



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.

RULES COMMENTARY

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

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

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

PREVIOUS ERRATAS

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**.

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 parts of second sentence of effect changed to read: '[...] that friendly operative's weapons have the **Lethal 5+** and Severe weapon rules **;~~if the weapon already has that weapon rule, it also has the Lethal 5+ weapon rule.~~**'

FACTION RULES

'**Repress**' faction rule added.

FIREFIGHT PLOYS, EXECUTION ORDER

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

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

FACTION EQUIPMENT, SPECIAL ISSUE SHELLS

Relevant part of first sentence changed to read:

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

PREVIOUS RULES COMMENTARIES

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

A: Yes.

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

A: No.

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

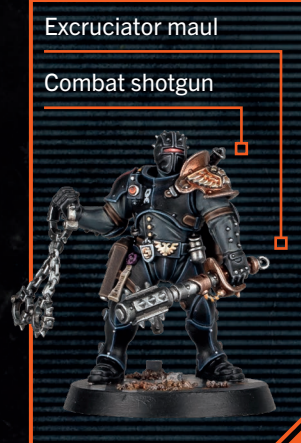


Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

PROCTOR-EXACTANT



CASTIGATOR



CHIRURGANT



LEASHMASTER



R-VR CYBER MASTIFF



MALOCATOR



MARKSMAN

Executioner shotgun



Repression
baton

REVELATUM

Scoped shotpistol



GUNNER

Grenade launcher



Webber



Heavy stubber

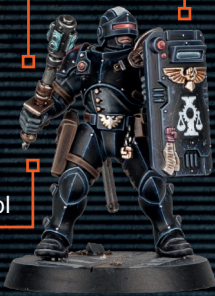


Repression
baton

SUBDUCTOR

Shock maul and
assault shield

Shotpistol



VIGILANT

Combat shotgun



VOX-SIGNIFIER

Combat shotgun

