

# TEMPESTUS AQUILON

## STRATEGY PLOYS

### SUDDEN OFFENSIVE

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 turning point equal to x. For example, if you have five operatives, the first three friendly operatives activated will benefit.

### MAINTAIN MOMENTUM

Whenever a friendly **TEMPESTUS AQUILON** operative is shooting against or fighting against a ready enemy operative, its weapons have the Severe weapon rule.

### EYE ABOVE

Select one enemy operative. That operative and all other enemy operatives within 3" of it gain one of your Detected tokens until the end of the turning point. Whenever an enemy operative with a Detected token:

- 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).

### DROP AND SECURE

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, as long as at least one friendly **TEMPESTUS AQUILON** operative actually contests it.
- 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).

## FIREFIGHT PLOYS

### HOT DROP

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

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

### TEMPESTUS EXEMPLARS

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

### PROGENA

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

## OPERATIVES

### ARCHETYPE: RECON / SEEK AND DESTROY

1 **TEMPESTUS AQUILON TEMPESTOR** operative with one of the following options:

- Hot-shot laspistol; 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 melta carbine and fists
- **GUNNER** with plasma carbine and fists
- **MARKSMAN**
- **PRECURSOR**
- **TROOPER**

Other than **TROOPER**, your kill team can only include each operative above once.

## FACTION RULES

### 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", measuring the horizontal distance only. In close quarters, this can be measured and moved through walls.

During 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):

- Within 3" of one of your Drop markers, measuring the horizontal distance only, or wholly within your drop zone.
- Not within control range of an enemy operative (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.

### GRAV-CHUTE

Whenever a friendly **TEMPESTUS AQUILON** operative is dropping, ignore the vertical distance.

## FACTION EQUIPMENT

### TEMPESTUS DAGGERS

Friendly **TEMPESTUS AQUILON** operatives (excluding **SERVO-SENTRY**) have the following melee weapon;

	A	HT	D	WR
X Tempestus daggers	3	4+	3/4	-

### COMBAT STIMMS

You can ignore any changes to the Move stat of friendly **TEMPESTUS AQUILON** operatives from being injured.

### DROP AUGURY

Once during the 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.

### REMOTE OVERSEER

Once during the battle, when rolling-off to decide initiative, you can re-roll your D6.

TEMPESTUS AQUILON

TEMPESTOR	APL 3	MV 6"	SV 4+	W 9
A	HT	D	WR	
⊕ Hot-shot lascarbine	4	3+	3/4	-
⊕ Hot-shot laspistol	4	3+	3/4	Rng 8"
⊕ Relic bolt pistol	4	3+	3/5	Rng 8", Lethal 5+
X Chainsword	4	3+	4/5	-
X Fists	3	3+	2/3	-
X Power weapon	4	3+	4/6	Lethal 5+

**Tempestus Veteran:** Once per battle, you can either use a firefight play for OCP if this is the specified **TEMPESTUS AQUILON** operative, or the Command Re-roll firefight play for OCP 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.

GRENADIER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot laspistol	4	3+	3/4	Rng 8"
⊕ Melta bomb	4	3+	5/3	Rng 3", Devastating 3, Heavy (Reposition only), Limited 1, Piercing 2
X 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.

GUNFIGHTER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot laspistols				
- Focused	4	3+	3/4	Rng 8", Ceaseless, Rending
- Salvo	4	4+	3/4	Rng 8", Salvo*
X Hot-shot laspistols	4	3+	3/4	Ceaseless
- Point-blank				

\***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 (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).

GUNNER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Melta carbine	4	3+	6/3	Rng 6", Devastating 4, Piercing 2
⊕ Plasma carbine				
- Standard	4	3+	4/6	Piercing 1
- Supercharge	4	3+	5/6	Hot, Lethal 5+, Piercing 1
X Fists	3	4+	2/3	-

MARKSMAN	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot long-las				
- Concealed	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
- Mobile	4	3+	3/4	-
- Stationary	4	2+	3/3	Devastating 3, Heavy
X Fists	3	4+	2/3	-

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

**Sniper's Vantage:** Wherever 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 longlas have the Severe weapon rule.

PRECURSOR	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot laspistol	4	3+	3/4	Rng 8"
X Tempestus dagger	4	3+	3/4	Ceaseless, Lethal 5+

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

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

SERVO-SENTRY	APL 2	MV 4"	SV 3+	W 10
A	HT	D	WR	
⊕ Flamer	4	2+	3/3	Rng 8", Saturate, Torrent 2"
⊕ Grenade Launcher				
- Frag	4	4+	2/4	Blast 2"
- Krak	4	4+	4/5	Piercing 1
⊕ Hot-shot volley gun				
- Focused	5	4+	3/4	Piercing Crits 1
- 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.

TROOPER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Hot-shot lascarbine	4	3+	3/4	-
X 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 finish that action wholly within 3" of your drop zone.

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