

Kha'ak

Short Name: KHK

Moniker(s):



Race Description

Thought to have been wiped out during Operation Final Fury, very little is known about the Kha'ak other than they seem to be an insectile hive race hell-bent on the destruction of all those that share the Jump Gate network. As a hive race, it is suspected that individual intelligence gives way to a communal or caste mentality, but very little research into the species was completed before Operation Final Fury took place.

Faction Description

The Kha'ak infesting the local Jump Gate network are a loose collection of hives that do not currently seem to operate under any sort of central authority. While most of their swarms were eradicated in the aftermath of Operation Final Fury, these hives were fortunate enough to be cut off from the Community of Planets during the Jump Gate shutdown. Some of them were able to slowly grow and prosper in relative peace and quiet, but others were forced to transform most of their sparse populace into warriors who engaged in a decades-long struggle to defend their homes against the similarly stranded Xenon matrices. Since the realignment, Kha'ak can be frequently observed travelling the network, brazenly using the Highway installations, presumably in an attempt to reestablish a connection between their scattered hives.

Because their communication signals remain unintelligible, little can be established about the goals of the Kha'ak as a whole. However, it is universally agreed upon that the Kha'ak do, in fact, originate from beyond our galaxy and were drawn towards the network by Argon experiments with Jump Drive technology, probably coinciding with an irrevocable deterioration of the Kha'ak homeworld. It stands to reason that they are currently primarily focused on survival in an environment that largely considers them to be an unthinking scourge; a supposition that the actions of the Kha'ak are yet to fundamentally contradict.

Guild(s)

Allies

Enemies

- (Player)
- Antigone Republic
- Argon Federation
- Ministry of Finance
- Godrealm of the Paranid
- Teladi Company
- Scale Plate Pact
- Xenon
- Holy Order of the Pontifex
- Hatikvah Free League

Sectors



Spoilers ahead

This page contains spoilers about the contents of sectors. If you want a spoiler-free introduction take a look at the [The X-Universe And Map](#) page

The Kha'ak do not have ownership of any sectors, however, they do maintain destructible "Kha'ak installations" in the most remote areas of the galaxy. The sectors in which these stations initially reside is listed below:

- Matrix #451
- Pious Mists IV
- Silent Witness XII

Ships

The Kha'ak operate a variety of purple tetrahedral fighters with purple beam weapons. These fighters can hold their own against most fighters and scouts but are no match for M/L/XL ships. Additionally, like Xenon ships Kha'ak ships cannot be captured.