

VESPID STINGWINGS

STRATEGY PLOYS

HARDENED EXOSKELETON

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.

AERIAL AGILITY

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 a normal success would inflict damage: On a 5+, ignore that inflicted damage. A maximum of one attack dice can be ignored per shooting sequence.

AIRBORNE PREDATORS

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.

STING

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

Use this firefight ploy when a friendly **VESPID STINGWING** operative performs the **Shoot** action during an activation in which it has 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).

DARTING FLIGHT

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 **Fight** or **Shoot** actions for the rest of the turning point.

NEUTRON OVERLOAD

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

VICIOUS VENOM

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

OPERATIVES

ARCHETYPE: RECON / SEEK AND DESTROY

- 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 above once.

FACTION RULES

NEUTRON 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.

COMMUNION

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 are unaffected by the following):

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 finish 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 attack dice.

FLY

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**) of its original location, measuring the horizontal distance only. 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. In a killzone that uses the close quarters rules (e.g. Killzone: Gallowdark), you cannot measure the distance 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).

FACTION EQUIPMENT

NEUROSTIMULANT

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.

CONVERGENCE STIMULANT

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.

ACCELERANT STIMULANT

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.

AGGRESSION STIMULANT

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

VESPID STINGWINGS

STRAIN LEADER	APL 2	MV 6"	SV 5+	W 10
A	HT	D	WR	
⊕ Neutron blaster	4	3+	3/3	Devastating 2
X Claws	3	4+	3/4	-

Communion Helm: Once during each of this operative's activations, you can spend 1 Communion point for free.

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

OVERSIGHT DRONE	APL 2	MV 8"	SV 2+	W 5
A	HT	D	WR	
X Ram	3	5+	1/2	-

Evasive Drone:

- This operative cannot perform any actions other than **Aerial Guidance**, **Charge**, **Dash**, **Fall Back Fight**, and **Reposition**.
- Whenever determining control of objective markers, treat this operative's APL stat as 1 lower.
- 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,

LONGSTING	APL 2	MV 6"	SV 5+	W 9
A	HT	D	WR	
⊕ Neutron rail rifle				
- Standard	4	4+	4/4	Devastating 2, Neutron Fragment*
- Aimed	4	3+	4/4	Devastating 2, Heavy (Dash only), Lethal 5+, Neutron Fragment*
X Claws	3	4+	3/4	-

***Neutron Fragment:** If the target 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).

SHADESTRAIN	APL 2	MV 6"	SV 3+	W 9
A	HT	D	WR	
⊕ Neutron sting	4	4+	3/3	Rng 8", Devastating 2,
⊕ Neutron grenade	4	4+	3/3	Rng 6", Blast 2", Devastating 2, Limited 1, Saturate
X 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 is not 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 is not selected as the valid target, e.g. if it's a secondary target from the Blast weapon rule.

SKYBLAST	APL 2	MV 6"	SV 5+	W 9
A	HT	D	WR	
⊕ Neutron grenade launcher	4	4+	3/3	Blast 2", Devastating 2, Neutron Bombardment*
X 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 it (multiple markers are not cumulative).

SWARMGUARD	APL 2	MV 6"	SV 5+	W 9
A	HT	D	WR	
⊕ Flamer				
- Standard	4	2+	3/3	Rng 8", Saturate, Torrent 2"
- Skytorch	4	2+	3/3	Saturate, Torrent 0", Skytorch*
X Claws	3	4+	3/4	-

***Skytorch:** An operative can only use this weapon during the **Skytorch Assault** action. If it does, do not select a valid target. Instead, shoot against each operative within its torch zone (excluding operatives wholly underneath Vantage terrain), they are not in cover or obscured. Roll each sequence separately in order of furthest operative to closest. The torch zone is the 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*).

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.

WARRIOR	APL 2	MV 6"	SV 5+	W 9
A	HT	D	WR	
⊕ Neutron blaster	4	4+	3/3	Devastating 2
X 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.