



AQUILON TEMPESTOR



APL **▼3** MOVE **6"** SAVE **4+** WOUNDS **9**

NAME	ATK	HIT	DMG	WR
Hot-shot lascarbine	4	3+	3/4	-
Hot-shot laspistol	4	3+	3/4	Range 8"
Relic bolt pistol	4	3+	3/5	Range 8", Lethal 5+
Chainsword	4	3+	4/5	-
Fists	3	3+	2/3	-
Power weapon	4	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ▶

TEMPESTUS AQUILON, IMPERIUM, LEADER, TEMPESTOR

(28)

AQUILON TEMPESTOR



APL **▼3** MOVE **6"** SAVE **4+** WOUNDS **9**

Tempestus Veteran: Once per battle, you can either use a firefght ploy for OCP if this is the specified **TEMPESTUS AQUILON** operative, or the Command Re-roll firefght ploy for OCP if this is the operative the attack or defence dice was rolled for.

COMMAND

1AP

► **SUPPORT.** Select one other friendly **TEMPESTUS AQUILON** operative (excluding **SERVO-SENTRY**) visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

AQUILON GRENADIER



APL **▼2** MOVE **6"** SAVE **4+** WOUNDS **8**

NAME	ATK	HIT	DMG	WR
Hot-shot laspistol	4	3+	3/4	Range 8"
Melta bomb	4	3+	5/3	Range 3", Devastating 3, Heavy (Reposition only), Limited 1, Piercing 2
Fists	3	4+	2/3	-

Grenadier: This operative can use frag, krak, smoke and stun grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever this operative is using a frag or krak grenade, improve the Hit stat of that weapon by 1.

TEMPESTUS AQUILON, IMPERIUM, GRENADIER

(28)

AQUILON GUNFIGHTER



APL **▼2** MOVE **6"** SAVE **4+** WOUNDS **8**

NAME	ATK	HIT	DMG	WR
Hot-shot laspistols (focused)	4	3+	3/4	Range 8", Ceaseless, Rending
Hot-shot laspistols (salvo)	4	4+	3/4	Range 8", Salvo*
Hot-shot laspistols (point-blank)	4	3+	3/4	Ceaseless

***Salvo:** Select up to two different valid targets that aren't within control range of friendly operatives. Shoot with this weapon against both of them in an order of your choice (roll each sequence separately).

Gunfight: Whenever an enemy operative within 8" of this operative shoots this operative, keep track of each attack dice that's discarded as a fail. After the action, before incapacitated operatives are removed (including this one, if relevant), this operative can perform a free **Shoot** action (you can change its order to Engage to do so), but it can only target that enemy operative with its hot-shot laspistols (focused), and you only roll a number of attack dice equal to the opponent's discarded attack dice plus one (to a maximum of four).

TEMPESTUS AQUILON, IMPERIUM, GUNFIGHTER

(28)



AQUILON GUNNER



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 8

NAME	ATK	HIT	DMG	WR
Meta carbine	4	3+	6/3	Range 6", Devastating 4, Piercing 2
Plasma carbine (standard)	4	3+	4/6	Piercing 1
Plasma carbine (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
Fists	3	4+	2/3	-

TEMPESTUS AQUILON, IMPERIUM, GUNNER

(28)

AQUILON MARKSMAN



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 8

NAME	ATK	HIT	DMG	WR
Hot-shot long-las (concealed)	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
Hot-shot long-las (mobile)	4	3+	3/4	-
Hot-shot long-las (stationary)	4	2+	3/3	Devastating 3, Heavy
Fists	3	4+	2/3	-

Sniper's Vantage: Whenever this operative is on Vantage terrain and is shooting an operative that has an Engage order and is at least 2" lower than it, all profiles of its hot-shot long-las have the Severe weapon rule.

***Concealed Position:** This operative can only use this weapon the first time it's performing the Shoot action during the battle.

TEMPESTUS AQUILON, IMPERIUM, MARKSMAN

(28)

AQUILON PRECURSOR



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 8

NAME	ATK	HIT	DMG	WR
Hot-shot lasc pistol	4	3+	3/4	Range 8"
Tempestus dagger	4	3+	3/4	Ceaseless, Lethal 5+

Vicious Knife Fighter: Whenever this operative is fighting, after resolving your first attack dice during that sequence, you can immediately resolve another (before your opponent).

Dynamic: Whenever this operative performs the Shoot or Fight action, it can immediately perform a free Dash action afterwards. It can do so even if it's performed the Charge action during this activation, but can only use any remaining move distance it had from that Charge action (to a maximum of 3").

TEMPESTUS AQUILON, IMPERIUM, PRECURSOR

(28)

AQUILON SERVO-SENTRY



APL ▼2 MOVE 4" SAVE 3+ WOUNDS 10

NAME	ATK	HIT	DMG	WR
Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
Grenade launcher (frag)	4	4+	2/4	Blast 2"
Grenade launcher (krak)	4	4+	4/5	Piercing 1
Hot-shot volley gun (focused)	5	4+	3/4	Piercing Crits 1
Hot-shot volley gun (sweeping)	4	4+	3/4	Piercing Crits 1, Torrent 1"

Machine: This operative cannot perform any actions other than Dash, Fall Back, Reposition and Shoot. It cannot retaliate, assist in a fight or use any weapons that aren't on its datacard.

Turret: This operative can perform two Shoot actions during its activation.

TEMPESTUS AQUILON, IMPERIUM, SERVO-SENTRY

(40)



AQUILON TROOPER



APL ▼2 MOVE ↗6" SAVE ♡4+ WOUNDS ▲8

NAME	ATK	HIT	DMG	WR
Hot-shot lascarbine	4	3+	3/4	-
Fists	3	4+	2/3	-

Rapid Insertion: STRATEGIC GAMBIT in the first Strategy phase. Each friendly TEMPESTUS AQUILON TROOPER operative wholly within your drop zone can immediately perform a free Reposition action, but must end that move wholly within 3" of your drop zone.

Swift Landing: When this operative lands, you can set it up within 4" horizontally of one of your Drop markers, taking precedence over the normal distance requirement.

TEMPESTUS AQUILON, IMPERIUM, TROOPER

(28)

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TEMPESTUS AQUILONS KILL TEAM

ARCHETYPE: RECON, SEEK & DESTROY

OPERATIVES

↳ 1 TEMPESTUS AQUILON® TEMPESTOR

operative with one of the following options:

- Hot-shot lascipistol; power weapon
- Relic bolt pistol; chainsword
- Hot-shot lascarbine; fists

↳ 1 TEMPESTUS AQUILON® SERVO-SENTRY with

one of the following options:

- Flamer
- Grenade launcher
- Hot-shot volley gun

↳ 9 TEMPESTUS AQUILON® operatives selected from the following list:

- GRENADIER
- GUNFIGHTER
- GUNNER with meltab carbine and fists
- GUNNER with plasma carbine and fists
- MARKSMAN
- PRECURSOR
- TROOPER

CONTINUES ON OTHER SIDE ►

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

TEMPESTUS AQUILON® FACTION RULE

DROP INSERTION

When setting up a **TEMPESTUS AQUILON®** kill team before the battle, the first third of your kill team must be set up as normal. Each third thereafter can be set up above: place them to one side instead of in the killzone. For each third that's set up above, you must set up the whole third in this way (not some of them), then place one of your Drop markers wholly within your drop zone.

As a **STRATEGIC GAMBIT** in the first and second turning point, you can move your Drop markers up to 4" horizontally. In a killzone that uses the close quarters rules (e.g. Killzone: Gallowdark), this can be measured and moved through Wall terrain.

In the Firefight phase, friendly **TEMPESTUS AQUILON®** operatives set up above are activated as normal. When you do, you can either expend or land that operative. If it lands, set it up in the killzone in a location it can be placed as follows (it's no longer set up above):

RULE CONTINUES ON OTHER SIDE ►

- Within 3" horizontally of one of your Drop markers, or wholly within your drop zone.
- Not within control range of enemy operatives (unless you're setting up a **PRECURSOR** operative, which can be set up within control range of an enemy operative).
- With no part of its base underneath Vantage terrain.
- With an order of your choice.

The operative is treated as performing the **Reposition** action (spend the AP accordingly), then continue its activation as normal. It's obscured until the end of the next activation or the end of the turning point (whichever comes first).

Less than half of your operatives can be set up above by the end of the first turning point. In other words, by the end of the first turning point, more than half of your operatives must have been set up in the killzone during the battle.

When readying your operatives during the second and third turning points, remove one of your Drop markers. This means operatives still set up above are incapacitated at the end of the second turning point.



TEMPESTUS AQUILON[®] FACTION RULE

GRAV-CHUTE

Grav-chutes employ gravitic repulsion fields to allow their wearers to drop at a swift but measured pace and land safely, no matter from what height they fall.

Whenever a friendly TEMPESTUS AQUILON[®] operative is dropping, ignore the vertical distance.



TEMPESTUS AQUILON[®] MARKER/TOKEN GUIDE



Detected token



Drop and Secure token



Drop marker



Melta Bomb token

TEMPESTUS AQUILON[®] STRATEGY PLOY

SUDDEN OFFENSIVE

Tempestus Aquilons are skilled at dropping swiftly into combat and catching their enemies unawares.

Count the number of friendly TEMPESTUS AQUILON[®] operatives that aren't incapacitated, then halve the result (rounding up) to give you x. Until the end of their activation, friendly TEMPESTUS AQUILON[®] operatives' weapons have the Balanced weapon rule if they are the first friendly operatives activated this turn, equal to x. For example, if you have five operatives, the first three friendly operatives activated will benefit.

TEMPESTUS AQUILON[®] STRATEGY PLOY

MAINTAIN MOMENTUM

Once the assault begins, the Aquilons sustain the pressure, keeping their enemies reeling and off balance.

Whenever a friendly TEMPESTUS AQUILON[®] operative is shooting against or fighting against a ready enemy operative, that friendly operative's weapons have the Severe weapon rule.



TEMPESTUS AQUILON[®] STRATEGY PLOY

EYE ABOVE

Airborne servo-skulls and spotter aircraft keep the Aquilons appraised of up-to-the-minute tactical data.

Select one enemy operative. That operative and each other enemy operative within 3" of it gains one of your Detected tokens until the end of the turning point. Whenever an enemy operative that has one of your Detected tokens:

- Is shooting a friendly TEMPESTUS AQUILON[®] operative, you can re-roll one of your defence dice.
- Is fighting or retaliating against a friendly TEMPESTUS AQUILON[®] operative, one of your blocks can be allocated to block two unresolved successes (instead of one).

TEMPESTUS AQUILON[®] STRATEGY PLOY

DROP AND SECURE

Priority tactical objectives must be secured to ensure victory is absolute.

Select one marker.

- Until the Ready step of the next turning point, when determining control of that marker, treat the total APL stat of friendly TEMPESTUS AQUILON[®] operatives that contest it as 1 higher if at least one friendly TEMPESTUS AQUILON[®] operative contests that marker. Note this isn't a change to the APL stat, so any changes are cumulative with this.
- Whenever a friendly TEMPESTUS AQUILON[®] operative is within 3" of that marker, add 1 to the Atk stat of its melee weapons (to a maximum of 4).

TEMPESTUS AQUILON[®] FIREFIGHT PLOY

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.

TEMPESTUS AQUILON[®] FIREFIGHT PLOY

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 it can perform the **Pick Up Marker**, **Place Marker** or a mission action for 1 less AP.

TEMPESTUS AQUILON[◆] FIREFIGHT PLOY

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.

TEMPESTUS AQUILON[◆] 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[◆] operatives (excluding SERVO-SENTRY) have the following melee weapon:

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

TEMPESTUS AQUILON[◆] 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[◆] operatives from being injured.



TEMPESTUS AQUILON[®] 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[®] 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 firefights rages.

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

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- One of your Ammo Cache markers the active operative controls is used during this turning point.
- Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".



UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

■■■ Frag grenade

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

■■■ Krak grenade

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

► The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTKYN SALVAGER** FLY, **MANDRAKE** SHADOW PASSAGE).

► Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ►

SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
 - ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
 - ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
 - ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

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TEMPESTUS AQUILONS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

JUNE '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

GUNFIGHTER OPERATIVE, SALVO WEAPON RULE

First sentence changed to read:

'Select up to two different valid targets that aren't within control range of friendly operatives.'

STRATEGY PLOYS, MAINTAIN MOMENTUM

Changed to read:

'Whenever a friendly TEMPESTUS AQUILONIS operative is shooting against or fighting against a ready enemy operative, that friendly operative's weapons have the Severe weapon rule.'

STRATEGY PLOYS, DROP AND SECURE

Relevant part of first sentence of first bullet point changed to read:

'Until the Ready step of the next turning point, when determining control of that marker, [...]'

FIREFIGHT PLOYS, HOT DROP

First sentence changed to read:

'Use this firefight ploy after rolling your attack dice for a friendly TEMPESTUS AQUILONIS 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.'

TEAM SELECTION

SERVO-SENTRY moved to own separate arrow bullet point.

Following sentence and asterisks on GUNNER, MARKSMAN and SERVO-SENTRY deleted:

'*You cannot select more than three of these operatives combined.'

PRECURSOR OPERATIVE, TEMPESTUS DAGGER WEAPON

'Ceaseless' weapon rule added.

PREVIOUS ERRATAS

TEMPESTUS AQUILON OPERATIVES

2

TEMPESTOR



A Tempestor leads their kill team into the thick of battle. More than just a warrior, they also possess the tactical and strategic nous to direct their squad's efforts. They exhibit a sense of agency and a flair for improvisation that can prove vital during extended operations behind enemy lines.

GRENADIER



Given additional training on the prayers and activation rituals for combat ordnance, a Grenadier is the explosives specialist of their kill team. Whether it be crippling an enemy generatorum with a well-placed meltabomb or blasting enemies apart with hurled krak charges, they are equal to the task.

GUNFIGHTER



Some Aquilons exhibit the accuracy, aggression and reactions needed to become a Gunfighter. Wielding hot-shot laspistols, they lay down hails of close-range firepower. Such an operative is deadly in the close-quarters firefights typical of battles through fortifications or voidship corridors.

GUNNER



Tempestus Aquilons often find themselves facing powerful enemy assets without support, such as armoured fighting vehicles or elite warriors. In such instances, the meltabomb and plasma carbines carried by a Gunner prove invaluable. A single burst from such weaponry can bring down a rampaging Genestealer Patriarch or Heretic Astartes Legionary.

MARKSMAN



Whether lining up the killing shot to complete an assassination mission or picking off elite enemy operatives in aid of their comrades, a Marksman provides invaluable support to their kill team. Their hot-shot long-las is an extremely potent weapon, whose distinctive whine and crack has been the last sound heard by countless enemies of the Imperium.

PRECURSOR



Grav-dropping into enemy territory risks being raked by the foe's firepower while still in midair. A Precursor specialises in dropping first, in as swift and stealthy a fashion as possible, then knocking out or distracting the most dangerous ground defences to help their comrades deploy unscathed.

SERVO-SENTRY



A servo-sentry is a combat mechanoid that drops via grav-impeller motors and provides Aquilon kill teams with fire support. Though slow moving, they are able to reposition during battle, obeying defensive subroutines to guard the team's flanks or fighting rearguard actions while their comrades fall back.



TROOPERS



Tempestus Aquilon Troopers are far from rank-and-file soldiery. Clad in resilient carapace armour and wielding powerful hot-shot lascarbines, these rigorously trained warriors boast discipline, accuracy and resilience. Coupled with the shock of these operatives dropping into battle via thrumming grav-chutes, this is a potent combination indeed.

'THE EMPEROR EXPECTS TWO THINGS OF US. THE FIRST IS ABSOLUTE, UNCOMPROMISING BELIEF. THE SECOND IS VICTORY AT ANY COST.'

- Tempestor Tarlech Greff



Below you will find a list of the operatives that make up a **TEMPESTUS AQUILON** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ↳ 1 **TEMPESTUS AQUILON** **TEMPESTOR** operative with one of the following options:
 - Hot-shot lascipistol; power weapon
 - Relic bolt pistol; chainsword
 - Hot-shot lascarbine; fists
- ↳ 1 **TEMPESTUS AQUILON** **SERVO-SENTRY** with one of the following options:
 - Flamer
 - Grenade launcher
 - Hot-shot volley gun
- ↳ 9 **TEMPESTUS AQUILON** operatives selected from the following list:
 - **GRENADIER**
 - **GUNFIGHTER**
 - **GUNNER** with meltabomb and fists
 - **GUNNER** with plasma carbine and fists
 - **MARKSMAN**
 - **PRECURSOR**
 - **TROOPER**

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

ARCHETYPES



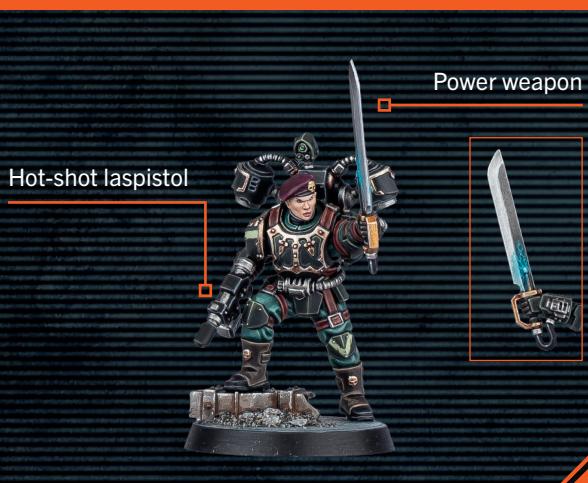
RECON



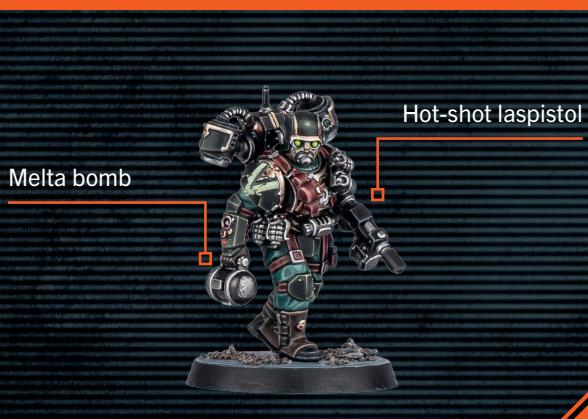
**SEEK &
DESTROY**

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

TEMPESTOR



GRENADIER



GUNFIGHTER





The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.

GUNNER

WITH MELTA CARBINE

Melta carbine



GUNNER

WITH PLASMA CARBINE

Plasma carbine



MARKSMAN

Hot-shot long-las



PRECURSOR

Tempestus
dagger

Hot-shot
laspistol



SERVO-SENTRY

Hot-shot volley gun

Grenade launcher



Flamer



TROOPER

Hot-shot lascarbine



DESIGNER'S COMMENTARY

Tempestus Aquilons are a tactical shooting kill team. They have an unparalleled ability to descend into the killzone mid-battle, and are at their best when engaging early.

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Drop Insertion is the fundamental rule of the Tempestus Aquilons. Instead of setting them up before the battle, you can set up two-thirds of your operatives later. In the early stages, this keeps them safe from attacks, allows you to control the killzone and enables you to react to your opponent's movement. It also gives you fantastic offensive potential, as your best guns can shoot with full re-rolls from the Hot Drop firefight ploy.

You'll need a detailed understanding of how best to use Drop Insertion, so experiment to uncover the different options it provides you. The Drop Augury equipment allows you to move a Drop marker again, and Troopers and the Adjust Coordinates firefight ploy allow you to set up further away. This creates a very large area for your operatives to potentially drop into, giving you an increased capability to gain strong positions, control territory and capture objectives.

This kill team's offence is at its best when they are on the front foot, keeping the pressure on so the enemy struggles to react. For instance, the Sudden Offensive and Maintain Momentum strategy ploys give your weapons Balanced and Severe, but require you to attack early. Don't shy away from this; attack hard and fast, and don't let your opponent gain a foothold. The Remote Overseer equipment helps to get you initiative to keep this going.

The Tempestus Aquilons are some of the Imperium's most highly trained and experienced soldiers. Even in the midst

of an intense firefight, they are capable of focusing on the mission and scoring you victory points. The Tempestus Exemplars firefight ploy and the Tempestor's Command action give you ways to spend more action points, beneficial for a big activation or performing those all-important mission actions while engaging. This will be a key strategy for you to focus on – maintaining their offence, but securing objectives within that.

This kill team has some individual operatives with unique roles that will pay dividends in the right situation. The Grenadier has unlimited access to grenades, and a well-placed melta bomb can be devastating. The Marksman is a sniper that can land on Vantage terrain, giving you a commanding view of the killzone and forcing your opponent to be wary of its firing lanes. The Precursor can punish an enemy that gets too complacent, particularly if that enemy is near your Drop markers. Your Gunfighter is flexible, capable of engaging in many different ways. Finally, your Servo-sentry is ideal for a protracted gunfight, with increased durability and the ability to shoot twice per activation once it's in position.

The Tempestus Aquilons are a team with a unique but identifiable premise – drop in and engage fast. Master this early, and you'll soon discover the extra layer of potential beneath as you flex your approach, calling on the different operatives and tactics at your disposal to ensure the enemy is incapacitated and objectives are in your hands.



'IT DOESN'T MATTER WHO OR WHAT THE ENEMY ARE. IF THEY STAND BETWEEN US AND FOLLOWING OUR ORDERS, THEY'LL DIE FOR IT.'

- Tempestus Aquilon Therka Drayv,
prior to the Ossinium Drop