

SCOURGE HIRUKO

BOARDING CUTTER

18 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
HIRUKO	6"	2"	14"	2	6+	1	1-3	L	OUTLIER

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
PLASMA TORCH	4+	D3	1	F	CLOSE ACTION (BEAM)

RAMMING SHIP: This ship may ram enemy ships, even though it is Light Tonnage. Additionally, when determining Attack dice from Ramming, double this ship's original Hull. Ramming hits from this ship have the Corrupter special rule.

Infamous ships of the class: *None - all destroyed, so no records required for future identification.*

Though tiny by warship standards, the Hiruko Boarding Cutter is one of the most feared vessels in the Scourge arsenal. UCM armies know all too well the horrors of close contact with the hated enemy, but naval staff rarely see the fangs, saliva, hate and evisceration in person. The Hiruko brings all manner of bio-nightmares into personal, bloody contact in a way only the Scourge can.

Almost uniquely, the Hiruko is designed specifically for ramming and more than that - to actually make physical contact with a target. Given the lethality of point-blank defence fire, this is always a one-way trip, so the Hiruko is equipped with a potent Plasma Torch and latching tentacles to quickly inject its savage payload into the bowels of the target. Beyond the rents torn by clashing tons of starship, it eventually spells doom for a ship of any size as its crew find their clean uniforms and shiny corridors painted crimson by the deadly boarding party - often made up of the most vicious close quarters Scourge hosts.

**HIRUKO
BOARDING
CUTTER**

LENGTH: 454M

**DISPLACEMENT:
1,800,000M³**