



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.

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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.





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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).




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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).