


EXACTION SQUAD

FIREFIGHT PLOY

LONG ARM OF THE EMPEROR'S LAW

No one escapes the merciless judgement of the Adeptus Arbites.


Use this firefight ploy when a friendly **EXACTION SQUAD ** operative is performing the **Shoot** action and you select a weapon with the Range x weapon rule (excluding frag or krak grenade). Until the end of that action, add 3" to x .

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EXACT PUNISHMENT

To strike against an Arbitrator is an offence punishable by immediate termination.



Use this firefight ploy after an enemy operative shoots against or fights against a friendly **EXACTION SQUAD**  operative within 6" of it, and that friendly operative isn't incapacitated as a result. That friendly operative can immediately perform either a free **Shoot** or a free **Fight** action, but you cannot select any other enemy operative as a valid target or to fight against during that action (note that secondary targets from the Blast weapon rule can still be targeted).

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BRUTAL BACKUP

When combating the most belligerent of foes, Arbitrators may combine their considerable might to bludgeon the guilty with baton and maul.

Use this firefight ploy during a friendly **EXACTION SQUAD ** operative's activation, before or after it performs an action. Select one enemy operative within its control range. One other friendly **EXACTION SQUAD ** operative can immediately perform a free **Fight** action, but you cannot select any other enemy operative to fight against during that action.


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EXECUTION ORDER

Those who have earned the ire of the Imperium are marked by the Adeptus Arbites for execution, their termination prioritised.

Use this firefight ploy when an enemy operative performs a mission action (excluding **Operate Hatch**). Alternatively, use it at the end of the Firefight phase and select one enemy operative that controls an objective marker.

In either case, the next time your opponent would activate that enemy operative, you can interrupt that activation and activate a ready friendly **EXACTION SQUAD**  operative. If you do, during that activation, that friendly operative must shoot against or fight against that enemy operative, and cannot do so against any other enemy operatives until it does (if this isn't possible, that friendly operative's activation is cancelled).

After completing that friendly operative's activation, continue that enemy operative's activation (if possible). You cannot use this ploy again until that enemy operative is activated or incapacitated.