



AQUILON TEMPESTOR

APL
▼ 3MOVE
➔ 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

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AQUILON TEMPESTOR

APL
▼ 3MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 9

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

APL
▼ 2MOVE
➔ 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, GRENADEIER

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AQUILON GUNFIGHTER

APL
▼ 2MOVE
➔ 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

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AQUILON GUNNER



APL 2 MOVE 6" SAVE 4+ WOUNDS 8

NAME	ATK	HIT	DMG	WR
Melta 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

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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

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AQUILON PRECURSOR



APL 2 MOVE 6" SAVE 4+ WOUNDS 8

NAME	ATK	HIT	DMG	WR
Hot-shot laspistol	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

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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

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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 turning point. 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

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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 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**

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: Tomb World), 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 turning point 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 Strategy phase, 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, that operative 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 Munitorium-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 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.**'

PREVIOUS ERRATAS

STRATEGY PLOYS, MAINTAIN MOMENTUM

Changed to read:

'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.'

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 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.'

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.

TEMPESTUS AQUILON OPERATIVES

TEMPESTOR



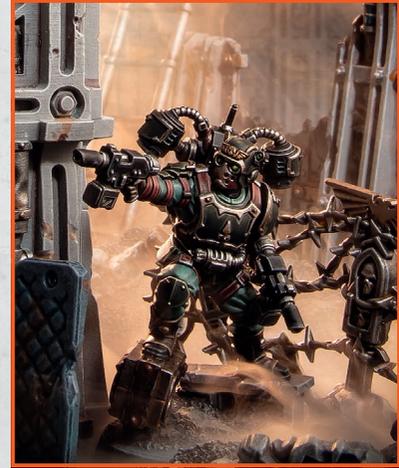
A Tempestor leads their kill team into the thick of battle. More than just a warrior, they also possess the tactical and strategic nous to direct their squad's efforts. They exhibit a sense of agency and a flair for improvisation that can prove vital during extended operations behind enemy lines.

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 melta bomb 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 melta 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 mecha 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.



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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

TEMPESTUS AQUILONS KILL TEAM

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TEMPESTUS AQUILONS » KILL TEAM SELECTION



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 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** 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

Hot-shot laspistol

Power weapon



GRENADIER

Melta bomb

Hot-shot laspistol



GUNFIGHTER

Hot-shot laspistols



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.

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

