

CRITICAL INJURIES ON XENOMORPHS

D6: CRIT	EFFECT
1: Rise Again	The Xenomorph falls to the ground, seemingly dead, but it's a ruse. If it's attacked again, or on its next initiative, it regains one point of Health and rises – fueled by instinctive hatred.
2: Wounded	The Xenomorph staggers, bleeding severely. It gets Speed ÷1 (down to a minimum of 1, losing the lowest initiative), but regains one point of Health. Roll a D6 at the start of each Round. On 1–3, it tries to escape.
3: Desperate Action	The Xenomorph is severely wounded and cries out in alien fury. It immediately gets to perform a fast and a slow action, outside of the normal turn order. Roll a D6: <ul style="list-style-type: none"> • On 1-3, it tries to escape (if it succeeds it regains half its Health). • On 4-6, it instantly attacks the closest opponent. If it fails to inflict any damage, the creature dies. If it succeeds, it regains one point of Health.
4: Last Breath	The Xenomorph is mortally wounded and contorts wildly. On its next initiative, it will try to kill the nearest victim, then the beast dies. If it's wounded again before then, it dies instantly.
5-6: Torn Apart	Instant death. The Xenomorph is torn apart or crushed amidst shrieks of rage. Severely mutilated, it can only be Analyzed with Observation ÷2.

XENOMORPHS SPECIAL ABILITIES

General Rules: Never Push. Natural Armor. Isn't Broken at zero Health, instead roll Critical Injury (above)

Acid Splash: At Engaged range. Only attacks that draw blood (not fire).

Base Damage 1, amount of damage of hit + Acid Splash rating.

Armor reduces damage, but is reduced by 1 for each [+].

Acid continues to burn. Suffer another attack at start of each new round, but dice are halved (round down). If at any point an acid attack roll fails to inflict any damage the acid has burned itself out and the acid effect is over.

If a victim is Broken by the acid splash, or suffers further acid splash damage when already Broken, they must make a Death Roll every Round until they either die or are saved by a **Medical Aid** roll.

Other Rules: Sprint, Resistance to Vacuum, Falling, Immune to Cold, Radiation, No Respiration, No Heat Signature.

Stage I: OVOMORPH (EGG)

	Ovomorph	The Queen's Egg
Speed	0	0
Health	2	3
Skills	None	None
Armor Rating	2 (0 vs fire)	3 (1 vs fire)
Acid Splash	4	5

Opening the Egg: If a potential host comes within Engaged range of an Ovomorph, the host must make a **Mobility** roll each Round to not disturb it. If it fails, the egg will open and release a Facehugger. An Ovomorph can release its Facehugger even at Short range – roll a Stress Dice each Round. On a [+], the Facehugger is released.

Stage II: FACEHUGGER

	Facehugger	Praeto-Facehugger	Royal Facehugger
Speed	2	2	2
Health	2	2	3
Skill: Mobility	8	6	8
Skill: Observation	8	8	10
Armor Rating	2 (0 vs fire)	2 (0 vs fire)	4 (2 vs fire)
Acid Splash	4	4	5

FACEHUGGER ATTACKS

D6: CRIT	EFFECT
1-2: Skittering Menace	The Facehugger has chosen its host and they know it is coming for them! It skitters forward, single-minded and horrifyingly spider-like. The victim suffers +1 Stress Level and must make an immediate Panic Roll.
3: Tail Lash	The little monster comes for its target, lashing out with its wicked tail. It attacks with 5 Base Dice , Damage 1. (The Royal Facehugger uses 6 Base Dice , base Damage 2). Aside from any damage the victim gets +1 Stress Level.
4: Tail Grapple	The Facehugger leaps and catches its victim from behind, its tail whipping violently. Roll a D6: <ul style="list-style-type: none"> • 1-2: The target's legs are caught and they fall prone – make a Panic Roll. • 3-4: The victim's arms get hopelessly tangled in the beast's tail – they cannot use any held items and must make a Panic Roll. • 5-6: The Facehugger wraps its tail around the target's neck, choking them – they suffer the effects of Drowning and must make a Panic Roll.
5: Face Grapple	The Facehugger leaps at its victim. Make an opposed roll with 6 Base Dice against the target's Close Combat skill (not counting as an action for the victim): <ul style="list-style-type: none"> • If the Facehugger wins, the target will suffer The Final Embrace (below) on the Facehugger's next initiative. • If the victim wins they throw the beast to the floor, but it's not finished with them yet and attacks the same target again on its next initiative.
6: The Final Embrace	The Facehugger gets to its victim, its acid making short work of any helmet or respirator in the way. Roll for the attack with 6 Base Dice . If it gets one or more [+] , the poor victim is facehugged and immediately Broken. Their last sensations are horrible, yet strangely loving: a firm but gentle caress around their head; a smothering sensation followed by a warm burst of oxygen-rich air filling their lungs; a deep sensation of slow-motion falling; it's okay to fall asleep...

Facehugging: The Stage II Xeno will automatically facehug any immobilized potential host within Engaged range. In combat, a successful signature attack #6 will do the trick. If the victim is facehugged, the [...] victim is rendered unconscious. Within one Shift, the Facehugger dies and falls off. The victim wakes up. After another Shift has passed, a Chestbuster (Stage III) is born, killing the host.

Drowning: Roll **Stamina** every round. If you are Broken when drowning, you must make a Death Roll each Turn, until you die or someone saves you with a **Medical Aid** roll.

Stage III: CHESTBURSTER, BAMBI-BURSTER, IMP

	Chestburster	Bambi Burster	Imp	Queenburster
Speed	2	2	2	2
Health	2	2	2	3
Skill: Mobility	8	10	8	8
Skill: Observation	6	6	8	6
Armor Rating	2 (0 vs fire)	2 (0 vs fire)	0 (3 vs fire)	4 (2 vs fire)
Acid Splash	4	4	4	5

CHESTBURSTER ATTACKS

D6: CRIT	EFFECT
1-3: Escape	With a snarl the Chestburster flees, moving two zones away in one action, into the nearest vent, sewer or duct if possible. As soon as the PCs lose line of sight the Chestburster has escaped. Stealth mode ensues as the Chestburster tries to hide and grow.
4: Terrorizing Hiss	The Chestburster jumps towards a target, flashing its razor-sharp teeth and hissing malevolently. The target must make an immediate Panic Roll.
5: Leg Slash	With a snarl the Chestburster slashes its target's leg, metallic teeth flashing in the light. Roll for the attack using 6 Base Dice , Damage 2. If the attack causes damage, it automatically inflicts critical injury #53 (even if the victim is not Broken), triggering an immediate Panic Roll.
6: Throat Grapple	The Chestburster squeals a high-pitched shriek and goes for the throat. Roll for the attack with 8 Base Dice , Damage 1. If the attack causes damage, it immediately inflicts critical injury #61 (even if the victim is not Broken), triggering an immediate Panic Roll.

Crit #53: Leg Artery Cut (Fatal, Death Roll ÷1, One Turn), Effect: Running becomes a Slow Action, Heal: D6 Days

Crit #61: Ruptured Jugular (Fatal, Death Roll ÷1, One Round), Effect: Stamina ÷1, Heal: 2D6 Days

Birth: The birth of the Chestburster kills the host outright. The Chestburster has evolved to make a shocking display immediately after birth as a defense mechanism: it snarls, hisses and squeals whilst spraying the blood of its host in all directions. People who witness this for the first time must make an immediate Panic Roll. Within one Shift, the Chestburster evolves to Stage IV.

Stage IV: STALKER, SCOUT, DRONE

	Stalker	Scout	Drone
Speed	2	3	2
Health	6	5	7
Skill: Mobility	8	8	10
Skill: Observation	6	10	8
Armor Rating	10 (5 vs fire)	8 (4 vs fire)	8 (4 vs fire)
Acid Splash	8	8	8

STALKER, SCOUT & DRONE ATTACKS

D6: CRIT	EFFECT
1: Hypnotizing Gaze	The Xenomorph, eyeless as it may seem, stares deeply into the soul of its victim. The victim is mesmerized by the dread beauty of such a beast. They stand in awe of what nature, or god, or the devil has created, get +1 Stress Level and must make an immediate Panic Roll.
2: Playing with its Prey	The Xeno attacks, but not to kill. The target is knocked to the ground and drops all hand-held items, but otherwise takes no damage. The Xenomorph stands over them, taunting its prey to run so the game can go on. The victim gets +1 Stress Level and must make an immediate Panic Roll.
3: Deadly Grab	The beast launches through the air, grabbing its victim. It attacks with 10 Base Dice , Damage 1. If it hits it immediately drags them into a neighboring zone, dumping them on the floor. The victim is prone, drops all hand-held items and must make an immediate Panic Roll.
4: Ready to Kill	The Xenomorph grabs its victim, its inner jaws poised to strike. Roll for the attack with 10 Base Dice . If it hits, the victim counts as grabbed (see page 93) and needs to make an opposed Close Combat roll against 10 Base Dice to break loose. The victim and all friendly characters in the same zone must make Panic Rolls. Unless the victim breaks free, the Xenomorph will use a Headbite attack against them on its next initiative.
5: Capture for the Hive	The Xenomorph attacks with its venom-spiked tail, with 10 Base Dice , Damage 1. If the attack causes any damage, the Xeno pulls its punch so only one point of damage is inflicted, and the paralyzing venom takes effect. The victim must make a Stamina roll – the number of [+] rolled is the number of Rounds they can stay up, then they fall unconscious for one Shift. The paralysis can be removed with a shot of adrenaline (a Medical Aid roll using a Medkit).
6: Headbite	The Xenomorph opens its outer jaws wide, and the deadly inner jaws lean out, gnashing in anticipation before snapping forwards. The attack has a strength of 9 Base Dice , Damage 2. If it causes any damage it automatically inflicts critical injury #64, killing the victim in one dreadful blow. However, should the GM wish it, the victim remains just alive enough for the Xenomorph to initiate the ovomorphing process.

Crit #64: Crushed Skull (Fatal), Effect: Your story ends here.

Silent Assassin (Drone Only): When making a stealth mode roll or sneak attack from within the same zone, the Drone is so silent that its target gets a +2 modification to their **Observation** test.

Feral Hunger (Stalker Only): The Stalker has an insatiable need to kill. If it makes an attack that causes damage it will immediately make a second attack (with **8 Base Dice**, Damage 1) against the same target as a free action.

Grappled: Drop any weapon, cannot move. Break free: **Close Combat** (slow action)

Broken: at zero Health – immediately roll for a Critical Injury. **Medical Aid** to revive (and gain [+] Health). Automatically recover 1 Health after one Turn.

CRITICAL INJURIES

D66	Injury	Fatal	Time Limit	Effects	Heal Time
11	Winded			None.	
12	Stunned			None.	
13	Crippling pain			Stress Level increases one step.	
14	Sprained ankle			Mobility ÷2 and can't run until Medical Aid roll is made.	
15	Blood in eyes			Observation and Ranged Combat ÷2 until Medical Aid roll is made.	
16	Concussion			Mobility ÷2.	D6 days
21	Severed ear			Observation ÷2.	D6 days
22	Broken toes			To run becomes a slow action.	D6 days
23	Broken hand			Can't use hand.	D6 days
24	Knocked out teeth			Manipulation ÷2.	D6 days
25	Impaled thigh			To run becomes a slow action.	2D6 days
26	Slashed shoulder			Can't use arm.	D6 days
31	Broken nose			Manipulation and Observation ÷2.	D6 days
32	Crotch hit			One point of damage at every roll for Mobility and Close Combat.	D6 days
33	Broken ribs			Mobility and Close Combat ÷2.	2D6 days
34	Gouged eye			Ranged Combat and Observation ÷2.	2D6 days
35	Busted kneecap			Can't run, only crawl.	2D6 days
36	Broken arm			Can't use arm.	2D6 days
41	Broken leg			Can't run, only crawl.	2D6 days
42	Crushed foot			Can't run, only crawl.	3D6 days
43	Crushed elbow			Can't use arm.	3D6 days
44	Punctured lung	Yes	One Day	Stamina and Mobility ÷2.	D6 days
45	Bleeding gut	Yes	One Shift	One point of damage at every roll for Mobility and Close Combat.	D6 days
46	Ruptured intestines	Yes	One Shift	Disease with Virulence 6.	2D6 days
51	Busted kidney	Yes	One Day	Can't run, only crawl, Mobility ÷2.	2D6 days
52	Arm artery cut	Yes, ÷1	One Turn	Can't use arm.	D6 days
53	Leg artery cut	Yes, ÷1	One Turn	To run becomes a slow action.	D6 days
54	Severed arm	Yes, ÷1	One Shift	Can't use arm.	Permanent
55	Severed leg	Yes, ÷1	One Shift	Can't run, only crawl.	Permanent

D66	Injury	Fatal	Time Limit	Effects	Heal Time
56	Cracked spine			Paralyzed from the neck down. If not given Medical Aid in time, the effect is permanent.	3D6 days
61	Ruptured jugular	Yes, ÷1	One Round	Stamina ÷1.	2D6 days
62	Ruptured aorta	Yes, ÷2	One Round	Stamina ÷2.	3D6 days
63	Disembowled	Yes		Instant death. (No Death Roll).	
64	Crushed skull	Yes		Your story ends here. (No Death Roll).	
65	Pierced head	Yes		You die immediately. (No Death Roll).	
66	Impaled heart	Yes		Your heart beats for the last time. (No Death Roll).	

Fatal: make Death Roll when Time Limit runs out: **Stamina** (cannot Push, no Stress Dice). Roll **Medical Aid** to save life (apply Fatal modifier).

RESULT	EFFECT
1-6: Keeping it Together	You manage to keep your nerves in check. Barely.
7: Nervous Twitch	Your Stress Level, and the Stress Level of all friendly PCs in Short range of you, increases by one. (Stress +1 , PCs in Short range +1)
8: Tremble	You start to tremble uncontrollably. All skill rolls using Agility suffer a ÷2 modification until your panic stops.
9: Drop Item	Whether by stress, confusion or the realization that you're all going to die anyway, you drop a weapon or other important item – the GM decides which one. Your Stress Level increases by one. (Stress +1)
10: Freeze	You're frozen by fear or stress for one Round, losing your next slow action. Your Stress Level, and the Stress Level of all friendly PCs in Short range of you, increases by one. (Stress +1 , PCs in Short range +1)
11: Seek Cover	You must use your next action to move away from danger and find a safe spot if possible. You are allowed to make a retreat roll (see page 93) if you have an enemy at Engaged range. Your Stress Level is decreased by one, but the Stress Level of all friendly PCs in Short range increases by one. After one Round, you can act normally. (Stress +1 , PCs in Short range +1)
12: Scream	You scream your lungs out for one Round, losing your next slow action. Your Stress Level is decreased by one, but every friendly character who hears your scream must make an immediate Panic Roll. (Stress +1 , PCs in Short range: Panic)
13: Flee	You just can't take it anymore. You must flee to a safe place and refuse to leave it. You won't attack anyone and won't attempt anything dangerous. You are <i>not</i> allowed to make a retreat roll (see page 93) if you have an enemy at Engaged range when you flee. Your Stress Level is decreased by one, but every friendly character who sees you run must make an immediate Panic Roll. (Stress +1 , PCs seeing it: Panic)
14: Berserk	You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is Broken. Every friendly character who witnesses your rampage must make an immediate Panic Roll. (PCs seeing it: Panic)
15+: Catatonic	You collapse to the floor and can't talk or move, staring blankly into oblivion.

Retreat: roll **Mobility** to move from Engaged to Short range. If you fail, you still move but your enemy gets a free close combat attack against you.