

# Vyrex Stinger

Astro-epidemiologists are currently in the process of studying these recently appearing life forms. Not much is known yet about their behavior.



## Locations

Vyrex Stingers can spawn anywhere in the universe during a Vyrex Outbreak. They evolve from [Vyrex Larvae](#), which in turn spawn within a 13x13 grid centered around a [Vyrex Hatcher](#), and the Vyrex Stingers will only move within a 3x3 grid from where it evolved.

## Stats

### Skills

Tactics	60
Hit accuracy	45
Maneuver	50
Weaponry	65
Engineering	60

### Health

Hull	600
Armour	1200
Armour strength	x4
Armour type	Pardus
Total health	5400

## Other

XP for killing	800
Loot from killing	
Spawn type	
Roams?	Yes, within a 3x3 grid
Cloaks?	Yes
Retreat hold frequency	High
Retreat hold rounds	
Respawn time	
Old age death time	

## Weapons

### Guns

Gun	Base damage	Shots per round	Total damage	Weapon type
Venom Claw	180	2	360	Organic
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### Missiles

Missile	Base damage	Average reload time
Venom Stinger	1400	11

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