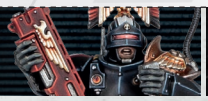
ARBITES PROCTOR-EXACTANT



APL	MOVE	SAVE	WOUNDS
2	6"	4+	9

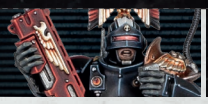
	NAME	ATK	HIT	DMG	WR
	Combat shotgun (close range)	4	2+	4/4	Range 6"
	Combat shotgun (long range)	4	4+	2/2	-
	Shotpistol	4	3+	3/3	Range 8"
	Dominator maul & assault shield	4	3+	4/4	Lethal 5+, Shock, Repress*
	Repression baton	3	3+	2/3	-

Assault Shield: If this operative has a dominator maul & assault shield, it has a 3+ Save stat.

RULES CONTINUE ON OTHER SIDE ▶

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, LEADER, PROCTOR-EXACTANT

ARBITES PROCTOR-EXACTANT



APL	MOVE	SAVE	WOUNDS
2	6"	4+	9

Nuncio-aquila:

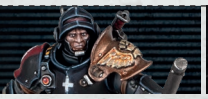
- Whenever an enemy operative is within 3" of your Nuncio-aquila marker (or this operative if your Nuncio-aquila marker isn't in the killzone), your opponent must spend 1 additional AP for that enemy operative to perform the **Pick Up Marker** and mission actions.
- Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of your Nuncio-aquila marker (or this operative if your Nuncio-aquila marker isn't in the killzone). Note this isn't a change to the APL stat, so any changes are cumulative with this.

DEPLOY NUNCIO-AQUILA — **0AP**

▶ If your Nuncio-aquila marker isn't in the killzone, place it within 6" horizontally of this operative; otherwise, move your Nuncio-aquila marker up to 6" horizontally. If this operative is removed from the killzone, remove your Nuncio-aquila marker from the killzone.

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

ARBITES CHIRURGANT



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

	NAME	ATK	HIT	DMG	WR
	Combat shotgun (close range)	4	3+	4/4	Range 6"
	Combat shotgun (long range)	4	5+	2/2	-
	Repression baton	3	4+	2/3	-

Medic!: The first time during each turning point that another friendly EXACTION SQUAD operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

RULES CONTINUE ON OTHER SIDE ▶

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, MEDIC, CHIRURGANT

ARBITES CHIRURGANT



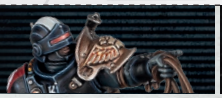
APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

MEDIKIT — **1AP**

▶ Select one friendly EXACTION SQUAD operative within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.

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

ARBITES LEASHMASTER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

NAME	ATK	HIT	DMG	WR
Combat shotgun (close range)	4	3+	4/4	Range 6"
Combat shotgun (long range)	4	5+	2/2	-
Shotpistol	4	4+	3/3	Range 8"
Repression baton	3	4+	2/3	-

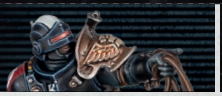
Handler: Whenever this operative is activated, you can activate a ready friendly **EXACTION SQUAD R-VR CYBER-MASTIFF** operative at the same time. Complete their activations action by action in any order.

Attack Pattern: STRATEGIC GAMBIT in the first turning point. Select two of the following attack patterns for a friendly **EXACTION SQUAD R-VR CYBER-MASTIFF** operative to have for the battle:

- **Aggressive:** Its melee weapons have the Relentless weapon rule.
- **Swift:** Add 2" to its Move stat.
- **Defensive:** Improve its Save stat by 1.

RULES CONTINUE ON OTHER SIDE ▶

ARBITES LEASHMASTER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

R-VR COMMAND 0AP

▶ Select one friendly **EXACTION SQUAD R-VR CYBER-MASTIFF** operative and change one of its attack patterns.

R-VR CYBER-MASTIFF



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

NAME	ATK	HIT	DMG	WR
Mechanical bite	4	4+	3/5	Lethal 5+

Beast: This operative cannot perform any actions other than **Apprehend, Charge, Dash, Fall Back, Fight, Guard, Reposition, Pick Up Marker** and **Place Marker**. It cannot use any weapons that aren't on its datacard.

APPREHEND 0AP

▶ Select one enemy operative within this operative's control range. Until that enemy operative is no longer within this operative's control range, or until this operative performs this action again (whichever comes first), worsen the Hit stat of that enemy operative's weapons by 1 (this isn't cumulative with being injured); in addition, that enemy operative cannot perform the **Fall Back** action.

◆ This operative cannot perform this action unless an enemy operative is within its control range.

ARBITES CASTIGATOR



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

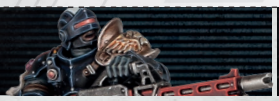
NAME	ATK	HIT	DMG	WR
Combat shotgun (close range)	4	3+	4/4	Range 6"
Combat shotgun (long range)	4	5+	2/2	-
Excruciator maul	4	3+	5/5	Rending, Shock

Engendered Focus: You can ignore any changes to this operative's stats (including its weapons' stats, but excluding its Save stat).

Zealous Dedication: Whenever an attack dice inflicts damage of 3 or more on this operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.

Castigator's Arrest: Whenever an enemy operative is within control range of this operative, if no other enemy operatives are within this operative's control range, that enemy operative cannot perform the **Fall Back** action.

ARBITES GUNNER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

NAME	ATK	HIT	DMG	WR
Grenade launcher	5	4+	4/5	Piercing 1
Heavy stubber (focused)	5	4+	4/5	Heavy (Dash Only)
Heavy stubber (sweeping)	4	4+	4/5	Heavy (Dash Only), Torrent 1"
Webber	4	3+	4/5	Range 12", Severe, Stun
Repression baton	3	4+	2/3	-

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, GUNNER 28

ARBITES MALOCATOR



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

NAME	ATK	HIT	DMG	WR
Combat shotgun (close range)	4	3+	4/4	Range 6"
Combat shotgun (long range)	4	5+	2/2	-
Repression baton	3	4+	2/3	-

Acute Focus: Once during each of this operative's activations, it can perform the **Pick Up Marker**, **Place Marker**, **Veriscant** or a mission action for 1 less AP.

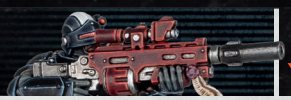
VERISCANT 1AP

Select one enemy operative visible to this operative. Until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first), whenever a friendly EXACTION SQUAD operative is shooting against, fighting against or retaliating against that enemy operative, that friendly operative's weapons have the Lethal 5+ and Severe weapon rules.

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

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, MALOCATOR 28

ARBITES MARKSMAN



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

NAME	ATK	HIT	DMG	WR
Executioner shotgun (concealed)	4	2+	4/0	Devastating 4, Heavy, Silent, Concealed Position*
Executioner shotgun (mobile)	4	3+	4/4	-
Executioner shotgun (stationary)	4	2+	4/0	Devastating 4, Heavy
Repression baton	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.

OPTICS 1AP

Until the start of this operative's next activation:
- The concealed and stationary profiles of its executioner shotgun have the Lethal 5+ weapon rule.
- Whenever it's shooting with its executioner shotgun, enemy operatives cannot be obscured.

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

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, MARKSMAN 28

ARBITES REVELATUM



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

NAME	ATK	HIT	DMG	WR
Scoped shotpistol (short range)	4	3+	3/3	Range 8", Lethal 5+
Scoped shotpistol (long range)	4	3+	3/3	-
Repression baton	3	4+	2/3	-

First in the Field: STRATEGIC GAMBIT in the first turning point. If this operative is wholly within your drop zone, it can immediately perform a free **Reposition** action.

SPOT 1AP

Select one enemy operative visible to and within 8" of this operative. Until the end of the turning point, whenever a friendly EXACTION SQUAD operative is shooting that enemy operative, you can use this effect. If you do:

- That friendly operative's ranged weapons have the Seek Light weapon rule.
- That enemy operative cannot be obscured.

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

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, REVELATUM 28

ARBITES SUBDUCTOR



APL	MOVE	SAVE	WOUNDS
2	6"	3+	8

	NAME	ATK	HIT	DMG	WR
	Shotpistol	4	4+	3/3	Range 8"
	Shock maul & assault shield	4	4+	4/4	Shock, Repress*

Stubborn Subjugator: You can ignore any changes to the Hit stat of this operative's melee weapons.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, SUBDUCTOR 28

ARBITES VIGILANT



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

	NAME	ATK	HIT	DMG	WR
	Combat shotgun (close range)	4	3+	4/4	Range 6"
	Combat shotgun (long range)	4	5+	2/2	-
	Repression baton	3	4+	2/3	-

Close Quarters Vigilance: This operative can perform the **Shoot** action (excluding **Guard**) while within control range of an enemy operative, but only if it hasn't performed the **Charge** action during the activation, or if it's a counteraction. Note this operative isn't restricted from performing the **Charge** action after performing the **Shoot** action.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, VIGILANT 28

ARBITES VOX-SIGNIFIER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

	NAME	ATK	HIT	DMG	WR
	Combat shotgun (close range)	4	3+	4/4	Range 6"
	Combat shotgun (long range)	4	5+	2/2	-
	Repression baton	3	4+	2/3	-

SIGNAL 1AP

SUPPORT. Select one other friendly EXACTION SQUAD operative visible to 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.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, VOX-SIGNIFIER 28

NOTES:



EXACTION SQUAD
FACTION RULE

RUTHLESS EFFICIENCY

A target, whether marked to be apprehended or eliminated, stands little chance of escaping the attention of an Adeptus Arbites Exaction Squad.

Whenever a friendly **EXACTION SQUAD** operative is shooting (excluding with frag or krak grenades) and you're selecting a valid target, you can use this rule. If you do, having other friendly **EXACTION SQUAD** operatives within an enemy operative's control range doesn't prevent that enemy operative from being selected.

EXACTION SQUAD
FACTION RULE

MARKED FOR JUSTICE

Exaction Squads prioritise their targets, focusing their ire on those marked for immediate punishment before moving on to the next transgressor.

STRATEGIC GAMBIT. Select one enemy operative to be your mark for the turning point. Whenever a friendly **EXACTION SQUAD** operative is shooting against, fighting against or retaliating against your mark, that friendly operative's weapons have the Punishing weapon rule. Whenever your mark is incapacitated, you can select a new enemy operative to be your mark for the turning point (and can continue to do so during this turning point).

EXACTION SQUAD
FACTION RULE

REPRESS

Experienced in suppressing riots, rebellions and various other kinds of unrest, the Adeptus Arbites are resilient in the face of any oncoming foe, no matter their origin.

Some weapons in this team's rules have the Repress weapon rule below.

***Repress:** Whenever this operative is using this weapon:

- Each of your blocks can be allocated to block two unresolved successes (instead of one).
- If this operative is retaliating, you resolve the first attack dice (i.e. defender instead of attacker).

EXACTION SQUAD

MARKER/TOKEN GUIDE


Medic token


Apprehend token


Marked for Justice token


Veriscant token


Spot token


Aggressive token


Swift token


Defensive token


Nuncio-aquila marker

EXACTION SQUAD

STRATEGY PLOY

GUILT REVEALS ITSELF

Exaction Squads are relentless in their pursuit of the condemned. Few escape their clutches.

Whenever you're selecting a valid target for a friendly EXACTION SQUAD operative, enemy operatives within 4" of it cannot be in cover (instead of 2"). While this can allow such operatives to be targeted (assuming they're visible), it doesn't remove their cover save (if any), unless the friendly EXACTION SQUAD operative is within 2" as normal.

EXACTION SQUAD

STRATEGY PLOY

INVIOLATE JURISDICTION

Emboldened by the authority they hold, Exaction Squads will fight with zealous determination to hold key positions against the foe.

Whenever an operative is shooting a friendly EXACTION SQUAD operative that's within 2" of an objective marker or an enemy operative, you can re-roll one of your defence dice.

EXACTION SQUAD

STRATEGY PLOY

DISPENSE JUSTICE

In pursuit of the guilty, Arbitrators are focused, disciplined and utterly determined.

Whenever a friendly EXACTION SQUAD operative is fighting or retaliating, if it hasn't moved more than its Move stat during the activation, or if it's a counteraction, its melee weapons have the Ceaseless weapon rule.

EXACTION SQUAD
STRATEGY PLOY

TERMINAL DECREE

A dangerous quarry has been judged guilty of heinous crimes against the Imperium and must be terminated with extreme prejudice.

Whenever a friendly **EXACTION SQUAD** operative is shooting an enemy operative within 6" of it, or whenever a friendly **EXACTION SQUAD** **GUNNER** operative is shooting, that friendly operative's ranged weapons have the Balanced weapon rule.

EXACTION SQUAD
FIREFIGHT PLOY

LONG ARM OF THE EMPEROR'S LAW

No one escapes the merciless judgement of the Adeptus Arbites.

Use this firefight ploy when a friendly **EXACTION SQUAD** operative is performing the **Shoot** action and you select a weapon with the Range *x* weapon rule (excluding frag or krak grenade). Until the end of that action, add 3" to *x*.

EXACTION SQUAD
FIREFIGHT PLOY

EXACT PUNISHMENT

To strike against an Arbitrator is an offence punishable by immediate termination.

Use this firefight ploy after an enemy operative shoots against or fights against a friendly **EXACTION SQUAD** operative within 6" of it, and that friendly operative isn't incapacitated as a result. That friendly operative can immediately perform either a free **Shoot** or a free **Fight** action, but you cannot select any other enemy operative as a valid target or to fight against during that action (note that secondary targets from the Blast weapon rule can still be targeted).

EXACTION SQUAD
FIREFIGHT PLOY

BRUTAL BACKUP

When combating the most belligerent of foes, Arbitrators may combine their considerable might to bludgeon the guilty with baton and maul.

Use this firefight ploy during a friendly **EXACTION SQUAD** operative's activation, before or after it performs an action. Select one enemy operative within its control range. One other friendly **EXACTION SQUAD** operative can immediately perform a free **Fight** action, but you cannot select any other enemy operative to fight against during that action.

EXACTION SQUAD
FIREFIGHT PLOY

EXECUTION ORDER

Those who have earned the ire of the Imperium are marked by the Adeptus Arbites for execution, their termination prioritised.

Use this firefight ploy when an enemy operative performs a mission action (excluding **Breach** and **Operate Hatch**). Alternatively, use it at the end of the Firefight phase and select one enemy operative that controls an objective marker.

In either case, the next time your opponent would activate that enemy operative, you can interrupt that activation and activate a ready friendly **EXACTION SQUAD** operative. If you do, during that activation, that friendly operative must shoot against or fight against that enemy operative, and cannot do so against any other enemy operatives until it does (if this isn't possible, that friendly operative's activation is cancelled).

After completing that friendly operative's activation, continue that enemy operative's activation (if possible). You cannot use this ploy again until that enemy operative is activated or incapacitated.

EXACTION SQUAD
FACTION EQUIPMENT

REINFORCED MIRROR-VISOR

This armoured visor is designed to shield the wearer from blinding and disorientating weapons or devices.

You can ignore any changes to the APL stat of friendly **EXACTION SQUAD** operatives, and they aren't affected by enemy operatives' Shock weapon rule.

EXACTION SQUAD
FACTION EQUIPMENT

MANACLES

These adamantine manacles prevent captive subjects from escaping custody.

Whenever an enemy operative would perform the **Fall Back** action while within control range of a friendly **EXACTION SQUAD** operative, if no other enemy operatives are within that friendly operative's control range, you can use this rule. If you do, roll two D6, or one D6 if that enemy operative has a higher Wounds stat than that friendly operative. If any result is a 4+, that enemy operative cannot perform that action during that activation/counteraction (no AP are spent on it), and you cannot use this rule again during this turning point.

EXACTION SQUAD
FACTION EQUIPMENT

STROBING PHOSPHOR-LUMEN

The brilliant white, flickering light of this rotating lumen device has the effect of disorientating foes caught in its beam.

Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **EXACTION SQUAD** operative within 2" of it, your opponent cannot re-roll their attack dice results of 1.

EXACTION SQUAD
FACTION EQUIPMENT

SPECIAL ISSUE SHELLS

Arbites shotguns can be loaded with a wide range of specialist ammunition, including but not limited to incendiary rounds and armour-piercing slugs.

Up to twice per turning point, when a friendly **EXACTION SQUAD** operative is performing the **Shoot** action and you select a combat shotgun, executioner shotgun, scoped shotpistol or shotpistol, you can use this rule. If you do, select one of the following weapon rules for that weapon to have until the end of that action:

- Saturate.
- Piercing 1, but only if the target has a Save stat of 3+ or better.
- Torrent 1", but you cannot select more than one secondary target.

NOTES:

NOTES:

NOTES:

EXACTION SQUAD: 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

OCTOBER '26

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.

FIREFIGHT PLOYS, EXECUTION ORDER

First sentence of first paragraph changed to read:
'Use this firefight ploy when an enemy operative performs a mission action (excluding **Breach** and **Operate Hatch**).'

CHIRURGANT OPERATIVE, MEDIC! RULE

Changed to read:

'The first time during each turning point that another friendly **EXACTION SQUAD** operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can ~~then~~ immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.'

GUNNER OPERATIVE, GRENADE LAUNCHER WEAPON

Atk stat changed to '5'.

Dmg stats changed to '4/5'.

LEASHMASTER OPERATIVE, ATTACK PATTERN RULE

Relevant part of second sentence changed to read:

'Select two of the following attack patterns [...]'

LEASHMASTER OPERATIVE, R-VR COMMAND ACTION

Relevant part of effect changed to read:

'[...] and change one of its attack patterns.'

LEASHMASTER OPERATIVE, WEAPONS LIST

'Shotpistol' weapon added.

MALOCATOR OPERATIVE, VERISCANT ACTION

Relevant parts of second sentence of effect changed to read:

'[...] that friendly operative's weapons have the Lethal 5+ and Severe weapon rules ~~; if the weapon already has that weapon rule, it also has the Lethal 5+ weapon rule~~.'

REVELATUM OPERATIVE, SPOT ACTION

First paragraph of effect changed to read:

'~~**SUPPORT.**~~ Select one enemy operative visible to and within 8" of this operative. Until the end of the turning point, whenever a friendly **EXACTION SQUAD** operative ~~within 3" of this operative~~ is shooting that enemy operative, you can use this effect. If you do:'

FACTION RULES

'Repress' faction rule added.

FIREFIGHT PLOYS, EXECUTION ORDER

Relevant part of first sentence of second paragraph changed to read:

'In either case, the next time your opponent would activate that enemy operative, [...]'

FACTION EQUIPMENT, SPECIAL ISSUE SHELLS

Relevant part of first sentence changed to read:

'Up to twice per turning point, [...]'

FACTION EQUIPMENT, MANACLES

Last sentence changed to read:

'If any result is a 4+, that enemy operative cannot perform that action during that activation/counteraction (no AP are spent on it), and you cannot use this rule again during this turning point.'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *If a friendly operative attempts to shoot or fight against the specified enemy operative in the Execution Order firefight ploy, but is prevented from doing so by an opponent's rule (e.g.* **SANCTIFIER** *Confessor Commanding Declamation,* **NOVITIATE** *Blinding Aura), is that friendly operative's activation still cancelled?*

A: No. Continue its activation as though the requirements of the Execution Order firefight ploy have been fulfilled.

Q: *When using the Guilt Reveals Itself strategy ploy, if my opponent has a rule that says it cannot be selected as a valid target, taking precedence over all other rules except being within 2" (e.g.* **HERNKYN YAEGIR** *In Position), does this increase the 2" distance exception to 4"?*

A: Yes.

Q: *My* **LEASHMASTER** *and* **R-VR CYBER-MASTIFF** *operatives are activating simultaneously as a result of the Handler rule. Can I use the Brutal Backup firefight ploy to select one of those operatives that has already performed a* **Fight** *action during that activation to fight again?*

A: No.

Q: *When using the Marked for Justice* **STRATEGIC GAMBIT***, if my mark is incapacitated while shooting multiple operatives during an action (e.g. as a result of the Blast or Torrent weapon rules), when do I select a new operative to be my mark?*

A: At the end of that action, after incapacitated operatives are removed.

EXACTION SQUAD OPERATIVES

It is the responsibility of the Adeptus Arbites to enforce Imperial law. Exaction Squads are formed from the most highly skilled and experienced Arbitrators. They are tasked with hunting down and securing the most heinous of criminals, returning them alive to face the full extent of the Emperor's justice.

ARBITES PROCTOR-EXACTANT

Exaction Squads are selected and led by Proctors-exactant. These experienced Arbitrators are ruthless tacticians and savvy fighters. They are also intimidating embodiments of Imperial justice and employ nuncio-aquilas to broadcast deafening orations that cow the guilty into submission.

ARBITES CASTIGATOR

It is the Castigator's role to ensure that the guilty receive due punishment, their hood-like helms steeling their resolve against curses and pleas alike. Once the quarry is located, the Castigator is charged with their subdual by any means – a task they perform with zealous dedication.



ARBITES CHIRURGANT

These Arbitrators are highly skilled medical specialists, used to treating debilitating wounds inflicted by those resisting detention. They are also skilled in the tactical questioning of prisoners and have studied the limits to which the body can be pushed to elicit answers.

ARBITES GUNNER

Gunners provide substantial firepower to Exaction Squad operations using weapons such as heavy stubbers – rapid-firing cannons whose solid shot can scythe through mobs. More specialist weapons may fire chemicals that paralyse, or grenades that crack open doors and armour alike.

ARBITES LEASHMASTER

Leashmasters are specialists who command the caniform servitors known as Cyber-mastiffs. They direct override the construct's basic protocols with advanced commands, and broadcast shouted orders to their guilt-ridden prey via the Cyber-mastiff's emitters.

R-VR CYBER-MASTIFF

Arbitrators employ many servo-constructs for intimidation, security and pursuit. The Rantal-class Venatus Reclamator is an advanced Cyber-mastiff used by Exaction Squads. The R-VR's detectors enable them to track their prey, while their iron jaws can break bones or kill on command.

'INNOCENCE IS IRRELEVANT. YOU HAVE BEEN JUDGED GUILTY OF TRANSGRESSING THE LEX IMPERIALIS. DO NOT COMPOUND YOUR GUILT BY EVADING PUNISHMENT; AS THERE ARE GREATER CRIMES, SO ARE THERE GREATER SENTENCES.'

- Arbitrator Mallox, Precinct 9 Reclamator



ARBITES MALOCATOR

Technically gifted, Malocators carry bio-sample extractors to gather trace evidence on their team's quarry. They operate with an icy calm under fire, scrutinising evidence via their veriscant multi-lens array and informing their team of enemy weaknesses.

ARBITES MARKSMAN

The rabble-rouser lurking behind those they incite, the heavily armed bodyguard or the fleeing criminal about to escape – such are the targets of the Marksman. Their long-barrelled shotguns fire shells so powerful that they leave wounds more akin to gory craters than bullet holes.

ARBITES REVELATUM

Revelatums reconnoitre their target's movements in advance of the rest of the team, scouting hideouts and ascertaining criminal contacts. They then lead other Arbitrators straight to the guilty, using their soulguilt scanners to identify threats to their fellow officers.

ARBITES SUBDUCTOR

Subductors possess one of the most recognisable – and feared – silhouettes to the Imperium's criminal classes. Bearing Subjugation-pattern assault shields and crackling shock mauls, they are brutal front line brawlers capable of crushing the most stubborn dissent.

ARBITES VIGILANT

Vigilants brutally sweep the guilty from existence with the signature combat shotgun of the Adeptus Arbites. These grim men and women are ever-alert to malfeasance and unwavering in its punishment, unleashing devastating blasts at close range.

ARBITES VOX-SIGNIFIER

The team's Vox-signifier listens for coded missives from mission command on their powerful precinct vox-relay. They issue updates to the rest of the Exaction Squad arising from changes to mission priorities and new intelligence – likely painfully extracted from prisoners.

EXACTION SQUAD KILL TEAM

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

OPERATIVES

- 1 **EXACTION SQUAD PROCTOR-EXACTANT** operative with one of the following options:
  - Combat shotgun; repression baton
  - Shotpistol; dominator maul & assault shield
- 10 **EXACTION SQUAD** operatives selected from the following list:
  - **CASTIGATOR**
  - **CHIRURGANT**
  - **LEASHMASTER**
  - **R-VR CYBER-MASTIFF**
  - **MALOCATOR**
  - **MARKSMAN**
  - **REVELATUM**
  - **SUBDUCTOR**
  - **VIGILANT**
  - **VOX-SIGNIFIER**
  - **GUNNER** with one of the following options:
    - Grenade launcher; repression baton
    - Heavy stubber; repression baton
    - Webber; repression baton

Other than **GUNNER, SUBDUCTOR** and **VIGILANT** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **GUNNER** operatives (each must have a different option) and up to four **SUBDUCTOR** operatives.

ARCHETYPES

SECURITY

SEEK & DESTROY

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

PROCTOR-EXACTANT



CASTIGATOR



CHIRURGANT



LEASHMASTER



R-VR CYBER MASTIFF



MALOCATOR



MARKSMAN



REVELATUM



GUNNER



SUBDUCTOR



VIGILANT



VOX-SIGNIFIER

