	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.

EXACTION SQUAD◉, IMPERIUM, ADEPTUS ARBITES, LEADER, PROCTOR-EXACTANT

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ARBITES PROCTOR–EXACTANT

APL	MOVE	SAVE	WOUNDS
2	6"	4+	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 — 0AP

- ▶ 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

	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.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, MEDIC, CHIRURGANT

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ARBITES CHIRURGANT

APL	MOVE	SAVE	WOUNDS
2	6"	4+	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

	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.

EXACTION SQUAD☗, IMPERIUM, ADEPTUS ARBITES, LEASHMASTER

ARBITES LEASHMASTER

APL	MOVE	SAVE	WOUNDS
2	6"	4+	8

R-VR COMMAND — 0AP

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

R-VR CYBER-MASTIFF

APL	MOVE	SAVE	WOUNDS
▽ 2	➤ 6"	🛡 4+	🔥 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   0AP

▶ 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.

ARBITES CASTIGATOR

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

ARBITES GUNNER

APL	MOVE	SAVE	WOUNDS
2	6"	4+	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	-

ARBITES MALOCATOR

APL	MOVE	SAVE	WOUNDS
2	6"	4+	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.

ARBITES MARKSMAN

	APL	MOVE	SAVE	WOUNDS
	▽ 2	➤ 6"	🛡 4+	⬧ 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**

ARBITES REVELATUM

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.

ARBITES SUBDUCTOR

		APL	MOVE	SAVE	WOUNDS
		▼ 2	➤ 6"	🛡 3+	▲ 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.

ARBITES VIGILANT

	APL	MOVE	SAVE	WOUNDS
	2	6"	4+	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.

ARBITES VOX-SIGNIFIER

	APL	MOVE	SAVE	WOUNDS
	▽ 2	6"	4+	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.