VESPID STRAIN LEADER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	10

	NAME	ATK	HIT	DMG	WR
	Neutron blaster	4	3+	3/3	Devastating 2
	Claws	3	4+	3/4	-

Communion Helm: Once during each of this operative's activations, you can do one of the following:

- Spend 1 Communion point for free.
- Spend 1 Communion point and select one other friendly VESPID STINGWING operative within 3" of this operative. That other friendly operative can immediately perform a free 1AP mission action (you must still spend a Communion point for it to perform that action as normal, and this cannot be ignored using the Convergence Stimulant equipment).

Commune: When selecting your operatives for the battle, also select one VESPID STINGWING strategy ploy. Whenever this operative is in the killzone and isn't within control range of enemy operatives, that ploy costs you 0CP.

VESPID STINGWING, T'AU EMPIRE, STRAIN, LEADER 28

OVERSIGHT DRONE



APL	MOVE	SAVE	WOUNDS
2	8"	2+	5

	NAME	ATK	HIT	DMG	WR
	Ram	3	5+	1/2	-

RULES CONTINUE ON OTHER SIDE ▶

VESPID STINGWING, T'AU EMPIRE, OVERSIGHT, DRONE 25

OVERSIGHT DRONE



APL	MOVE	SAVE	WOUNDS
2	8"	2+	5

Evasive Drone:

- This operative cannot perform any actions other than **Aerial Guidance**, **Charge**, **Dash**, **Fall Back**, **Fight** and **Reposition**.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.
- Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".
- Whenever an operative is shooting this operative, ignore the Piercing weapon rule.

AERIAL GUIDANCE 1AP

▶ **SUPPORT.** Until the start of this operative's next activation, whenever another friendly VESPID STINGWING operative within 6" of this operative is shooting an enemy operative visible to this operative, that friendly operative's ranged weapons have the Lethal 5+ and Saturate weapon rules. This has no effect while this operative is within control range of an enemy operative.

◆ This operative cannot perform this action while within control range of an enemy operative.

VESPID LONGSTING



APL	MOVE	SAVE	WOUNDS
2	6"	5+	9

	NAME	ATK	HIT	DMG	WR
	Neutron rail rifle (standard)	4	4+	4/4	Devastating 2, Neutron Fragment*
	Neutron rail rifle (aimed)	4	3+	4/4	Devastating 2, Heavy (Dash only), Lethal 5+, Neutron Fragment*
	Claws	3	4+	3/4	-

***Neutron Fragment:** If the target of this weapon isn't incapacitated but you resolve any attack dice, the target gains one of your Neutron Fragment tokens. Whenever an operative that has one of your Neutron Fragment tokens is activated, inflict D3 damage on it for each Neutron Fragment token it has (roll separately for each).

VESPID STINGWING, T'AU EMPIRE, LONGSTING 28

VESPID SHADESTRAIN



APL	MOVE	SAVE	WOUNDS
2	6"	3+	9

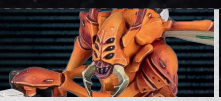
	NAME	ATK	HIT	DMG	WR
	Neutron sting	4	4+	3/3	Range 8", Devastating 2
	Neutron grenade	4	4+	3/3	Range 6", Blast 2", Devastating 2, Limited 1, Saturate
	Claws	3	4+	3/4	-

Ghost Rig: While this operative has a Conceal order, your opponent cannot select it as a valid target unless it's within 6" of the operative trying to target it. Note that this rule has no effect if this operative isn't selected as the valid target, e.g. if it's a secondary target from the Blast weapon rule.

Camouflaged: Whenever an operative is shooting this operative, ignore the Piercing weapon rule and all cover saves are retained as critical successes. This rule has no effect if this operative isn't selected as the valid target, e.g. if it's a secondary target from the Blast weapon rule.

VESPID STINGWING, T'AU EMPIRE, SHADESTRAIN 28

VESPID SKYBLAST



APL	MOVE	SAVE	WOUNDS
2	6"	5+	9

	NAME	ATK	HIT	DMG	WR
	Neutron grenade launcher	4	4+	3/3	Blast 2", Devastating 2, Neutron Bombardment*
	Claws	3	4+	3/4	-

***Neutron Bombardment:** Place one of your Neutron Fallout markers within the primary target's control range.

Neutron Fallout: Once during each enemy operative's activation, as soon as it's within 2" of one of your Neutron Fallout markers, inflict D3 damage on that operative (multiple markers aren't cumulative).

VESPID STINGWING, T'AU EMPIRE, SKYBLAST 28

VESPID SWARMGUARD



APL	MOVE	SAVE	WOUNDS
2	6"	5+	9

	NAME	ATK	HIT	DMG	WR
	Flamer (standard)	4	2+	3/3	Range 8", Saturate, Torrent 2"
	Flamer (skytorch)	4	2+	3/3	Saturate, Torrent 0", Skytorch*
	Claws	3	4+	3/4	-

***Skytorch:** An operative can only use this weapon during the **Skytorch Assault** action (see other side of card). If it does, don't select a valid target. Instead, shoot against each operative within its torch zone (excluding operatives wholly underneath Vantage terrain); they aren't in cover or obscured. Roll each sequence separately in order of furthest operative to closest. The torch zone is the horizontal area between the operative's current and previous location. A 28mm round Skytorch marker can be temporarily placed underneath this operative before it moves to help determine this. Torrent 0" means you cannot select secondary targets outside of its torch zone, but this weapon still has the Torrent weapon rule for all other rules purposes, e.g. the Condensed Stronghold rule (see Killzone: Volkus, *Kill Team Core Book*).



RULES CONTINUE ON OTHER SIDE ▶

VESPID STINGWING, T'AU EMPIRE, SWARMGUARD 28

VESPID SWARMGUARD



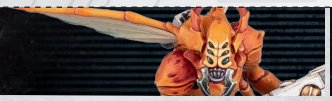
APL	MOVE	SAVE	WOUNDS
2	6"	5+	9

SKYTORCH ASSAULT — 2AP

▶ Perform a free **Reposition** action with this operative. During that action, it must **FLY** and can move an additional 2". Then perform a free **Shoot** action. You can only select a flamer (skytorch) for that **Shoot** action.

◆ This operative cannot perform this action while it has a Conceal order, or while within control range of an enemy operative.

VESPID WARRIOR



APL	MOVE	SAVE	WOUNDS
2	6"	5+	9

	NAME	ATK	HIT	DMG	WR
	Neutron blaster	4	4+	3/3	Devastating 2
	Claws	3	4+	3/4	-

Warrior Instincts: Whenever this operative is shooting, if you don't spend Communion points during that sequence, its neutron blaster has the Accurate 1 weapon rule until the end of that sequence.

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VESPID STINGWINGS KILL TEAM

ARCHETYPE: RECON, SEEK & DESTROY

OPERATIVES

- 1 VESPID STINGWING **STRAIN LEADER** operative
- 1 VESPID STINGWING **OVERSIGHT DRONE** operative
- 9 VESPID STINGWING operatives selected from the following list:
  - **LONGSTING**
  - **SHADESTRAIN**
  - **SKYBLAST**
  - **SWARMGUARD**
  - **WARRIOR**

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

VESPID STINGWING FACTION RULE

COMMUNION

Other species struggle to understand and interact with Vespids. The T'au have managed to establish strong links through various technological aids, most notably their communion helms. The Vespids have accepted these aids as beneficial, but the true extent of their impact is unknown.

Communion points are used to maintain the tactical focus of friendly VESPID STINGWING operatives. In the Ready step of each Strategy phase, you gain D3 Communion points, plus 1 if a friendly **OVERSIGHT DRONE** operative is in the killzone. Communion points are used as follows (**OVERSIGHT DRONE** operatives aren't affected by the following):

RULE CONTINUES ON OTHER SIDE ▶

1. Whenever a friendly VESPID STINGWING operative is performing the **Shoot** action, it can only target the closest enemy operative within 8" of it (excluding enemy operatives within control range of other friendly VESPID STINGWING operatives) unless you spend 1 of your Communion points. For weapons with the Blast and Torrent weapon rules, only the first target must be selected in this way.
2. Whenever a friendly VESPID STINGWING operative (excluding **DRONE**) performs the **Charge** action, it must end the action within control range of the closest enemy operative it can unless you spend 1 of your Communion points.
3. Whenever you would perform the **Pick Up Marker** or a mission action (excluding **Breach** and **Operate Hatch**) with a friendly VESPID STINGWING operative, you must also spend 1 of your Communion points to do so.
4. Whenever a friendly VESPID STINGWING operative is shooting, you can spend 1 (and only 1) of your Communion points to re-roll one of your attack dice.

VESPID STINGWING FACTION RULE

NEUTRON CHARGE

Neutron weapons are powered by radioactive crystals from the Vespids' home world. The harmonic thrumming of Vespids' wings resonates within the crystals to charge them. When unleashed, even heavy combat armour can barely protect against this atom-stripping energy charge.

Neutron weapons are any weapons that have the word 'neutron' in their name, e.g. neutron blaster, neutron grenade launcher, etc. Whenever a friendly VESPID STINGWING operative moves or uses **FLY**, its neutron weapons have the Piercing 1 weapon rule until the end of the turning point.

VESPID STINGWING
FACTION RULE

FLY

The thrumming wings of the Vespids bear them aloft with speed and remarkable agility.

Whenever a friendly **VESPID STINGWING** operative performs an action in which it moves, it can **FLY**. If it does, don't move it. Instead, remove it from the killzone and set it back up wholly within a distance equal to its Move stat (or 3" if it was a **Dash**) horizontally of its original location (in a killzone that uses the close quarters rules, e.g. Killzone: Tomb World, this distance cannot be measured over or through Wall terrain, and that operative cannot be set up on the other side of an access point – in other words it cannot **FLY** through an open hatchway). Note that it gains no additional distance when performing the **Charge** action. It must be set up in a location it can be placed, and unless it's the **Charge** action, it cannot be set up within control range of an enemy operative.

VESPID STINGWING
MARKER/TOKEN GUIDE



Neutron Fragment token



Neutron Fallout marker



Neutron Grenade token



Skytorch marker



Communion point token

VESPID STINGWING
STRATEGY PLOY

HARDENED EXOSKELETON

Natural exoskeletal chitin armours the Vespids, giving them an insectile resilience against all but the most grievous blows.

Whenever a friendly **VESPID STINGWING** operative (excluding **OVERSIGHT DRONE**) is fighting or retaliating, Normal Dmg of 4 or more inflicts 1 less damage on it.

VESPID STINGWING
STRATEGY PLOY

AERIAL AGILITY

Vespids jink and weave through the air, following unpredictable flight paths that confound foes who have not had time to line up clean shots.

Whenever an operative is shooting a friendly **VESPID STINGWING** operative while counteracting or interrupting, or during an activation in which that shooting operative moved or was set up, roll one D6 whenever an attack dice would inflict Normal Dmg: on a 5+, ignore that inflicted damage. You cannot ignore more than one attack dice per **Shoot** action sequence this way.

VESPID STINGWING
STRATEGY PLOY

AIRBORNE PREDATORS

Hard-wired instincts see the Vespids pounce upon their victims from on high, striking with lethal predatory intent.

Whenever a friendly **VESPID STINGWING** operative moves or uses **FLY** during its activation, its weapons have the Balanced weapon rule until the end of that activation.

VESPID STINGWING
STRATEGY PLOY

STING

The bayonet-like stingers that jut from the Vespids' abdomens can be employed as weapons, their vicious barbs piercing plate armour and driving deep into their victims' bodies.

Improve the Hit stat of friendly **VESPID STINGWING** operatives' claws by 1, and those weapons have the Lethal 5+ and Shock weapon rules.

VESPID STINGWING
FIREFIGHT PLOY

OCELLI

The multispectral eyesight and esoteric sensory acuity of the Vespids are equal to any scanning technologies. As they sweep over the battlefield, they easily pick out even the most well-concealed enemies.

Use this firefight ploy when a friendly **VESPID STINGWING** operative performs the **Shoot** action during an activation in which it's used **FLY**. Until the end of that action, it gains all benefits from the first and second main features of Vantage terrain. When determining the height difference between operatives for Vantage terrain rules, treat that friendly operative as being 3" higher than it currently is (but not when determining the distance for Communion).

VESPID STINGWING
FIREFIGHT PLOY

DARTING FLIGHT

Vespids are capable of tremendous airborne speed, allowing them to rapidly reposition during a firefight.

Use this firefight ploy when a friendly **VESPID STINGWING** operative performs the **Reposition** action. Until the end of that action, it can move an additional D3", or be set up an additional D3" away if it uses **FLY**. In either case, it cannot perform **Shoot** or **Fight** actions for the rest of the turning point.

VESPID STINGWING

FIREFIGHT PLOY

NEUTRON OVERLOAD

Augmented in some ineffable fashion by the rapid wing beats of the Vespids, their neutron weaponry can unleash horrific point-blank energy blasts.

Use this firefight ploy when you resolve a critical success for a friendly **VESPID STINGWING** operative that's shooting with a neutron weapon during an activation in which it's moved or used **FLY**. If the target is within 4" of it, inflict D3 additional damage.

VESPID STINGWING

FIREFIGHT PLOY

VICIOUS VENOM

Many Strains of Vespid produce various neurotoxins and inflammatory agents from their abdominal stingers, which can reduce victims to convulsing wrecks or anaphylactically bloat their flesh to bursting point.

Use this firefight ploy when a friendly **VESPID STINGWING** operative (excluding **OVERSIGHT DRONE**) is fighting and you strike with a critical success. Inflict D3 additional damage.

VESPID STINGWING

FACTION EQUIPMENT

NEUROSTIMULANT

Dispensed from ampoules within the Vespid's armour, this chemical cocktail is intended to aid the clarity of communion and ensure discipline is maintained during battle.

In the Ready step of each Strategy phase, when determining how many Communion points to gain, you can roll two D3 and select one D3 to use.

VESPID STINGWING

FACTION EQUIPMENT

CONVERGENCE STIMULANT

This substance, dispensed only in extreme cases and at the Shas'ui's discretion, suppresses the instinctual responses of the Vespids to aid in mission focus under extreme stress.

Once per turning point, a friendly **VESPID STINGWING** operative can perform the **Pick Up Marker** or a mission action without you spending a Communion point.

VESPID STINGWING
FACTION EQUIPMENT

ACCELERANT STIMULANT

Though it bears long-term risks of injury or dangerous fatigue, this stimulant sharpens the Vespids' reactions and lends them haste in the heat of battle.

Whenever a friendly **VESPID STINGWING** operative (excluding **OVERSIGHT DRONE**) performs the **Charge** or **Dash** action, it can move an additional 1". If it uses **FLY** for this action, you can set it back up 1" further away.

NOTES:

VESPID STINGWING
FACTION EQUIPMENT

AGGRESSION STIMULANT

Should their Vespids look in danger of being overrun, a Shas'ui may risk triggering the release of this highly-addictive mixture of combat stimulants and aggression amplifiers.

Whenever a friendly **VESPID STINGWING** operative (excluding **OVERSIGHT DRONE**) is fighting, its melee weapons have the Ceaseless weapon rule.

NOTES:

VESPID STINGWINGS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA — OCTOBER '26

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

FACTION RULES, COMMUNION

Relevant part of 3. changed to read:
'Whenever you would perform the **Pick Up Marker** or a mission action (excluding **Breach** and **Operate Hatch**) with a friendly **VESPID STINGWING** operative, […]'

STRAIN LEADER OPERATIVE, COMMUNION HELM RULE

Relevant part of second bullet changed to read:
'Spend 1 Communion point and select one other friendly **VESPID STINGWING** operative within 3" of this operative.'

RULES COMMENTARY — OCTOBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *Does the Ocelli firefight ploy affect targeting lines?*

A: No.

PREVIOUS ERRATAS

TEAM SELECTION

Third arrow bullet point changed to read:
'9 **VESPID STINGWING** operatives selected from the following list:'

STRAIN LEADER OPERATIVE, COMMUNION HELM RULE

Changed to read:
'Once during each of this operative's activations, you can do one of the following:

- Spend 1 Communion point for free.
- Spend 1 Communion point and select one friendly **VESPID STINGWING** operative within 3" of this operative. That other friendly operative can immediately perform a free 1AP mission action (you must still spend a Communion point for it to perform that action as normal, and this cannot be ignored using the Convergence Stimulant equipment).'

LONGSTING OPERATIVE, NEUTRON FRAGMENT WEAPON RULE

Last sentence changed to read:
'Whenever an operative that has one of your Neutron Fragment tokens is activated, inflict D3 damage on it for each Neutron Fragment token it has (roll separately for each).'

OVERSIGHT DRONE OPERATIVE, EVASIVE DRONE RULE

Fourth bullet point changed to read:
'Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".'

OVERSIGHT DRONE OPERATIVE, AERIAL GUIDANCE ACTION

Second sentence of effect changed to read:
'Until the start of this operative's next activation, whenever another friendly **VESPID STINGWING** operative ~~visible to and~~ within 6" of this operative is shooting an enemy operative visible to this operative, that friendly operative's ranged weapons have the Lethal 5+ and Saturate weapon rules.'

SWARMGUARD OPERATIVE

'**Skytorch Assault**' unique action added.

SWARMGUARD OPERATIVE, FLAMER (SKYTORCH) WEAPON PROFILE

'Saturate' and 'Torrent 0"' weapon rules added.

SWARMGUARD OPERATIVE, SKYTORCH WEAPON RULE

First sentence changed to read:
'An operative can only use this weapon during the **Skytorch Assault** action (see other side of card).'

Additional text added to end of paragraph:
'Torrent 0" means you cannot select secondary targets outside of its torch zone, but this weapon still has the Torrent weapon rule for all other rules purposes, e.g. the Condensed Stronghold rule (see Killzone: Volkus, *Kill Team Core Book*).'

FACTION RULES, NEUTRON CHARGE

Second sentence changed to read:
'Whenever a friendly **VESPID STINGWING** operative moves or uses **FLY**, its neutron weapons have the Piercing 1 weapon rule until the end of the turning point.'

FACTION RULES, COMMUNION

Relevant part of second sentence of first paragraph changed to read:
'In the Ready step of each Strategy phase, ~~remove all Communion points from the previous turning point, then~~ you gain D3 Communion points, […]'

Relevant part of 2. changed to read:
'Whenever a friendly **VESPID STINGWING** operative (excluding **DRONE**) performs the **Charge** action, […]'

Relevant part of 3. changed to read:
'Whenever you would perform the **Pick Up Marker** or a mission action (excluding **Operate Hatch**) with a friendly **VESPID STINGWING** operative, […]'

STRATEGY PLOYS, AERIAL AGILITY

Relevant part of first sentence changed to read:
'Whenever an operative is shooting a friendly **VESPID STINGWING** operative while counteracting or interrupting, […]'

STRATEGY PLOYS, AIRBORNE PREDATORS

Changed to read:
'Whenever a friendly **VESPID STINGWING** operative moves or uses **FLY** during its activation, its weapons have the Balanced weapon rule until the end of that activation.'

STRATEGY PLOYS, STING

Changed to read:
'Improve the Hit stat of friendly **VESPID STINGWING** operatives' claws by 1, and those weapons have the Lethal 5+ and Shock weapon rules.'

FIREFIGHT PLOYS, OCELLI

Last sentence changed to read:

'Until the end of that action, it gains all benefits from the first and second main features of Vantage terrain. When determining the height difference between operatives for Vantage terrain rules, treat that friendly operative as being 3" higher than it currently is (but not when determining the distance for Communion).'

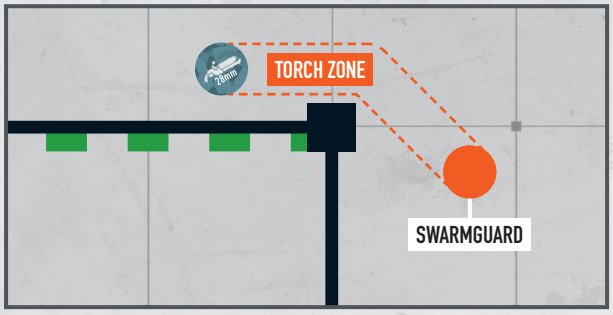
PREVIOUS RULES COMMENTARIES

Q: *If there are no enemy operatives within 8" of a friendly* **VESPID STINGWING** *operative, do I need to spend a Communion point to target an enemy operative more than 8" from it?*

A: Yes.

Q: *In killzones that use the close quarters rules, does the* **VESPID STINGWING** **SWARMGUARD***'s torch zone for the Skytorch weapon rule bend around any Wall terrain that's intervening?*

A: Yes.



VESPID STINGWING OPERATIVES

STRAIN LEADER



It is the task of the Strain Leader to interpret the commands of their kill team's handler and then ensure their operatives comply. What precise role this formidable flying warrior occupies within the enigmatic hierarchies of their people is unclear, but the Vespids under their command obey – in most cases – without question.

OVERSIGHT DRONE



The MV44 Oversight Drone is an adaptation of aerial reconnaissance units originally deployed by the Air caste to survey potentially hostile worlds before invasion. Linked directly to the kill team's handler, it is an invaluable source of up-to-the-moment tactical intelligence. Meanwhile, its speed and agility make it a difficult target for enemy marksmen.

LONGSTING



Though most Mal'kor are inclined towards aggressive, close-quarters firefights, some channel their predatory instincts into picking off foes from afar. The most talented of these become Longstings. A Longsting employs their power of flight to swiftly relocate between ideal vantage points, making for an elusive and deadly sniper amidst dense terrain.

SHADESTRAIN



Though still a rare sight on the battlefields of the 41st Millennium, a Shadestrain is a powerful asset to any Vespid kill team. Their ghost rig hides them behind a veiling stealth field that smothers sound, sight and even energistic impressions as they move into position, then strike with their potent neutron sting.

WARRIORS



The bulk of most Mal'kor kill teams is comprised of Warriors. Resilient, swift and strong, they are natural combatants. When these advantages are married up to the Vespids' ability to fly at high speeds with jinking agility, and the heavy firepower afforded by the Warriors' neutron blasters, it is easy to see why these are operatives to be feared and respected.

'BY THE TIME YOU HEAR THE DRONE OF THEIR BEATING WINGS, IT'S ALREADY TOO LATE...'

- Hyden Kvoss, survivor of the Boross Incident

SKYBLAST



A Vespid Skyblast wields the recently developed neutron grenade launcher to great effect. The indiscriminate blasts of this weapon lessen the need for pinpoint accuracy, meaning this operative often stays on the move, even while lobbing volleys of fire into the most close-packed knots of their enemies to devastating effect.

SWARMGUARD



Though Vespids have some natural advantages in close combat, their teams risk being overrun by especially numerous or savage combatants. Driving back such enemies falls to the Swarmguard, whose T'au flamer projects roaring jets of chemical fire that can incinerate groups of foes, spreading panic and agony amidst enemy ranks.

VESPID STINGWINGS KILL TEAM

Below you will find a list of the operatives that make up a **VESPID STINGWING** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **VESPID STINGWING STRAIN LEADER** operative
- 1 **VESPID STINGWING OVERSIGHT DRONE** operative
- 9 **VESPID STINGWING** operatives selected from the following list:
  - **LONGSTING**
  - **SHADESTRAIN**
  - **SKYBLAST**
  - **SWARMGUARD**
  - **WARRIOR**

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

ARCHETYPES

RECON

SEEK & DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

STRAIN LEADER



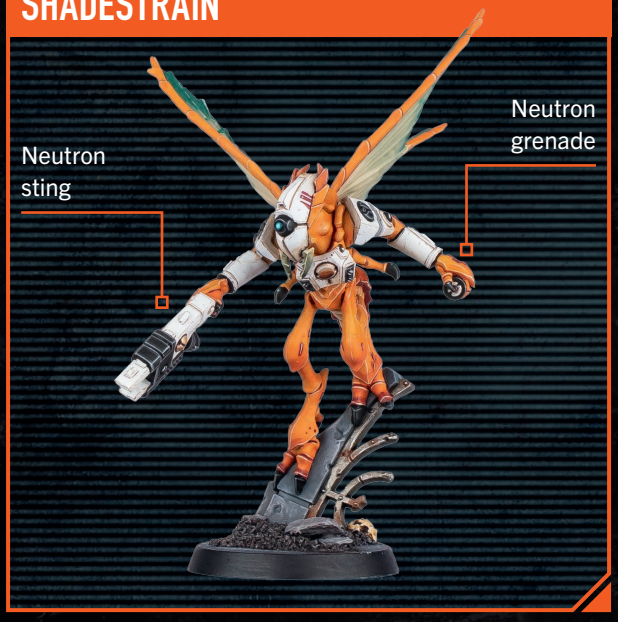
SWARMGUARD



LONGSTING



SHADESTRAIN



SKYBLAST



OVERSIGHT DRONE



'SO SWIFT AND SO DEADLY ARE THE MAL'KOR, IT IS AS THOUGH THE FURY OF THE D'YANOI MOON TEMPESTS HAD SWEPT THE ENEMY AWAY. I ALMOST PITY THOSE WHO STAND AGAINST THEM.'

- Shas'o Vior'la Shem

WARRIOR



DESIGNER'S COMMENTARY

Vespid Stingwings are an offensive kill team with swarm-like instinctual behaviours. They have some powerful ranged weapons, but your operatives will always prioritise a close threat, so you'll have to plan your attacks to maximise their offensive potential.

As a player, imagine yourself as a member of the T'au Fire caste working to control this highly aggressive xenos species. This is done through Communion points – a representation of the T'au's efforts to command the Vespid. Ordinarily, your operatives will overlook objectives and prioritise attacking a close enemy. If you wish to exert more tactical control, you'll need to spend Communion points.

Communion points are a limited resource that temporarily allows you to ignore a Vespid's weakness. You'll have to spend them wisely though, particularly if your opponent understands Vespid behaviour and positions their operatives appropriately to exploit it. Against a highly aggressive enemy, however, you may be able to swarm them – always shooting and charging the closest enemy operative – saving you Communion points for key re-rolls instead.

Vespid shooting can be some of the most devastating in the game. When they move, they charge up their neutron weapons. Combine this with the Airborne Predators strategy ploy and even your most basic neutron weapon will have Piercing 1, Balanced and Devastating 2. Vespids have no way of improving their APL stat, however, so moving and shooting can leave them vulnerable to enemy counterattacks. Carefully consider your timing and angles of attack, as well as the Hardened Exoskeleton and Aerial Agility strategy ploys, to preserve your operatives after they've engaged.

Vespids are capable of bullying weaker operatives when fighting. The Sting strategy ploy and Aggression Stimulant equipment add up to make their low 3 attack claws Lethal 5+, Shock and Ceaseless. This makes your team a hybrid against teams with 7 wounds and low attacks – they can pivot to this style of play when needed.

This team has strong mobility, being able to fly across the board while ignoring terrain and other operatives. This can allow you to land ambushes against unsuspecting enemies, gain ground on Vantage terrain and reposition quickly as the battle develops. Your opponent should be wary of this mobile threat, but you need to be mindful of being too aggressive. It can be tempting to deal alpha strikes and engage fast, but if your opponent can survive it, your operatives will now be out of position and vulnerable for the latter stages of the battle.

Overall, the Vespid Stingwings are a team with dangerous shooting and excellent mobility, but they must be carefully managed – particularly against a canny opponent – as their tactical application can be a weakness. Think carefully about when to use your Communion points, be clever with your movement and try to control the flow of battle so that the fighting and shooting are on your terms.



'WE GIVE THEM THE TOOLS OF MARTIAL EXCELLENCE. THEY, IN RETURN, GIVE US THEIR LIVES TO SPEND. IT SEEMS AT TIMES A DESPERATE TRADE.'

- Shas'ui Bor'kan Ghol, sequestered for re-education in the tenets of the T'au'Va