

EXACTION SQUAD^{SKULL} 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^{SKULL}** 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^{SKULL}** operative is within 2" as normal.

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INVIOLATE JURISDICTION

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

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

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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.

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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.