



EXACTION SQUAD

FACTION RULE

RUTHLESS EFFICIENCY

A target, whether marked to be apprehended or eliminated, stands little chance of escaping the attention of an Adeptus Arbites Exaction Squad.


Whenever a friendly **EXACTION SQUAD ** operative is shooting (excluding with frag or krak grenades) and you're selecting a valid target, you can use this rule. If you do, having other friendly **EXACTION SQUAD ** operatives within an enemy operative's control range doesn't prevent that enemy operative from being selected.

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FACTION RULE

MARKED FOR JUSTICE

Exaction Squads prioritise their targets, focusing their ire on those marked for immediate punishment before moving on to the next transgressor.

STRATEGIC GAMBIT. Select one enemy operative to be your mark for the turning point. Whenever a friendly **EXACTION SQUAD**  operative is shooting against, fighting against or retaliating against your mark, that friendly operative's weapons have the Punishing weapon rule. Whenever your mark is incapacitated, you can select a new enemy operative to be your mark for the turning point (and can continue to do so during this turning point).

FACTION RULE

REPRESS

Experienced in suppressing riots, rebellions and various other kinds of unrest, the Adeptus Arbites are resilient in the face of any oncoming foe, no matter their origin.

Some weapons in this team's rules have the Repress weapon rule below.

***Repress:** Whenever this operative is using this weapon:

- Each of your blocks can be allocated to block two unresolved successes (instead of one).
- If this operative is retaliating, you resolve the first attack dice (i.e. defender instead of attacker).

EXACTION SQUAD

MARKER/TOKEN GUIDE



Medic token



Apprehend
token



Marked for
Justice token



Veriscant token



Spot token



Aggressive
token



Swift token



Defensive
token



Nuncio-aquila
marker