

KILL TEAM

ADEPTUS ARBITES

CODEX: Adeptus Arbites

This team list uses the special rules and war-gear found in the Warhammer 40,000 Core Rule Book, 7th Ed., and the Kill Team Core Rules, v3.1.



Model Availability

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

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

Assassination Order

At the beginning of every game choose one enemy model. Every model with this special rule in your team gains the **Preferred Enemy** special rule against that enemy model.

Grav Chute

Any model with this special rule **does not take falling damage**. A Grav Chute does not work together with a Suppression Shield.

Maverick

Independent from the Adeptus Arbites chain of command highly trained specialists carry out missions where a fully equipped Arbites team may be too conspicuous.

A model with this special rule is **never affected** by the **Inspiring Presence** or **Voice of the Law** special rules.

Medi - Pack

The model with the Medi-Pack special rule and all friendly models **within 6"** gain the **Feel No Pain** special rule.

QRF (Quick Reaction Force)

One Proctor in an Adeptus Arbites Kill Team may form a Quick Reaction Force with **up to four additional Arbitrators**.

The QRF comes into game following the Warhammer 40.000 7th Ed. **Deep Strike** special rules. (Mishaps happen to the whole team). After Deep Strike the QRF **splits up** into the original single model units.

All units must have the Grav Chute special rule and must not be equipped with a Suppression Shield!

Riot Net

A model hit by a Riot Net gets tangled in the net. The model is only allowed to **move 3"** but **may not take any other actions**. In close combat the model gets **-2 WS** and is reduced to **1 Attack at Initiative Step 1**.

A model caught in a net must take a **Strength Test** at the **end of its turn**. If passed, the model removes the net. The test **cannot be taken** when the model is **locked in combat**.

During the shooting phase any friendly model within 1" may try to free a model instead of shooting or running. The friendly model rolls a D6: on a 2+ it succeeds.

When used during **Overwatch** the Riot Net does **not affect** the **charge distance** but the **close combat restrictions** mentioned above are applied in the **following Fight Sub-Phase**.

If both players agree the Riot Net special rule may be used with the following amendments:

- Units equipped with blade weapons gain a bonus of 1 to the Strength Test.
- The D6 roll to free the friendly model is altered to 3+ to succeed.
- If the friendly model fails the D6 role both units become tangled and may not take any other actions besides the Strength Tests at the end of their turns.

Riot Tactics

Some members of the Adeptus 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, the model gains the **Counter Attack** special Rule until the end of the Assault phase and the attacking models lose their bonus attacks.

Riot Warden

Any friendly Enforcer Squad, Arbitrator or Riot Trooper **within 6"** of the Proctor may **use his Leadership** for any test.

Shield Wall

If a model with this special rule is in base contact with one or more models with this special rule, it adds **+1 to its Armour Save**.

Furthermore, if a target (friend or foe) is **partially obscured** from the firer's view by at least one model with this special rule, it receives **+1 to its Cover Save**.

Smoke

Any model that is hit by a weapon with the Smoke special rule gains a **5+ Cover Save** until the start of its next turn. A weapon with the Smoke special rule may also **target friendly units**.

Voice of the Law

Models with this special rule may issue up to **1 Order** from **Codex: Militarum Tempestus** per turn using the **Voice of Command** special rule with the following addition:

When issuing orders choose a "**primary target**" for that order. If the primary target passes the **Leadership Test** to receive that order, that model and **all friendly models within 3"** also count as receiving the order. If the **primary target is a squad**, **only the targeted squad** is affected by the order.

Furthermore, a model with the Voice of the Law rule always counts as **having a Vox-Caster**.

Voice Paired

When the Cyber-Mastiff Pack and its Dog-Handler charge the same unit the Cyber-Mastiff Pack gets the **Hammer of Wrath** special rule which is resolved with the **models Strength +1**.

Within **12"** around the **Dog-Handler** the Cyber-Mastiff Pack may use the **Dog-Handlers Leadership** for any test.

If the Dog-Handler is killed in action, its subroutine patterns force the Cyber-Mastiff Pack to **attack the nearest enemy unit**.

Water Jet

Initially not designed to harm opponents the high pressure jet of water may cause serious injuries and even kill enemies. A model hit by a Water Jet must take a **Toughness Test** with the **models toughness value -1**. If failed, the model has to **go to ground immediately**.



TEAM LEADER

Marshal

20 Points

WS	BS	S	T	W	I	A	Ld	Sv	Type
4	4	3	3	2	4	2	9	4+	Inf (Ch)

Wargear:

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

Special Rules:

- Inspiring Presence
- Voice of the Law
- Move Through Cover
- Riot Tactics
- Grav Chute¹
- Shield Wall²

¹ Only **without** Suppression Shield

² Only when **equipped with** Suppression Shield

Options:

- May take items from the Melee Weapons list.
- May replace Bolt Pistol & Shock Maul with:
 - Boltgun free
 - Arbites Shotgun free
- May replace Bolt Pistol with:
 - Hot-Shot Las Pistol free
 - Plasma Pistol 10 pts
- May replace either Bolt Pistol or Shock Maul with a Suppression Shield for 5 pts.
- May take any of the following:
 - Krak Grenade 1 pt
 - Camo Gear 2 pts
 - Melta Bomb 5 pts
 - Riot Armour 5 pts
- May take Wargear from the Adeptus Arbites Armoury including Leader and Marshal Items.

PSI - Marshal

30 Points

WS	BS	S	T	W	I	A	Ld	Sv	Type
3	4	3	3	2	4	2	9	4+	Inf (Ch)

Wargear:

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

Special Rules:

- Inspiring Presence
- Voice of the Law
- Move Through Cover
- Psyker (Mastery Level 1)¹

¹ At the start of the battle the model generates a single psychic power; this can be Psychic Shriek, Dominate, Mental Fortitude or Terrify from the Telepathy discipline

Options:

- May take items from the Melee Weapons list.
- May replace Bolt Pistol & Shock Maul with:
 - Boltgun free
 - Arbites Shotgun free
- May replace Bolt Pistol with:
 - Hot-Shot Las Pistol free
 - Plasma Pistol 10 pts
- May take any of the following:
 - Krak Grenade 1 pt
 - Camo Gear 2 pts
 - Melta Bomb 5 pts
- May take Wargear from the Adeptus Arbites Armoury including Leader and PSI-Marshall Items.

Judge

20 Points

WS	BS	S	T	W	I	A	Ld	Sv	Type
4	4	3	3	2	4	2	9	4+	Inf (Ch)

Wargear:

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

Special Rules:

- Inspiring Presence
- Voice of the Law
- Move Through Cover¹
- Skilled rider²

¹ Only **without** bike

² Only when **equipped with** Arbites Bike or Arbites Quad

³ Either Arbites Bike or Arbites Quad, not both

Options:

- May take items from the Melee Weapons list.
- May exchange Bolt Pistol and Shock Maul with an Arbites Shotgun for free.
- May replace Bolt Pistol with:
 - Hot-Shot Las Pistol free
 - Plasma Pistol 10 pts
- May take any of the following:
 - Krak Grenade 1 pt
 - Melta Bomb 5 pts
 - Arbites Bike³ 15 pts
 - Arbites Quad³ 30 pts
- May take Wargear from the Adeptus Arbites Armoury including Leader and Judge Items.

Enforcer Squad

30 Points

WS	BS	S	T	W	I	A	Ld	Sv	Type
3	3	3	3	1	3	1	7	5+	Infantry

Wargear:

- Flag Armour
- Arbites Shotgun
- Frag Grenade

Special Rules:

- Squad (5 Enforcer)

Options:

- One Model in the Enforcer Squad may replace his Arbites Shotgun with one item from the Special Weapons list.

Arbitrator

10 Points

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

Wargear:

- Carapace Armour
- Arbites Shotgun
- Frag Grenade

Special Rules:

- Move Trough Cover
- Grav Chute¹
- Shield Wall²

Options:

- May replace Arbites Shotgun with:
 - Boltgun free
 - Suppression Shield & Bolt Pistol free
- May take any of the following:
 - Krak Grenade 1 pt
 - Camo Gear 2 pts
- One Arbitrator may replace his Arbites Shotgun with one item from the Special Weapons list. For every three Arbitrators (including Leader, Riot Troopers and Proctors) after the first an additional Special Weapon may be taken.
- One Arbitrator may carry a Vox-Caster for 5 pts. For every five Arbitrators (including Leader, Riot Troopers and Proctors) after the first an additional Vox-Caster may be taken.
- May take Wargear from the Adeptus Arbites Armoury.

¹ Only **without** Suppression Shield

² Only when **equipped with** Suppression Shield

Riot Trooper

10 Points

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

Wargear:

- Carapace Armour
- Shock Maul
- Suppression Shield
- Frag Grenade

Special Rules:

- Move Trough Cover
- Riot Tactics
- Shield Wall¹

Options:

- May replace Suppression Shield with a Bolt Pistol for free.
- May take any of the following:
 - Krak Grenade 1 pt
 - Riot Armour 5 pts
- One Shock Trooper may carry a Vox-Caster for 5 pts. For every five Riot Troopers (including Leader, Arbitrators and Proctors) after the first an additional Vox-Caster may be taken.
- May take Wargear from the Adeptus Arbites Armoury.

¹ Only when **equipped with** Suppression Shield

Cyber - Mastiff Pack [You may take one Cyber-Mastiff Pack per Dog-Handler training item.]

8 Points

WS	BS	S	T	W	I	A	Ld	Sv	Type
4	0	3	3	1	5	2	6	-	Beast
4	0	4	3	1	5	3	7	-	Beast (α)

Wargear:

- Close Combat Weapon

Special Rules:

- Squad(2 Cyber-Mastiff)
- Non-Learning
- Voice Paired

Options:

- You may add one additional Cyber-Mastiff for 4 pts.
- For every three Cyber-Mastiffs in your Pack one may be upgraded to an Alpha Dog (α) for 2 pt.

Special

Proctor [You may only take 1 Proctor for every 5 Arbitrators or Riot Troopers]

15 Points

WS	BS	S	T	W	I	A	Ld	Sv	Type
4	4	3	3	1	3	2	8	4+	Inf (Ch)

Wargear:

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

Special Rules:

- Move Trough Cover
- Riot Tactics
- Riot Warden
- Grav Chute¹
- Shield Wall²

Options:

- May take items from the Melee Weapons list.
- May exchange Bolt Pistol & Shock Maul with:
 - Boltgun free
 - Arbites Shotgun free
- May replace Bolt Pistol with:
 - Hot-Shot Las Pistol free
 - Plasma Pistol 10 pts
- May replace either Bolt Pistol or Shock Maul with a Suppression Shield for 5 pts.
- May take any of the following:
 - Krak Grenade 1 pt
 - Camo Gear 2 pts
 - Melta Bomb 5 pts
 - Riot Armour 5 pts
- One Proctor may become Deputy Marshal and gain the Voice of the Law Special Rule for 5 pts.
- May take Wargear from the Adeptus Arbites Armoury including Proctor and Special items.

¹ Only **without** Suppression Shield

² Only when **equipped with** Suppression Shield

Mortiurge [You may only take 1 Mortiurge in your Kill Team]

20 Points

WS	BS	S	T	W	I	A	Ld	Sv	Type
4	4	3	3	1	4	2	8	4+	Infantry

Wargear:

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

Special Rules:

- Infiltrate
- Move Trough Cover
- Assassination Order
- Maverick

Options:

- May take items from the Melee Weapons list.
- May exchange Bolt Pistol & Shock Maul with:
 - Executioner Shotgun 5 pts
 - Executioner Rifle 5 pts
- May replace Bolt Pistol with:
 - Hot-Shot Las Pistol free
 - Plasma Pistol 10 pts
- May take any of the following:
 - Krak Grenade 1 pt
 - Camo Gear 2 pts
 - Melta Bomb 5 pts
 - Riot Armour 5 pts
- May take Wargear from the Adeptus Arbites Armoury including Special items.

Arbites Bike [You may take a maximum of three Arbites Bikes in your Kill Team]

15 Points

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

Wargear:

- Carapace Armour
- Bolt Pistol
- Shock Maul
- Frag Grenade
- Twin-linked Boltgun¹
- Arbites Bike

Special Rules:

- Scout

Options:

- One Arbites Bike may replace its Bolt Pistol with one item from the Special Weapons List. For every two Bikes after the first an additional Special Weapon may be taken.
- May take Wargear from the Adeptus Arbites Armoury including Special items.

¹ Mounted on Arbites Bike

Arbites Quad [You may take up to two Arbites Quads instead of Arbites Bikes in your Kill Team] 30 Points

WS	BS	S	T	W	I	A	Ld	Sv	Type
3	4	3	4	2	3	2	7	4+	Bike

Wargear:

- Carapace Armour
- Bolt Pistol
- Shock Maul
- Frag Grenade
- Twin-linked Boltgun¹
- Multi-Laser¹
- Arbites Quad

¹ Mounted on Arbites Quad

Special Rules:

- Scout

Options:

- May replace Multi-Laser with:
 - Heavy Bolter free
 - Autocannon 5 pts
 - Multi Melta 10 pts
- May take Wargear from the Adeptus Arbites Armoury including Special items.

Arbites Medic [You may only take one Arbites Medic in your Kill Team] 20 Points

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

Wargear:

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

Special Rules:

- Move Trough Cover

Options:

- May exchange Bolt Pistol & Shock Maul with:
 - Boltgun free
 - Arbites Shotgun free
- May take Wargear from the Adeptus Arbites Armoury including Special items.

Arbites Sentinel [You may only take a maximum of two Arbites Sentinels in your Kill Team] 35 Points

WS	BS	S	F	S	R	I	A	HP	Type
3	3	5	10	10	10	3	1	2	Vehicle (Walker, Fast, Open-Topped)

Wargear:

- Multi-Laser

Special Rules:

- Scout
- Move Trough Cover
- Non-Flammable

Options:

- May take one item from the Vehicle Equipment list.
- May replace Multi-Laser with:
 - Heavy Flamer free
 - Water Cannon free

Transport

Arbites Repressor 60 Points

BS	F	S	R	HP	Type
4	11	11	10	3	Vehicle (Tank, Transport)

Wargear:

- Storm Bolter
- Water Cannon
- Searchlight
- Smoke Launcher

Special Rules:

- Transport Capacity (10)
- Fire Points (4 models from the top hatch)
- Access Points (one on each side and one at the rear)
- Non-Flammable

Options:

- May take one item from the Vehicle Equipment list.
- May replace Water Cannon with a Heavy Flamer for free.

BS	F	S	R	HP	Type	Options:
4	11	10	10	3	Vehicle (Fast, Transport)	<ul style="list-style-type: none"> • May take one item from the Vehicle Equipment list. • May replace Taurox battle cannon with: <ul style="list-style-type: none"> - Water Cannon free - Twin-linked Taurox Gatling cannon 10 pts • May replace twin-linked hot-shot volley gun with twin-linked autocannon for free.
Wargear:			Special Rules:			
<ul style="list-style-type: none"> • Taurox battle cannon • Twin-linked Hot-Shot Volley Gun 			<ul style="list-style-type: none"> • All-terrain APC • Assault Vehicle • Transport Capacity (10) • Fire Points (2 on each side, 1 model per Fire Point) • Access Points (one on each side and one at the rear) • Non-Flammable 			

Special Issue Wargear

Arbites Bike

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** and get **+1 Toughness**. The Bike is equipped with a **twin-linked Boltgun**.

Arbites Quad

An Arbites Quad is a lightly armed all terrain attack vehicle. The Quad has a **second rider** and therefore may **fire a second weapon**.

Models equipped with an Arbites Quad change their unit type to **Bike** and get **+1 Toughness**. In addition to that it gains **+1 Wound** and **+1 Attack**. The Quad is equipped with a **twin-linked Boltgun** and a **Multi-Laser**.

Camo Gear

A model with Camo Gear counts its Cover Saves as being **1 point better** than normal. Note that this means it always has a Cover Save of at least **6+, even in the open**.

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**.

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**.

Armoury

Arbites Power Armour (Marshal Only) - 10 pts

The Arbites Power Armour is a very valuable piece of equipment and grants its bearer a **3+ Armour Save**.

Auspex - 5 pts

A model with an Auspex can use it in place of making a shooting attack and target an enemy unit within 12". A unit targeted by one or more Auspexes has its **Cover Saves reduced by 1** until the end of the shooting phase.

Bio-Scanner - 10 pts

A bio-scanner detects life signs within the proximity of the user. If any **Infiltrating models** set up within the model's **weapon range**, you may **take a round of shooting** at a single infiltrating model before the battle starts.

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.

Bionics - 5 pts

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

Climbing Gear - 5 pts

Limited to a maximum of three Climbing Gears per Kill Team. Not allowed for Judge with Arbites Bike or Arbites Quad.

Once per turn the model is allowed to **move up to 6" vertically** without an Initiative Test. This action takes place instead of the movement or shooting phase.

Dog-Handler training (Leader/Special Only) - 5 pts

Cyber-Mastiff Packs are controlled by verbal commands from whoever is paired up with them, and are keyed to their owners' voices.

Grapplehawk (Leader/Proctor Only) - 5 pts

A mechanized hawk constructed to pursue and catch fugitives:

Range	S	AP	Type
18"	4	-	Assault D3, Pinning

Hammer of Justice (Psi-/Marshal Only) - 20 pts

The Hammer of Justice is a sign of the Adeptus Arbites' authority and the Emperor's Law:

Range	S	AP	Type
-	X2	2	Melee, Concussive, Specialist Weapon, Unwieldy, Two-handed, Force*

*The Weapon is only type Force when wielded by a Psi-Marshall.

Infra-Red Goggles - 5 pts

A pair of goggles which allows a fighter to see the thermal images of his enemy. The model may **shoot at hidden models** and gains the **Night Vision** special rule.

Master-Crafted Weapon (Leader Only) - 10 pts

Choose a single weapon from the model. This weapon gains the **Master-Crafted** special rule.

Medal of Justice (Leader Only) - 10 pts

Only the most dedicated and devoted Marshals and Judges are awarded with the Medal of Justice for defending the Emperor's Law unconditionally.

The Medal of Justice increases the model's **Inspiring Presence** radius from **6" to 12"**.

Quick Reaction Force (Proctor Only) - 10 pts

Limited to a maximum of one per Kill Team.

The model gains the **QRF (Quick Reaction Force)** special rule and may use it in missions with the Built-Up Area special rule.

Refractor Field (Leader Only) - 15 pts

An all-enclosing energy field that partially refracts energy around the bearer. Grants the model a **5+ Invulnerable Save**.

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
8"	-	-	Assault 1, Large Blast, One Shot, Blind

Smoke Grenade - 10 pts

A Smoke Grenade has the following profile:

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

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.

The Emperor's Benediction (Judge Only) - 15 pts

Wielded by a succession of brutal, uncompromising Judges, this masterwork bolt pistol is feared by criminal scum. Its elementary but bloodthirsty machine spirit has been blamed for a series of unfortunate "accidents" in the streets of several worlds and it is said that it can taste crime before it has been committed:

Range	S	AP	Type
12"	4	5	Pistol, Master-crafted
12"	5	4	Heavy 1, Master-crafted, Armourbane

Wargear

The **blue** marked profiles in the wargear section are original to the Adeptus Arbites Kill Team Codex and have no other connection to Warhammer 40,000. All other profiles can be found in the Warhammer 40,000 7th Ed. Core Rule Book, Astra Militarum 6th Ed. Codex and Militarum Tempestus 6th Ed. Codex. Costs may not be altered when playing with weapon profiles from different editions.

Melee Weapons

	S	AP	Costs	Type
Close Combat Weapon	User	-	free	Melee
Krak Grenade	6	4	1 pt	-
Melta Bomb	8	1	5 pts	Armourbane, Unwieldy
Power Axe ¹	+1	2	10 pts	Melee, Unwieldy
Power Fist ¹	x2	2	15 pts	Melee, Specialist Weapon, Unwieldy
Power Lance ^{1,2}	+1/User	3/4	10 pts	Melee
Power Maul ¹	+2	4	10 pts	Melee, Concussive
Power Sword ¹	User	3	10 pts	Melee
Shock Maul	+1	5	free	Melee, Concussive

¹ Melee Weapons List

² Power lances have two profiles for both Strength and AP. The first is used only on a turn in which a model charges; the second is used at all other times.

Ranged Weapons

	Range	S	AP	Costs	Type
Arbites Shotgun					
- Standard	12"	4	-	free	Assault 2
- AP	18"	4	4	free	Rapid Fire
Bolt Pistol	12"	4	5	free	Pistol
Boltgun	24"	4	5	free	Rapid Fire
Executioner Rifle	36"	1	5	5 pts	Salvo 1/2, Poisoned (3+)
Executioner Shotgun	18"	5	4	5 pts	Assault 2, Ignore Cover
Frag Grenade	8"	3	-	free	Assault 1, Blast
Hot-Shot Las Pistol	6"	3	3	free	Pistol
Krak Grenade	8"	6	4	1 pt	Assault 1
Plasma Pistol	12"	7	2	10 pts	Pistol, Gets Hot

Special Weapons List

	Range	S	AP	Costs	Type
Arbites Grenade Launcher					
- Frag Grenade	24"	3	6		Assault 1, Blast
- Krak Grenade	24"	6	4	5 pts	Assault 1
- Net Grenade	24"	-	-		Assault 1, Riot Net
Flamer ¹	Template	4	5	5 pts	Assault 1
Heavy Flamer ²	Template	5	4	10 pts	Assault 1
Hot-Shot Volley Gun	24"	4	3	10 pts	Salvo 2/4
Melta Gun	12"	8	1	10 pts	Assault 1, Melta
Plasma Gun	24"	7	2	10 pts	Rapid Fire, Gets Hot
Sniper Rifle ¹	36"	X	6	2 pts	Heavy 1, Sniper
¹ May not be taken by Arbites Bike or Arbites Quad					
² Only one Heavy Flamer for your Core Units					

Vehicle Heavy Weapons

	Range	S	AP	Costs	Type
Autocannon	48"	7	4	5 pts	Heavy 2
Heavy Bolter	36"	5	4	free	Heavy 3
Heavy Flamer	Template	5	4	free	Assault 1
Hot-Shot Volley Gun	24"	4	3	free	Salvo 2/4
Multi Laser	36"	6	6	free	Heavy 3
Multi Melta	24"	8	1	10 pts	Heavy 1, Melta
Storm Bolter	24"	4	5	free	Assault 2
Taurox Battle Cannon	48"	7	4	free	Heavy 1, Blast
Taurox Gatling Cannon	24"	4	-	10 pts	Heavy 10
Water Cannon	Template	2	-	Free	Assault 1, Water Jet

Vehicle Equipment List

	Costs
Augur Array	25 pts
Camo Netting	15 pts
Dozer Blade ¹	5 pts
Extra Armour	10 pts
Fire Barrels ¹	10 pts
Heavy Stubber or Storm Bolter ¹	5 pts
Hunter-Killer Missile	10 pts
Recovery Gear	5 pts
Relic Plating	3 pts
Searchlight	1 pt
Smoke Launchers	5 pts
¹ May not be taken by Arbites Sentinels	