

Neo Mishhuvurthyar - Armadillidiidae



This report was developed by the [Scientific Studies Service \(SSS\)](#), based upon initial analysis of the data logs supplied by [jalen_sune](#) of the [YSS Eucharis](#) and a detailed analysis of captured creatures.

History

The Neo Mishhuvurthyar [🐛 Armadillidiidae](#) or pill-bugs were first encountered by the [YSS Eucharis](#) in the [Nataria Fleet Depot](#) at [nataria](#). They were found present on the [Irim-class Gunship](#) - [YSS Paradise](#) by the [Eucharis](#) Away team, and an infestation occurred on the [YSS Eucharis](#). They are not true Neo Mishhuvurthyar, but rather a biological weapon.

OOC: The NMX Armadillidiidae are the creation of [gallant](#).

Details

Phylum: Armadillidiidae

Genus: [mishhuvurthyar](#)

Based on element: Silicon

Purpose: Anti-ship weapon

Reproduction: Fission

Stage 1



This is the nascent stage; created by the NMX and remain dormant. The Armadillidiidae are deployed by the NMX by seeding an area with millions of the dormant bugs. Measuring approximately .5cm in diameter, and showing no activity, they appear to be nothing more than space dust or debris. They can remain in state indefinitely.

Once an Armadillidiidae is exposed to an oxygen-nitrogen environment a chemical reaction occurs and they activate. They uncoil and enter stage 2 mode.

Stage 2

Upon entering this stage the Armadillidiidae have one purpose: to reproduce. They absorb electromagnetic emissions, and seek out silicon material to consume it. Mature Armadillidiidae reach a

maximum of two centimeters in length. Once they reach this length the rear end of the bug starts a transformation.

Reproduction



When the bug reaches 2.5 centimeters in length, it has two heads and will start a tug-o-war that causes the bug to split into two, which then each go their own way and repeat the cycle of eat and split. Depending upon the available energy emission and amount of silicon, the rate of reproduction varies. In the case of the mothballed ships, the bugs continued to reproduce for approximately thirty minutes. The rate of growth was considerably higher on board the *Eucharis*. They will continue to reproduce until their 'colony' has expanded to fill the entire ship. Typical density when the colony stops growing is four bugs per cubic meter. The Armadillidiidae communicate through audio sounds which help them locate others. Once the 'colony' has reached optimum size, the bugs cease reproduction and become lethargic.

Stage 3

This is the weapon mode for the Armadillidiidae. It was discovered only after extensive study by the SSS. They found that when exposed to a specific NMX signal variant that the Armadillidiidae go into a frenzy. In this frenzy they generate significant electrical impulses. When placed into a sealed chamber with typical starship wiring and the like. The Armadillidiidae swarmed the data-signal lines, bit into the lines and began sending electronic pulses into the system. The effect that this would have on an infected starship is all computer and electronic control systems would be greatly impaired. If this were to happen in combat, the results would probably be catastrophic.

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