

Altjiran Nugoli Weapon Strains



WIP: This article is a work in progress and is not yet approved for usage in the RP.

Bioengineered by [Altjira Biomedical](#) for the particular purposes of the [Iromakuanhe Astral Commonwealth](#), Nugoli are not so much a unique species as an archetype of various biomechanical weapons which resemble insects. The genetic heritage of the [Vuvuzambur](#) is heavily evident in the design, their arthropodal shapes tapered and waspish and bodies often incorporating the biochemical furnaces the species is notable for.

Nugoli are controlled entirely via simple manipulation via pheromones tailor-made for each canister or 'batch' of lifeforms, so that access to a particular sample of pheromone will not be effective for very long, and carry a number of integrated neurological triggers to send them into torpor if they tampered with or unable to detect viable pheromone trails. Those targets marked, either via dousing or a marking laser which can accelerate and 'paint' a target with the substance, will often find themselves chased for a span of roughly a hundred (a hundred and three being the upper bound) hours, covered in indelible, washproof marking agents that the Nugoli are capable of tracking at minute speeds. At optimal performance (usually the first 20-30 hours of flight), the lifeform is capable of flight at speeds of 7m/sec (25.2 km/h) in atmosphere.

Although they do not eat or drink and are largely immunized to low-level NBC threats and extreme, Nugoli are unable to operate in vacuum and cannot swim. If a target attempts to evade them by entering in the water, they will often simply wait at that location until a fresh pheromone signal emerges in the vicinity.

Shredder Strain

The Shredder Strain are bright red and black biological constructs with wedge-shaped heads and swollen abdomen structures that contain small biochemical furnaces, similar to those of the [Vuvuzambur](#). On impact, they smash these furnaces into the target, causing brilliant thermobaric explosions. [Damage](#): Tier 2, Medium Anti-Personnel

Impaler Strain

The Impaler Strain are insectoids with wedge-shaped heads with a series of eight wings clustered on an streamlined arrow-like body composed of chitin. The Impaler strain is colored grey and black for purposes of visual classification. They attack by primarily by stabbing with their non-barbed heads, and can be defeated by hermetically sealed body armor. [Damage](#): Tier 1, Light Anti-Personnel

Neurotoxin Strain

The Neurotoxin strain are black and purple creatures with oblong bodies built around the barbed prongs

that sit in their heads. The Neurotoxin strain is merciless of their pursuit of the target, attacking to deliver neurotoxic payloads that cause agonizing seizures and organ failure within minutes of being strung. Like the Impaler Strain, they are defeated by sealed armor. **Damage:** Tier 1, Light Anti-Personnel, Neurotoxin Effects

Hemotoxin Strain

Visual Description: Hemotoxic Strains of the Nugoli's purpose-built designer lifeform are sickly green and black, with four-pronged spiral heads that are designed to deliver horrific, hard-to-treat gashes. Targets hit experience potent hemotoxic cocktails unique to every cartridge, which cause widespread tissue damage around the point of impact. The Hemotoxic Strain is slightly larger than the others due to the increased surface area required for effective delivery of the toxin. **Damage:** Tier 2, Medium Anti-Personnel, Hemotoxin Effects

Tunneler Strain

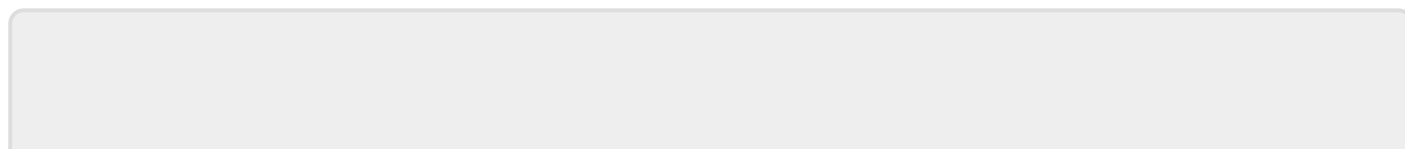
While the other Strains are highly regulated, only the Tunneler Strain is genuinely illegal for civilian use. Appearing as large yellow and black insectoids that could be more accurately described as a biological sabot rounds, they possess regenerating biological furnaces located in their sword-like penetrating stingers that allow them to repeatedly defeat layer after layer of armor, and tear through flesh as though using a heated scalpel.

Once they nest in the flesh of their target, they gather around vital organs to protect from being excised through field surgery and begin the slow process of reproduction (which takes days) until they reach critical mass and self-destruct in a manner similar to the Shredder Strain. Because of their qualities, they are explicitly *not* stopped by hermetically sealed armor.

Damage: Tier 3, Heavy Anti-Personnel

Neurostun Strain

The Neurostun genus is the least dangerous of the six currently designed, with red-white markings and a shrill buzzing sound unique to itself that distinguishes it from the others. Their stringers are actually miniature hypospray systems that surface-inject a nonlethal compound that limits the motion range of voluntary muscles. It was primarily designed for riot situations, where it could be used to force dangerous rioters to flee once bereft of any ability to attack law enforcement officials. **Damage:** N/A



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