



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:

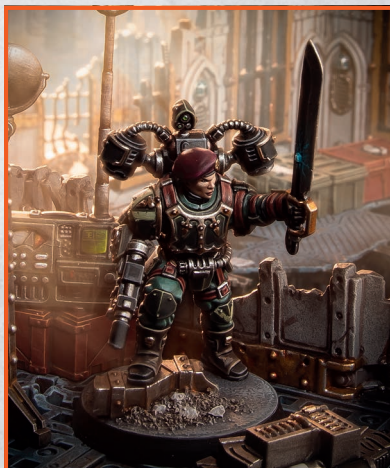
~~'*You cannot select more than three of these operatives combined.'~~

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



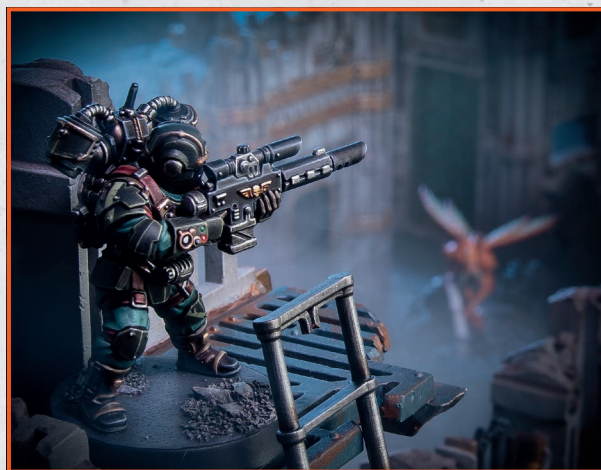
Some Aquilons exhibit the accuracy, aggression and reactions needed to become a Gunfighter. Wielding hot-shot laspistols, they lay down hails of close-range firepower. Such an operative is deadly in the close-quarters firefights typical of battles through fortifications or voidship corridors.

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.

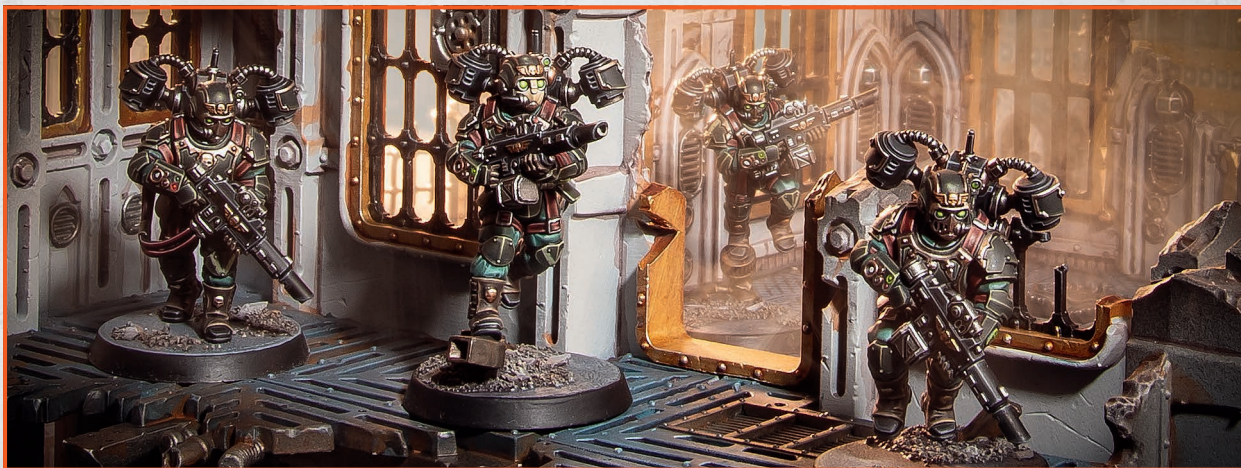
SERVO-SENTRY



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.



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

