

WARHAMMER
ARCADE

VESPID

40 OFFICIAL



VESPID

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Introduction

The Vespids are a race of aliens, recently assimilated into the Tau empire. Yet they still fight for their own agenda. Codex: Vespids is a guide to collecting, painting and playing with a pure Vespids army in the Warhammer 40,000 game.

The Warhammer 40,000 game

The Warhammer 40,000 rulebook contains the rules you need to fight battles with your Citadel miniatures in the 41st millennium. Every army has its own codex book that works with these rules to turn your collection of miniatures into an army organised and ready for battle. This codex describes the winged Vespids, details their army and displays conversions for most unit types.

Why collect a Vespids army?

A typical Vespids Hive is led by a Queen, supported by Worker Drones, Old ones, Storm Claws and Thunder Wings, all backed up by lightning fast Zeppelins able to fire deadly blasts of energy at their foe with such great force that it can annihilate a battle tank with ease.

A Vespids army is extremely mobile and excels at close range firefights. Once engaged in close combat however, most Vespids units will fail; stay right in front of your enemy and, with Storm Claws or Thunder Wings, systematically wipe out all vital squads.

The Vespids are immensely rewarding and though there is only one box set, this leaves plenty of room for brilliant conversions. Colour schemes can be as varied as the galaxy and can even vary between strains. However the scheme of the strain will be almost identical within the strain.

How This Book Works

This codex is split into four main sections that deal with different aspects of the army:

The Vespids

The first section introduces you to the Vespids, and their place in the Warhammer 40,000 universe. It also contains history for the creation of the old ones by the Tau and the rise of the warrior hives.

Forces of The Vespids

Each and every character, strain and vehicle in a Vespids army is examined in the second section. You will find a full description, alongside complete rules and details of any unique powers they possess or specialist wargear they carry into battle.

Vespids Army List

The army list takes all of the troops presented in the previous section and arranges them so you can choose a force for your games. The army list also categorises the units you can pick into HQ, Elites, Troops, Fast Attack and Heavy Support choices. Each troop type also has a point value to help you pit your force against an opponent in a game of Warhammer 40,000.

The Vespids Warrior Hive

In the final section you will find photographs of Citadel miniatures and conversions, painted by me. Colour Schemes for various strain types and warrior hives can also be found in this section.

Find out more

While Codex: Vespids contains everything you need to play a game with your army, there are always more tactics to use, different battles to fight and painting ideas to try out. The monthly magazine White Dwarf contains articles about all aspects of the Warhammer 40,000 game and hobby. You can find articles about Tau Empire and, maybe Vespids auxiliaries at the Games-Workshop website:

www.games-workshop.com

The Vespids

Across the blackness of space drift giant fishlike spacecraft bearing the colours of the warrior hives. These ships are stolen from the Tau, each ship contains one queen and many Princes as well as a host of other Vespids, some pure and others genetically modified by the Tau for enhanced combat potential. Though they fight for the greater good these warrior hives are fiercely independent and refuse to fight under the command of the fire caste's soldiers.

The Vespids Race

The world of Vespids is a gas giant covered in floating Islands, and as such almost all life and technology has evolved to be airborne. Chief amongst these species are the Vespids, who are made up of a few different breeds, Queens, Princes, Stingwings and Worker drones.

The Vespids have long used the lesser races of their planet such as the Wind Claws as warriors and the massive Sky Whales as transports from Island to island.

Underneath each island highly unstable crystals grow. The Tau have developed a highly reliable way of using them in a weapon. The warrior hives have access to lots of weapons of similar but less reliable technology, often "borrowed" and modified from the Tau version.

The Coming of the Tau

When the Tau arrived they very quickly persuaded the hives of Vespids away from all this pointless internal wars and towards the greater good.

The Vespids' most common breed, the stingwing was rapidly integrated into the Tau military. The Vespids suddenly received an evolutionary burst which Imperial scientists think must have been brought about by an interference from another, more advanced, race. Candidates for this could include radical Fio. However, anecdotal evidence about the Fio suggests it was not them. It seems that human rebels, not of chaos or alien allegiance, did this in the hope that these untrustworthy aliens would help their cause. The foils.

This first created the Ancient Ones, capable of carrying the most heavy weaponry, then the Old Ones who are seen by the Tau as a later model of the Ancient Ones. It then created the Guardians, Storm Claws and Thunder Wings who filled the gap in the Tau military, close combat.

The Rise of the Warrior Hives

Yet not all was well. Some hives thought the Tau were brainwashing the Vespids and making them "as the wind claws" or slaves with the communion helms and eventually they rebelled, stealing the great ships that bear the warrior hives as well as large supplies of Tau weaponry which was modified later by Vespids "Scientists".

A civil war lasting 10 years ensued at the end of which the rebels still had a strong position. A treaty was eventually signed between the rebels and the Tau saying that the rebels would be free to fight under their own commanders, not fire caste Shas'O.

This was the Birth of the Warrior Hives, great hives of Vespids mounted in Tau ships, marauding across worlds that border the Tau empire, bringing the greater good to unenlightened wretches in their own way, at the point of the claw.

The Queens of each hive lead every engagement save those made on patrol. Additional leaders are the Princes. Worker Drones and Stingwings make up the body of a force, with Old Ones and Ancient Ones providing support while lightning fast Zeppelins and aircraft provide long ranged fire support.

Each warrior hive is very different: some have no Ancient Ones, other have an abundance of Thunder Wings, each hive has its colours but these do vary between individual strains though not within them.

The worlds these Vespids choose to settle on are terraformed into rocky wildernesses, inhospitable for all but the Vespids and other creatures from their homeworld.

Almost all Vespids weaponry is related to the unstable crystals which grow underneath the Islands of Vespids and only the Vespids flamer, missile launchers and mining equipment are not. The warrior hives only have access to, as the Tau view it, powerful Tau technology fused with "primitive" Vespids technology and as such the crystal weapons give less predictable results making them a complex if unimportant factor in the fate of the universe.

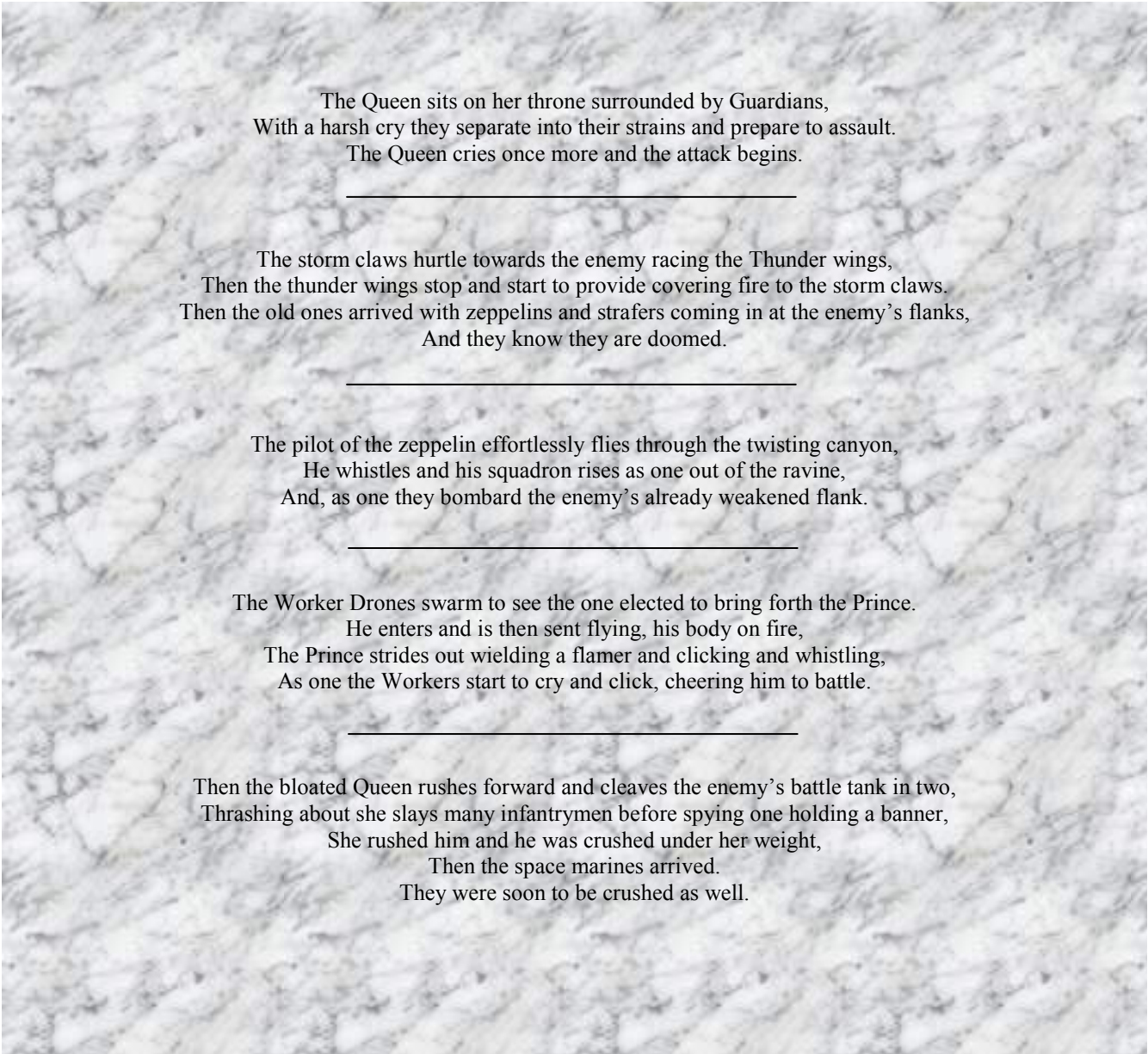
Forces Of The Vespids

This section of the book details the forces at the hives' disposal — their weapons, the units and a special character, Yr'Kron, King of the largest warrior hive. Each entry describes the unit and gives the rules to use them in your games of Warhammer 40,000. The rules are broken up into categories.

Special Rules: These are rules that make each unit exceptional. These always apply to the unit.

Wargear: Almost all Vespids have some wargear, or equipment, almost all is automatically given to the unit whilst Princes may choose between two weapons.

Background: Each entry will also be accompanied by all relevant background information. This might be short seeming only to say that it is a pure Vespids or a Tau creation, to a history of Yr'Kron's rise to Kingship, something unprecedented in all Vespids history.



The Queen sits on her throne surrounded by Guardians,
With a harsh cry they separate into their strains and prepare to assault.
The Queen cries once more and the attack begins.

The storm claws hurtle towards the enemy racing the Thunder wings,
Then the thunder wings stop and start to provide covering fire to the storm claws.
Then the old ones arrived with zeppelins and strafers coming in at the enemy's flanks,
And they know they are doomed.

The pilot of the zeppelin effortlessly flies through the twisting canyon,
He whistles and his squadron rises as one out of the ravine,
And, as one they bombard the enemy's already weakened flank.

The Worker Drones swarm to see the one elected to bring forth the Prince.
He enters and is then sent flying, his body on fire,
The Prince strides out wielding a flamer and clicking and whistling,
As one the Workers start to cry and click, cheering him to battle.

Then the bloated Queen rushes forward and cleaves the enemy's battle tank in two,
Thrashing about she slays many infantrymen before spying one holding a banner,
She rushed him and he was crushed under her weight,
Then the space marines arrived.
They were soon to be crushed as well.

Vespid Weaponary

Vespid weaponry has been described by Imperial Xenotechnologists as “interesting” yet “unreliable” and “unpredictable”, many of these things are true, they often fail and jam shortly after a battle and their weapons power and armour penetrating ability is highly unpredictable.

The Storm of Power.

The Vespid’s most common weapons are based on the crystals harvested on Vespid and the terraformed worlds. The way they work is normally quite similar, a crystal has some form of energy put into it and it releases it as raw energy out of the barrel .

These range in size from the crystal rifle, to the carbine, to the machine gun, to the cannon and lastly to the gun. These are some of the most unreliable and unpredictable weapons available to the Vespid and yet they are still more common than other weapons.

The Burning Wrath of Vespid

The Vespid also field primitive flamers, just as powerful as Imperial ones but lacking the penetrating power to pose much of a threat to any but jungle fighters like the Catachans. The flamers work by superheating flammable gas and then blowing it out of the barrel. This makes it disperse reducing armour penetrating capabilities.

The Launcher of Death

As do most races, the Vespid field missile launchers, though they do not actually fire projectiles. Instead it superheats gas and then releases it in a very concentrated beam, however the Vespid power supply is primitive and as such its strength, armour penetrating capabilities and even its range are highly unpredictable.

The Tunnelling Light

Vespid go into battle accompanied by their mining vehicles. These are armed with mining charges, used for loosening rock and tunnelling, and mining lasers are used to melt the rock around advantageous ore, making it easy to extract, making it ideal for removing enemy tanks.

Nature’s Sword

The Old Ones, Queen, Prince, Storm and Wind Claws all have claws, teeth, tusks or scything claws making them well suited to close combat. In many cases these weapons are more powerful than mankind’s “pitiful” chainswords and knives.

To the Vespid, Nature’s Sword is a term used for all weapons that the Vespid have evolved into themselves and they cluck it in the face of their enemy, taunting them for having to make swords when nature already supplied the Vespid.

Weapon	Range	Strength	AP	Type
Crystal Rifle	18”	5	D6 or 4	Assault 1
Vespid Flamer	template	4	6	Assault 1 ignores cover saves
Vespid Missile launcher	3D6” or 12”	D6+2 or 6	D6 or 4	Assault 1
Crystal Cannon	G24”	X	2	Heavy 1 Blast
Crystal Carbine	12”	3	6	Assault 3 Pinning
Crystal Gun (focussed)	60”	9	2	Heavy 1 Blast
Crystal Gun (dispersed)	60”	5	4	Heavy 1 Large Blast
Crystal Machine Gun	36”	6	6	Heavy 4
Mining Laser	12”	8	1	Assault 1 melta
Mining Charges (Gas)	24”	4	4	Heavy 1 Blast Pinning
Mining Charges (Krak)	24”	8	8	Heavy 1

Queen

The Queens rule over almost all hives, not just the warrior hives and they are the largest of the females and are usually sterile. This allows them to take an active role on the battlefield.

The Queens are a Pure Vespidae Breed and are one of the oldest breeds. A Queen is as large as a battle tank and strong enough to tear one into two.

In a warrior hive the Queen is held in reverence as a destroyer of foes, a creature whose sheer bulk can crush an enemy and who can carry the heaviest weapons as if they were but twigs.

The Queen sits on a throne surrounded by weapons and her Princes. When battle calls a Worker Drone comes up to them, one drone to the Queen and each Prince. Then the drones call them to war and as one the Queen and Princes cry that they will fight. Then they pick up a weapon, kick the Drone backwards and fire at him. He then slides out of the throne chamber dead and battle is soon to be joined.

All Hives are ruled by Queens but one: Yr'Kron is King of that hive and only because he became the sole Prince of the queen Gar'Hak'Kraak and when she died he seized power and instated Princesses instead of Princes. He now rules one of the most powerful and largest Warrior Hive, Kroaz'Kazod'Haak'Yaak'Yr'Kron, which has more Thunder Wings and Storm Claws than any other hive but has few Old and Ancient Ones.

Queens are one of the few Vespidae units who may take more than one weapon and can take anything from a rifle to a missile launcher.

Queens are often accompanied into battle by Guardians, elite strains who are stronger and tougher than ordinary Stingwings though they are equipped in the same way.

Princes are the only males with breeding rights in a warrior hive and as such only the largest male Vespidae are allowed to become them.

	WS	BS	S	T	W	I	A	Ld	Sv
Queen	4	3	6	6	4	5	2	10	4+

Special Rules

Leads the Hive: A Queen must be taken as the compulsory HQ choice.

Individual: Each Hive only has 1 Queen and as such only 1 Queen may be taken.

Jump infantry: The Queen is winged and as such moves as jump infantry.

Deep Strike: Like all winged Vespidae, the Queen likes to drop on her enemies from above and may deep strike if the mission being played allows it.

Bloated: The Queen's bloated form is so massive and heavy that she is monstrously powerful, as a monstrous creature she ignores armour saves and rolls 2D6 for armour penetration.

Independent Character: The Queen is an Independent Character.

Guard: The Queen may be accompanied by an honour guard of Guardians. If so the queen, the guardians and any princes attached to the squad count as a single HQ choice.

Wargear

Crystal Rifle: A crystal rifle has the following profile:
 RNG: 18" S: 5 AP: D6 Assault 1

Vespidae flamer: a Vespidae flamer has the following profile:
 RNG: template S: 4 AP: 6 Assault 1

Vespidae missile launcher: A Vespidae missile launcher has the following profile:
 RNG: 3D6" S: D6+2 AP: D6 Assault 1

Gas grenades: As Frag Grenades.

Flame gas grenades: As Krak grenades.

Crystal grenades: As melta bombs.

Prince

The Princes sit at the side of the Queen and those who sit at her right hand are great royals and accompany her Guardians into battle.

The Princes are a pure Vespidae breed, as old as the Queens and before the Vespidae became united in a matriarchy by the great Gaak'Thad'Kor the Princes had been the ruling kings. It now seems however that the Vespidae might be descending into such ruin once again.

All Hives are ruled by Queens but one, Yr'Kron is King of that hive and only because he became the sole Prince of the queen Gar'Hak'Kraak and when she died he seized power and instated Princesses instead of Princes. He now rules one of the most powerful and largest Warrior Hive, Kroaz'Kazod'Haak'Yaak'Yr'Kron, which has more Thunder Wings and Storm Claws than any other hive but has few Old and Ancient Ones.

When battle calls, a worker drone comes up to them, one drone to the queen and each Prince. Then the Drones call them to war and as one the Queen and Princes cry that they will fight. Then they pick up a weapon, kick the drone backwards and fire at him. He then slides out of the throne chamber dead, and Battle is soon to be joined.

Princes are one of the few Vespidae units who may take more than one weapon and can take anything from a rifle to a missile launcher.

Princes are often accompanied into battle by Guardians, elite strains who are stronger and tougher than ordinary Stingwings though they are equipped in the same way, or accompany the Queen's guardians, these are the high Prince Royals.

Princes are the only males with breeding rights in a warrior hive and as such, only the largest male Vespidae can become them.

	WS	BS	S	T	W	I	A	Ld	Sv
Prince	4	3	4	5	3	4	1	10	5+

Special Rules

Jump infantry: The Princes are winged and move as jump infantry.

Deep Strike: Like all winged Vespidae the Prince likes to drop on his enemies from above and may deep strike if the mission being played allows it.

Independent Character: The Prince is an Independent Character

Guard: The Prince may be accompanied by an honour guard of Guardians. If so the prince and the guardians count as a single HQ choice or 0-5 princes may be attached to another Prince or Queen's retinue.

Wargear

Crystal Rifle: A crystal rifle has the following profile:
RNG: 18" S: 5 AP: D6 Assault 1

Vespidae flamer: a Vespidae flamer has the following profile:
RNG: template S: 4 AP: 6 Assault 1

Vespidae missile launcher: A Vespidae missile launcher has the following profile:
RNG: 3D6" S: D6+2 AP: D6 Assault 1

Gas grenades: As Frag Grenades

Flame gas grenades: As Krak grenades

Crystal grenades: As melta bombs.

Guardians

Guardians accompany the Queen and Princes into battle, fighting enemies back from them and even taking shots for them. Guardians are the most devoted of all Vespids to the Hive's survival.

Guardians are a genetically engineered breed and are among the latest developments in Vespids genetic engineering.

Guardians are elite strains who are stronger and tougher than ordinary Stingwings, though they are equipped in the same way.

Guardians are one of the few Vespids units to have access to grenades increasing their combat effectiveness.

	WS	BS	S	T	W	I	A	Ld	Sv
Guardian	4	3 or 5	3	4	2	4	1	10	5+

Special Rules

Jump infantry: Guardians are winged and as such move as jump infantry.

Deep Strike: Like all winged Vespids, Guardians like to drop on their enemies from above and may deep strike if the mission being played allows it.

Wargear

Crystal Rifle: A crystal rifle has the following profile:
 RNG: 18" S: 5 AP: D6 Assault 1

Gas grenades: As Frag Grenades.

Flame gas grenades: As Krak grenades.

Crystal grenades: As melta bombs.

Stormclaws

Stormclaws are amongst the only close combat strains available to a warrior hive. As such they always take at least one type of grenade and carry no guns.

Stormclaws are a genetically engineered breed of Vespids and are among the latest developments in Vespids genetic engineering.

In a battle the Stormclaws deep strike close to the enemy and, supported by Thunder Wings harass the enemy's weak flank until they are forced to fall back, whereupon the strain starts to systematically destroy vital units.

	WS	BS	S	T	W	I	A	Ld	Sv
Storm Claw	4	-	4	4	1	4	4	10	5+

Special Rules

Jump infantry: Stormclaws are winged and as such move as jump infantry.

Deep strike: Even more so than most winged Vespids, the Stormclaws like to drop on their enemies from above and may deep strike if the mission being played allows it.

Wargear

Teeth, claws or tusks: teeth, claws or tusks, with which the Stormclaws are armed are rending weapons.

Gas grenades: As Frag Grenades.

Flame gas grenades: As Krak grenades.

Crystal grenades: As melta bombs.

Old Ones

The old ones are the fast moving heavy infantry armed with massive cannons of the Vespids. Hulking behemoths they are more like walkers than infantry and are more than capable of holding their own against all but the hardest close combat units.

Old Ones are a genetically engineered breed of Vespids and are one of the oldest engineered life forms available to a warrior hive.

They are called Old Ones because their lifespan is twice as long as even your longest lived queen.

However, as they grow to this age, they naturally build up lighter-than-air gases inside their organs meaning that a lucky shot can make them explode. Also another side effect of such increased longevity is reduced bone density meaning that wings and arms have been known to be knocked off.

The Old Ones were the second genetically engineered life forms, second only to the Ancient Ones. The Tau see the Old Ones as the latest model of Ancient One and an indispensable asset, combining the speed of a Piranha with the firepower of a Broadside Battlesuit and the armour of a Devilfish.

The crystal cannon works by electrifying a crystal and, using a magnetic containment field releases raw energy in a dispersed beam capable of ripping through the toughest armour and killing the hardest troops.

One of the oddities about Old Ones is their surprising quickness considering their size. Though almost as large as a queen they move twice as fast and are weaker—traits you would normally expect from a smaller creature.

	WS	BS	S	Front	Side	Rear	I	A
Vespids Old Ones	3	3	4	10	10	10	4	3

Special Rules

Winged: Old ones are winged and capable of sustained flight, because of this they count as skimmers.

Deep Strike: Like all winged Vespids the old ones like to drop on their enemies from above and may deep strike if the mission being played allows it.

Insanely fast: Vespids Old ones are faster than their smaller brethren despite their size and may move and shoot as if they were a fast vehicle.

Wargear

Crystal Cannon: A crystal cannon always wounds on a 2+ and on a roll to wound of a 6 it inflicts instant death, against targets with an armour value the crystal cannon always inflicts a glancing hit on a 3-4 and a penetrating hit on a 5-6. It has the following profile:
RNG: G24" S: X AP: 2 Heavy 1 Blast

Scything claws: The claws sported by the old ones have razor sharp points which can cut through all but the heaviest armour, the old ones count as being armed with power weapons, this may be broken off by an armament destroyed result, if so the old one continues to fight but armour saves may be taken.

Wind Claws

The Vespids have enslaved the other species on their planet for centuries. Most of these are used as food or used to move great mechanical devices but one species, the Wind Claws are almost entirely used for war.

Wind Claws group together in swarms, each about as large as a Stingwing's hand and these in turn form into groups.

A strain of wind claws is accompanied by a worker drone to stop them running amok.

Though an individual Wind Claw is weak and pitiful a strain of them can attack like a storm of teeth, claws and spiky tails.

	WS	BS	S	T	W	I	A	Ld	Sv
Wind Claws	4	-	3	3	4	4	4	10	5+ Invulnerable
Worker drone	4	3	2	2	1	4	1	10	5+

Special Rules

Jump infantry: Wind Claws and Worker Drones are winged and as such moves as jump infantry.

Deep Strike: Like all winged Vespids, Wind Claws like to drop on their enemies from above and may deep strike if the mission being played allows it.

Wargear

Crystal Carbine: A crystal carbine works by splitting plutonium atoms behind a crystal causing a large release of energy, releasing a burst of low energy shots and has the following profile: RNG: 12" S: 3 AP: 6 Assault 3

Teeth, claws and spiky tails: These appendages count as rending weapons.

Stingwings

Stingwings are the most common natural warriors of the Vespids. They are able to traverse difficult terrain at speeds, difficult for most Vespids, with ease.

As mentioned before. Stingwings are pure Vespids and essentially Worker Drones given a gun and a lot of combat training.

If this training is done by the Tau this gives the Stingwings their uncanny ability to fly unharmed through woods and canyons.

However when the Stingwings return to the Warrior Hive they lose their powerful blaster in favour of the less predictable crystal rifle.

	WS	BS	S	T	W	I	A	Ld	Sv
Stingwings	3	3	3	4	1	5	1	6	5+

Special Rules

Jump infantry: Wind Claws and worker drones are winged and, as such move as jump infantry.

Skilled fliers: When Stingwings fly through cover they ignore any difficult terrain test they would be required to take.

Sentries: In games requiring sentries 6 Stingwings may be used.

Wargear

Crystal Rifle: A crystal rifle has the following profile: RNG: 18" S: 5 AP: D6 Assault 1

Worker Drones

Worker Drones are the most common type of Vespids, weak but numerous and armed with the deadly crystal carbine.

Worker Drones man all vehicles and act as a meat shield for the elite strains of Vespids to advance under.

The amount of covering fire that Worker Drone strains can put down is legendary, despite their low power weapons, their high rate of fire more than makes up for this and they can lay down enough fire to take down a Terminator Squad in a matter of seconds.

	WS	BS	S	T	W	I	A	Ld	Sv
Worker drone	4	3	2	2	1	4	1	10	5+

Special Rules

Winged: The strain is winged and moves as jump infantry.

Wargear

Crystal Carbine: A crystal carbine works by splitting plutonium atoms behind a crystal causing a large release of energy, releasing a burst of low energy shots and has the following profile.

RNG: 12" S: 3 AP: 6 Assault 3 Pinning

Sentries: In games requiring sentries 8 Worker Drones may be used.

War Zeppelins

When the Vespids go to war they do so with the support of their lightning fast Zeppelins. These are small gondolas hanging below a large balloon, the gondolas then have heavy weapons mounted on them.

War Zeppelins are manned by Worker Drones and form into large squadrons which Imperial commanders have described as "as large as a whole wing of fighters" and have often been the bane of enemy battle tanks.

	BS	Front	Side	Rear
Vespids War Zeppelin	3	12	11	10

Type: Skimmer, fast, (open topped) only if fast attack.

Crystal Cannon: A crystal cannon always wounds on a 2+ and on a roll to wound of a 6 it inflicts instant death, against targets with an armour value the crystal cannon always inflicts a glancing hit on a 3-4 and a penetrating hit on a 5-6. It has the following profile:
 RNG: G24" S: X AP: 2 Heavy 1 Blast

Crystal Gun: A Crystal Gun may be fired focussed or dispersed using the one of the following profiles:

Crystal Gun (focussed)

RNG: 60" S:9 AP:2 Heavy 1 Blast

Crystal Gun (dispersed)

RNG: 60" S:5 AP:4 Heavy 1 large blast

In addition other Crystal Guns may support the first one, if they do so they may not fire, to make the shot twin-linked and add 1 S and lower the AP by 1 for each contributor to a maximum of S10 AP1, needless to say the heavy war zeppelins need line of Sight to the one they are supporting.

Thunder Wings

Thunder Wings are among the fastest moving units in a Vespide army and specialise in providing covering fire for the Stormclaws.

Thunder Wings are an engineered breed and on the islands of Vespide the females of the breed are used to get the crystals.

As Thunder Wings were engineered to provide covering fire, they have weapons capable of laying down so much fire even a space marine would run for cover and, if he stood his ground would almost certainly lose the firefight.

	WS	BS	S	T	W	I	A	Ld	Sv
Thunder Wings	4	3	4	4	1	7	1	10	5+ Invulnerable

Special Rules

Winged: The strain is winged and moves as jump infantry.

Very skilled fliers: Thunder Wings are such skilled fliers they can fly straight through woods without harm (ignore terrain), given time will drop from the sky on their enemy (deep strike if the mission allows it), are exceedingly fast (fleet) and may dart in and out of combat (use hit and run rules).

Wargear

Crystal Carbine: A crystal carbine works by splitting plutonium atoms behind a crystal causing a large release of energy, releasing a burst of low energy shots and has the following profile:

RNG: 12" S: 3 AP: 6 Assault 3 Pinning

Strafers

Strafers are small Vespide fighter-bombers armed with crystal machine guns which have such a rate of fire that with luck two could level a small guardsmen squad.

When the Tau came they replaced lots of the strafers with modified piranhas and many of these are still in use today in the warrior hive armies.

	BS	Front	Side	Rear
Vespide Strafer	3	13	11	11

Type: Skimmer, fast.

Crystal Machine Gun: A crystal machine gun works on a similar principle to the carbine except that in a machine gun a thermonuclear reaction is

initiated behind the crystal causing it to release a burst of high power energy. It has the following profile.

RNG: 36" S: 6 AP: 6 Heavy 4

Ancient Ones

The Ancient Ones are the oldest of the engineered breeds and carry massive cannons into battle, normally mounted on zeppelins

However Ancient Ones, though they are capable of sustained flight, are slower even than an ordinary Vespide. This is made up for by the fact that they can move and still fire their weapon.

Ancient Ones are so called as they live for about ten times as long as an ordinary Vespide and all of them date back to the first genetic engineering.

However, as they grow so old, their reaction times become so slow that they cannot react rapidly enough to survive in close combat and may carry on firing until their arms break off.

However, as they grow to this age, they naturally build up highly combustible gases inside their flight bladders meaning that a lucky shot can make them explode. Also another side effect of such increased longevity is reduced bone density meaning that wings and arms have been known to be knocked off.

	BS	Front	Side	Rear
Ancient One	4	9	9	9

Special Rules

Winged but Slow: The strain is winged but slow moves as a skimmer but only at 6" a turn.

Wargear

Crystal Cannon: A crystal cannon always wounds on a 2+ and on a roll to wound of a 6 it inflicts instant death, against targets with an armour value the crystal cannon always inflicts a glancing hit on a 3-4 and a penetrating hit on a 5-6. It has the following profile:
 RNG: G24" S: X AP: 2 Heavy 1 Blast

Mining Tanks

A lot of mining is done on Vespide and the vehicles in which this is done are Mining Tanks. A Mining Tank has charges to loosen and to tunnel through rock and two lasers, for removing ore.

A Mining Tank needs to be able to withstand the immense heat generated from the lasers and has a lot of front side armour. However, when mining it has no need for rear protection.

When the Warriors settle on a world for a while, they use their limited Mining Tanks, those that haven't yet been destroyed, to extract minerals with which they can make more Mining Tanks, Strafers and Zeppelins.

	BS	Front	Side	Rear
Mining Tank	3	14	12	9

Type: Tank.

Mining laser: A mining laser is a very focussed beam of light which uses highly sophisticated (for Vespide) targeting systems and counts as twin-linked, it has the following profile:
 RNG: 12" S: 8 AP: 1 Assault 1 melta

Mining charges: Mining charges are used to either loosen earth,
 RNG: 12" S: 4 AP: 4 Heavy 1 blast pinning

Or to tunnel by means of a more powerful blast,
 RNG: 12" S: 8 AP: 3 Heavy 1

Yr'Kron

The Queens rule over almost all hives, not just the warrior hives, and they are the largest of the females and are usually sterile. This allows them to take an active role on the battlefield.

In a warrior hive the Queen is held in reverence as a destroyer of foes, a creature whose sheer bulk can crush an enemy and who can carry the heaviest weapons as if they were but twigs.

All Hives are ruled by Queens but one: Yr'Kron is King of that hive and only because he became the sole Prince of the Queen Gar'Hak'Kraak and when she died, he seized power and instated Princesses instead of Princes. He now rules one of the most powerful and largest Warrior Hives, Kroaz'Kazod'Haak'Yaak'Yr'Kron. It has more Thunder Wings and Storm Claws than any other hive but has few Old and Ancient Ones.

Yr'Kron was one of the Old ones who somehow, managed to get his hands on a weapon of such great power he was nearly destroyed: the crystal blaster.

When Gar'Hak'Kraak died he quickly gathered an army and stormed the throne room. With one shot he killed the would-be Queen as his army busied themselves about their business of killing all who opposed him.

The Yr'Kron now sits on a throne with the crystal blaster and his Princesses. When battle calls a worker drone comes up to them: one drone to Yr'Kron and each Princess. Then the drones call them to war and as one Yr'Kron and the princesses cry that they will fight. Then they pick up a weapon, kick the drone backwards and fire at him. He then slides out of the throne chamber, dead and Battle is soon to be joined.

	WS	BS	S	Front	Side	Rear	I	A
Yr'Kron	3	3	4(8)	11	11	9	4	3

Special Rules

Winged: Old Ones are winged and capable of sustained flight. Because of this they count as skimmers.

Insanely fast: Vespid Old Ones are faster than their smaller brethren despite their size and may move and shoot as if they were a fast vehicle.

Individual character: Yr'Kron follows the rules for independent characters relating to joining, leading or being attached to squads.

Guardian strain: See Queen entry except instead of Prince read Princess and read Queen as Yr'Kron

Princess: Princess must be taken instead of Princes. they have all the same rules and equipment, except read Queen as Yr'Kron and Prince as Princess, they just use the profile below.

Wargear

The Crystal Blaster: The crystal blaster may either be fired as a crystal machine gun (see Strafer entry), as a crystal cannon (see Old One entry), or as a focused beam which treats all armour values higher than 12 as 12 and has the following profile:
RNG: 36" S: 8 AP: 2 Heavy 1

In addition, it counts as a dreadnought close combat weapon. Any weapon destroyed results just stop it being used in one way.

e.g. The attacker fires five Krak missiles at Yr'Kron: two penetrate and two glance. The glancing hits get a crew stunned and an armament destroyed result. Yr'Kron cannot fire it as a crystal cannon. The penetrating hits get two armament destroyed results and Yr'Kron cannot use it as a ranged weapon it can still be used as a dreadnought close combat weapon.

	WS	BS	S	T	W	I	A	Ld	Sv
Princess	4	3	5	5	3	7	4	10	5+

Vespid Army List

The following pages contain an army list that enables you to field a Vespid army and fight battles using the scenarios included in the Warhammer 40,000 rulebook. It also provides you with the basic information you'll need in order to field an Vespid army in scenarios you've devised yourself, or that form part of a campaign.

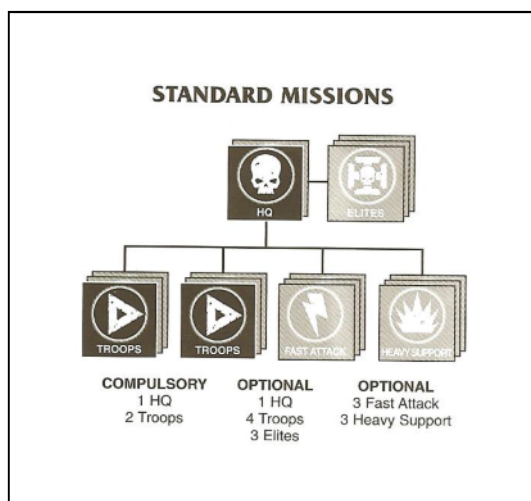
The army list is divided into five sections. All the squads, vehicles and characters in the army are placed into one of these depending upon their role on the battlefield. Each model is given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent upon a scenario and the total number of points each of you will spend. Then you can proceed to pick your army as described below.

"The Vespid are as alien to good and utterly evil as the Eldar are alien to reason. For this they must be purged and in death they shall be forgiven if such is the Emperor's will."

Inquisitor Sergei

Using a force organisation chart

The army list is used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, while a dark-toned box means that you must make a choice from that section. Note that unless a model or vehicle forms part of a strain or squadron, it uses a single choice from what is available to your army.



Using the army lists

To make a choice, look in the relevant section of the army list and decide what unit you want to have in your army, how many models there will be in it, and which upgrades you want (if any). Remember that you cannot field models that are equipped with weapons or wargear not shown on the model. Once this is done subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all (or all but 1-3) of your points. Then you're ready to do battle.

Army list entries

Each army list entry consists of the following:

Profile: These are the characteristics of that unit type, including its points cost. Where the unit has different warriors, there may be more than one profile.

Strain/Squadron: This shows you the number of models in the unit, or the number models you may take for one choice from the force organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum units size.

Weapons: These are the weapons the squad must have. See the "forces of the Vespid" section of the codex for details.

Options: This lists the different weapon and equipment options for the unit and any additional points for taking these options. See the "forces of the Vespid" section of the codex for details.

Special Rules: This is where you'll find any special rules that apply to the unit. See the "forces of the Vespid" section of the codex for details.

HQ

	Pts/ model	WS	BS	S	T	W	I	A	Ld	Sv
Queen	126	4	3	6	6	4	5	2	10	4+

Weapons: crystal rifle, Vespid flamer or Vespid missile launcher.

Option: the Queen may be given gas grenades +1 point per model, Flame gas grenades +2 points per model, crystal grenades +5 points per model.

Special Rules: Individual, independent character, guard, deep strike, Leads the hive.

	Pts/ model	WS	BS	S	T	W	I	A	Ld	Sv
Prince	50	4	3	4	5	3	4	1	10	5+

Weapons: crystal rifle, Vespid flamer or Vespid missile launcher.

Option: the Prince may be given gas grenades +1 point per model, Flame gas grenades +2 points per model, crystal grenades +5 points per model.

Special Rules: Independent character, guard, deep strike.

	Pts/ model	WS	BS	S	T	W	I	A	Ld	Sv
Guardian	23	4	3 or 5	3	4	2	4	1	10	5+

Strain: 5-10 guardians may be taken in a strain.

Weapons: crystal rifle.

Option: the squad may be taken as elites if no characters are attached. The entire strain may be upgraded to a sharpshooters at +4 points per model. If so it may deep strike or infiltrate and their BS is upgraded to 5, the entire strain may be given gas grenades +1 point per model, Flame gas grenades +2 points per model, crystal grenades +5 points per model.

Special Rules: Deep strike.

Elites

	Pts/ model	WS	BS	S	T	W	I	A	Ld	Sv
Storm Claw	32	4	-	4	4	1	4	4	10	5+

Strain: 5-10 storm claws may be taken in a strain.

Weapons: teeth, claws or tusks and the whole squad must take at least one type of grenades, gas grenades +1 point per model, Flame gas grenades +2 points per model, crystal grenades +5 points per model.

Special Rules: Deep Strike.

	Pts/ model	WS	BS	S	Front	Side	Rear	I	A
Vespid Old Ones	147	3	3	4	10	10	10	4	3

Type: Skimmer fast

Strain: 1-3 old ones may be taken in a strain.

Weapons: Crystal cannon and scything claws

Special Rules: Deep Strike.

	Pts/ model	WS	BS	S	T	W	I	A	Ld	Sv
Wind Claws	40	4	-	3	3	4	4	4	10	5+ Invulnerable
Worker Drone	10	4	3	2	2	1	4	1	10	5+

Strain: 1 worker drone and 3-10 Wind claws

Weapons: the wind claws are armed with teeth, claws and spiky tails and the worker drone is armed with a crystal carbine.

Special Rules: Deep Strike.

Troops

	Pts/ model	WS	BS	S	T	W	I	A	Ld	Sv
Stingwings	11	3	3	3	4	1	5	1	6	5+

Strain: 5-20 Stingwings may be taken in a strain.

Weapons: crystal rifles.

Special Rules: Skilled fliers and sentries.

	Pts/ model	WS	BS	S	T	W	I	A	Ld	Sv
Worker Drones	10	4	3	2	2	1	1	1	10	5+

Strain: 5-20 worker drones may be taken in a strain.

Weapons: crystal carbines.

Special Rules: sentries.

Fast Attack

	Pts/model	BS	Front	Side	Rear
Vespid War Zeppelins	120	3	12	11	10

Type: Skimmer fast opened topped.

Squadron: 1-5 zeppelins may be taken in a squadron.

Weapons: Crystal cannon

Options: The entire squadron may be upgraded to Heavy War Zeppelins at +25 points, if so they are no longer open topped, are heavy support and mount a crystal gun.

	Pts/ model	WS	BS	S	T	W	I	A	Ld	Sv
Thunder Wings	38	4	3	4	4	1	7	1	10	5+ Invulnerable

Strain: 3-10 thunder wings may be taken in a strain.

Weapons: crystal carbines.

Special Rules: Very skilled fliers.

Heavy Support

	Pts/model	BS	Front	Side	Rear
Vespid Strafer	185	3	13	11	11

Type: Skimmer fast.

Squadron: 1-3 Strafers may be taken in a squadron.

Weapons: 2 twin-linked Crystal machine guns.

	Pts/model	BS	Front	Side	Rear
Vespid Ancient Ones	65	4	9	9	9

Type: Skimmer

Squadron: 1-3 Ancient Ones may be taken in a squadron.

Weapons: crystal cannon.

Special Rules: Winged but slow.

	Pts/model	BS	Front	Side	Rear
Mining Tank	128	3	14	12	9

Type: tank.

Weapons: 2 twin-linked mining lasers and mining charges.

Special Characters

	Pts/ model	WS	BS	S	Front	Side	Rear	I	A
Yr'Kron	175	3	3	4(8)	11	11	9	4	3

Type: Skimmer fast.

Weapons: crystal blaster.

Special Rules: Individual character, Guardian strain, Princess.

	Pts/ model	WS	BS	S	T	W	I	A	Ld	Sv
Princess	65	4	3	5	5	3	7	4	10	5+