

KILL TEAM

ADEPTUS ARBITES

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models

RIOT TACTICS

The Arbites train endlessly to suppress unruly mobs and are masters of containing seemingly chaotic melees. When charged, a model with the Riot Tactics special rule may take a Leadership Test. If this test is successful, charging models lose their bonus attacks from charging the model with Riot Tactics.



NON-STANDARD WARGEAR

Below is a list of all wargear not already found in the Warhammer 40,000 rulebook under the ranged and melee weapons sections:

Riot Armour

When facing large, ill-disciplined multitudes armed with cobblestones, planks, or staves, the Arbites will attach panels of protective plating over parts of their Carapace Armour to protect against impact damage. Riot Armour grants a 4+ armour save. When suffering Wounds that have a Strength value of 3 or less, this armour save is re-rollable.

Power Armour

Some high level Judges have the influence in order to requisition a set of mighty Power Armour. Power Armour grants the model a 3+ armour save.

Carapace Armour

Grants the model a 4+ armour save.

Suppression Shield

The Suppression Shield is both a bulwark and a weapon, a heavy slab of ceramite large enough for the wielder to take cover behind. If the wielder strikes with the shield, he can discharge a shock-plate on impact. A model wielding a Suppression Shield is granted a 5+ invulnerable save, but may not perform a sweeping advance. In addition, the model gains the Hammer of Wrath special rule which is resolved at Strength 4.

Arbites Bike

Also known as the 'Lawmaster', an Arbites Bike is equipped with a simple machine spirit that can respond to verbal commands. Models equipped with an Arbites Bike change their unit type to Bike.

Shock Maul

Shock Mauls are designed to be generally non-lethal, assaulting the victim with incapacitating force through electrical shocks released on impact. A Shock Maul has the following profile:

	Range	S	AP	Type
Shock Maul	-	+1	-	Melee, Concussive

Combat Shotgun

The primary weapon of the Adeptus Arbites is the Combat Shotgun. It is valued for its stopping power, simplicity, reliability, and for its ability to intimidate. A Combat Shotgun has the following profile:

	Range	S	AP	Type
Combat Shotgun	12"	4	-	Assault 2

Specialist Shells

Higher ranking members of the Adeptus Arbites have access to specialist ammunition for their Combat Shotguns. If a model has access to a certain type of specialist shell, they may use that ammunition profile when firing its Combat Shotgun instead of the normal shells. Below you will find the profiles of all the special shells available to the Adeptus Arbites:

	Range	S	AP	Type
Executioner Shells	12"	4	-	Assault 2, Homing*
Man-stopper Shells	12"	4	4	Assault 2, Pinning
Inferno Shells	12"	4	-	Assault 2, Flamer**

*Does not need Line of Sight to target.

**Uses the Flamer special rules in the core Kill Team rules.

Arbites Grenade Launcher

These are versatile, man-portable weapons with the following profiles. Each time you fire the Arbites Grenade Launcher, decide which round is used:

	Range	S	AP	Type
Arbites Grenade Launcher				
Frag Grenade	24"	3	6	Assault 1, Blast
Krak Grenade	24"	6	4	Assault 1
Gas Grenade	24"	1	-	Assault 1, Blast Poison (4+)
Stun Grenade	24"	1	-	Assault 1, Blind

Webber

Webbers launch streams of sticky liquid that harden into constricting nets as they travel through the air, ensnaring and neutralising the target. A Webber has the following profile:

	Range	S	AP	Type
Webber	Template	3	-	Assault 1, Strikedown

TEAM LEADERS

PROCTOR

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	8	4+

Wargear:

- Carapace Armour
- Bolt Pistol
- Shock Maul
- Frag Grenade

Special Rules:

- Inspiring Presence
- Riot Tactics

Options:

- May replace any weapon with:
 - Combat Shotgun 2 pts
 - Boltgun 2 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Power Weapon 10 pts
 - Plasma Pistol 10 pts
 - Hand Flamer 10 pts
 - Suppression Shield 10 pts
 - Power Fist 15 pts
- May take any of the following:
 - Krak Grenade 1 pts
 - Executioner Shells 2 pts
 - Inferno Shells 2 pts
 - Man-stopper Shells 4 pts
 - Camo Cloak 4 pts
 - Melta Bomb 5 pts
 - Riot Armour 5 pts
 - Arbites Bike 10 pts
- *May take wargear from the Adeptus Arbites armoury including Leader and Proctor only items.*



JUDGE

35 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	9	4+

Wargear:

- Carapace Armour
- Bolt Pistol
- Shock Maul
- Frag Grenade

Special Rules:

- Inspiring Presence
- Stubborn
- Judge, Jury, Executioner*
- Voice of the Law*

Judge, Jury, Executioner:

After deployment, the Judge may name a single enemy model the 'perpetrator' for the duration of this game. All failed rolls of To Hit and Wound made by the Judge against the perpetrator must be re-rolled.

Voice of the Law:

Any friendly model within the Inspiring Presence radius of the Judge gains the Stubborn special rule.

Options:

- May replace any weapon with:
 - Combat Shotgun 2 pts
 - Boltgun 2 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Power Weapon 10 pts
 - Plasma Pistol 10 pts
 - Hand Flamer 10 pts
 - Power Fist 15 pts
- May take any of the following:
 - Krak Grenade 1 pts
 - Executioner Shells 2 pts
 - Inferno Shells 2 pts
 - Man-stopper Shells 4 pts
 - Camo Cloak 4 pts
 - Melta Bomb 5 pts
 - Power Armour 8 pts
 - Arbites Bike 10 pts
- *May take wargear from the Adeptus Arbites armoury including Leader and Judge only items.*

CORE

ENFORCER SQUAD

35 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	6	4+

Wargear:

- Carapace Armour
- Combat Shotgun
- Frag Grenade

Special Rules:

- Squad (5 Enforcers)

Options:

- One model in the Enforcer Squad may exchange its Combat Shotgun with one of the following:
 - Heavy Stubber 5 pts
 - Flamer 5 pts
 - Webber 10 pts
 - Arbites Grenade Launcher 10 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts

ARBITRATOR

10 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	7	4+

Wargear:

- Carapace Armour
- Shock Maul
- Combat Shotgun
- Frag Grenade

Special Rules:

- Riot Tactics

Options:

- May replace Combat Shotgun with:
 - Boltgun Free
- For every five Enforcers you take in your team, one model may replace its Combat Shotgun with:
 - Heavy Stubber 5 pts
 - Flamer 5 pts
 - Webber 10 pts
 - Arbites Grenade Launcher 10 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts

CYBER-MASTIFF

5 points

You may only take one Cyber-Mastiff for every one Arbitrator you take in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	0	3	3	1	5	2	6	-

Unit Type:

Beasts

Special Rules:

- Non-Learning

Wargear:

- Close Combat Weapon

SPECIAL

ARBITES BIKER

16 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	4	1	3	1	7	4+

Wargear:

- Carapace Armour
- Shock Maul
- Combat Shotgun
- Frag Grenade
- Arbites Bike

Unit Type: Bike

Special Rules:

- Riot Tactics

Options:

- May replace Combat Shotgun with:
 - Bolt Pistol Free
 - Boltgun Free
- For every two Arbites Bikers you take in your team, one model may replace its Combat Shotgun with:
 - Flamer 5 pts
 - Arbites Grenade Launcher 10 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts

SHOCK TROOPER

13 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	1	8	4+

Wargear:

- Carapace Armour
- Shock Maul
- Combat Shotgun
- Frag Grenade

Special Rules:

- Riot Tactics
- Shield Wall*

Shield Wall:

When faced with oncoming hostile aggressors, Shock Troopers are trained to adopt a defensive formation. If a Shock Trooper with a Suppression Shield is in base contact with another friendly Shock Trooper model with a Suppression Shield they are said to form a 'shield wall'. Any enemy models that successfully charge a model that is part of a 'shield wall' counts its Initiative as being 1, exactly as if the charging model had moved through terrain (which means some models may ignore this rule – e.g. assault/frag grenades, etc.).

Options:

- May replace Combat Shotgun with:
 - Bolt Pistol Free
 - Boltgun Free
 - Suppression Shield 3 pts
- For every two Shock Troopers in your team, one model may replace its Combat Shotgun with:
 - Heavy Stubber 5 pts
 - Flamer 5 pts
 - Webber 10 pts
 - Arbites Grenade Launcher 10 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts
- May take any of the following:
 - Krak Grenade 1 pts
 - Executioner Shells 2 pts
 - Inferno Shells 2 pts
 - Man-stopper Shells 4 pts
 - Melta Bomb 5 pts
 - Riot Armour 5 pts
- *May take wargear from the Adeptus Arbites armoury.*

ARBITES SENTINEL

35 points

You may only take a maximum of two Arbites Sentinels in your Kill Team.

WS	BS	S	FA	SA	RA	I	A	HP
3	3	5	10	10	10	3	1	2

Unit Type: Vehicle

(Walker, Open Topped)

Wargear:

- Multi-laser

Special Rules:

- Scouts
- Move Through Cover
- Non-Flammable

Options:

- May replace its Multi-laser with:
 - Heavy Flamer 5 pts
 - Autocannon 5 pts
 - Missile Launcher 10 pts
 - Lascannon 15 pts
- May take any of the following:
 - Searchlight 1 pt
 - Smoke Launchers 5 pts

ARBITES MORTIURGE

18 points

You may only ever take one Arbites Mortiurge in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	1	8	4+

Wargear:

- Carapace Armour
- Shock Maul
- Bolt Pistol
- Frag Grenade

Special Rules:

- Riot Tactics
- Infiltrate
- Primary Target*
- Lone Wolf*

Primary Target:

At the beginning of every game choose one enemy model in the opponent's team. Any Arbites Mortiurges in your team gain the Preferred Enemy special rule against that model.

Lone Wolf:

A Mortiurge operates better alone and is never affected by the Inspiring Presence or Voice of the Law rules.

Options:

- May replace any weapon with:
 - Combat Shotgun 2 pts
 - Boltgun 2 pts
 - Sniper Rifle 5 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Power Weapon 10 pts
 - Plasma Pistol 10 pts
 - Hand Flamer 10 pts
 - Power Fist 15 pts
- May take any of the following:
 - Krak Grenade 1 pts
 - Executioner Shells 2 pts
 - Inferno Shells 2 pts
 - Man-stopper Shells 4 pts
 - Camo Cloak 4 pts
 - Melta Bomb 5 pts
- *May take wargear from the Adeptus Arbites armoury.*

ARBITES MEDIC

25 points

You may only ever take one Arbites Medic in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	7	4+

Wargear:

- Carapace Armour
- Shock Maul
- Combat Shotgun
- Medi-pack*

Special Rules:

- Riot Tactics

Medi-pack:

The Medic and all friendly models within 6" gain the Feel No Pain special rule.

Options:

- May replace Combat Shotgun with:
 - Bolt Pistol Free
 - Boltgun Free
- May take wargear from the Adeptus Arbites armoury.

ARMOURY

The Lawgiver (Leader Only) – 15 pts

The Lawgiver is a custom-made bolt pistol, given as a badge of long and valued service to high ranking Arbites and Judges. It comes supplied with a selection of highly experimental ammunition. Every time a model shoots with the Lawgiver, choose one of the following profiles to use:

	Range	S	AP	Type
The Lawgiver				
Lawgiver Bolt	12"	6	4	Pistol
Plasma-core Bolt	12"	4	3	Pistol, Gets Hot
Explosive Bolt	12"	3	5	Pistol, Blast
Ricochet Bolt	12"	5	4	Pistol, Ricochet*

*Ricochet: If the Ricochet Bolt hits its target but doesn't Wound, immediately roll a D6. On a 4+ choose one enemy model within 6" to be automatically hit – roll to Wound against that model as normal. This can happen only once.

Badge of Office (Leader Only) – 15 pts

The higher ranking members of the Adeptus Arbites are gifted with a badge of office which, in addition to serving as a symbol of their authority, contains a small refractor field generator which offers the wearer some protection against most forms of attack. A Badge of Office grants the model a 5+ invulnerable save.

Bionic Eye (Leader Only) – 10 pts

The model has had his weak flesh and blood eye replaced with superior equipment. A model with a Bionic Eye has the Night Vision special rule and may re-roll any To Hit roll of 1 when shooting.

Book of Law (Judge Only) – 10 pts

This mighty tome contains excerpts from the Lex Imperialis, the legal code of the Imperium. A model equipped with the Book of Law may read from it at the start of each of its movement phase provided it is not currently locked in combat. When read, the Judge may choose one friendly model within 12" to gain one of the following special rules until the start of the next Arbites turn: Crusader, Hatred or Rage.

Master-Crafted Weapon – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

Smoke Grenade – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

Shock Grenade – 10 pts

Shock Grenades emit a blinding flash and a concussive report upon impact. They are used by the Arbites when they are dealing with enemies who are holed up in fortified buildings or other difficult positions. A Shock Grenade has the following profile:

	Range	S	AP	Type
Shock Grenade	8"	-	-	Assault 1, One Shot Large Blast, Blind

Auspex – 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

Bionics – 5 pts

The model gains the Feel No Pain (6+) special rule.

Targeter – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.