

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 SKULL **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.

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.