

Hex-Liste für Xcom - Terror from the Deep von Stefan Schauwecker und Gunnar Trost  
 (Aus Darstellungsgründen leider nur im WinWord 6.0-Format)

HEX-ADRESSE:	+0 +1 +2 +3 +4 +5 +6 +7 +8 +9 +A +B +C +D +E +F	WAS:
00000000	32 00 00 00 00 00 0B 00 0A 00 01 00 00 00 01 00	+A:Gauß'sche Technologie
00000001	00 00 01 00 00 00 0B 00 00 00 18 00 02 17 14 00	
00000020	01 00 00 00 01 00 00 00 01 00 00 00 D2 00 00 00	+0:Teilchenstörnsensor
00000030	19 00 02 18 14 00 01 00 00 00 01 00 00 00 01 00	+6:Arzttasche
00000040	00 00 F4 01 00 00 0D 00 02 19 14 00 00 00 00 00	+C:MS.-STÖRER
00000050	00 00 00 00 00 00 00 00 20 03 31 00 00 00 03 22	+4:?
00000060	1E 00 01 00 00 00 01 00 00 00 01 00 00 00 90 01	+2:Sonarkanone
00000070	32 00 00 00 03 23 07 00 01 00 00 00 01 00 00 00	+8:Kanonenladestreifen.
00000080	01 00 00 00 BC 02 33 00 00 00 03 24 19 00 01 00	+E:Sonar-Blasta-Gewehr
00000090	00 00 01 00 00 00 01 00 00 00 90 01 34 00 00 00	
000000A0	03 25 06 00 01 00 00 00 01 00 00 00 01 00 00 00	+4:Blastaladestreifen
000000B0	58 02 35 00 00 00 03 26 14 00 01 00 00 00 01 00	+A:?
000000C0	00 00 01 00 00 00 90 01 36 00 00 00 03 27 05 00	
000000D0	01 00 00 00 01 00 00 00 01 00 00 00 84 03 37 00	+0:Pistolenladestreifen
000000E0	00 00 03 28 28 00 01 00 00 00 00 00 00 00 00 01 00	+6:Stöimpulswerfer
000000F0	00 00 2C 01 38 00 00 00 03 29 0A 00 01 00 00 00 00	+C:Störermunition
00000100	00 00 00 00 01 00 00 00 26 02 39 00 00 00 03 2A	
00000110	1E 00 01 00 00 00 01 00 00 00 01 00 00 00 B4 00	+3:Thermalschockwerfer
00000120	3A 00 00 00 03 2B 0A 00 01 00 00 00 01 00 00 00	+8:" bombe
00000130	01 00 00 00 C8 00 3B 00 00 00 03 2C 14 00 01 00	+E:Sonarimpulsgeber
00000140	00 00 01 00 00 00 01 00 00 00 C2 01 3C 00 00 00	
00000150	03 2D 28 00 01 00 00 00 01 00 00 01 00 00 00 01 00	+4:Zerbit
00000160	58 02 3D 00 00 00 03 2E 19 00 00 00 00 00 00 00 00	+A:MS.-LESEGERÄT
00000170	00 00 00 00 00 00 C2 01 50 00 00 00 07 00 1E 00	
00000180	01 00 00 00 01 00 00 00 01 00 00 00 C2 01 00 00 00	+0:Ionenstrahlbeschl.
00000190	00 00 07 01 1E 00 01 00 00 00 00 00 00 00 01 00	+6:Magn.Navigation
000001A0	00 00 C2 01 52 00 14 00 07 02 1E 00 01 00 00 00 00	+C:U-Boot-bau der Alion
000001B0	00 00 00 00 01 00 00 00 96 00 53 00 00 00 07 03	
000001C0	1E 00 01 00 00 00 01 00 00 00 01 00 00 00 96 00	+2: ?
000001D0	54 00 00 00 07 04 1E 00 01 00 00 00 01 00 00 00 00	+8: ?
000001E0	01 00 00 00 96 00 55 00 00 00 07 05 1E 00 01 00	+E: ?
000001F0	00 00 01 00 00 00 01 00 00 00 96 00 56 00 00 00	
00000200	07 06 1E 00 01 00 00 00 01 00 00 00 01 00 00 00	+4: ?
00000210	96 00 57 00 00 00 07 07 1E 00 00 00 00 00 01 00	+A: ?
00000220	00 00 01 00 00 00 90 01 46 00 00 00 07 08 1E 00	
00000230	01 00 00 00 00 00 00 00 01 00 00 00 58 02 00 00	+0: ?
00000240	01 00 00 04 1E 00 01 00 00 00 00 00 00 00 01 00	+6:Neues,fliegendes Kampf U-BOOT
00000250	00 00 BC 02 00 00 02 00 00 01 1E 00 01 00 00 00	+C:Neuer Kampf Transporter
00000260	00 00 00 00 01 00 00 00 84 03 00 00 03 00 00 02	
00000270	1E 00 00 00 00 00 00 00 00 00 00 00 00 00 64 00	+2:Neuestes-U-BOOT
00000280	00 00 04 00 02 10 0A 00 01 00 00 00 00 00 00 00 00	+8:Gauß'sche Pistole
00000290	01 00 00 00 2C 01 00 00 05 00 02 11 0A 00 01 00	+E:Gauß'sches Gewehr
000002A0	00 00 00 00 00 00 01 00 00 00 CC 01 00 00 00 06 00	
000002B0	02 12 0A 00 01 00 00 00 00 00 00 00 01 00 00 00	+4:Schwere Gß.'sche Kanone
000002C0	A4 01 00 00 07 00 00 09 0A 00 01 00 00 00 00 00	+A:Gß.'sche Kanone
000002D0	00 00 01 00 00 00 94 02 00 00 08 00 00 0A 19 00	
000002E0	01 00 00 00 00 00 00 00 01 00 00 00 70 03 00 00	
000002F0	09 00 00 08 19 00 01 00 00 00 00 00 00 00 00 01 00	+6:IWV-KANONE
00000300	00 00 FE 01 00 00 0A 00 04 09 0F 00 01 00 00 00 00	+C:Gß.'sche Verteidigung
00000310	00 00 00 00 01 00 00 00 6C 02 00 00 0B 00 04 0A	
00000320	19 00 01 00 00 00 00 00 00 00 01 00 00 00 20 03	+2:Sonarverteidigung
00000330	00 00 0C 00 04 0B 19 00 01 00 00 00 00 00 00 00 00	+8:IWV-VERTEIDIGUNG
00000340	01 00 00 00 A2 03 00 00 0D 00 04 0C 19 00 00 00 00	+E:Bombardemands-Schild
00000350	00 00 00 00 00 00 00 00 00 00 68 01 00 00 0E 00	
00000360	04 0D 19 00 00 00 00 00 00 00 00 00 00 00 00 00	+4:MS.-Generator
00000370	A4 01 00 00 0F 00 04 0E 19 00 01 00 00 00 00 00	+A:MS.-Labor
00000380	00 00 01 00 00 00 9E 02 00 00 10 00 04 0F 19 00	
00000390	01 00 00 00 00 00 00 00 01 00 00 00 FA 00 00 00	+0:Transmissionsresolver
000003A0	11 00 01 02 0F 00 00 00 00 00 00 00 00 00 00 00	+6:Coelecanth-Gauß
000003B0	00 00 AE 01 00 00 12 00 01 03 19 00 00 00 00 00	+C:Verdränger-Sonar
000003C0	00 00 00 00 00 00 00 00 B2 02 00 00 13 00 01 04	
000003D0	19 00 00 00 00 00 00 00 00 00 00 00 00 00 B4 00	+2:Verdränger-PWT
000003E0	41 00 00 00 05 01 32 00 01 00 00 00 01 00 00 00	
000003F0	01 00 00 00 B4 00 42 00 00 00 05 03 32 00 01 00	+E: ?
00000400	00 00 01 00 00 00 01 00 00 00 B4 00 43 00 00 00	
00000410	05 05 32 00 01 00 00 00 01 00 00 00 01 00 00 00	+4: ?
00000420	B4 00 44 00 00 00 05 07 32 00 00 00 00 00 01 00	+A: ?
00000430	00 00 01 00 00 00 B4 00 45 00 00 00 05 09 32 00	
00000440	01 00 00 00 01 00 00 00 01 00 00 00 B4 00 46 00	+0: ?
00000450	00 00 05 0B 32 00 01 00 00 00 01 00 00 00 01 00	+6: ?
00000460	00 00 B4 00 47 00 00 00 05 0D 32 00 01 00 00 00	+C: ?
00000470	01 00 00 00 01 00 00 00 B4 00 48 00 00 00 05 0F	
00000480	32 00 01 00 00 00 01 00 00 00 01 00 00 00 B4 00	+2: ?
00000490	49 00 00 00 05 11 32 00 00 00 00 00 01 00 00 00	+8: ?
000004A0	01 00 00 00 B4 00 4A 00 00 00 05 13 32 00 00 00	+E: ?
000004B0	00 00 01 00 00 00 01 00 00 00 B4 00 4B 00 00 00	
000004C0	05 15 32 00 01 00 00 01 00 00 00 01 00 00 00 00	+4: ?
000004D0	2C 01 00 00 15 00 06 64 3C 00 01 00 00 00 00 00 00	+A:Außerirdische Herkunft
000004E0	00 00 01 00 00 00 F4 01 00 00 16 00 06 65 3C 00	
000004F0	01 00 00 00 00 00 00 00 01 00 00 00 58 02 00 00	+0:Die schwerste Bedrohung
00000500	17 00 06 66 3C 00 00 00 00 00 00 00 00 00 00 00	+6:Letzte Stadt der Aliens
00000510	00 00 B4 00 00 00 1A 00 02 64 14 00 01 00 00 00	+C:Aqua-Kunststoff-Panzer
00000520	00 00 00 00 01 00 00 00 CD 00 00 00 1B 00 02 65	
00000530	14 00 00 00 00 00 00 00 00 00 00 00 00 00 4A 01	+2:Ionenpanzerung
00000540	00 00 1C 00 02 66 14 00 01 00 00 00 00 00 00 00 00	+8:Magnet-Ionen-Panzer
00000550	01 00 00 00 3C 00 00 00 01 E 00 02 2F 05 00 01 00	+E:Magazin f.Gß'sche Pistole
00000560	00 00 00 00 00 00 01 00 00 00 96 00 00 00 1F 00	
00000570	02 30 07 00 01 00 00 00 00 00 00 00 01 00 00 00	+4:Mag.f.Gß'sches Gewehr
00000580	E6 00 00 00 20 00 02 31 0A 00 01 00 00 00 00 00	+A:Mag.f.schwere Gauß
00000590	00 00 01 00 00 00 90 01 00 00 11 00 02 0D 0A 00	
000005A0	00 00 00 00 00 00 00 00 00 00 00 00 F4 01 00 00	+0:Coelecanth / Gauß
000005B0	21 05 03 1C 14 00 01 00 00 00 00 00 00 00 01 00	+6:Vibroklänge
000005C0	00 00 F4 01 00 00 22 00 03 1D 19 00 01 00 00 00 00	+C:Thermische Lanze
000005D0	00 00 00 00 01 00 00 00 58 02 00 00 23 00 03 1E	
000005E0	1E 00 01 00 00 00 00 00 00 01 00 00 00 00 C0 00	+2:Schwere " "
000005F0	00 01 01 00 06 01 00 00 00 00 00 01 00 00 00 00	+1:Neues fliegendes Kampf U-BOOT

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00000600      01|00|00|00|C0|00|00|01|02|00|06|01|00|00|00|00      |+7:Neuer Kampf Transporter
00000610      00|00|01|00|00|00|01|00|00|00|C0|00|00|01|03|00      |+D:Das neue fl. U-BOOT
00000620      06|01|00|00|00|00|00|00|01|00|00|00|01|00|00|00      |
00000630      C0|00|00|01|04|00|06|01|00|00|00|00|00|00|00|01|00      |+3:Gauß'sche Pistole
00000640      00|00|01|00|00|00|C0|00|00|01|05|00|06|01|00|00      |

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Achtung: leider war nur bei der ausgedruckten Version eine Erklärung der Liste beigelegt, die auch noch ziemlich schlecht zu erkennen war. Also, ich versuche diese mal wiederzugeben, würgt mich aber nicht, wenn es nicht hundertprozentig richtig ist:

Die fettunterstrichenen Doppelnullen (00) sind zum ein- und ausschalten der Forschungseinrichtung gedacht. Dazu gehört auch jeweils das HexByte eine Zeile hoch und zwei Stellen nach links (01). Wenn die Fetten auf 00 stehen und die normalen auf 01 ist die Forschungseinrichtung aktiviert! Wenn beide auf 00 stehen ist Forschung nicht möglich. Am Rand der Liste wird die jeweilige Stelle beschrieben.