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## The Mishhuvurthyar Military

In the past, the might of the Mishhuvurthyar military was displayed in two forms, the SMX and the NMX, which each enveloped most of known space in massive wars, which were the First Mishhuvurthyar War (YE 26-YE 30) and Second Mishhuvurthyar War (YE 31-YE 34) respectively. Each of these wars ended in the Mishhuvurthyar withdrawing rather than surrendering; in a sense, the Mishhuvurthyar have never truly lost a war. While the motivations behind the wars against the Yamatai Star Empire and Democratic Imperium of Nepleslia have been murky, the fact remains that the Mishhuvurthyar are still very much a threat and will continue to evolve and strike.

This page is the new hub for development of the nightmarish third generation of Mishhuvurthyar.



## **About the Mishhuvurthyar Military**

As of YE 38 the Mishhuvurthyar military is recovering from the Second Mishhuvurthyar but is still quite vast as well as highly organized with a powerful manufacturing base scattered in the depths of remote space. The Mishhuvurthyar Military has adopted a raiding strategy that dispersed and hid their assets to keep Yamatai and Nepleslia from striking back. They continue to use advanced technologies and brutal tactics.

- Equipment
- Uniforms
- Identification and Markings
- Personnel
  - Random Mishhuvurthyar Generator
- Occupations
- Tactics

## Mishhuvurthyar Infantry

- Pack, Dorsal
  - Rations

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- Water packs
- Armor Set
  - Dorsal Plate with side weapon mounts (goes on top of the "head")
    - Particle Cannon, Impaler, Mounted Type
  - Frontal Plate (V-shaped)
  - Cape (goes around the back and sides)

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