

# TEMPESTUS AQUILON<sup>¶</sup> FACTION EQUIPMENT

## TEMPESTUS DAGGERS

Awarded to each warrior of the Militarum Tempestus upon their induction to the ranks, these weapons double as a symbol of regimental pride.

Friendly TEMPESTUS AQUILON<sup>¶</sup> operatives (excluding SERVO-SENTRY) have the following melee weapon:

NAME	ATK	HIT	DMG
Tempestus dagger	3	4+	3/4

# TEMPESTUS AQUILON<sup>¶</sup> FACTION EQUIPMENT

## COMBAT STIMMS

The use of Munitorum-approved combat stimulants is standard practice amongst the Tempestus Aquilons, who may have to remain alert and fighting for days at a time.

You can ignore any changes to the Move stat of friendly TEMPESTUS AQUILON<sup>¶</sup> operatives from being injured.

# TEMPESTUS AQUILON<sup>¶</sup> FACTION EQUIPMENT

## DROP AUGURY

Prior to the commencement of hostilities, this region has been subjected to thorough augur scans by orbiting warships or hovering servo-skulls, the resultant intelligence inloaded to the Tempestor's slate monitron.

Once per battle, when a friendly **TEMPESTUS AQUILON<sup>¶</sup>** operative that's set up above is activated, before expending or landing that operative, you can move one of your Drop markers again. However, it cannot be moved closer to your opponent's drop zone.

# TEMPESTUS AQUILON FACTION EQUIPMENT

## REMOTE OVERSEER

Be it a high-flying observer aircraft or a specialist team of lexmechanicae employing tactical augur banks, monitoring officers provide wider strategic insight as the firefight rages.

Once per battle, after rolling off to decide initiative, you can re-roll your dice.