can obtain it considerably quicker, often not long after Angry Bird and Shipyard Contacts. Has 450 speed and 2 fixed 14mm cannons. 35 HP, +5% Accuracy, +25% Dodge, it's also fairly equivalent, somewhat squishier but also better at dodging.



**Tiger** A pirate variant [F-14 Tomcat](#) manufactured with Plastasteel. Funnily enough, missile tech is much harder to get than actually rebuilding an old jetfighter, so you're stuck with a curious jet armed with 4 chain-guns for a while, but it's still sufficient for lots of early work. With 900 speed, you can start to catch slower, weaker UFO's as well as bandits and raiders. 1 ground, 3 bomb/ground. With 110 HP, +10% Accuracy, and +20% Dodge, it's the best early necroplane.

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*... Insert Long gap in actual researched/engineered craft ...*

**Tiger** can and will last you quite some time since prerequisites for further craft rise quite steeply. You **MUST** develop Tiger in order to **get your flagship**, so it's highly recommended ASAP so you can establish a modicum of air superiority.

However, there is the option to put craft research to one side after Little Bird and lean heavily on it until you instead get **Contacts: Car Thieves**, which leads us to:



**Aircar** \$400K to buy. It's fast, and you can carry a single Light Slot weapon on it. However, if you rush Car Thieves, you actually won't have anything better than a single 14mm to give the car anyways (and will need to convert it LT size). Aircar has 2000 Speed. 1 Light slot, 40 HP, +10% Dodge, carries 4.



**Airspeeder** \$475K to buy. Super-fast, and has a single Missile slot. You have no missile tech initially, however. The earliest thing you can get to pop on it are the improvised aerial explosives; Airballs, which are quite bad. It has 3000 speed, 1 Missile slot, 30 HP, and +25% Dodge. Carries 3 people (somehow).




**Airvan** \$375K to buy. Take your family of pirates on vacation in the flying mini-van. 1350 Speed, 1 Light Slot, 55 HP, +10% Dodge. Trades 650 speed for +15 HP and +1 passenger over Aircar (for 5). Not especially remarkable.





**Faust** \$150K (in chips) and 3 Small Engines, with Car Thieves and Blackmarsh Contact. A bulky and tough Aircar. 1500 Speed, 2 Light. 80 HP. With 6 Crew



and it being a car, it's good to keep one of these around for several plainclothes infiltration missions (which are limited to 6 people often anyways).


 **Piranha** Tier I Jack Bounty Prize. \$500K to buy after using 550 tokens. If shot, it dies, but well-armed and dodgy. If you rush tokens into it early, and have access to some LT sized guns for it, it has the potential to be very good (though I'd go for the Silver Snake prize first myself). Piranha has 2750 speed, 2 Light, but only 30 HP, but +35% Dodge, +5% Accuracy.


 **Raptor** Presumably based on the Russian [SU-47 Berkut](#), especially considering it's fuelled by Vodka (lulwut). You can only get this after a successful Ninja Spy Mission to get the Skyforge book. It's cheap, if a glass cannon. Good speed (2400). Built in 14mm, 1 Missile, 1 Bomb. 60 HP, **+25% Dodge**.


 **Warbird** Presumably based on the [Mi-28 Havoc](#), more Vodka fuelled tech! 550 Speed, Fixed 25mm cannon, 2 Bomb or Light. 75 HP, +10% Accuracy and +10% Dodge. Built from UAC Underbase mission plans. Well-armed, so I can see the appeal if you manage to get the underbase mission early (which is random after activating your Codex).


*~ Get your Flagship (and Codex Locked Purchase Ships) around here ~*

### **PURE INTERCEPTOR TREE**

 **Hunter-Killer/Corsair** First buildable Elerium Interceptor. **Fast Speed (3750)**. 2 Light, 2 Missile. 150 HP. +10% Dodge. Potentially 2 Stingrays and 2 50mm cannons at this point give it fairly unmatched firepower if you have the industrial capacity, though it's mildly squishy. 2 Pilots only though it's VTOL if you feel insane enough to drop the pilots into a fight by themselves (why though?).


 **Predator** Available with some info on a warship, particle drives, and such after HK. **Ultra-Fast (4250)**. 2 Light, 2 Missile. 200 HP. +10% Dodge. 2 Pilots only. 25% hardier and 13% faster than HK but otherwise not a huge difference for the extra costs. That said, very few UFO's go past 4500, so that slight buff (and less fragility) over HK can make a difference. **Lunar-Flight Capable**.

 **Brave-Whaler**. After the Predator Design, Bomber Design, the Raptor Design, and Spaceship Cooling. **Ludicrous Speed (5750)**, 3 Missiles. 175 HP. Obviously, you'll want to have also got Lancer or Medusa missiles to make this as good as it can be, as with triple of those we should be able to ignore no Dodge bonus as it can sit at standoff range (hopefully). **Lunar-Flight Capable**.

 **Barracuda**. Quite a big gap again that requires having hull schematics from lots of alien ships. It's the old Terror from the Deep fighter, but apparently, it's OP now. **4000 Speed**, 4 Light, **+25% Dodge**. **225 HP**. Obviously meant to zoom at enemies quick and slaughter them in knife-fighting distance. Pretty cool.

 **Nightmare**. Available at similar time to Barracuda, though this is just basically a Hunter-Killer/Brave-Whaler cross rather than a new design type. **Ultra-Fast (5250)**. 2 Light, 2 Missile. **300 HP**. **Is Interplanetary**.

### **HYBRID GUNSHIP/TRANSPORT TREE**

 **Swordfish** Gunship available at same time as Hunter-Killer if you researched up the Car tree fully too. **Fast (3250)**. 2 Light or Bomb, **1 Heavy**. If you've got no Stingrays yet, but do have Lil' Ilya, 250MM rockets, or the Bioplasma, you might want this for the Heavy Slot. +5% Dodge, +10% Accuracy. 250 HP. 6 Crew if you really want the hybrid feature, though it's likely better kept as just a gunship.





**Thunderbird** Weird antigravity version of the [A-10 Warthog](#), and includes a similarly satisfying BRRRRRT cannon, the **UAC Megachaingun**.

Slower speed (1050), with fixed Heavy UAC MCG, 1 Light, 1 Missile. **+15%**

**Accuracy** and **+25% dodge** with 180 HP. Although a bit slow, the high combat bonuses make it way better than it first appears with a good pilot, and it's mega-chaingun can quickly rip apart unshielded craft. Also carries 6 if wanted.



**Kraken.** After Swordfish and Hunter-Killer, this can be instantly available if you've got info on a heavy UFO (i.e. Heavy Gunship) and have researched Zeppelins. Decent speed (2250), **3 Heavy Guns** with +5% Accuracy. **+10 Armour**, but -20% Dodge. Carries 8 Troops, is a **Sub**, and **Lunar-Flight Capable**. Probably the best hybrid, can work in both roles like your flagship to an extent. Not to mention it rocks triple heavies, which can be a huge amount of firepower.



**Drakkar.** It's an Avenger, but it's black? After Brave Whaler and Deliverator. 3500 Speed, 1 Light, 3 Missiles. 275 HP. Carries 12, is a **Sub**, and **is Interplanetary**. It basically combines those two ships capabilities, though is mildly slower than both, and not quite as good at fighting.

## PURE TRANSPORTS PROGRESSION



Shortly after Little Bird, researching some V8's and useless ground vehicles and getting contacts will net you **Big Bird**, a solid chopper transport (325 speed, 12 crew), which will serve you for some time to replace your stolen Airbus, though it is slow and can't go more than about 1.5 continents away.



If on Catgirls path: **Firefox** opens up as good transport. 15 crew, 1900 speed, is a **Sub**, though requires expensive specialist fuel that must be bought.



If on Peasant Revolution path: **Harvester** holds 20 with 400 speed. It has multiple doors and is good for sieges and human wave, and cavalry attacks.



If you reject your Codex, the Mystery School Bus crashes nearby, you can rebuild it into **Dutchman**, a 500 speed, 11 crew flying bus.



If none of the above, **Airtruck** is available on the route to getting Tiger, 800 speed, carries 10, is a **Sub**.



Or you can grab **Blowfish** off the Car Thieves. 400 speed, carries 8, is a **Sub**.



Alternatively, Mutant Alliance Favours (Tier II prize) can buy an old XCOM **Skyranger**, which carries 14 with 600 speed. As it always used to be, it's very useful for rolling tanks off (lol).

In most cases, your **Flagship** should take over from the above as transport and can also be a mixed role interceptor, and/or you can take one of the alternative Codex ships. Probably both, as you'll likely have 2-3 bases and teams by now.

## Higher end transports



After obtaining access to Authorised Dealers (mid-game) you can purchase **Pachyderm**, a 2750 speed space truck, carries 8, and is **Lunar-Flight Capable**.



After research everything on the Sectoids, which gives their Power systems, you can unlock the **Triton**. It's 900 speed, **15 crew**, and it is a **Sub**. 250 HP and 1 Heavy mount, though not much of an attacker. The old Terror from the Deep

basic troop ship, made up for the current day. Notably, it uses Fusion reactors, so never requires fuel and can mostly go anywhere.



After getting Predator level tech, and obtaining schematics on lots of light alien transport ships, you can build The **Deliverator** (lol). Giga-Fast (4000), 250 HP, 2 Light, +10% Dodge. Carries 10, is a **Sub**, and **is Interplanetary**. THE Express transport. If you want to be there fast, catch the Deliverator.



**Thunderhorse**. After Deliverator, heavy duty construction, and lots of alien heavy transport knowledge. Carries 24 (!), Speed 2500. Huge capacity, but not a sub, not orbital, and not able to access any specialist zones, though.



**Leviathian**. After Thunderhorse, lots of extra stuff needed to research it. Speed 1250. Carries 36. Is a **Sub**. Back to being kind of slow, but of course if you want to take an entire battalion, go ahead.

## Male Touch vs. Catgirls vs. Peasant Revolution vs. Gals are Best

After researching **Recruitment**, you'll have to pick a Recruitment path. You **CAN STILL** get **every unit type** via events, and eventual research and runt projects; but only the picked type can be hired quickly over the Black Market. Below shows max on-spawn stats (not total max stats).

**The Stats box shown here is the maximum possible stats that this unit spawns with on purchase.**

### **(We Need Male Touch) route: Hiring [SS] Males**



60 ⌚ TU · 70 ⚡ Energy · 45 ❤️ Health · 50 🛡️ Bravery · 55 🦾 Reactions · 65 🎯 Firing · 55 🗑️ Throwing · 40 💪 Strength · 75 🍷 VooDoo power · 20 🚫 VooDoo skill · 60 🗡️ Melee · 100 🌱 Freshness

- **Male Troopers** get to be moderately strong and tough and be good shots (similar to Vanilla X-COM troops). They have average starting stats, and infinite freshness, though I've never seen freshness to be a huge problem.
- **SS Operations** available immediately, which gives:
  - >> Immediately: One **free lootbox** with good guns.
  - >> Access to **Armoured Cars** that can act as stopgap interceptors until you can get Little Bird up (has LT mount).
  - >> **Private Hospital** building, which regens 0.35 HP/day for all troops and can stack with Sickbays 0.5 HP/Day and

Surgery Centre's (0.25 + 1%). The Private Hospital also allows you to purchase Medical Lootboxes (once per month) for \$50K with nice supplies in.

>> With Survival => Camo, and Contracts: Merchants researched, you can buy **Operator Armour** for men, a solid mid-tier armour that will cover them well until you can get Legion or Pointman gear for them.

- You get **events** that generate more Porn (strange that), allow Half-Sectoids (Bugeyes) in, and you periodically hear about elite male recruits to rescue.
- There's also some unique male training (Sun Martial Rituals & Iron Warriors), and in the late-game, some unique men's armour (Rebelstar and Sky Knight).
- If you reject your codex, you'll unlock a special route where the old X-COM Knights of Cydonia join you.
- Italy or Japan starts help here since there's some good bonuses for Male soldiers provided (access to Sun Martial Rituals, Crusader gear, etc.).
- The route also instantly halts several government base attacks (including those from the Cleopatra missions).

If you don't go on this route, making (basic) Male Troops is among the easier things to do Workshop wise once you've unlocked [Slavery]; but they don't get any of these bonuses; so most useful male recruits will come from events and the occasional male rescue that pops up (much less frequently).

## (Peasant Revolution!) route: Revolutionary Peasant Girls



55 ⌚ TU · 70 ⚡ Energy · 40 ❤️ Health · 60 🛡️ Bravery · 45 🦾 Reactions · 36 🎯 Firing · 36 🗑️ Throwing · 20 🦵 Strength · 70 🍷 Voodoo power · 20 🚫 Voodoo skill · 36 🗡️ Melee · 80 🍏 Freshness

➤ **Peasant Girls** are pretty terrible by default (With at MOST 36 in all their attacking stats, which is dire, and that's the best possible case!).

➤ However, on this route you immediately get access to the **Rite of Rebirth** which has the following effects:

**TU:** 1 to +12 // **Energy:** -8 to +15 // **HP:** -5 to +11

**Bravery:** +10 // **Reactions:** -1 to +15 // **Firing:** -3 to +25

**Throwing:** -3 to +15 // **Strength:** +0 to +11 //

**Melee:** -3 to +25 // **Freshness:** -22 to +5.

It CAN make them worse in potentially everything.

- With a max-roll on rite and spawn, they're marginally better than a max-roll Male Soldier, except in Reactions, Strength, Melee, and Freshness, but on average they will be somewhat worse. All peasants will require this training (and ideally, also Militia Training and/or basic gun training to be competent).
- You, as revolutionary leader, found the **Peasant Party**, and constantly send out **propaganda** and **speeches** which can raise or lower your infamy, and occasionally give you free recruits. These improve as your technology does.
- You gain access to the **Scavengers** who will bring you random lootboxes in events. This also improves as your tech increases (notably World Lore). The **Jackass** captain can order the Scavengers at-will to get these.
- Gain access to **Harvester**, a slow transport that's fairly mid, but carries 20, which nothing approaches until the very late game, and which is good for the mass human wave tactics you'll be needing.
- Gain the **Revolution HQ**, a 3x3 building that combos 6x Living Quarters, 2x Small Prisons, 2x Vaults, 2x Dojos, a mess hall, 50 Runt space, and a small global detection chance. Around 14 buildings in 9 space, which is great.
- Easy purchase of **Durasuits** for your peasant girls, which have poor armour but good stat bonuses and resistances.
- Eventually, decide whether to form **The Peoples Army**, focusing purely on constant peasant recruitment events, or to lead them with **Red Knights** (Gals) which gives extra Gal Training.

If you *don't* go on this route, Basic female Peasant recruitment is fairly easy to get early game with [Medicine] and [Recruit Locals] researched, but without the revolution bonuses they are very bad, and you'll normally ignore them except for Damsels who are generally better (especially at Voodoo), and peasant girls from events.

Peasant Revolution is a challenge route when you start it. Early peasants will have to be hard carried by support from your Gals; and you will lose several of them.

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## (Cats 4 Lyfe!) route: Outlaw Catgirls



90 ⌚ TU · 110 ⚡ Energy · 35 ❤️ Health · 80 🛡️ Bravery · 105 🚀 Reactions · 80 🎯 Firing · 65 🗑️ Throwing · 35 💪 Strength · 75 🍷 VooDoo power · 10 🚫 VooDoo skill · 90 🗡️ Melee · 50 🍷 Freshness

- This route requires you to also have [Communications] researched which will take slightly longer than other routes to obtain.
- **Catgirls** are very strong troops, however. Though they have poor HP and Strength and are rather squishy, with not much armour initially, but their fantastic starting reactions and accuracy make them very useful. Their very high reactions make them superb with reaction fire, and certain guns, like the Silenced Pistol and Spy Pistol.

- On going on the route, **Outlaw Catgirls** can be purchased, who have some extra stat bonuses over than the **Catgirl Tourists** that can show up in events. You can instantly gain the Nekomimi and Peregrine Cult techs early without needing any interrogations, allowing you to recruit Tourists immediately too.
- You also get unique access to **Firefox**, a fast 15-capacity transport. It has little equal in the early game, but is very expensive to run though, with expensive Beryllium fuel that must be bought, and cannot be manufactured at all.
- Random additional **Cat Empire** events occur with sometimes extra catgirl recruits, trade deals, and you eventually gain access to bling Gold weapons to buy which are tailor made for Catgirls and are quite strong.
- You can choose to swap a bunch of Young Ubers for a bunch of Catgirls with "Cultural Exchange".
- After some other deals, you can gain additional armour sets as well, including heavy **Ironcat** plating and Nekomimi spacesuits.
- Various **Catgirl heroines** can join you via events on occasion, like starfighter pilots (who come with their own fighter), and the Puma Sisters.
- Lategame access to special comms facility, and Cat Empire Alliance. If you've completed Cleopatra's Challenge, you also get access Theban Clone Catgirls.

If you *don't go on this route*, the normal process for obtaining catgirls via project is quite expensive and hard to get hold of: find a catgirl recruit first (typically a Catgirl Tourist), which are uncommon in the other routes, and then it costs you 30 Zines (porn) and 10 Databases. Or a bottle of Vodka, 5 packs of Cigarettes, and 5 Fish in the rare case you find an Outlaw Catgirl separately.

With sufficient luck in finding prerequisites, you can eventually also use Cultural Exchange on the other routes (which is most useful on Gals route, as you likely won't recruit from Young Ubers as much).

## (Life Is Hybrid) route: Bugeye Hivers



60 ⌚ TU · 70 ⚡ Energy · 30 ❤️ Health · 60 🛡️ Bravery · 80 🦾 Reactions · 65 🎯 Firing · 45 🗑️ Throwing · 30 🦵 Strength · 75 🍷 VooDoo power · 35 🚫 VooDoo skill · 60 🗡️ Melee · 60 🌱 Freshness

- Allying with the Sectoids/Reticulans is certainly a rather unconventional route. This has the extra prerequisites of researching [Sectoweed] and [Take Me To Your Dealer].
- Can recruit **Bugeye Hivers** for 50 Sectoweed, which have a small stat boost over regular bugeyes (+5 to both voodoo, and to Health) but also much less freshness (-20). They're solid across the board, and are always going to have at least decent voodoo (keep in mind that Grey Codex stuff is also Strength dependent, though).
- Much easier access to [Contacts: Reticulans].

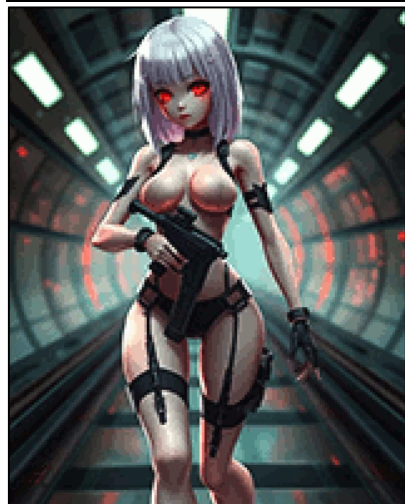
Normally the items you would unlock for this would be early year 2, and are fairly mediocre compared to what you already have at this point, but getting access to their Lasguns much earlier than usual, when your tech level on the early firearms stage instead, is pretty valuable.

- **Rebel Bugeye Outfit**, a solid Kevlar suit with good resistances for your Bugeyes.
- This route offers four specialised trainings for **Bugeye Specialisation**. All of these are quite powerful. **High Magos**: General stats. **Elementalist**: Specialises the Bugeyes in Voodoo. **Seer**: Excellent combat buffs. **Xenomancer**: Makes the Bugeyes incredibly tough. This is in the mid-game.
- From what I can tell, doesn't give a ship, there is some mention of "Reticular Light Transport" but it doesn't seem to exist.

If you don't pick Life Is Hybrid, Bugeyes only typically appear in random events.

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## (Hack the Planet!) Dolls Sub-route (Mid-game, not related to above)



125 ⌚ TU · 300 ⚡ Energy · 30 ❤️ Health · 110 🛡️ Bravery · 90 🦾 Reactions · 75 🎯 Firing · 60 🗑️ Throwing · 50 🦵 Strength · 40 🍷 VooDoo power · 0 🚫 VooDoo skill · 90 🗡️ Melee · 50 🌱 Freshness

- Choose to humour and follow Illyasviel (sorry I'm too much of Fate Stay/Night fan to not see her and call her Illya lol~ **Aurora** if you like though).
- Note that this will entirely change your mid-game and late progression. Governments will dislike you and will start attacks on you as if you were at Boss Rank, regardless of your actual rank. However, you also prevent missile strikes.
- There will be an alternative late-game path.
- You will research the ability to combine zombies and

cybernetics, which unlocks the ability to buy **DOLL's**. They have high starting stats with excellent stat caps as soon as they are purchased, and high resistance to all types of damage except EMP, though a low HP. They also restore to full HP after every battle. And they all look like Illya, and cannot use any other armour; I guess they're more extreme versions of Cleopatra's Clones.



## (Gals Are Superior!) route: Hands



80 ⏰ TU · 80 ⚡ Energy · 60 ❤️ Health · 70 🛡️ Bravery · 70 🗡️ Reactions · 70 🔫 Firing · 65 🗑️ Throwing · 50 🦵 Strength · 60 🍷 VooDoo power · 20 🗑️ VooDoo skill · 90 🗡️ Melee · 40 🍷 Freshness

- **Hands** is the standard route. Obviously, Gals are solid across the board and are very tanky, though Gals recruited in this manner they are worse than the starter girls. They catch up fairly rapidly though if you can feed the rookies.
- This route gives you **Shakeup Ceremony** to increase their stats somewhat, notably +20 Energy and Bravery with +5 HP and Strength, which is solid, albeit nowhere as good as the Peasant-Girl/Male Soldier equivalents (though Hands start with much higher stats in general than them).
- This route dresses their Male slaves up in old earth **Superhero** costumes and whips them into a crazed frenzy. Going through Superslave > Green Bong > Flashbanger > Batglad. Many of these are quite good male armours, especially the Batglad and Flashbanger (and Bong is a decent healer).
- However, the idea is to actually get these men killed off ~ the corpses are required for furthering the tree (after all, it's saying Gals >>>> Men, so you will have to sacrifice several slaves for the path).
- Eventually, this unlocks a fantastic voodoo robe for Peasant girls (**Ravenclaw**, which you will likely want to use on a Noble Damsel) and the **Iron Gal** Suit, a decent midrange Power Armour.
- You'll also eventually unlock Otaku (Pillow Knight) costumes for men, Electric Guitars and re-invent Heavy Metal which you can use for world domination (lol) in the late-game.

If you don't choose Gals Are Superior, getting Gals is mostly via recruits from Young Ubers, Freak Gals, or Castaway Gals, though these appear reasonably often in rescue missions.

## HOTKEYS

MMB: examine item/topic  
F5/F9: save/load ship/  
personal equip template  
DEL/⌘: clear Craft/Hand Inv.  
Alt+Ctrl+⌘: Clear unequipped  
⌘: mark all as read  
A: change armor  
M: change avatar  
I: Switch Craft/Base Inv.  
Q: Quicksearch  
C,P: Global Research, Works  
T: Targets of Interest  
R: Radar Ranges  
END: Jukebox  
CTRL-Click on Ignore: Ignore  
this vessel now and later.  
S/L/P: Save/Load/show  
personal equipment template.

RMB: Turn/Prime/Open/Halt  
MMB: Examine (enemy/item/armor)  
CTRL+Move: Run/Strafe  
CTRL+Fire: Force fire  
CTRL+SHIFT+Autofire: Spray  
CTRL+Item: quick drop/pickup  
ALT: show facings  
ALT (fire mode on): show damage  
SHIFT+move: Walk, ignore enemies  
SCRL-LCK /SPACE: NV display  
CTRL+END: half shade  
CTRL+B: Briefing  
CTRL+M: show melee damage  
CTRL+H: hit log  
Numbers: center on icon targets  
Q/E ↗ 1,4: L/R Hand ↗ Select mode  
R: reload; K: Kneel; L: Lights 0/1  
I: Inventory; M: minimap  
CTRL+E: Experience; U: BootyPedia  
CTRL+RMB: Rotate turret

## Advanced Tips

- **Right Click, Middle Click, and CTRL/ALT/SHIFT click everything.** There are often extra features and sorting or shortcuts to be found. Some examples: You can hide engineering projects you don't use any more with Right Click. You can middle click items to instantly see their UFO Paedia entry (if the item is researched). You can CTRL/ALT click "All Items" in the Fence goods screen to sort things by bulk and/or value, etc.
- **Incendiary/Burning** damage **doesn't actually do it's listed power**; this instead acts as a modifier for the range of it's created fires. As a result, they often deal much less than the number imply. The exception being things that are White Phosphoros, which will do their listed POW damage.
- You can **send multiple interceptors to attack the same target**, and this is almost mandatory to bring enough firepower to down powerful alien cruisers and battleships. To do so reliably, get the faster of the two to target the slower, causing them to fall into escort formation. Get the slower to start the intercept. When you then catch the enemy (or it charges you in a counter-intercept), your planes will auto-break formation and engage the UFO together, lessening the risk and doubling the firepower brought to bear on it. Multiple intercept windows fly up at once in real-time so be quick in immediately setting the right engage tactics if the alien's coming at you!
- If you're a very similar speed (or mildly slower) than your intercept target, it might be best to predict its flight path and place a waypoint intersecting where you expect it to be rather than picking it as the target (which will always cause your interceptor to directly follow in the wake of the target rather than using a ballistically calculated intercept path).
- Don't forget you can hot potato normal grenades along a line of gals. So if you're running out of TU's across the board and badly need a grenade on the front, have a girl at the back arm a grenade, throw it to the tile of girl at the front, and have them throw it onwards.
- With Heavy Dakka type weapons firing lots of shots, you can fan your autofire between two points rather than selecting a specific target, by using CTRL-SHIFT click twice.
- If you want to stop something self-destructing (i.e. Cyberdiscs), you'll have to kill it with melee or use EMP usually.



## Ranking Up & Progression

- ↑ **1~ Brigand:** Get 2000 Infamy in a single month. Can recruit Lekk'Nars, and can contact Fuso/Romanica if you're aware of them/in the country.
- ↑ **2~ Rogue:** Get 3000 Infamy in a single month. A very important milestone you should zoom for ASAP (ideally March Year 1), as it unlocks Bounty Hunting, contact with the Car Thieves and Gun Emporium.
- ↑ **3~ Racketeer:** Get 4000 Infamy in a single month, and get a bounty trophy & research it. Unlocks Smuggler and Authorised Dealer contacts. If you want, you can also recruit Ogres and do the Bounty Challenge.
- ↑ **4~ Entrepreneur:** Get 5000 Infamy in a single month and research the Solar Courier (found on Pogroms & Raids). Unlocks Cloaking Devices (needed for your Flagship & higher tier interceptors) and Mutant Alliance deal.
- ↑ **5~ Boss:** Get 6000 Infamy in a single month, research [The Social Hierarchy], and interrogate at least one Officer, Leader, or VIP from a faction. Unlocks contact with Krazy Hanna, Thebes, and Wang's Emporium.
- ↑ **6~ Big Boss:** Get 8000 Infamy in a single month, interrogate any Leader or VIP. Unlocks Politics and Diplomacy.
- ↑ **7~ Public Enemy:** Get 10K Infamy in a single month, and anger the factions (by researching some of their secret technologies or interrogating some of their important figures, or just getting certain levels of progress to make you into a worrying force). Unlocks contact with White Dragon and the Eurosyndicate
- ↑ **8~ Crime Lord:** Get 12K Infamy in a single month, and interrogate any faction VIP (Provost, Guildmaster, Cardinal, MERC Commander). Unlocks Civilization research and contact with the Muton MERCs.
- ↑ **9~ Sky Terror:** Get 15K Infamy in a single month, obtain secret knowledges, and start to concoct your plans to take over the local system.
- ↑ **10~ Death Mogul:** Get 20K Infamy in a single month, and obtain ALL of the secret knowledges (except MERC).
- ↑ **11~ Air Dictator:** Get 25K Infamy in a single month, ensure you have Air Superiority, and interrogate a minor Star God.
- ↑ **12~ Mastermind:** Get 30K Infamy in a single month, also gain MERC knowledges and Arcane Interfaces.

There are additional ranks up to 16, but they are purely for bragging rights.

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## Captains Log #1

Have a Mess Hall built. Have researched: Builders Hall, Socialising, Tools & Blades, Minecraft, What Do?, Firearms Knowledge, Intricate Gunsmithing, Exquisite Lingerie, Post Apocalyptic Cuisine. Picked a Captain type.

This is expected to take you 4-7 months.

## Captains Log #2

Have a Library & Mess Hall built. Have researched: The Social Hierarchy, Plotting, the Onsen, Maid Outfits, Persuasion, Bikini Design, Pirate Traditions, Contacts: Smugglers, Earth's Satellite Network, and Stop Targeting Civilian Traffic.

This is expected to take you 10-17 months.

Being fast with Captain's Logs gives bonuses, but very slow gives penalties.

**This chart shows what damage you need to take down enemy shields:**

SHIELD	Blue	Red	Gold	Purple
Piercing	Quarter Damage	Half Damage	Bypass	Full Damage
Concussive			2.5x Damage	
Burn				
Stabbing	Full Damage	Quarter Damage	Half Damage	Bypass
Laser				
Electricity				
Daze	Bypass	Full Damage	Quarter Damage	Half Damage
Chem				
Bio				
Warp	Half Damage	Bypass	Full Damage	Quarter Damage
Mind				
EMP		2.5x Damage		
Plasma	Always full damage to the Shield			
Cutting				
Charm	Always Bypass the Shield			
Choking				
Heat				
Cold				

Generally, Plasma and Cutting is always effective; though you'll still need to actually clear the shield's HP with them. If you can bypass them to hit the enemies HP directly, all the better.

### **Some Miscellaneous Terminology of Note**

- **NV: Night Vision.** Most humans have 9, Male Soldiers have 10, Gals and Gnomes have 12, Lökk' Nar have 15, Catgirls have 16.
- **CAMO X/Y:** Reduces Day/Night spotting distance by its value. I think (not 100%) that default day spot distance is 30 tiles. Night varies, as above.
- **SPOT:** Reduces CAMO effect by it's value for both Night/Day. Catgirls and Gnomes have innate SPOT (2 and 3 respectively).
- **ThV:** Thermal Vision. Ignore X% of smoke for spotting.
- **Sense:** Can see enemies with X distance, even through the walls. Typically only psychic and voodoo stuff gives this.
- **INVIS:** Literally cannot be seen beyond this many tiles.
- **Pain Res:** Increases the rate at which Stun Damage decays. At Pain Res 1, it increases it by 50%
- **Evasion:** Reduces the accuracy of melee attacks by its value. Based on a mixture of your reactions and melee, and usually 20-40% of those stats. Attacking from back halves Evasion, Flank attacks reduce it by a quarter.
- **EXO:** Armour term: Exosuit, can be used in Space.
- **XL Target:** Generally, on tanks & power armour; easier to hit, less dodge.