T'AU EMPIRE

VESPID STINGWINGS

M	T	SV	W	LD	OC
12"	4	4+	1	7+	1

70–115 PTS
Base 28.5mm

1 KOMMANDO

—

2 BEWEGUNG

Airborne Agility

At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

3 BESCHUSS

Neutron blaster — ASSAULT

R	A	BS	S	AP	D
18"	2	4+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Neutron grenade launcher — ANTI-INFANTRY 3+ — BLAST

R	A	BS	S	AP	D
18"	D6	4+	4	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Neutron rail rifle — DEVASTATING WOUNDS

R	A	BS	S	AP	D
30"	1	4+	10	-4	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

T'au flamer — IGNORES COVER — TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Harnessed Alien Instincts

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:

- While a unit is prey-marked, that unit has +3" detection range.

Oversight Drone

Once per battle, when the bearer's unit is selected to shoot, until the end of the phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.

Designer's Note: Place an Oversight Drone token next to the bearer, removing it once this ability has been used.

4 ANGRIFF

—

5 NAHKAMPF

Stingwing claws

R	A	WS	S	AP	D
Melee	1	4+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W4 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	–	–

REGELN & KEYWORDS KURZ

ANTI This ability always takes the form [ANTI-X Y+].

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Vespid Strain Leader

4-9x Vespid Stingwings w/ Neutron Blaster oder Vespid Stingwings w/ T'au Flamer oder Vespid Stingwings w/ Neutron Grenade Launcher oder Vespid Stingwings w/ Neutron Rail Rifle

Ausrüstung: Neutron blaster, Neutron grenade launcher, Neutron rail rifle, T'au flamer, Stingwing claws

▪ This model's Neutron blaster can be replaced with 1x T'au flamer.

KEYWORDS Infantry, Fly, Vespid Stingwings, Non-Kroot · **FRAKTION** T'au Empire