


Snakeman

[Snakeman Wiki entry](#)

This race developed in an extremely hostile environment. They are extremely tough and can resist  extreme temperature variations. Their mobility depends on a snake-like giant 'foot' which protects all the vital organs. Their objectives appear to be purely predatory and they appear to be under the command of some other Intelligence which directs their military-style incursions on earth.

Medium Threat

Snakemen usually won't show up for at least two or three months into the game. As their name suggests, they are reptilian, resembling snakes with arms, slithering along on their lower bodies. They have noticeably better armor than floaters or sectoids, and are capable of absorbing significantly more fire than either. Their combat stats are at least comparable to Floaters, possibly slightly better. They seem a little more willing to use grenades than Sectoids or Floaters, too. Their key flaw, however, is low mobility. They are not able to move very quickly, slower even than Sectoids.

However, larger Snakeman missions involving Terror Units can be truly fearsome, with the inclusion of their devastating Chryssalid support units.

Name	Class	Target #	Base Hit Points	# of Hands	Move	Alien Ability	Psionic Skill
Snakeman Soldier	Marine	7	5	2	4	Heat Resistant Half Carapace	0
Snakeman Navigator	Pilot	7	5	2	4	Heat Resistant Half Carapace	0
Snakeman Engineer	Engineer	7	5	2	4	Heat Resistant Half Carapace	0
Snakeman Leader	Special	7	5	2	4	Heat Resistant Half Carapace	0
Snakeman Commander	Special	7	6	2	4	Heat Resistant Half Carapace	0

Snakeman Alien Ability

Heat Resistant

Snakemen take half damage from heat based attacks-
Blast Pistol, Blast Rifle, Heavy Blaster, Microblaster, Plasma Projector

Half Carapace

Snakemen have a 1-3 on D6 chance of absorbing damage through their carapace similar to a [Zoallan's Carapace](#) - reducing damage by 2 points.

Snakeman Leaders

Snakeman Leaders count as being of every class - thus they receive one free reroll for each profession.

Snakeman Commanders

Snakeman Commanders are as skilled as Leaders, but also have 5 points of luck that can be used in the same manner as the players.

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