



HORNETROID INTERCEPTOR: *Xxit'Xick K'la*

Description: The Xxit'Xick K'la is a partially constructed partially grown vessel, or more accurately a re-engineered insectile life form. As such it has the requirements of a life form i.e. must eat and rest, but is also capable of amazing manoeuvrability.



The Hornetroid Interceptor must be fed a ton of biological matter, (usually refuse) once a week to remain fully - operational, otherwise it faces starvation. It must also be allowed one day of rest in every seven. If it maintains these basic requirements the Hornetroid interceptor can heal naturally and also out manoeuvre most any small ship in regards to speed, handling acceleration and even decelerations. By design the Hornetroid is capable of instantaneously coming to a dead stop, without causing any harm to it's pilot and passengers inside, who do not even feel the effects of such rapid deceleration. (**GM's Note:** The Hornetroid Interceptor effectively has a Deceleration score of 50, the same, as it's top speed).

Further to this the Hornetroid Interceptor has some pretty uniquely genetically engineered weaponry, the dual Sting cannon turret on the head of the vessel, fires bolts of acidic excretion at long range, this excretion can dissolve most ships hulls, and does damage after the initial hit as it melts through the targets hull. It also has specially reinforced and durable pincers, which can crush and grapple a foe.

Hornetroid Interceptors are also capable by natural means of phasing through space instantaneously moving themselves across vast distances, this is however physically draining for the vessels, and they cannot "Phase out" again for a full twenty-four hours.

Hornetroid Interceptor: Gargantuan Vehicle; **Hp** 140; **Top Spd** 50; **Acc** 15; **Dec Spec**; **Hand** +9 (+6 design, +3 biological); **Sensor** +6; **Stealth** 20; **AC** 18 (-4 size, -5 Dex, +12 natural, +15 armor); **SQ** vehicle, Biological (heals 14 hp/day naturally), **hardness** 20; **Fuel** 250,000/1

Stations: Pilot 1, Passengers 4.

Cargo: 500 lbs.

Cost: 20,000,000 cr.

Weapon: Dual Sting Cannons (battery) **Fire arc:** turret; **Attack bonus:** +8 (+5 targeting computer, +3 continuous fire); **Damage:** 4d10x2 (+2d10x2 on 2nd round); **Range:** 5

Weapon: Grasping Pincers; **Fire arc:** Front; **Damage:** 4d10 crushing; **Note:** Vessel may make an opposed piloting roll with target (plus handling modifiers and size modifiers, so bigger vessels are less likely to be able to avoid it) if Hornetroid vessel gets higher than target they have grappled and damage is applied and they are now locked to the hull of the other vessel. If the target rolls higher they avoid the Hornetroid ship and may make an Attack of Opportunity against the ship as it is left exposed by it's close pass. Once grappled a target may attempt to shake the Hornetroid from it's hull by making a Piloting roll again, the Dc to do this is 10+ the number the Hornetroid beat the targets roll in the initial grapple roll.

Who made the Hornetroid vessels, and what happened to them is unknown, but from time to time they are witnessed on the edge of known space flying at high speeds in and around asteroid belts, or nebulae and the likes. No other ships have been seen of the same design so far, but it is known that these Hornetroid ships are short-range craft, so their builders or owners cannot be far, but have continued to remain unseen.

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