

# SIGNATURE ATTACKS AGAINST SYNTHETICS

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The XX121 Xenomorph, in all forms of its lifecycle, can detect the synthetic nature of an Android. But even though a Xenomorph will realise it can't use a Synthetic for ovomorphing or facehugging, it will still attack should that Synthetic pose a threat or otherwise be in the way of the Xeno's intentions. And an attacking Xenomorph will use any and all signature attacks at its disposal.

## ATTACKS ON SYNTHETICS

**Synthetics take damage in the normal way**, so any Signature attack that includes an attack roll may damage the Synth, as will an ACID SPLASH.

**Synthetics are immune to a number of effects** which may be caused by a Signature attack. These are ignored if inflicted on a Synthetic: suffer Stress, make a Panic roll, suffer the effects of Drowning and Disease. This includes the Panic roll caused by witnessing the Chestburster's birthing display.

**Where a Signature attack causes a random critical hit roll on the Synthetic Critical Table on p111.**

But, **for specific Signature attacks**, handle them in the way described on the following page (if the outcome is a specific critical hit you should apply the critical as described below).

## Specific SIGNATURE Attacks against Synthetics:

### XENOMORPHS

Stage II	FINAL EMBRACE (Attack #6)	The Facehugger can facehug a Synth as an attack, but the Synth is not Broken by the attack: she is blinded as the facehugger covers her eyes. The facehugger will hang on until it can flee. Any attempt to remove it may cause an ACID SPLASH attack if it's cut free.
Stage III	LEG SLASH (Attack #5)	The Synth suffers critical injury #2 from the Synth Crit Table.
Stage III	THROAT BITE (Attack #6)	Roll on the Synth Crit Table. A result of 6 counts as a 6 and the synth's head is smashed, otherwise apply critical #4, Head Dis-location.
Stage IV & Stage V	CAPTURE FOR THE HIVE (Attacks #5 and #4)	The attack does damage but otherwise has no effect. A xeno that makes this attack against a Synth will look to inflict maximum damage, rather than pull the attack to inject venom.
Stages IV, V & VI	HEADBITE (Attack #6)	Roll on the Synth Crit Table. A result of 6 counts as a 6 and the synth's head is smashed, otherwise apply critical #4, Head Dis-location.
Stage VI	BEASTLY BITE (Attack #3)	Roll once on the Synth Crit Table
Stage VI	CRUSHING BLOW (Attack #4)	Roll three times on the Synth Crit Table and apply all results.
Stage VI	TAIL SPIKE (Attack #5)	The Synth suffers #6 from the Crit table, and is torn in two by the blow (it "does a Bishop").

### NEOMORPHS

Stage III	LEG BITE (Attack #5)	The Synth suffers critical injury #2 from the Synth Crit Table.
Stages III, IV & V	THROAT BITE (Attack #5 & #6)	Roll on the Synth Crit Table. A result of 6 counts as a 6 and the synth's head is smashed, otherwise apply critical #4, Head Dis-location.
Stages IV & V	TAIL SPIKE (Attack #6)	The Synth suffers #6 from the Crit table, and is torn in two by the blow (it "does a Bishop").

### EXTRASOLAR SPECIES

The Swarm	STRIPPED TO THE BONE (Attack #6)	Roll once on the Synth Crit Table.
Lion Worm	CRIPPLING ATTACK (Attack #5)	If the target takes a critical hit the Synthetic suffers critical injury #5 from the Synth Crit Table.
Tanakan Scorpionid	IMMOBILIZE (Attack #6)	If the target takes a critical hit the Synthetic suffers critical injury #2 from the Synth Crit Table.