

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.

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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 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.

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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.

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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.