



ARBITES PROCTOR-EXACTANT



APL 2 MOVE 6" SAVE 4+ WOUNDS 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

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ARBITES PROCTOR-EXACTANT



APL 2 MOVE 6" SAVE 4+ WOUNDS 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

OAP

- 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 2 MOVE 6" SAVE 4+ WOUNDS 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

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ARBITES CHIRURGANT



APL 2 MOVE 6" SAVE 4+ WOUNDS 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
2MOVE
6"SAVE
4+WOUNDS
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 one 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 ►

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, LEASHMASTER

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ARBITES LEASHMASTER

APL
2MOVE
6"SAVE
4+WOUNDS
8

R-VR COMMAND

OAP

► Select one friendly **EXACTION SQUAD** R-VR **CYBER-MASTIFF** operative and change its attack pattern.

R-VR CYBER-MASTIFF

APL
2MOVE
6"SAVE
4+WOUNDS
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

OAP

► 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.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, R-VR CYBER-MASTIFF

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ARBITES CASTIGATOR

APL
2MOVE
6"SAVE
4+WOUNDS
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	Rendering, 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.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, CASTIGATOR

28



ARBITES GUNNER

APL
2MOVE
6"SAVE
4+WOUNDS
8

NAME	ATK	HIT	DMG	WR
☼☼☼ Grenade launcher	4	4+	4/6	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

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ARBITES MALOCATOR

APL
2MOVE
6"SAVE
4+WOUNDS
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

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ARBITES MARKSMAN

APL
2MOVE
6"SAVE
4+WOUNDS
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

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ARBITES REVELATUM

APL
2MOVE
6"SAVE
4+WOUNDS
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

- **SUPPORT.** Select one enemy operative visible to 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:
- 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

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ARBITES SUBDUCTOR

APL
2MOVE
6"SAVE
3+WOUNDS
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

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ARBITES VIGILANT

APL
2MOVE
6"SAVE
4+WOUNDS
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

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ARBITES VOX-SIGNIFIER

APL
2MOVE
6"SAVE
4+WOUNDS
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

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NOTES:



EXACTION SQUAD KILL TEAM

ARCHETYPES: SECURITY, SEEK & DESTROY

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**
 - **GUNNER** with one of the following options:
 - Grenade launcher; repression baton
 - Heavy stubber; repression baton
 - Webber; repression baton
 - **MARKSMAN**
 - **REVELATUM**
 - **SUBDUCTOR**
 - **VIGILANT**
 - **VOX-SIGNIFIER**

CONTINUES ON OTHER SIDE

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.

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

INVIOULATE 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 **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 fight against or shoot 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).



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.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spooled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".



UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Insignificant and Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

▶ Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
☄ Frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
☄ Krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain, except the feet which are Insignificant and Exposed. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

HEARTHKYN SALVAGER ☄ **FLY**, **MANDRAKE** ☄ **SHADOW PASSAGE**).

▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ▶

SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead.
- ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to the result have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

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 '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**.

FACTION EQUIPMENT, SPECIAL ISSUE SHELLS

Relevant part of first sentence changed to read:
'Up to **twice** per turning point, [...]'

MALOCATOR OPERATIVE, VERISCANT ACTION

Relevant part 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.~~'

PREVIOUS ERRATAS

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.**'

LEASHMASTER OPERATIVE, WEAPONS LIST

'**Shotpistol**' weapon added.

MALOCATOR OPERATIVE, VERISCANT ACTION

Relevant part of second sentence of effect changed to read: '[...]; if the weapon already has that weapon rule, it **also** has the Lethal 5+ weapon rule.'

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, [...]'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

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 YAEIGI** 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.

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

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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 veriscent 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

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EXACTION SQUAD » KILL TEAM SELECTION



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



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

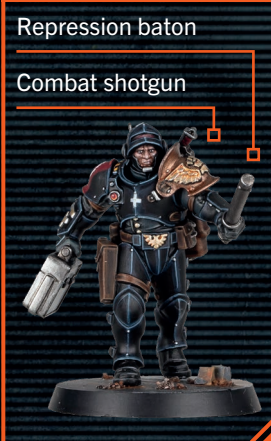
PROCTOR-EXACTANT



CASTIGATOR



CHIRURGANT



LEASHMASTER



R-VR CYBER-MASTIFF



MALOCATOR



MARKSMAN

Executioner shotgun

Repression
baton

REVELATUM

Scoped shotpistol



GUNNER

Grenade launcher



Webber



Heavy stubber

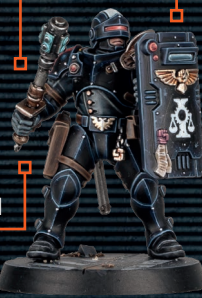


Repression baton

SUBDUCTOR

Shock maul and
assault shield

Shotpistol



VIGILANT

Combat shotgun



VOX-SIGNIFIER

Combat shotgun

