

# 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).

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### 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.

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## 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.

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### VICIOUS VENOM

Many Strains of Vespids 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.