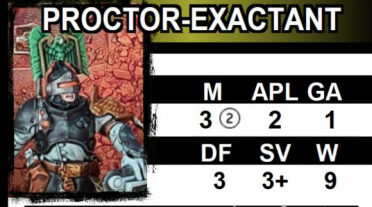
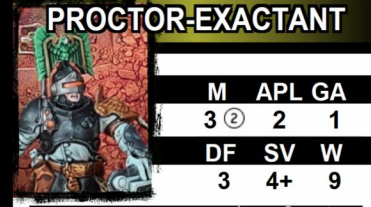


## Exaction Squad



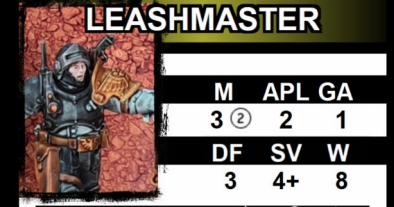
Domination Maul 4 3+ 4/4  
Lethal 5+ Repress Shield ! Stun

**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, Deploy Nuncio-Aquila (0AP)**



Combat Shotgun 4 2+ 4/4  
Rng 6  
Long Range 4 4+ 2/2  
Repression baton 3 4+ 2/2

**Nuncio-Aquila, Deploy Nuncio-Aquila (0AP)**

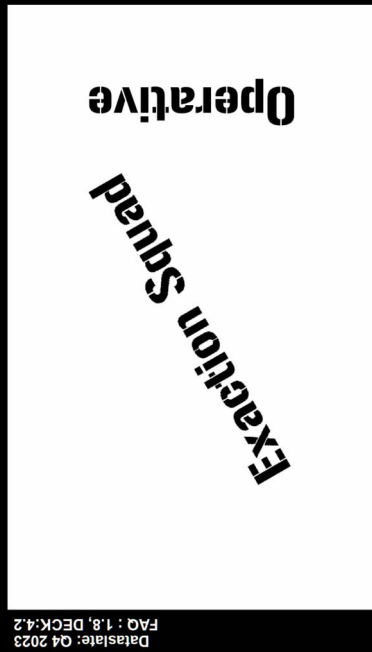


Combat Shotgun 4 3+ 4/4  
Rng 6  
Long Range 4 5+ 2/2  
Repression baton 3 4+ 2/2

**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**:  
**Command 0AP**: Select an R-VR operative within 6. You may change the Attack Pattern of that operative



## Exaction Squad



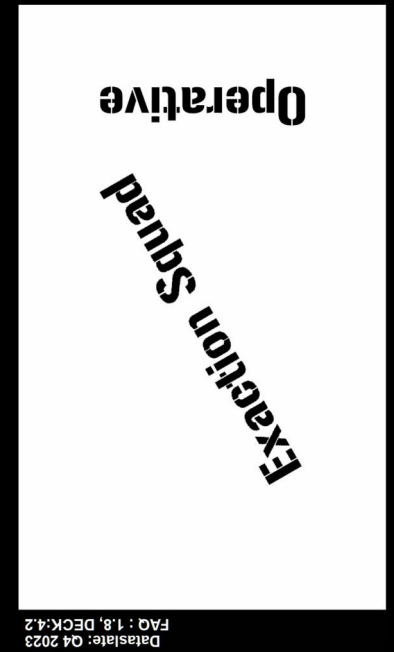
## Operative

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## Operative

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## Operative

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## R-VR CYBER MASTIF

|       |     |    |
|-------|-----|----|
| M     | APL | GA |
| 3 (2) | 2   | 1  |
| DF    | SV  | W  |
| 3     | 4+  | 8  |

|                 | 4 | 4+ | 3/5 |
|-----------------|---|----|-----|
| Mechanical Bite |   |    |     |
| Lethal 5+       |   |    |     |

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

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

## CASTIGATOR

|     |     |    |
|-----|-----|----|
| M   | APL | GA |
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|   |  |  |  |
|---|---|---|---|
| Combat Shotgun  | 4   | 3+  | 4/4   |
| Rng  |   |   |   |
| Long Range  | 4   | 5+  | 2/2   |
| Excrutiator Maul  | 4   | 3+  | 4/4   |

! Rending Stun

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

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

### Castigators Arrest (1AP)

## MALOCATOR

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|   |  |  |  |
|---|---|---|---|
| Combat Shotgun  | 4   | 3+  | 4/4   |
| Rng  |   |   |   |
| Long Range  | 4   | 5+  | 2/2   |
| Repression Baton  | 3   | 4+  | 2/2   |

**Active 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 0 AP).


**Versant (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. Cannot in Engagement Range.

## CHIRURGANT

|            |            |           |
|------------|------------|-----------|
| <b>M</b>   | <b>APL</b> | <b>GA</b> |
| <b>3 ②</b> | <b>2</b>   | <b>1</b>  |
| <b>DF</b>  | <b>SV</b>  | <b>W</b>  |
| <b>3</b>   | <b>4+</b>  | <b>8</b>  |

|   |  |  |  |
|---|---|---|---|
| Combat Shotgun  | 4   | 3+  | 4/4   |
| Rng  |   |   |   |
| Long Range  | 4   | 5+  | 2/2   |
| Repression Baton  | 3   | 4+  | 2/2   |

## Medic!

**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.

# Operative

**Exaction Squad**

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# Operative

**Exaction Squad**

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# Operative

**Exaction Squad**

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# Operative

**Exaction Squad**

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GUNNER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|                           |   |    |     |
|---------------------------|---|----|-----|
| Heavy Stubber             | 5 | 4+ | 3/4 |
| Ceaseless Fusillade Heavy |   |    |     |
| Repression Baton          | 3 | 4+ | 2/2 |



GUNNER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

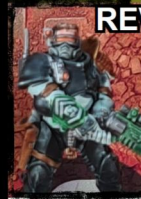
|                  |   |    |     |
|------------------|---|----|-----|
| Grenade Launcher | 4 | 4+ | 4/6 |
| AP1              |   |    |     |
| Repression Baton | 3 | 4+ | 2/2 |



GUNNER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|                  |   |    |        |
|------------------|---|----|--------|
| Webber           | 5 | 3+ | 2/2    |
| Rng ⑤ Lethal 5+  |   |    | ! Stun |
| Repression Baton | 3 | 4+ | 2/2    |



REVELATUM

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|                   |   |    |     |
|-------------------|---|----|-----|
| Scoped Shotpistol | 4 | 3+ | 3/1 |
| MW2 Lethal 5+     |   |    |     |
| Repression Baton  | 3 | 4+ | 2/2 |

**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.

**SoulGuilt Scan (1AP):** Select one enemy operative Visible To and within ⑤ of this operative. Until the end of the Turning Point, friendly EXACTION SQUAD operatives Visible To and within ③ of this operative treat that enemy operative as if it has an Engage Order.

Operative

Exaction Squad

Operative

Exaction Squad

Operative

Exaction Squad

Operative

Exaction Squad



### VOX SIGNIFIER

M APL GA

3 ② 2 1

DF SV W

3 4+ 8

Combat Shotgun 4 3+ 4/4

Rng ⑤

Long Range 4 5+ 2/2

Repression Baton 3 4+ 2/2

**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.



### MARKSMAN

M APL GA

3 ② 2 1

DF SV W

3 4+ 8

Executioner Shotgun 4 3+ 4/1

MW3 Lethal 5+ ! Silent Heavy

Repression Baton 3 4+ 2/2

**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 ③ of an enemy operative.



### VIGILANT

M APL GA

3 ② 2 1

DF SV W

3 4+ 8

Combat Shotgun 4 3+ 4/4

Rng ⑤

Long Range 4 5+ 2/2

Repression Baton 3 4+ 2/2



### SUBDUCTOR

M APL GA

3 ② 2 1

DF SV W

3 3+ 8

Shock Maul 4 4+ 4/4

Repress Shield ! Stun

**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).

Operative

Exaction Squad

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Operative

Exaction Squad

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Operative

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Operative

Exaction Squad

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## SUBDUCTOR

M APL GA

3 ② 2 1

DF SV W

3 3+ 8

Shock Maul 4 4+ 4/4  
Repress Shield ! Stun

**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).



## SUBDUCTOR

M APL GA

3 ② 2 1

DF SV W

3 3+ 8

Shock Maul 4 4+ 4/4  
Repress Shield ! Stun

**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).

## CONTAIN THREAT

Reveal this Tac Op in the target reveal step of any turning point.

- At the end of any turning point, if every enemy operatives is within ② of their DZ, and/or within ② of one of your operatives, gain 1 VP
- If you achieve this condition on a subsequent turning point, gain 1 VP

Keep enemy near DZ

## GATHER EVIDENCE

Reveal this the first time a friendly operative performs a Gather Evidence action on a point you control. Only the Malocator, Revelatum and R-VR can perform this action.

- If the operative that performed the action survives until the end of the game, gain 1 VP
- If you achieve this with 2 or more operatives, gain 1 VP

**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.

Action on point and live

Operative

Exaction Squad

Operative

Exaction Squad

Tac Op

Exaction Squad

Tac Op

Exaction Squad

SEIZE OR INCAPACITATE

At the start of the first turning point, select one enemy operative to be the Criminal. When this enemy is incapacitated, place a Criminal token as close to the centre of the operatives base as possible. Friendly operatives (excluding R-VR) can perform the Pick Up action on this token. When they do, reduce their M by ②

- If the Criminal was incapacitated gain 1 VP
- At the end of the game, if you control the Criminal token, gain 1 VP

Kill and Control Target

BRUTAL BACKUP

Tactical 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 that enemy operative from that previous Fight action, and only if it is a valid target.

Combat Support Fights

EXECUTION ORDER

Tactical 0/1 CP

Use this Tactical Ploy when a friendly PROCTOR-EXACTANT operative is activated. Select one enemy operative. 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 re-roll any or all of your attack dice. This play costs 0CP the first time it is used, and 1CP for all subsequent uses.

Leader gives Relentless

MEDIC!

Ability

**Medic!** Once per Turning Point, the first time another friendly EXACTION SQUAD operative would be incapacitated while Visible To and within ③ 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.

Medic

Exaction Squad  
Tac Op

Exaction Squad  
Tactical

Exaction Squad  
Tactical

Exaction Squad  
Ability

## NUNCIO-AQUILA

### Ability

Each time an enemy operative would perform a mission action or the Pick Up action, if that enemy operative is within 3 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 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 3 of, treat enemy operative's total APL as being 1 less. Note that this is not a modifier.

**Deploy Nuncio-Aquila (0 AP):** The first time this operative performs this action during a battle, place one of your Nuncio-Aquila tokens within 6 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 6 horizontally and up to any distance vertically. Cannot within Engagement range

EXACTANT

## ATTACK PATTERN

### Ability

**Attack Pattern:** This operative gains one of the following:

- Aggressive: This operative can re-roll any or all dice in melee
- Swift: Add ② to this operatives Movement characteristic
- Defensive: Improve this operatives Sv by 1

Relentless Melee

## ATTACK PATTERN

### Ability

**Attack Pattern:** This operative gains one of the following:

- Aggressive: This operative can re-roll any or all dice in melee
- Swift: Add ② to this operatives Movement characteristic
- Defensive: Improve this operatives Sv by 1

+2 M

## ATTACK PATTERN

### Ability

**Attack Pattern:** This operative gains one of the following:

- Aggressive: This operative can re-roll any or all dice in melee
- Swift: Add ② to this operatives Movement characteristic
- Defensive: Improve this operatives Sv by 1

3+ Sv

Ability  
Exaction Squad

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Ability  
Exaction Squad

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Ability  
Exaction Squad

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Ability  
Exaction Squad

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## CASTIGATORS ARREST

### Ability

**Castigators 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 not 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.

CASTIGATOR

## GUILT REVEALS ITSELF

### Strategic

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 (2) (instead of (2)) from it to be in Cover.

4 Inch Ignore Cover

## INVIOATE JURISDICTION

### Strategic

1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly EXACTION SQUAD operative that is within (2) 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

Balanced DF on Point

## DISPENSE JUSTICE

### Strategic

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.

Balanced Melee

Exaction Squad  
Ability

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Exaction Squad  
Strategic

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Exaction Squad  
Strategic

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Strategic

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## TERMINAL DECREE

**Strategic**

**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 ② of it, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

Balanced within 4 inches

## LONG ARM OF THE EMPERORS LAW

**Tactical**

**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 from HUNTER CLADE).

No scout action

## EXACT PUNISHMENT

**Tactical**

**1CP**

Use this Tactical Ploy after an enemy operative fights in combat or makes a shooting attack against a friendly EXACTION SQUAD operative within 3 ③ 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 is a valid target.

Retaliate Close Attack

## STUN GRENADE

**3EP**

**STUN GRENADE 1AP** Select one point on the killzone within ① of this operative. Roll one D6 for each operative within ② 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.

Reduce AP

Strategic  
Exaction Squad

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Tactical  
Exaction Squad

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Tactical  
Exaction Squad

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Equipment  
Exaction Squad

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Date: 1.8, DECK:4.2

## SHOT PISTOL

1EP

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

|             |   |    |     |
|-------------|---|----|-----|
| Shot Pistol | 4 | 4+ | 3/3 |
| Rng         |   |    |     |

## SHOT PISTOL

1EP

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

|             |   |    |     |
|-------------|---|----|-----|
| Shot Pistol | 4 | 4+ | 3/3 |
| Rng         |   |    |     |

## REINFORCED MIRROR VISOR

1EP

The operative gains the following ability for the battle:

**Flash Visor:** You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

Ignore APL Mods

## MANACLES

2EP

The operative can perform the following action during the battle:  
**Arrest (1 AP):** 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.

Arrest 7 Wounds

Equipment

Exaction Squad

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Equipment

Exaction Squad

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Equipment

Exaction Squad

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Equipment

Exaction Squad

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## PHOSPHOR LUMENS

1EP

The operative gains the following ability for the battle:

**Strobing Phosphor-Lumen:** Each time an enemy operative Visible To and within ④ of this operative fights in combat or makes a shooting attack against a friendly EXACTION SQUAD operative within ② of this operative, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice.

No reroll aura

## PHOSPHOR LUMENS

1EP

The operative gains the following ability for the battle:

**Strobing Phosphor-Lumen:** Each time an enemy operative Visible To and within ④ of this operative fights in combat or makes a shooting attack against a friendly EXACTION SQUAD operative within ② of this operative, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice.

No reroll aura

## PHOSPHOR LUMENS

1EP

The operative gains the following ability for the battle:

**Strobing Phosphor-Lumen:** Each time an enemy operative Visible To and within ④ of this operative fights in combat or makes a shooting attack against a friendly EXACTION SQUAD operative within ② of this operative, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice.

No reroll aura

## PHOSPHOR LUMENS

1EP

The operative gains the following ability for the battle:

**Strobing Phosphor-Lumen:** Each time an enemy operative Visible To and within ④ of this operative fights in combat or makes a shooting attack against a friendly EXACTION SQUAD operative within ② of this operative, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice.

No reroll aura

Equipment

Exaction Squad

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Equipment

Exaction Squad

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Date: 1.8, DECK: 4.2

Equipment

Exaction Squad

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Date: 1.8, DECK: 4.2

Equipment

Exaction Squad

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Date: 1.8, DECK: 4.2

## FRAG GRENADE

**Max: 1**

**2EP**

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

|              |         |            |         |
|--------------|---------|------------|---------|
| Frag grenade | 4       | 3+         | 2/3     |
| Rng          | 🔥 Blast | ② Indirect | Limited |

## KRAK GRENADE

**Max: 1**

**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:

|              |       |          |         |
|--------------|-------|----------|---------|
| Krak grenade | 4     | 3+       | 4/5     |
| Rng          | 🔥 AP1 | Indirect | Limited |

## EXACTANT SQUAD

### Security, Seek and Destroy

**1 leader and 10 operatives**

EXACTANT  
SUBDUCTOR (x4)  
LEASHMASTER  
CASTIGATOR  
HEALER  
MALOCATOR  
GUNNER(x2)  
REVELATUM  
VOX SIGNIFIER  
MARKSMAN  
VIGILANT

## RUTHLESS EFFICIENCY

### **Faction Ability**

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, 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).  
In addition, if the target is within ② of another friendly EXACTION SQUAD operative, that ranged weapon has the P1 critical hit rule for that shooting attack

Equipment

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Equipment

Exaction Squad

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Team

Exaction Squad

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Abilities

Exaction Squad

FAQ : 1.8, DECK:4.2  
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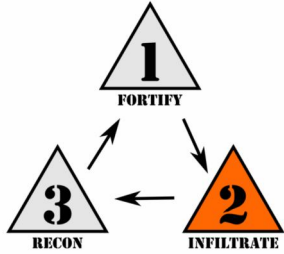
## INFILTRATE

### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



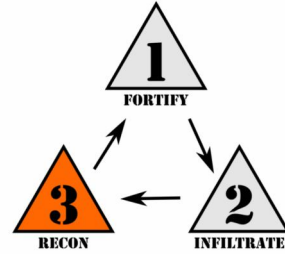
## RECON

### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone


### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



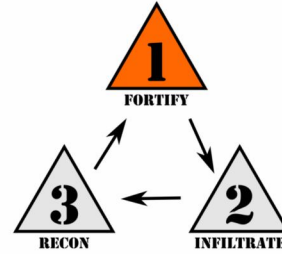
## FORTIFY

### Matched Play

Set up one additional barricade within  of your drop zone

### Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



## MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

Matched  
Exaction Squad

Date: 1.8, DECK:4.2  
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Scouting  
Exaction Squad

Date: 1.8, DECK:4.2  
Date: 1.8, DECK:4.2

Scouting  
Exaction Squad

Date: 1.8, DECK:4.2  
Date: 1.8, DECK:4.2

Scouting  
Exaction Squad

Date: 1.8, DECK:4.2  
Date: 1.8, DECK:4.2



## TURN SEQUENCE

- INITIATIVE PHASE  
READY OPERATIVES  
DETERMINE  
INITIATIVE
- STRATEGY PHASE  
GENERATE  
COMMAND POINTS  
PLAY STRATEGIC  
PLOYS  
TARGET REVEAL
- FIREFIGHT PHASE  
PERFORM ACTIONS

## SCORE CARD

|                |           |         |   |   |  |
|----------------|-----------|---------|---|---|--|
| COMMAND POINTS | SECONDARY | PRIMARY |   |   |  |
|                |           |         |   | 1 |  |
|                |           |         | 1 | 2 |  |
|                |           |         |   | 3 |  |
|                |           |         |   | 2 |  |
|                |           |         | 3 | 4 |  |
|                |           |         |   |   |  |
|                |           |         |   |   |  |

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Matched  
Exaction Squad

Date: 1.8, DECK:4.2  
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Scorecard  
Exaction Squad

Date: 1.8, DECK:4.2  
Date: 1.8, DECK:4.2

Credits  
Exaction Squad

Date: 1.8, DECK:4.2  
Date: 1.8, DECK:4.2

Credits  
Exaction Squad

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