


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 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 **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.

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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.

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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