T'AU EMPIRE

VESPID STINGWINGS

70–115 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Neutron blaster [ASSAULT]	18"	2	4+	5	-2	2
Neutron grenade launcher [ANTI-INFANTRY 3+] [BLAST]	18"	D6	4+	4	-1	2
Neutron rail rifle [DEVASTATING WOUNDS]	30"	1	4+	10	-4	3
T'au flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Stingwing claws	Melee	1	4+	4	-1	1

AUFSTELLUNG

1x Vespid Strain Leader (28.5mm)
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 (28.5mm)

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

Wargear Options:

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

ABILITIES

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.

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.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 model or unit the benefit of cover (e.g. Stealth).

TORRENT

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