

Chryssalid

Snakeman Wiki entry

The crab like claws of this creature are a powerful weapon in close combat. The high metabolism and strength of this creature give it speed and dexterity. As an alternative to killing its victim it impregnates it with an egg and injects a venom which turns it into a walking zombie. A new Chryssalid will burst from the victim two turn after impregnation, or if the zombie is killed. Chryssalids are associated with the Snakeman race.

High Threat - Terror Unit

The Chryssalid is the dedicated Terror Unit of the Snakeman, and will only be seen accompanying them. One of the most feared enemies of X-Com, these creatures have shiny black exoskeletons, an insectile look, and a toothy grin. They resemble the art of H.R. Giger. They have incredible mobility, lightning-fast reflexes, and can absorb large amounts of fire. These abilities allow them to slug it out long enough to deliver their chief threat: their infectious bite, which can penetrate even the thickest armor and can destroy HWP's.

The ability of a single specimen to turn an entire troop of X-Com operatives into a new population of Chryssalids is the stuff of a Commander's nightmares. Killing chryssalids should be your top priority whenever they are present. Concentrate fire upon them. Don't be afraid to sacrifice any civilians or X-Com troops nearby- if the chryssalid doesn't die, they'll probably be infected anyway. Ensure that all Chryssalids that drop are dead, not merely unconscious.

Name	Class	Target #	Base Hit Points	# of Hands	Move	Alien Ability	Psionic Skill
Chryssalid	Marine	9	10	0	11	Create Zombie	0

Zombie

Any X-Com trooper or civilian bitten by a chryssalid will turn into a zombie- a harmless, drooling humanoid that runs around and tries to launch weak physical attacks against your troops. The creature itself is harmless and easily killed.

Unless zombies are burned to death with an incendiary attack, a chryssalid will hatch out of its corpse when it is killed. The new chryssalid is at full strength and has all the abilities of a normal chryssalid - including the ability to turn more people into zombies and 100% of it's TU's. Yes, this means that a single Chryssalid can turn every human on the board into a Chryssalid.

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