

# XENOMORPH KING

TYPE: -//NODATA//-

**FEAR (2):** Morale check -2, otherwise Shaken, see 7.5.

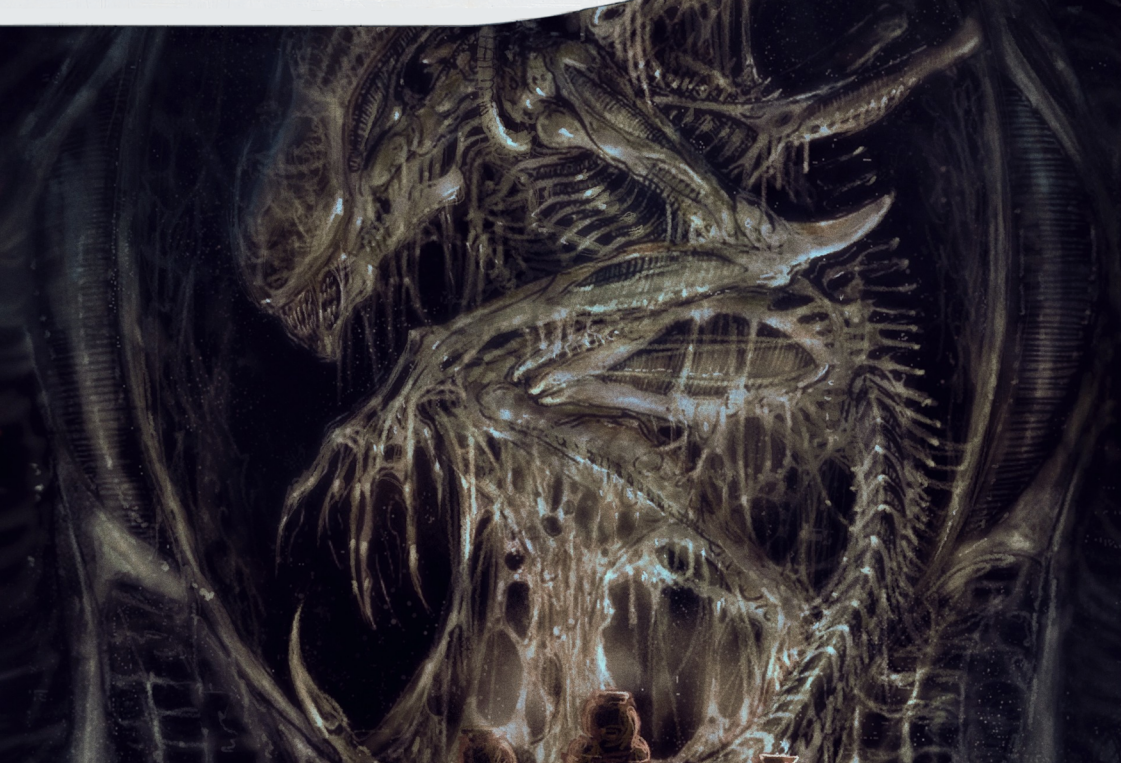
## SETUP: Praetorian Guard Track

Place 1 Multi-purpose marker on left-most square to denote there are 3 Praetorian Guard enemies to be fought, ONE AT A TIME. Move the marker down one on the track when the current Praetorian is killed. When the marker must move off the track (0), there are no more Praetorian Guard enemies in Combat.

**COMBAT BOSS:** Standard rules apply, no Shadows Setup.



Praetorian Guard Track example



RANGE TABLE			
RN	SET	M	F
0-1	M	M	M
2-3	M	M	M
4-5	F	M	F
6+	F	F	F

The King, AKA Monstrosity, the largest and most terrifying caste of Xenomorph. Only present in the largest hives. Its behavioural responsibilities compliment that of a mature Queen without overlap. Scant evidence suggests the King being a commander with similar authority to the Queen but specialised at warfare. Some possess tusks, which may be a measure of maturity in its given responsibility. The King can spit a bolus of highly concentrated and viscous acid. It also wields gigantic claws, and a long girthy tail which are able to tear even armoured vehicles apart. The King also possesses two barb-tipped tail-like structures on either side of its four dorsal spines.

# KING TAIL



**ACID-TIPPED:**  
DAMAGE DEALT IS A-P

**WRECKING MACHINE:**  
A-V [PEN 1].....3

**BIGGER THEY ARE:**  
PREFERS TO TARGET  
VEHICLES, THEN  
ARMOURD UNITS. ELSE  
PLAYER DECIDES.

**HEAVY ARMOUR:**  
STRUCTURE  
POINT ..... 4+

F 6

M 3

# KING CRANIUM



**ACID BOLUS:**  
FIRE ATTACKS  
DEALT INFLECT  
POISON [4], SEE  
7.5.5

**TUSKS:**  
ALL MELEE  
WOUNDS ARE  
TREATED AS TWO  
WOUNDS.

**HEAVY ARMOUR:**  
STRUCTURE  
POINT.....4+

F 2

M 4



# KING CLAWS



**ACID-TIPPED:**  
DAMAGE DEALT IS A-P

A-V [PEN 1].....4

**CRUSH:**  
SUCCESSFUL MELEE  
ATTACK DEALS [WOUND  
= RN] INSTEAD OF SL  
GAIN.

F -

M 3

# PRAETORIAN GUARD



**ACID BLOOD:**  
IF KILLED AT MELEE  
RANGE THEN RN, IF 5+  
THEN ASSIGN 1 WOUND  
TO A SQUAD UNIT.

**SHIELD KING:**  
CANCEL WOUNDS DEALT  
THIS ROUND TO KING'S  
ZONES EQUAL TO THE  
NUMBER OF REMAINING  
PRAETORIANS, ONCE AT  
END OF ROUND.

F -

M 2

RANGE TABLE				
RN	SET	M	F	
0-1	M	M	M	
2-3	M	M	M	
4-5	F	M	F	
6+	F	F	F	

# PRAETORIAN GUARDS

