

Hydralisk

LP 1100

Str 12

Dex 6

Tou 12

Per 5

Wil 5

Cha 4

Phys Def 8

Spel Def 6

Soci Def 10

Death 74

KO 64

Wound 17

RT 5

Knockdown 12

Phys Arm 14

Myst Arm 7

Move Full/Combat 65/33

Attack

Claws x2

Attack 12

Damage 16

Or

Ranged

Spines x1

Attack 16

Damage 22

Range 2-40, 41-100, 101-220



Hydralisks are zerg which are 6 yards long and weigh half a ton, with

snakelike lower bodies, two arms ending in large claws, and a bony head. Most scary however is not their claws and armor, but rather the hundreds of spines stored below their upper carapace and fired by their strong internal muscles. Hydralisks like zerglings are quite numerous, and may actually be the most common zerg. They are thought to be more intelligent and are often observed playing with their prey.

Like zerglings hydralisks enjoy burrowing underground to hide, and will also attack by ambush from cover if possible, though they also have been seen attacking openly in ranks almost as if directed by a higher military intelligence.

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