HOT DROP

Aquilons are trained to drop into the thick of fighting, engaging a surprised enemy as they land.

Use this firefight ploy after rolling your attack dice for a friendly **TEMPESTUS AQUILON☠** operative that's wholly within your opponent's territory, or either landed or dropped from Vantage terrain at least 2" higher than the killzone floor during this activation. If the target is within 6" of it, you can re-roll any of your attack dice.

ADJUST COORDINATES

As the firefight flows and develops, so those Aquilons still descending adjust their trajectories in response.

Use this firefight ploy when a friendly **TEMPESTUS AQUILON☠** operative lands. You can set it up within 5" horizontally of one of your Drop markers, taking precedence over the normal distance requirement. It cannot perform the **Dash**, **Shoot** or **Fight** actions during this turning point.

TEMPESTUS AQUILON☠
FIREFIGHT PLOY

TEMPESTUS EXEMPLARS

The training and conditioning of the Tempestus Aquilons allows them to stay focused on their mission, even during the most ferocious firefights.

Use this firefight ploy during a friendly **TEMPESTUS AQUILON☠** operative's activation (excluding **SERVO-SENTRY** and any operative that has an APL stat higher than 2). During that activation, that operative can perform the **Pick Up Marker**, **Place Marker** or a mission action for 1 less AP.

PROGENA

As graduates of the Schola Progenium, these warriors are not only conditioned to follow their orders with unquestioning precision, but are also driven by a zealous dedication to the Imperial Cult that helps them to shrug off pain and fear.

Use this firefight ploy when a friendly **TEMPESTUS AQUILON☠** operative (excluding **SERVO-SENTRY**) is activated. It regains up to 2D3 lost wounds, and during that activation you can ignore any changes to its APL stat.