REINFORCED MIRROR-VISOR

This armoured visor is designed to shield the wearer from blinding and disorientating weapons or devices.

You can ignore any changes to the APL stat of friendly **EXACTION SQUAD☠** operatives, and they aren't affected by enemy operatives' Shock weapon rule.

FACTION EQUIPMENT

MANACLES

These adamantine manacles prevent captive subjects from escaping custody.

Whenever an enemy operative would perform the **Fall Back** action while within control range of a friendly **EXACTION SQUAD☠** operative, if no other enemy operatives are within that friendly operative's control range, you can use this rule. If you do, roll two D6, or one D6 if that enemy operative has a higher Wounds stat than that friendly operative. If any result is a 4+, that enemy operative cannot perform that action during that activation/counteraction (no AP are spent on it).

STROBING PHOSPHOR-LUMEN

The brilliant white, flickering light of this rotating lumen device has the effect of disorientating foes caught in its beam.

Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **EXACTION SQUAD☠** operative within 2" of it, your opponent cannot re-roll their attack dice results of 1.

FACTION EQUIPMENT

SPECIAL ISSUE SHELLS

Arbites shotguns can be loaded with a wide range of specialist ammunition, including but not limited to incendiary rounds and armour-piercing slugs.

Up to twice per turning point, when a friendly **EXACTION SQUAD**💀 operative is performing the **Shoot** action and you select a combat shotgun, executioner shotgun, scoped shotpistol or shotpistol, you can use this rule. If you do, select one of the following weapon rules for that weapon to have until the end of that action:

- Saturate.
- Piercing 1, but only if the target has a Save stat of 3+ or better.
- Torrent 1", but you cannot select more than one secondary target.