



VESPID STINGWINGS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

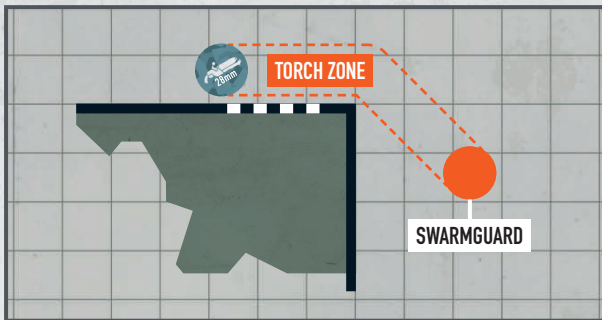
RULES COMMENTARY

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

Q: *In killzones that use the close quarters rules, does the **VESPID STINGWING** **SWARMGUARD**'s torch zone for the Skytorch weapon rule bend around any Wall terrain that's intervening?*

A: Yes.



PREVIOUS ERRATAS

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

OVERSIGHT DRONE OPERATIVE, EVASIVE DRONE RULE

Fourth bullet point changed to read:

'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"**.'

OVERSIGHT DRONE OPERATIVE, AERIAL GUIDANCE ACTION

Second sentence of effect changed to read:

'Until the start of this operative's next activation, whenever another friendly **VESPID STINGWING** operative **visible to and** 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.'

SWARMGUARD OPERATIVE

'**Skytorch Assault**' unique action added.

SWARMGUARD OPERATIVE, FLAMER (SKYTORCH) WEAPON

'**Saturate**' and '**Torrent 0**' weapon rules added.

SWARMGUARD OPERATIVE, SKYTORCH WEAPON RULE

First sentence changed to read:

'An operative can only use this weapon during **the Skytorch Assault** action (see other side of card).'

Additional text added to end of paragraph:

'**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*).'

LONGSTING OPERATIVE, NEUTRON FRAGMENT WEAPON RULE

Last sentence changed to read:

'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).'

FACTION RULES, NEUTRON CHARGE

Second sentence changed to read:

'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.'

FACTION RULES, COMMUNION

Relevant part of second sentence of first paragraph changed to read:

'In the Ready step of each Strategy phase, **remove all Communion points from the previous turning point**, then you gain D3 **Communion** points, [...]'

Relevant part of 3. changed to read:

'Whenever you would perform the **Pick Up Marker** or a mission action (**excluding Operate Hatch**) with a friendly **VESPID STINGWING** operative, [...]'

STRATEGY PLOYS, AIRBORNE PREDATORS

Changed to read:

'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.'

FIREFIGHT PLOYS, OCELLI

Last sentence changed to read:

'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)**.'

STRATEGY PLOYS, STING

Changed to read:

'**Improve the Hit stat of friendly VESPID STINGWING** operatives' claws **by 1**, **and those weapons** have the **Lethal 5+** and **Shock** weapon rules.'

TEAM SELECTION

Third arrow bullet point changed to read:

'**9 VESPID STINGWING** operatives selected from the following list:'

PREVIOUS RULES COMMENTARIES

Q: *If there are no enemy operatives within 8" of a friendly **VESPID STINGWING** operative, do I need to spend a Communion point to target an enemy operative more than 8" from it?*

A: Yes.

VESPID STINGWING OPERATIVES

STRAIN LEADER



It is the task of the Strain Leader to interpret the commands of their kill team's handler and then ensure their operatives comply. What precise role this formidable flying warrior occupies within the enigmatic hierarchies of their people is unclear, but the Vespids under their command obey – in most cases – without question.

OVERSIGHT DRONE



The MV44 Oversight Drone is an adaptation of aerial reconnaissance units originally deployed by the Air caste to survey potentially hostile worlds before invasion. Linked directly to the kill team's handler, it is an invaluable source of up-to-the-moment tactical intelligence. Meanwhile, its speed and agility make it a difficult target for enemy marksmen.

LONGSTING



Though most Mal'kor are inclined towards aggressive, close-quarters firefights, some channel their predatory instincts into picking off foes from afar. The most talented of these become Longstings. A Longsting employs their power of flight to swiftly relocate between ideal vantage points, making for an elusive and deadly sniper amidst dense terrain.

SHADESTRAIN



Though still a rare sight on the battlefields of the 41st Millennium, a Shadestrain is a powerful asset to any Vespide kill team. Their ghost rig hides them behind a veiling stealth field that smothers sound, sight and even energetic impressions as they move into position, then strike with their potent neutron sting.

WARRIORS



The bulk of most Mal'kor kill teams is comprised of Warriors. Resilient, swift and strong, they are natural combatants. When these advantages are married up to the Vespids' ability to fly at high speeds with jinking agility, and the heavy firepower afforded by the Warriors' neutron blasters, it is easy to see why these are operatives to be feared and respected.

'BY THE TIME YOU HEAR THE DRONE OF THEIR BEATING WINGS, IT'S ALREADY TOO LATE...'

- Hyden Kvoss, survivor of the Boross Incident

SKYBLAST



A Vespid Skyblast wields the recently developed neutron grenade launcher to great effect. The indiscriminate blasts of this weapon lessen the need for pinpoint accuracy, meaning this operative often stays on the move, even while lobbing volleys of fire into the most close-packed knots of their enemies to devastating effect.

SWARMGUARD



Though Vespids have some natural advantages in close combat, their teams risk being overrun by especially numerous or savage combatants. Driving back such enemies falls to the Swarmguard, whose T'au flammer projects roaring jets of chemical fire that can incinerate groups of foes, spreading panic and agony amidst enemy ranks.

VESPID STINGWINGS KILL TEAM

4

VESPID STINGWINGS » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **VESPID STINGWING** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 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 on this list once.

ARCHETYPES



RECON



SEEK &
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

STRAIN LEADER

Communion helm

Neutron blaster



SWARMGUARD

Flamer



LONGSTING

Neutron rail rifle



SHADESTRAIN

Neutron
sting



Neutron
grenade

SKYBLAST

Neutron grenade
launcher



OVERSIGHT DRONE



'SO SWIFT AND SO DEADLY ARE THE MAL'KOR, IT IS AS THOUGH THE FURY OF THE D'YANOI MOON TEMPESTS HAD SWEEPED THE ENEMY AWAY. I ALMOST PITY THOSE WHO STAND AGAINST THEM.'

- Shas'o Vior'la Shem

WARRIOR

Neutron
blaster



DESIGNER'S COMMENTARY

Vespid Stingwings are an offensive kill team with swarm-like instinctual behaviours. They have some powerful ranged weapons, but your operatives will always prioritise a close threat, so you'll have to plan your attacks to maximise their offensive potential.

6

As a player, imagine yourself as a member of the T'au Fire caste working to control this highly aggressive xenos species. This is done through Communion points – a representation of the T'au's efforts to command the Vespid. Ordinarily, your operatives will overlook objectives and prioritise attacking a close enemy. If you wish to exert more tactical control, you'll need to spend Communion points.

Communion points are a limited resource that temporarily allows you to ignore a Vespid's weakness. You'll have to spend them wisely though, particularly if your opponent understands Vespid behaviour and positions their operatives appropriately to exploit it. Against a highly aggressive enemy, however, you may be able to swarm them – always shooting and charging the closest enemy operative – saving you Communion points for key re-rolls instead.

Vespid shooting can be some of the most devastating in the game. When they move, they charge up their neutron weapons. Combine this with the Airborne Predators strategy ploy and even your most basic neutron weapon will have Piercing 1, Balanced and Devastating 2. Vespids have no way of improving their APL stat, however, so moving and shooting can leave them vulnerable to enemy counterattacks. Carefully consider your timing and angles of attack, as well as the Hardened Exoskeleton and Aerial Agility strategy ploys, to preserve your operatives after they've engaged.

Vespids are capable of bullying weaker operatives when fighting. The Sting strategy ploy and Aggression Stimulant equipment add up to make their low 3 attack claws Lethal 5+, Shock and Ceaseless. This makes your team a hybrid against teams with 7 wounds and low attacks – they can pivot to this style of play when needed.

'WE GIVE THEM THE TOOLS OF MARTIAL EXCELLENCE. THEY, IN RETURN, GIVE US THEIR LIVES TO SPEND. IT SEEMS AT TIMES A DESPERATE TRADE.'

- Shas'ui Bor'kan Ghol, sequestered for re-education in the tenets of the T'au'Va

This team has strong mobility, being able to fly across the board while ignoring terrain and other operatives. This can allow you to land ambushes against unsuspecting enemies, gain ground on Vantage terrain and reposition quickly as the battle develops. Your opponent should be wary of this mobile threat, but you need to be mindful of being too aggressive. It can be tempting to deal alpha strikes and engage fast, but if your opponent can survive it, your operatives will now be out of position and vulnerable for the latter stages of the battle.

Overall, the Vespid Stingwings are a team with dangerous shooting and excellent mobility, but they must be carefully managed – particularly against a canny opponent – as their tactical application can be a weakness. Think carefully about when to use your Communion points, be clever with your movement and try to control the flow of battle so that the fighting and shooting are on your terms.

