

WARHAMMER
40,000

KILL TEAM



EXACTION SQUAD



ARCHETYPE: SECURITY / SEEK AND DESTROY

EXACTION SQUAD KILL TEAM

Below you will find a list of the operatives that make up an **EXACTION SQUAD** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- 1 **ARBITES PROCTOR-EXACTANT** operative equipped with one of the following options:
 - Combat shotgun; repression baton
 - Dominator maul & assault shield

- 10 **EXACTION SQUAD** operatives selected from the following list:
 - **ARBITES CASTIGATOR**
 - **ARBITES CHIRURGANT**
 - **ARBITES GUNNER** equipped with one of the following options:
 - Grenade launcher (max one per kill team); repression baton
 - Heavy stubber (max one per kill team); repression baton
 - Webber (max one per kill team); repression baton
 - **ARBITES LEASHMASTER**
 - **ARBITES MALOCATOR**
 - **ARBITES MARKSMAN**
 - **ARBITES REVELATUM**
 - **ARBITES SUBDUCTOR**
 - **ARBITES VIGILANT**
 - **ARBITES VOX-SIGNIFIER**
 - **R-VR CYBER-MASTIFF**

Your kill team can only include up to two **ARBITES GUNNER** operatives and up to four **ARBITES SUBDUCTOR** operatives. Other than **ARBITES GUNNER**, **ARBITES SUBDUCTOR** and **ARBITES VIGILANT** operatives, your kill team can only include each operative above once.

'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




TAC OPS

EXACTION SQUAD

If your faction is **EXACTION SQUAD**, you can use the Exaction Squad Tac Ops listed below, as specified in the mission sequence.

SEIZE OR INCAPACITATE

Exaction Squad – Faction Tac Op 1



Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one enemy operative to be the criminal. If that operative is incapacitated, before it is removed from the killzone, place one of your Criminal tokens underneath the operative as close as possible to the centre of its base. Friendly **EXACTION SQUAD** operatives (excluding **R-VR CYBER-MASTIFF** operatives) can perform the **Pick Up** action on that token while not within Engagement Range of an enemy operative. Subtract  from their Movement characteristic while they are carrying it.

- If that enemy operative is incapacitated, you score 1VP.
- At the end of the battle, if friendly operatives control your Criminal token, you score 1VP.

CONTAIN THREAT

Exaction Squad – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of any Turning Point.

- At the end of any Turning Point, if every enemy operative in the killzone is within  of your opponent's drop zone and/or within  of one of your operatives, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

GATHER EVIDENCE

Exaction Squad – Faction Tac Op 3

You can reveal this Tac Op the first time a friendly operative performs the **Gather Evidence** action (below). At the end of the battle:

- If one or more friendly operatives that have performed the **Gather Evidence** action have not been incapacitated during the battle, you score 1VP.
- If two or more friendly operatives that have performed the **Gather Evidence** action have not been incapacitated during the battle, you score 1VP.

Friendly **MALOCATOR**, **REVELATUM** and **R-VR CYBER-MASTIFF** operatives can perform the following mission action:

GATHER EVIDENCE 1AP


An operative can perform this action while it controls an objective marker that has not been examined by your kill team. If it does so, until the end of the battle, that objective marker has been examined by your kill team. An operative cannot perform this action while within Engagement Range of an enemy operative.

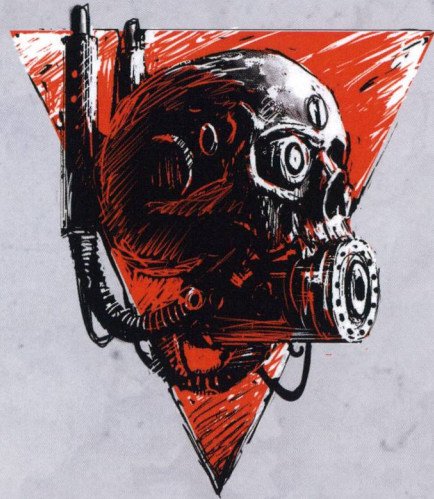
ABILITY

Below, you will find a common ability of the **EXACTION SQUAD** kill team.

RUTHLESS EFFICIENCY

Arbitrators have long experience in claustrophobic confrontations and synchronise their tactics to eliminate foes. With chilling precision, they open fire on the guilty even in the press of combat.

Each time a friendly operative with this ability makes a shooting attack with a weapon that doesn't have the Blast special rule or the word 'grenade' in its name, in the Select Valid Target step of that shooting attack, enemy operatives within  of it can have other friendly operatives within Engagement Range and still be selected as a valid target (they must still be a valid target by all other means).



STRATEGIC PLOYS

If your faction is **EXACTION SQUAD**, you can use the following Strategic Ploys during a game.

GUILT REVEALS ITSELF 1CP

Until the end of the Turning Point, each time a friendly **EXACTION SQUAD** operative makes a shooting attack, enemy operatives must be more than 2 (instead of 1) from it to be in Cover.

INVIOLEATE JURISDICTION 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **EXACTION SQUAD** operative that's within 1 of an objective marker or enemy operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

DISPENSE JUSTICE 1CP

Until the end of the Turning Point,

Each time a friendly **EXACTION SQUAD** operative fights in combat in an activation (including an enemy activation) in which it has not moved more than its Movement characteristic, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.

TERMINAL DECREE 1CP

Until the end of the Turning Point, each time a friendly **EXACTION SQUAD** operative makes a shooting attack against an enemy operative within 2 of it, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

TACTICAL PLOYS

If your faction is **EXACTION SQUAD**, you can use the following Tactical Ploys during a game.

LONG ARM OF THE EMPEROR'S LAW 1CP

Use this Tactical Ploy in the Scouting step, when your opponent reveals their selection. They cannot resolve that selection. Initiative is still determined as normal, and this Tactical Ploy has no effect on additional or different scouting options your opponent could perform (e.g. Pursuers, **HUNTER CLADE**).

EXACT PUNISHMENT 1CP

Use this Tactical Ploy after an enemy operative fights in combat or makes a shooting attack against a friendly **EXACTION SQUAD** operative within 1 of it, and that friendly operative is not incapacitated as a result. That friendly operative can immediately perform a free **Fight** or **Overwatch** action, but can only target that enemy operative, and only if it's a valid target.

BRUTAL BACKUP 1CP

Use this Tactical Ploy after a friendly **EXACTION SQUAD** operative performs a **Fight** action with combat support. One of the friendly **EXACTION SQUAD** operatives that provided combat support can immediately perform a free **Fight** action, but can only target the enemy operative from that previous **Fight** action, and only if it's a valid target.

EXECUTION ORDER 0+CP

Use this Tactical Ploy when a friendly **PROCTOR-EXACTANT** operative is activated. Select one enemy operative in its Line of Sight. Until the end of the battle, each time a friendly **EXACTION SQUAD** operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice. You can only use this Tactical Ploy once.

0+CP (costing 1 additional Command point for each previous time you've used it during the battle), and you can use it more than once.



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.

M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
⚔ Combat shotgun - Close range - Long range	4	2+	4/4	Rng ●	-
✕ Repression baton	3	4+	2/2	-	-
✕ Dominator maul & assault shield - Offensive - Defensive	4	3+	4/4	Lethal 5+ Repress*, Shield*	Stun -

ABILITIES

Ruthless Efficiency (pg 58)

Assault Shield: If this operative is equipped with a dominator maul & assault shield, it has a 3+ Save characteristic.

***Repress:** Each time this operative fights in combat with this weapon, you are the Attacker (i.e. even if this operative is not the active operative). If both operatives have this special rule, it has no effect.

***Shield:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

Nuncio-aquila:

- Each time an enemy operative would perform a mission action or the **Pick Up** action, if that enemy operative is within ■ of your Nuncio-aquila token (or this operative if that token has not been placed), one additional action point must be subtracted to perform that action. See the **Deploy Nuncio-aquila** action opposite for how that token is placed.
- When determining control of an objective marker your Nuncio-aquila token (or this operative if that token has not been placed) is within ■ of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

UNIQUE ACTIONS

Deploy Nuncio-aquila (1AP): The first time this operative performs this action during a battle, place one of your Nuncio-aquila tokens within ● horizontally and any distance vertically of this operative. Each time this operative performs this action thereafter, you can move that Nuncio-aquila token up to ● horizontally and up to any distance vertically. This operative cannot perform this action while within Engagement Range of an enemy operative.



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⦿ Combat shotgun	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Close range	4	3+	4/4	Rng ●	-
- Long range	4	5+	2/2	-	-
✕ Excruciator maul	4	3+	4/4	-	Rending, Stun

ABILITIES

Ruthless Efficiency (pg 58)

Engendered Focus: You can ignore any or all modifiers to this operative's characteristics (including modifiers to the weapons it is equipped with, but excluding its Defence characteristic).

Zealous Dedication: Each time this operative would lose a wound, roll one D6: on a 6, that wound is not lost.

UNIQUE ACTIONS

Castigator's Arrest (1AP): Perform a free **Fight** action with this operative against a valid target with a Wounds characteristic of 10 or less. At the end of that combat, if neither operative has been incapacitated, the target is arrested until the end of the battle. While a friendly **EXACTION SQUAD** operative is within Engagement Range of no more than one arrested enemy operative and no other enemy operatives, that arrested enemy operative cannot perform any actions other than **Pass**. Operatives that can perform this action cannot themselves be arrested.

EXACTION SQUAD ●, IMPERIUM, ADEPTUS ARBITES, ARBITES, CASTIGATOR



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⦿ Combat shotgun	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Close range	4	3+	4/4	Rng ●	-
- Long range	4	5+	2/2	-	-
✕ Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

Medic! Once per Turning Point, the first time another friendly **EXACTION SQUAD** operative would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That friendly operative is not incapacitated, has 1 wound remaining, and if it was a shooting attack, any remaining attack dice are discarded. That friendly operative can then perform a free **Dash** action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

UNIQUE ACTIONS

Medikit (1AP): Select one friendly **EXACTION SQUAD** operative Visible to and within ▲ of this operative. That friendly operative regains 2D3 lost wounds. An operative cannot be selected for this action if it was revived using the Medic! ability during the same Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

EXACTION SQUAD ●, IMPERIUM, ADEPTUS ARBITES, MEDIC, ARBITES, CHIRURGANT



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Grenade launcher	4	4+	4/6	AP1	-
☉ Heavy stubber	5	4+	3/4	Ceaseless, Fusillade, Heavy	-
☉ Webber	5	3+	2/2	Rng ♠, Lethal 5+	Stun
✕ Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

UNIQUE ACTIONS

EXACTION SQUAD ●, IMPERIUM, ADEPTUS ARBITES, ARBITES, GUNNER



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Combat shotgun	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Close range	4	3+	4/4	Rng ♠	-
- Long range	4	5+	2/2	-	-
✕ Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

Handler: Each time this operative is activated, you can also activate a ready friendly **R-VR CYBER-MASTIFF** operative at the same time. Complete their actions in any order.

Attack Pattern: When this operative is selected for deployment, select one of the following attack patterns for a friendly **R-VR CYBER-MASTIFF** operative to have for the battle:

- **Aggressive:** Melee weapons it is equipped with gain the Relentless special rule.
- **Swift:** Add ● to its Movement characteristic.
- **Defensive:** Improve its Save characteristic by 1.

UNIQUE ACTIONS

Command (OAP): Select one friendly **R-VR CYBER-MASTIFF** operative within ♠ of this operative and change its attack pattern.

EXACTION SQUAD ●, IMPERIUM, ADEPTUS ARBITES, ARBITES, LEASHMASTER



R-VR CYBER-MASTIFF

Arbitrators employ many servo-constructs for intimidation, security and pursuit. The Rental-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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
✘ Mechanical bite	4	4+	3/5	Lethal 5+	-

ABILITIES

Beast: Other than the **Gather Evidence** mission action (pg 57), this operative cannot perform mission actions and cannot be equipped with equipment.

UNIQUE ACTIONS

Apprehend (1AP): Select one enemy operative within this operative's Engagement Range. That enemy operative suffers D3 mortal wounds, and until it's no longer within this operative's Engagement Range, it's apprehended. Each time an apprehended enemy operative would perform a **Fall Back** action, your opponent must roll one D6, adding 1 to the result for each wound it has remaining that's greater than this operative's remaining wounds. If the result is less than this operative's remaining wounds, that enemy operative cannot perform that action (the action points are refunded).

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



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.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
⦿ Combat shotgun	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Close range	4	3+	4/4	Rng ◆	-
- Long range	4	5+	2/2	-	-
✕ Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

Acute Focus: Once per Turning Point, during this operative's activation, it can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).

UNIQUE ACTIONS

Veriscant (1AP): Select one enemy operative in this operative's Line of Sight. Until the end of the Turning Point, each time a friendly **EXACTION SQUAD** operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can retain one of your successful normal hits as a critical hit instead. This operative cannot perform this action while within Engagement Range of an enemy operative.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, ARBITES, MALOCATOR



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.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
⦿ Executioner shotgun	4	3+	4/1	Heavy, Silent, Lethal 5+	MW3
✕ Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

UNIQUE ACTIONS

Take Aim (1AP): Until the end of the activation, the executioner shotgun this operative is equipped with gains the Balanced and No Cover special rules. This operative cannot perform this action while within ■ of an enemy operative.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, ARBITES, MARKSMAN



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Scoped shotpistol	4	3+	3/1	Lethal 5+	MW2
✕ Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

First in the Field: At the end of the Initiative phase of the first Turning Point, if this operative is wholly within your drop zone, it can perform a free **Normal Move** action as if it can **FLY**.

UNIQUE ACTIONS

Soulguilt Scan (1AP): Select one enemy operative Visible to and within ● of this operative. Until the end of the Turning Point, friendly **EXACTION SQUAD** ● operatives Visible to and within ■ of this operative treat that enemy operative as if it has an Engage order.

EXACTION SQUAD ●, IMPERIUM, ADEPTUS ARBITES, ARBITES, REVELATUM



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
✕ Shock maul & assault shield	Each time this weapon is selected to fight in combat with, select one of the profiles below to use:				
- Offensive	4	4+	4/4	-	Stun
- Defensive	4	4+	4/4	Repress*, Shield*	-

ABILITIES

Ruthless Efficiency (pg 58)

***Repress:** Each time this operative fights in combat with this weapon, you are the Attacker (i.e. even if this operative is not the active operative). If both operatives have this special rule, it has no effect.

***Shield:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

UNIQUE ACTIONS

EXACTION SQUAD ●, IMPERIUM, ADEPTUS ARBITES, ARBITES, SUBDUCTOR



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Combat shotgun	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Close range	4	3+	4/4	Rng ●	-
- Long range	4	5+	2/2	-	-
✕ Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

UNIQUE ACTIONS

EXACTION SQUAD ●, IMPERIUM, ADEPTUS ARBITES, ARBITES, VIGILANT



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Combat shotgun	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Close range	4	3+	4/4	Rng ●	-
- Long range	4	5+	2/2	-	-
✕ Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

UNIQUE ACTIONS

Precinct Vox-relay (1AP): Select one friendly **EXACTION SQUAD ●** operative (excluding **R-VR CYBER-MASTIFF** operatives) Visible to this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

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



EQUIPMENT

EXACTION SQUAD operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Each operative can be equipped with no more than one of each item.

SHOTPISTOL [1EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Shotpistol	4	4+	3/3

Special Rules

Rng 

REINFORCED MIRROR-VISOR [1EP]

The operative gains the following ability for the battle:

Reinforced Mirror-visor: You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

MANACLES [2EP]



The operative can perform the following action during the battle:

ARREST 1AP

Perform a free **Fight** action with this operative against a valid target with a Wounds characteristic of 7 or less. At the end of that combat, if neither operative has been incapacitated, the target is arrested until the end of the battle. While a friendly **EXACTION SQUAD** operative is within Engagement Range of no more than one arrested enemy operative and no other enemy operatives, that arrested enemy operative cannot perform any actions other than **Pass**. Operatives that can perform this action cannot themselves be arrested.

STROBING PHOSPHOR-LUMEN [1EP]

The operative gains the following ability for the battle:



Strobing Phosphor-lumen: Each time an enemy operative Visible to and within  of this operative fights in combat or makes a shooting attack against a friendly **EXACTION SQUAD** operative within  of this operative, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3

Special Rules


Rng , Blast , Indirect, Limited

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5



Special Rules

Rng , AP1, Indirect, Limited

STUN GRENADE [3EP]

The operative can perform the following action during the battle:

STUN GRENADE 1AP

Select one point in the killzone within  of this operative. Roll one D6 for each operative within  of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

EXACTION SQUAD SPEC OPS RULES


Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **EXACTION SQUAD** as your Faction keyword.

BATTLE HONOURS

Each time an **EXACTION SQUAD** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Exaction Squad Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



EXACTION SQUAD SPECIALIST

D6	Battle Honour
1	Obstinate: Defence dice results of 5+ rolled for this operative that are successful saves are critical saves.
2	Precinct Champion: Improve the Weapon Skill characteristic of melee weapons this operative is equipped with by 1 (to a maximum of 2+).
3	Rigid Determination: You can ignore any or all modifiers to this operative's Movement characteristics and to the Ballistic Skill and Weapon Skill characteristics of weapons it is equipped with.
4	No Lenience: Each time this operative makes a shooting attack against an enemy operative that is not in Cover, ranged weapons it is equipped with have the Lethal 5+ special rule for that shooting attack.
5	Judicious Efficiency: For the purposes of the Ruthless Efficiency ability (pg 58), enemy operatives do not need to be within  of this operative.
6	Priority Endowment: In the Select Equipment Step, when selecting equipment from your stash, you can select one item of equipment to equip this operative with for one less equipment point (to a minimum of OEP).



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **EXACTION SQUAD**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. FLAK-WEAVE GREATCOAT [2EP]

PROCTOR-EXACTANT operative only. Each time this operative fights in combat or a shooting attack is made against it, subtract 1 from both Damage characteristics of weapons the enemy operative is equipped with for that combat or shooting attack.

2. EXECUTIONER ROUNDS [1EP]

Operative equipped with a combat shotgun only. In the Set Up Operatives step, select a type of ammunition for this operative to have loaded into its combat shotgun for the battle: cartridges or executioner rounds. If it has loaded cartridges, it uses either profile of its combat shotgun as normal. If it has loaded executioner rounds, it can only use the long range profile of its combat shotgun, but it gains the following benefits for the battle:

- Its Damage characteristics are 3/4.
- It gains the No Cover special rule.
- Improve its Ballistic Skill characteristic by 1.

The operative can perform the following action during the battle:

LOAD SHOTGUN 1AP

Change the type of ammunition loaded into the combat shotgun this operative is equipped with (see above).

3. RELIC SILENCER [2/3EP]



Select a shotpistol or scoped shotpistol the operative is equipped with. That weapon gains the Silent special rule for the battle. If you selected a scoped shotpistol, this equipment costs 3EP; otherwise, it costs 2EP.

4. 'LAST BREATH' GAS BOMB [2EP]

The operative is equipped with the following ranged weapon for the battle:


Name	A	BS	D
'Last Breath' gas bomb	4	3+	1/3

Special Rules


Rng , Blast , Indirect, Lethal 5+, Limited

5. VOLITION INHIBITOR [3EP]

The operative gains the following ability for the battle:

Volition Inhibitor: While an enemy operative is within  of this operative, worsen the Ballistic Skill and Weapon Skill characteristics of weapons that enemy operative is equipped with by 1.

6. CX-19 WEB AGENT [1EP]

Select a webber the operative is equipped with. That weapon gains the Torrent  special rule for the battle.

'YOU WILL SEE THE TRUE FACE OF HUMANITY DURING YOUR SERVICE, CADETS. IN THESE ROTTING, TWISTED INTESTINES OF THE HIVE'S GUT YOU WILL FIND THIEVES WHO HAVE STOLEN FROM THE EMPEROR, YOU WILL UNCOVER MUTANTS WHO POLLUTE HIS REALM, AND YOU WILL DETHRONE IDEOLOGIES PROMULGATING HERESY AGAINST HIS STRICTURES. BUT THEY ARE NOT THE ONLY ONES. THE STAIN OF CRIMINALITY CAN SEEP DOWN FROM THE TOPS OF THE SPIRES AND THE NOBLES WHO ACCRETE THERE. IT CAN ARRIVE ON BULK FREIGHTERS, SPREAD ACROSS THE STARS BY THOSE WHO REEK OF GUILT. IT IS OUR TASK TO PUNISH THE AMORPHOUS WEB OF TRANSGRESSION, AND THE LEX IS OUR GUIDE TO DO SO.'

- Proctor Kyziah Grefton

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **EXACTION SQUAD**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

WRIT OF JUDGEMENT

This authorisation is held with seals of high office in a cryo-stasis data-casket. Issued by a Marshal of Court, Judge or even the sector's Lord Marshal themselves, this writ gives the kill team the right to arrogate additional assets as they see fit for their mission.

After each game, roll one D6, adding 2 to the result if you won: on a 6+, you gain 1 Requisition point.

PORTABLE BIBLIOCRYPH

The kill team maintains a small data-shrine at which meditative study of the Lex Imperialis' primary legal mandates and precedents can be studied. Arbitrators are reinvigorated by their analyses, and rededicated in soul and spirit to mercilessly punish all transgressors.

In the Update Dataslates step of each game, you can roll one D6. You can select up to a number of friendly **EXACTION SQUAD** operatives equal to the result that have Battle Scars. Add 1 to Recovery tests made for those operatives after that game.

SCRUTINEER-CLASS DETECTION SUITE

The Exaction Squad has installed an array of augurs, scry-spies, data-informants and comms interception devices in a web around its base of operations. Enemy movements, communications and the subtle energy signatures that tell of specialist equipment can all be detected over long distances. No secret is beyond the reach of the Emperor's Law.

If you are the Defender, and/or you select the Fortify option in the Scouting step, you gain 1CP.



REQUISITIONS

In a Spec Ops campaign, if your faction is **EXACTION SQUAD**, you can use the following Requisitions in addition to those presented in other sources.

FOCUSED ADAPTATION 1RP

Exaction Squads are capable of slipping seamlessly into different roles to serve the pursuit of their target.

Purchase this Requisition before or after a game. Remove one **ARBITES SUBDUCTOR** or **ARBITES VIGILANT** operative from your dataslate, then add a different **EXACTION SQUAD** operative to your dataslate (excluding an **R-VR CYBER-MASTIFF** operative). That new operative has a number of experience points equal to the lowest experience points of the removed operative's rank (select its Battle Honours accordingly). For example, if you removed an operative that had 20XP, the new operative would have 16XP. It also has the same Battle Scars (if any) of the removed operative.

MONOPOLY ON JUSTICE 1RP

The Adeptus Arbites can use the Law to create justification as they see fit, to establish the 'truths' they require.

Purchase this Requisition after a game, if your kill team is currently conducting Operation 1 of a Spec Op, and you did not score victory points from one or more of the operation's specified Tac Ops. Select one of those Tac Ops; you are treated as having scored victory points from it for the purposes of completing that operation.

TERMINUS WARRANT 1RP

An individual has been identified and priority orders have been issued. There is nothing the precinct needs from them now except their immediate removal as an obstacle to the squad's primary target.

Purchase this Requisition before or after a game, if your kill team is currently conducting a Spec Op. Select one enemy operative on an opponent's dataslate. Until the Spec Op is completed or aborted, friendly **EXACTION SQUAD** operatives always treat the Execution Order Tactical Ploy (pg 59) as having been used and that enemy operative as being selected for it (this does not prevent you from using the Execution Order Tactical Ploy during battles as normal). While conducting a Spec Op, you can only purchase this Requisition once.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **EXACTION SQUAD**, you can select one from those found on the following page instead of selecting one from another source.



SEIZE LAWBREAKER

The Book of Judgement has cubic miles of volumes dedicated to the acquisition of suspects, abettors and transgressors, and all other categories of the Human element of justice enactment. Few manage to flee far from the Adeptus Arbitres.

OPERATION 1: INVESTIGATE LEADS

The kill team must follow leads on an individual crucial to their mission, gathering evidence, planting scry-sensors and hacking data systems for revelatory condemnation.

Complete five games in which you scored victory points from the 'Gather Evidence', 'Upload Viral Code' and/or 'Plant Signal Beacon' Tac Op.

OPERATION 2: CAPTURE OR KILL

With information uncovered and an opportunity revealed, the kill team has put together an operation to seize the individual, whether for questioning or elimination.

Complete a game in which you scored victory points from the 'Seize or Incapacitate' Tac Op.

COMMENDATION

- You can select one friendly operative that scored you victory points from the 'Seize or Incapacitate' Tac Op to earn 5XP. This is not affected by a passed Casualty test.
- You can distribute up to 5XP across the other operatives on your dataslate.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Elimination' Spec Op.

CRUSH DISSENT

A rebellion, uprising or invasion has been incited — as determined by the Emperor's Gaze — to camouflage a suspect's operations and impede pursuit. The Arbitrators have deployed to suppress the threat and flush out their prey.

OPERATION 1: TAKE CONTROL

Through the showing of absolute authority and by overrunning the foe's every haunt, the kill team must dominate any bolthole their quarry could use to escape.

Complete five games in which you scored victory points from the 'Contain Threat', 'Protect Assets' and/or 'Central Control' Tac Op.

OPERATION 2: IMPLEMENT THE LEX

With enemy cohesion and momentum faltering, the kill team advances to crush their spirits, offering the mercy of a just execution to those who identify the target's location.

Complete a game in which you scored victory points from the 'Execution' and/or 'Rout' Tac Op.

COMMENDATION

- You gain one Requisition point.
- After the battle, all friendly operatives pass Casualty and Recovery tests.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Secure District' Spec Op.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Arbitrators, the title or designation of your kill team and your kill team's quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas if you feel they work for your kill team.

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OPERATIVE NAMES

If you wish to randomly generate a name for one of your Exaction Squad officers, you can roll a D66 on one or both of the tables below. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.

D66	FIRST NAME	D66	LAST NAME
11	Mergen	11	Gonderssen
12	Izmal	12	Drestein
13	Katriona	13	Bekker
14	Ferenz	14	Klombas
15	Amellise	15	Tonnag
16	Sebastian	16	van Haydn
21	Jinan	21	Decascion
22	Umberto	22	Lofflin
23	Chula	23	Bravvos
24	Nyls	24	Strolke
25	Thaeda	25	Smitz
26	Peytr	26	Mahon
31	Alyss	31	Calamor
32	Sembert	32	Koni
33	Cethad	33	Vorne
34	Dimas	34	Tekkord
35	Mirrad	35	Dolas
36	Hendrych	36	Karyet
41	Kirhan	41	Bedu
42	Karlas	42	Zirongo
43	Adjen	43	Cagnas
44	Stepan	44	Sablik
45	Chengaz	45	Belk
46	Thorren	46	Gerantus
51	Vey	51	Karsonne
52	Josef	52	Sepkos
53	Luzia	53	Kozski
54	Herzog	54	Kalladan
55	Kirse	55	Karta
56	Danel	56	Falksberg
61	Ceska	61	Perdan
62	Jacob	62	Varrus
63	Odorna	63	Kron
64	Berthold	64	Sontal
65	Denah	65	Skoll
66	Maximillian	66	Walheim

Arbitrators carry out their duties with a fierce sincerity. They understand the calamitous repercussions of allowing transgressors to escape their rightful sentence, and view the countless expressions of the Lex Imperialis with an almost religious zeal. Scholarly study of the laws they enforce forms a part of Arbitrators' duties. Although they can never be expected to memorise more than a fraction of them, some are so foundational and intrinsic that all Arbitrators know them by heart. These principal laws are the Injuncta Cardinal. They are chiselled into the looming frontages of precinct fortresses and etched into shotgun casings, they are quoted as general truths and recited like battle psalms as the officers unleash the Emperor's justice, and they are often the last thing heard by those privileged few allowed a trial before their execution. Each Injunctum Cardinal is a core facet of the Adeptus Arbitres, known by its officers the Imperium over.



KILL TEAM NAMES

Arbitrators of many precincts often bear numerical sigils that identify their precinct and their team. Exaction Squads, with their unique selection processes and temporary mission parameters, are named along countless different conventions. These can depend on which precinct their officers originally hailed from, how autocratic the sector's Lord Marshal is, the type of target their mission is aimed at or the individual who authorised or selected the team. Many Exaction Squads are accorded an alphanumeric designation. It may be as simple as EO-X962, standing for the 962nd exaction operation of whatever recording method their precinct employs. Others, where there is a risk of their prey unearthing some information on them, employ ever more ambiguous or changing signifiers to elude identification.

Exaction Squads authorised by especially ostentatious superiors or commanders steeped in fervent belief in the Imperium's Law may have equally effusive titles. The Emperor's Retribution, for example, tracked narcotic trading families in the Shoshali Spiral for the Lord Marshal Zeetha von Ghent, who had promised a unique and inventive sentence to excruciate every sense of a stumm-runner.

SQUAD QUIRK

D6 JUDGEMENT

- 1 Deafening Declamation:** With roaring oration, this kill team announce the primary tenets of the Lex Imperialis before issuing judgement.
- 2 Talismans of Judgement:** With varieties of small carved icons, engraved sigils, embellished shackles or other talismans, this kill team steel their faith in the supremacy of Imperial Law.
- 3 By the Lex, I am Witness:** This Exaction Squad never waver from their highly ritualised form of bearing witness to each others' deeds when carrying out sentences.
- 4 Excruciators:** Each of these Arbitrators is talented in a form of information extraction, complementing each others' gifts of torture to ensure no clue evades them.
- 5 Absolutists:** This kill team rarely stop once they have their quarry, punishing all who aided the guilty.
- 6 Clandestine Insertion:** This Exaction Squad employ all manner of underhanded tactics to approach their target unseen, then the extraction is fast, brutal and efficient.

BACKGROUND

D6 FORMATIVE DUTIES

- 1 Bibliocrypt Wardens:** This kill team's members have each undertaken an extended patrol in the most dangerous of the Adeptus Arbites' fortified libraries – the Bibliocrypt Judicorum on Terra. This marks them as especially determined survivalists.
- 2 Progena Bonds:** The Arbitrators of this Exaction Squad are bonded by the harsh discipline they received and meted out as progena of the Schola Progenium.
- 3 True Believers in the Lex:** With a pious devotion to seeing the Lex Imperialis enforced, this kill team are fervent acclamators of justice.
- 4 Haunted by Guilt:** Shaken by seeing the depths to which Humanity can stoop in its wrongdoing, these Arbitrators have vowed to punish guilt without mercy.
- 5 Recalled to Hunt:** Selected together for numerous Exaction Squad missions, these officers are familiar with their teammates, having run countless criminals to ground alongside each other.
- 6 Officers of the Judge:** This kill team operate with the authority of one of the feared Judges.

BASE OF OPERATIONS

D6 STATION

- 1 Frontier Watch-house:** Swiftly deployed from orbit, this kill team operate from a fortified forward watch-house erected by servitor menials.
- 2 Riot Control Vehicles:** Within a convoy of armoured pacification engines, this kill team travel with all of the weapons and specialist detention gear they need.
- 3 Repurposed Gang Lair:** Purged of its former, criminal tenants, this hideout and its secret tunnels are an ideal base in which to await the creeping return of any perpetrators who originally escaped.
- 4 Drop off Stakeout:** Classified information demanded from local Enforcers has revealed an abandoned hab-shelter or hidden cave used as a dead drop by off-world gangs. The Arbitrators are in the perfect position to gain access to their network.
- 5 Commandeered Transports:** Whether redoubtable land-crawlers, dune skiffs or atmospheric shuttles, this kill team have brutally commandeered a collection of transports from local merchants, nobility or suspiciously wealthy community leaders.
- 6 Requisitioned Chambers:** Resentful but fearful, local hive nobility, regional politicians or barracked Astra Militarum officers have supplied this kill team with well-equipped chambers, ideally placed to monitor the workings of the powerful.



EXACTION SQUAD | NARRATIVE DATASLATE



Kill Team Name
.....

Player Name
.....

Faction Keyword
.....

Selectable Keyword
.....

Base of Operations
.....

Requisition Points

Asset Capacity

Spec Ops Log:
.....
.....
.....

Stash

Strategic Assets

History

Notes

Quirks

NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism



Battle Honours

Battle Scars

Notes



NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

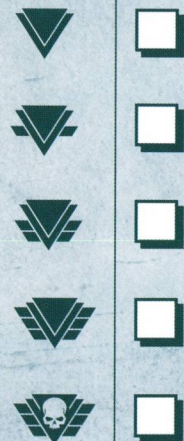
Specialism



Battle Honours

Battle Scars

Notes





EXACTION SQUAD

UPDATE 1.1

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: SOULSHACKLE

Page 61, Arbites Castigator, Engendered Focus ability

Add the following to the bracketed part of the sentence:

'(including modifiers to the weapons it is equipped with, but excluding its Defence characteristic)'

***Page 59, Dispense Justice Strategic Ploy**

Change the relevant part of the first sentence to read:

'Until the end of the Turning Point, each time a friendly **EXACTION SQUAD** operative'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: SOULSHACKLE

*Q: If Guilt Reveals Itself interacts with the Blinding Aura Act of Faith (**NOVITIATE**), which takes precedence?*

A: The former.

*Q: Can I use the Engendered Focus ability to ignore modifiers to the damage inflicted by a friendly **CASTIGATOR** operative? For example, if it strikes a **LEGIONARY** operative benefiting from the Mutagenic Flesh Strategic Ploy with its excruciator maul, will it inflict the full 4 damage?*

A: Yes.

If a **CHAOS CULT operative is arrested and then mutates into another operative, is it still arrested?*

A: Yes.

THE BALANCE DATASLATE

Q2 2023

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER**), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**

THOUSAND SONS replaced by **WARPCOVEN**

TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022



- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- * **Loot mission action:** Each objective marker can be looted a maximum of four times during the battle (instead of three).





KILL TEAM: SOULSHACKLE



EXACTION SQUAD

- * Add the following to Ruthless Efficiency ability: 'In addition, if the target is within  of another friendly **EXACTION SQUAD**  operative, that ranged weapon has the P1 critical hit rule for that shooting attack.'
- * Add 1 to Wounds characteristic of all operatives.
- * The following weapons gain the Lethal 5+ special rule: **R-VR CYBER-MASTIFF**'s mechanical bite; **MARKSMAN**'s executioner shotgun; **REVELATUM**'s scoped shotpistol.
- * Execution Order Tactical Ploy: 0+CP (costing 1 additional Command point for each previous time you've used it during the battle), and you can use it more than once.



KILL TEAM: GALLOWFALL

HEARTHKYN SALVAGER

- * Change Steady Advance ability: 'While a friendly **HEARTHKYN SALVAGER**  operative is performing a **Normal Move** action, add  to its Movement characteristic.'



KILL TEAM: ASHES OF FAITH

CHAOS CULT

- * **ICONARCH**'s Ruinous Invigoration ability: To a minimum of 3 (instead of 2).