

Vyrex Guide

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Vyrex Outbreak Event

Vyrex Outbreak is a universe-wide event occurs at random, and can last for multiple months. The event begins at server reset time, and starts with a [Vyrex Hatcher](#) spawning in the Pardus Core. Other vyrex soon spawn, and spread the outbreak to all sectors of the universe. The event concludes when either every [Vyrex Hatcher](#) and [Vyrex Larva](#) in the universe is killed, or after an unknown period of time has passed.

Vyrex Cycle

The spawning cycle of vyrex begins with a [Vyrex Hatcher](#). After an unknown period of time, the [Vyrex Hatcher](#) will spawn [Vyrex Larvae](#) in a 13x13 grid centred around the hatcher, and [Vyrex Assassins](#) that begin to move towards other sectors. The [Vyrex Larva](#) can evolve to a [Vyrex Stinger](#) after an unknown period of time, or can spawn a new [Vyrex Hatcher](#) if the original one was killed. Once a [Vyrex Assassin](#) reaches a new sector, it will become a [Vyrex Hatcher](#) if no other infestation is nearby, or possibly a [Vyrex Mutant Mauler](#) if the outbreak has reached a sufficient intensity. There can only be one [Vyrex Hatcher](#) in a sector at any point in time.

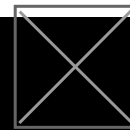
Killing an infestation

1. Find the hatcher
2. Get the hatcher to very low hull, but do not kill
3. Sweep the 13x13 area centred on the hatcher, killing all larvae you find. Larvae also spawn under other NPCs, so you will need to remove those NPCs.
 1. Tip: Larvae may be hiding under dangerous non-roaming NPCs such as Dreadscorps and some Zs. Get help or plan your APs accordingly.
4. Once all larvae in the 13x13 are dead, quickly kill the hatcher before a fresh cloud of larvae spawns.

BOP-X

The BOP-X is a unique ship that can only be obtained during the Vyrex event. The criteria to qualify for a BOP-X is still unknown, but requires killing Vyrex to be eligible for an invite. The invite is sent alphabetically to qualifying pilots, with the number of invites and BOP-Xs in the universe never exceeding 10. Once 10 BOP-Xs are in use, no further invites are sent until the number of BOP-Xs reduce.

BOP-X Invite



System Message

2025/11/13 - 21:23:03

Subject: Special Invitation *URGENT*

Dear Vyrex Hunter,

The threat posed by the invasion of the Vyrex has brought together delegates of all factions as well as neutral specialists to form the Pardus Health Organization. Since then we have been receiving support from all over the universe, regardless of faction and race. Thanks to Vyrex residue left-over from the work of hunters such as yourself, as well as live samples submitted to us, our research is at a break-through! We have been able to complete the hybrid prototype of a vessel composed of Vyrex matter and conventional materials that we think will not be treated as hostile by the Vyrex. Using this ship, the BOP-X (Bio-Organic Prototype), would allow one to pass by aggressive Vyrex unharmed and head directly for their Hatchers.

Our organization has been following your heroic efforts to contain the Vyrex outbreak and has selected you in a democratic process to pilot the BOP-X to destroy them once and for all. Please *<Pilot>*, meet us as soon as possible at the shipyard on Nari I to receive your BOP-X introduction!

Yours,

The Pardus Health Organization

This invitation becomes void after a short time. The offered ship is highly experimental. No guarantees are made for either the BOP-X or your survival. BOP-X exposure may have side effects. The BOP-X remains the property of the PHO. Your current ship will be paid for in full.

Buying the BOP-X

Welcome to this Empire shipyard. Have a look at the models we have currently for sale!



BOP-X
Missile mountings: 0
Gun mountings: 3
Hull capacity: 60
Size: 42
Armor points: 703
Hull points: 88
Crew seats: 0
Required Experience: 0

Price: 0 Credits

Availability: 1

[Purchase Info](#)
Your Credits: 33,080,568

Thank you for coming so quickly! We promised an introduction to this new hybrid vessel - the reality is we would like you to document its behavior. We are quite certain you will be able to navigate it! What we know is that it merges with organic weapons so we have already got those for you. We are still looking for the cause of fluctuations we noticed in the material's chemical composition, but let's not get hung up on technicalities. Now, please, the Bio-Organic Prototype is awaiting symbiosis with you. Oh, and if you find a way to repair damage to its hull or armor, please let us know!

Leveling up