

XENOMORPHS

XENOMORPHS

AN

A L I E N S

CONVERSION FOR
BATTLELORDS OF
THE 23RD CENTURY

XENOMORPHS

XENOMORPHS GENERAL NOTES

1. All xenomorphs ("bugs") live to survive. Their only motivation is the continuation of the species (Queens may be an exception, grasping at least the basic idea of revenge).

2. *Acidic Blood*: All bugs have blood that acts as a concentrated molecular acid. This blood is kept under great pressure, so if the exo-skeleton of a bug is breached, the acid will spray out. The distance of the spray varies according to where the bug is hit, and characters struck by the acid are hit in 1D3 locations.

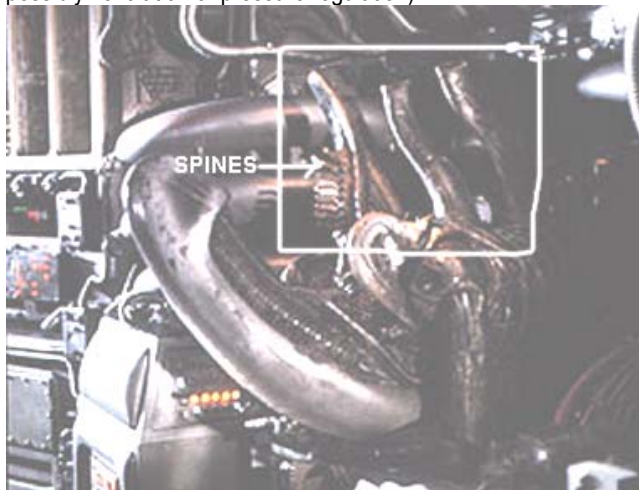
- Head: 1D3 m
- Body: 1D4+1 m
- Limb: 1D3 m

The damage inflicted by the blood varies by the type of xenomorph. Victims (and their equipment) of this acid may roll an Acid SMR to reduce the damage to one-half.

- Face-Hugger: 1D4 damage per round for 1D6 rounds.
- Chestbuster: 1D6 damage per round for 1D8 rounds.
- Drone: 1D8 damage per round for 1D10 rounds.
- Soldier: 1D10 damage per round for 2D6 rounds.
- Sentry: 2D8 damage per round for 3D6 rounds.
- Queen: 2D10 damage per round for 4D6 rounds.

3. 10% of all adult bugs have the ability to inject a potential host with a DNA-altering compound that can cause a potential host to metamorph into an egg over a period of 2D6 hours. This is delivered via the tail stinger.

4. All adult bugs have five long (1-2 feet) spines on their backs. The top spine is actually sharp and pointy. It may serve to protect the bug from physical attacks from behind. The other four spines are actually tube-like structures with an unknown function(possibly ventilation or pressure regulation).



5. All adult (and some baby) bugs have an incredibly strong tongue/inner mouth. This is the primary killing weapon of the xeno. It is composed of muscle, but ends in a "mouth" lined with metallic teeth. When the tongue strikes, it becomes very rigid (like a metal rod) and impacts with great force. Once it hits and enters the target, the mouth closes, and it retracts, causing even more trauma. Bugs will often precede an attack by baring this inner mouth, much like a dog will bare it's teeth. For most adult xenomorphs, the tongue is roughly one foot long.



6. Xenomorphs do not have eyes as far as anyone knows. They "see" by a combination of sensing sound, vibration, heat, and smell. It is common for a bug to stop and swivel it's head back and forth to gain a better "picture" of it's surroundings. This combination of detection abilities provides an amazingly accurate view of the surroundings. Bugs also use pheromones for basic messages and hive-identification.

7. Bugs are not tolerant of bugs from other hives (identified by the pheromones), and will attack on sight, while simultaneously releasing a warning pheromone.

8. Xenomorphs seem to have a genetic/racial memory. Through this, they learn a races' weakness, strengths, and fears. But only those races who have served as hosts. This may explain why against humans, they normally strike at night, or in the dark. They do not have a preference for night or day, but they may understand that humans are afraid of the dark, and use this to their advantage.

9. All adult bugs have very strong exo-skeletons. These are capable of withstanding temperatures as high as those produced by molten lead, and impacts of small-arms (up to 9mm) fire from as close as four inches.

10. All adults are slimy. Their bodies are covered in a slimy substance, and this substance is usually dripping from their mouths (giving them the appearance of constant drooling). The purpose of this slime is unknown.

11. Xenomorphs do not need to breathe. They have demonstrated the ability to survive in both vacuum and underwater with no adverse effects. Something in their bodies allows them to regulate their pressure so as to withstand the rigors of space, and great watery depths (up to 2 miles/3.2 km).

12. *Fearlessness*: Xenos are not afraid of anything. They will not retreat unless so ordered by the Queen, or a Sentry. This means they are immune to any kind of fear-inducing ability. The only exception to this is fire. For reasons unknown, the bugs are afraid of fire, much in the same way as animals fear it. When facing fire, xenomorphs must roll an Aggression check or flee.

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XENOMORPH HIVE-NESTS

Xenomorphs will build their nests just about anywhere, using local materials, including the remains of hosts and food. The majority of a nest will be reinforced with a resin-like substance that is secreted by the bugs. This substance is very durable. The color and texture match that of the bugs themselves. This allows the bugs to camouflage themselves against walls, floors, and ceilings (provides a bonus of +10 to Stealth rolls). The resin interferes with the passage of electromagnetic waves, causing interference with audio and visual communications (reduce transmission levels by 20%). The resin also acts as an insulating material, maintaining a fairly constant temperature in the nest. Xenos use the resin to restrain future hosts. A conscious, aware victim restrained by resin may attempt to break free by rolling a Strength (-40) check. From the outside, the resin is fairly easy to break through.



The nest is usually hot, with an average temperature of 95-98 degrees F, and a relative humidity of 70-75%. This is very uncomfortable for humans, and puts invading humans at a disadvantage. The nest is normally circular in shape, with the egg chamber in the center. This is where the Queen produces the eggs. The surrounding halls and areas contain the nursery, where the eggs are kept and tended to. In a continuing outward spiral come the food chambers. This is where the food is kept.

THE EGG



CLASSIFICATION:	Unusual
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1/2-20
SIZE:	1 m / 8 kg ()

BODY POINTS:	20
MOVEMENT:	NA
INITIATIVE MOD:	NA
DEFENSIVE MOD:	NA
THRESHOLD:	2
VISION / SMELL / HEAR:	+50
NO. OF ATTACKS:	*
DAMAGE PER ATTACK:	*
ATTACK NUMBER:	*
SPECIAL ATTACK:	Face-hugger
SPECIAL DEFENSES:	Face-hugger
MATRIX USE:	None
POWER POINTS:	None

SURVIVAL MATRIX ROLLS

CHEMICAL	96	RADIATION	96
BIOLOGICAL	96	MENTAL	NA
POISON	96	SONIC	100
ELECTRICITY	70	FIRE	07
ACID	100	COLD	99

STRENGTH	x	CONSTITUTION	x
MANUAL DEXTERITY	x	AGGRESSION	x
I.Q.	x	INTUITION	x
AGILITY	x	CHARISMA	x

BACKGROUND

The egg is the first (as far as is known) stage of a xenomorph's life, as this is where the Face-hugger resides. The egg is about one meter high, and 0.45 to 0.6 meters in diameter. The egg is leathery and moist, and greenish-brown in color. The top of each egg has what looks like a large "X" cut in it. This is the opening. Extending from the bottom of the egg are several long, root-like tendrils. It is currently thought that these tendrils act as a sensory apparatus (with a sensory range of 7 to 10 meters). The tendrils also possibly serve as nutrient-gatherers and waste disposal. The lifespan of an egg is unknown, but is thought to be decades, if not centuries if given the right conditions. Eggs are normally laid by the Queen and tended to by Drones, but some adults have the ability to create eggs.

NATURE of the ENCOUNTER

An egg encounter usually begins with the unsuspecting victim approaching to investigate the egg. When the victim comes within two meters, the egg will slowly start to open. When the victim is roughly one meter away, the Face-hugger inside of the egg will launch itself at the victim with surprising speed. Note that the eggs are unusually vulnerable to fire and suffer double damage from fire and pulse attacks.

HABITAT

Xenomorph eggs are normally found in a Hive/nest. They may be found in other areas if transported there by some means.

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THE FACE-HUGGER



CLASSIFICATION:	Unusual
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1 / 2-20
SIZE:	1.75 m* / 4 kg (2)
BODY POINTS:	6
MOVEMENT:	13 / 13 / 102
INITIATIVE MOD:	-4
DEFENSIVE MOD:	-15
THRESHOLD:	2
VISION / SMELL / HEAR:	+50
NO. OF ATTACKS:	1
DAMAGE PER ATTACK:	Special
ATTACK NUMBER:	86
SPECIAL ATTACKS:	Acidic Spit
SPECIAL DEFENSES:	Acidic Blood
MATRIX USE:	None
POWER POINTS:	None

SURVIVAL MATRIX ROLLS

CHEMICAL	96	RADIATION	90
BIOLOGICAL	96	MENTAL	99
POISON	96	SONIC	85
ELECTRICITY	70	FIRE	25
ACID	95	COLD	92
STRENGTH	30	CONSTITUTION	45
MANUAL DEXTERITY	65	AGGRESSION	95
I.Q.	10	INTUITION	25
AGILITY	80	CHARISMA	0

BACKGROUND

This is the second stage of a xenomorph's life. The Face-hugger is what lies inside of a xeno egg. The Face-hugger has one responsibility: "Impregnate" a host. The Face-hugger resembles a fleshy arachnid creature with a long, thick tail. On each side of it's body are four leg/finger-like appendages, and two loose, bladder-like pieces of flesh. The coloration is usually off-white, grayish, or a shade of brown.

NATURE of the ENCOUNTER

A Face-hugger is encountered when a potential victim comes to close to an egg. Once the victim is within a meter or so of the egg, the Face-hugger springs out on the attack. This initial

surprise attack is at a +30 bonus to strike. If the attack is successful, the Face-hugger lands on the victim's face, and proceeds to coil it's long tail around the victim's neck, cutting off the victim's air supply, while at the same time, it inserts a long tube-like appendage down the victim's throat. At this point, the Face-hugger is already "impregnating" the victim. The Face-hugger sedates the victim and now controls his life support. If the Face-hugger is removed at this time, the victim must roll a System Shock (-90) or die, but even if he dies, there is a 75% chance that the "embryo" will survive. The Face-hugger controls the passage of air in and out of the victim's body, as seen by expansion and contraction of the bladder-like sacs on it's side. The Face-hugger is able to maintain the host's life support in many environments, including underwater, and in areas with almost no oxygen.

If the Face-hugger misses it's first attack, it will continue to attack, aggressively targeting the nearest suitable victim. Its tail allows it to make leaps of up to 3 meters high and 4 meters across, and this is what allows it to attack the face. The Face-hugger has acidic blood, like most xeno stages, but it is also able to spit acid. This is used primarily to penetrate faceplates and helmets that victims may be wearing. This spit has a 80 accuracy at Range Bracket 1, and inflicts 2D6 damage per round for 1 round. The creature is able to spit only once every 15 seconds, so it saves this when possible.

To reproduce, the Face-hugger injects an enzyme that "re-writes" the victim's genetic code (It was initially believed that the Face-hugger injected an actual egg or embryo into the host). The new genetic code forces the host's body to create the embryo. The Face-hugger remains attached to the host for 2-4 hours, and normally dies with 20 minutes of disengaging from the victim. Due to the sedation, the host will not remember anything from the point of the initial attack, until just after the Face-hugger removes itself.

The Face-hugger has Climbing 8, Stealth 8, Swimming 7.

HABITAT

The Face-hugger is found in, oddly enough, the same places as xenomorph eggs.

*The original concept of the Face-hugger had the creature at just about 2.7 meters in length, with half being body and half being tail.

THE CHESTBURSTER

CLASSIFICATION:	Unusual
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1 / 2-20
SIZE:	0.6 m / 7.5 kg (0)
BODY POINTS:	7
MOVEMENT:	13 / 13 / 102
INITIATIVE MOD:	-2
DEFENSIVE MOD:	-5
THRESHOLD:	2
VISION / SMELL / HEAR:	+50
NO. OF ATTACKS:	1 ram / bite
DAMAGE PER ATTACK:	1

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ATTACK NUMBER:	64
SPECIAL ATTACK:	None
SPECIAL DEFENSES:	Acidic Blood
MATRIX USE:	None
POWER POINTS:	None

SURVIVAL MATRIX ROLLS

CHEMICAL	96	RADIATION	95
BIOLOGICAL	96	MENTAL	99
POISON	96	SONIC	90
ELECTRICITY	70	FIRE	35
ACID	105	COLD	95

STRENGTH	15	CONSTITUTION	30
MANUAL DEXTERITY	10	AGGRESSION	75
I.Q.	20	INTUITION	35
AGILITY	35	CHARISMA	0

BACKGROUND

Once the Face-hugger has altered the victim's genetic code, the host body starts to rapidly create the xenomorph embryo. During this time, the victim's immune system strengthens (providing a bonus of +20 to Biological, Chemical, and Poison SMRs), in addition to his physical Strength (+20). The host's metabolism increases (+10 Agility) and he becomes more resistant to pain (+20 SMR). The amount of time required for the embryo to develop is based on several factors, but for convenience, say it takes 3D10 hours.

The appearance of a Chestburster will vary from incident to incident. They are usually just under half-a meter long, flesh colored, and covered in blood. Sometimes the mouth and arms will already be partially developed, other times, not. Since the embryo is developed from the host's DNA, it will often have some characteristics of the host. The xeno has a 40% chance to have any unusual physical abilities possessed by the host.

NATURE of the ENCOUNTER

When the embryo is ready to emerge, the host will feel an intense pain in his chest/torso, caused by the baby ramming and chewing it's way through the sternum. The emergence takes 2D6x10 seconds to complete. The host's chest will begin to bleed and bulge outwards (Roll a Mental SMR or be stunned into inaction for 2D4 seconds). The chestburster will breakthrough, with a spray of gore, and scream. The victim must roll a System Shock test. If successful, he will live for 2D6 seconds. During this time, Zen or technological healing may be applied. If the System Shock roll fails, the victim dies immediately.

With surprising speed (and a -8 initiative bonus), the chestburster will vacate the host body and begin searching for a place to hide and develop. Once the chestburster finds a secure hiding place, it will begin to develop into an adult. This takes 1D12 hours, during which time the bug will shed it's skin 1-2 times.

The Chestburster has Climbing 6, Stealth 8.

HABITAT

The Chestburster is found in the same place as the Face-hugger.

ADULT XENOMORPHS

For my own convenience, I use the following to determine what type of xenomorph is implanted by the face-hugger:

1D100 Roll	Xeno Type
1-55	Drone
56-86	Soldier
87-98	Sentry
99-100	Queen

DRONE



CLASSIFICATION:	Unusual
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1 / 2-20
SIZE:	2 m / 95 kg (6)
BODY POINTS:	18
MOVEMENT:	15 / 15 / 122
INITIATIVE MOD:	-4
DEFENSIVE MOD:	-5
THRESHOLD:	8
VISION / SMELL / HEAR:	+50
NO. OF ATTACKS:	2 claw / 1 tail / 1 bite
DAMAGE PER ATTACK:	1D6+1 (x2) / 1D6+1 / 1D10
THR REDUCTION:	-1 / -4 / -3
ARMOR INTEGRITY:	-1 / -1 / -1
ATTACK NUMBER:	72
SPECIAL ATTACK:	Acidic Spittle, Neurotoxin
SPECIAL DEFENSES:	Acidic Blood
MATRIX USE:	None
POWER POINTS:	None

SURVIVAL MATRIX ROLLS

CHEMICAL	99	RADIATION	99
BIOLOGICAL	99	MENTAL	99
POISON	99	SONIC	100
ELECTRICITY	80	FIRE	95
ACID	110	COLD	110

STRENGTH	75	CONSTITUTION	80
MANUAL DEXTERITY	60	AGGRESSION	95
I.Q.	25	INTUITION	40
AGILITY	70	CHARISMA	0

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BACKGROUND

The drone is the most common of the adult xenomorphs. In a hive, the drones tend to the food chambers, and are responsible for getting new food and potential hosts. The drones are the smallest of the adults, standing no more than seven feet tall. Their exo-skeletons are brownish-black in color. Like all of the adults, they have long banana-shaped craniums. Unlike other adults, the cranium of the drone is smooth and glossy. They have long, semi-prehensile tails that are capable of supporting their body weight for long periods of time.

NATURE of the ENCOUNTER

An encounter with a Drone usually begins with the Drone stalking the prey. They prefer to hide and wait until a victim is alone before striking, at which point they will normally attempt to strike at the victim from behind or above, catching him unawares. When the Drone is above the victim, the victim may receive a moment's notice of impending doom if he notices the Drone's drool dripping. When hunting lone prey, Drones will normally either strike with the Inner Mouth, or they will grab (grapple) the prey, pick them up, and then strike with the inner mouth (+15 bonus if the victim is being held). If the Drone is attempting to return to the hive with hosts-to-be, it will not use it's Inner Mouth, but will instead attack with it's tail. Any victim struck by the tail must roll a Chemical SMR or be knocked unconscious for 1D2 hours.

If a Drone is engaged in mass combat, it will attack with it's claws, it's Inner Mouth and it's tail. In addition, it will use an Acidic Spit attack. This can be performed up to once per minute. The range for this is three meters, with a 72% attack. A hit by this attack inflicts 1D6 damage per round for 1D4 rounds.

Drones have Climbing 10, Stealth 10, Swimming 8, Tracking 10.

HABITAT

If solitary, a Drone may be found in just about any type of location. Otherwise, they are usually found in a hive.

SOLDIER



CLASSIFICATION:	Unusual
OCCURRENCE:	Very Rare

NO. HANGING OUT:	1 / 1-10
SIZE:	2.2 m / 102 kg (7)
BODY POINTS:	25
MOVEMENT:	15 / 15 / 122
INITIATIVE MOD:	-5
DEFENSIVE MOD:	-5
THRESHOLD:	8
VISION / SMELL / HEAR:	+50
NO. OF ATTACKS:	2 claw, 1 tail, 1 bite
DAMAGE PER ATTACK:	1D6+2 (x2) / 1D6+2 / 1D10
THR REDUCTION:	-1 / -4 / -3
ARMOR INTEGRITY:	-1 / -1 / -1
ATTACK NUMBER:	86
SPECIAL ATTACK:	Acidic spittle, Neurotoxin
SPECIAL DEFENSES:	Acidic Blood
MATRIX USE:	None
POWER POINTS:	None

SURVIVAL MATRIX ROLLS

CHEMICAL	99	RADIATION	99
BIOLOGICAL	99	MENTAL	99
POISON	99	SONIC	100
ELECTRICITY	80	FIRE	95
ACID	110	COLD	110

STRENGTH	95	CONSTITUTION	100
MANUAL DEXTERITY	75	AGGRESSION	100
I.Q.	30	INTUITION	45
AGILITY	85	CHARISMA	0

BACKGROUND

Xenomorph soldiers are similar in appearance to drones, but their coloration is dark blue-black to black, they are larger, and their heads are covered with bumps, pits, and ridges. The primary function of soldiers is to protect the Queen and the eggs. The soldiers also do most of the fighting if there is a conflict with another hive/nest, or other hostile beings.

NATURE of the ENCOUNTER

An encounter with a Soldier is similar to that with a Drone if the Soldier is solitary. If the Soldier is part of a hive, the type of encounter will vary as the Queen dictates, ranging from stealthy ambush-style attacks, to mass warfare. Soldiers have the same tail neurotoxin attack and acidic spittle attack as a Drone.

Soldiers have Climbing 10, Stealth 10, Swimming 12, Tracking 10.

HABITAT

Soldiers are almost always found in a hive.

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SENTRY



CLASSIFICATION:	Unusual
OCCURRENCE:	Very Rare
NO. HANGING OUT:	2-4
SIZE:	4.2 m / 162 kg (8)
BODY POINTS:	52
MOVEMENT:	17 / 17 / 138
INITIATIVE MOD:	-5
DEFENSIVE MOD:	0
THRESHOLD:	10
VISION / SMELL / HEAR:	+50
NO. OF ATTACKS:	2 claw / 1 tail / 1 bite
DAMAGE PER ATTACK:	2D6+3 (x2) / 2D6+3 / 3D6
THR REDUCTION:	-2 / -6 / -5
ARMOR INTEGRITY:	-2 / -2 / -2
ATTACK NUMBER:	90
SPECIAL ATTACK:	Acidic spittle, Neurotoxin
SPECIAL DEFENSES:	Acidic Blood
MATRIX USE:	None
POWER POINTS:	None

SURVIVAL MATRIX ROLLS

CHEMICAL	99	RADIATION	99
BIOLOGICAL	99	MENTAL	99
POISON	99	SONIC	100
ELECTRICITY	80	FIRE	95
ACID	115	COLD	110

STRENGTH	112	CONSTITUTION	118
MANUAL DEXTERITY	75	AGGRESSION	115
I.Q.	35	INTUITION	50
AGILITY	85	CHARISMA	0

BACKGROUND

The sentries are the "elite" of the xenomorphs. Sentries are physically identical to Soldiers, except they are larger. As large as a Queen actually. Sentries guard the hive-nest. They are the first line of defense against hostile creatures, and they decide which beings would serve well as food or hosts. Those who would serve well are allowed to enter the nest unmolested.

NATURE of the ENCOUNTER

If the Sentry is solitary, an encounter is similar to that with a Drone. If the Sentry is part of a hive, however, a character (or group of characters) may walk into a hive without ever seeing a Sentry. In a hive, the Sentries (usually 2) will hide near the opening to the hive. If a humanoid or group of humanoids approaches, the Sentries will study the approach. If the characters do not appear to pose a serious threat, and look as if they might make good hosts or food, the Sentries will remain hidden and let the group pass, acting only to stop a retreat. If the group looks dangerous, the Sentries will first release a pheromone signal, warning the hive of approaching danger. They will then attempt to stop the intruders, first by stealth if possible, using standard stalking methods, and if stealth doesn't work, they will simply attack. If the invading group is a xenomorph from a different hive, or similar non-host-potential creature, the Sentries will normally try to eliminate the creature before it enters the hive. Sentries have the same neurotoxin tail attack as Drones, and an acidic spittle attack, but the damage from the spit attack is 1D6 per round for 2D4 rounds.

Sentries have Climbing 12, Stealth 14, Swimming 10, Tracking 10.

HABITAT

Sentries are almost always found near a hive.

THE QUEEN



CLASSIFICATION:	Unusual
OCCURRENCE:	Very Rare
NO. HANGING OUT:	1
SIZE:	4.3 m / 170 kg (8)
BODY POINTS:	55
MOVEMENT:	10 / 10 / 75
INITIATIVE MOD:	-4

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DEFENSIVE MOD:	+5
THRESHOLD:	12 (Crown 16)
VISION / SMELL / HEAR:	+60
NO. OF ATTACKS:	2 claws / 1 tail / 1 bite
DAMAGE PER ATTACK:	2D6+3 (x2) / 2D8+3 / 4D6
THR REDUCTION:	-2 / -8 / -6
ARMOR INTEGRITY:	-2 / -3 / -3
ATTACK NUMBER:	70
SPECIAL ATTACK:	Acidic Spittle, Neurotoxin
SPECIAL DEFENSES:	Acidic Blood
MATRIX USE:	None
POWER POINTS:	None

Queens are almost always found in their hives.

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SURVIVAL MATRIX ROLLS

CHEMICAL	99	RADIATION	99
BIOLOGICAL	99	MENTAL	105
POISON	99	SONIC	100
ELECTRICITY	80	FIRE	95
ACID	120	COLD	120

STRENGTH	112	CONSTITUTION	118
MANUAL DEXTERITY	50	AGGRESSION	115
I.Q.	55	INTUITION	75
AGILITY	62	CHARISMA	10

BACKGROUND

The Queen is the mother/leader of the hive/nest. It is she who directs the other xenomorphs activities. She is the largest of the adults, a horrifying creature. She is black and shiny. Her head is encased in a large crown, roughly two meters long. Her head retracts into this crown, much like a turtle's. Her build is similar to that of other xenomorphs, but she has an additional set of arms, smaller than normal, that come out of her chest. These arms are not particularly functional, and their purpose is unknown. Her inner Mouth reaches to roughly one meter (as opposed to the one foot reach of most adult Xenos). It is currently theorized that, in addition to pheromone communication, the Queen is somehow linked empathically or telepathically to her hive-mates, seeing what they see, and feeling what they feel, but this is thought to be a one-way link only. The Queen is smarter than the average xenomorph, and has demonstrated a more complex understanding of things like fire, and weapons, and even some rudimentary ability to use simple technological devices. It is thought that if the need and exposure were present, she could learn to use more advanced technological devices.

NATURE of the ENCOUNTER

A Queen is normally encountered in the hive, attached to a huge egg sack. While attached to this sack, she is fairly immobile, and can only affect what she can reach, but she can detach herself from the sack in 3D6+15 seconds. If a threat is serious enough for her to detach herself from the sack, she will attack and pursue the intruder relentlessly. She has the same neurotoxin tail strike as a Drone, and an acidic spittle attack, that inflicts 2D6 damage per round for 3D4 rounds.

The Queen has Climbing 10, Stealth 8, Swimming 8, Tracking 12.

HABITAT