

ADEPTUS ARBITES

HOR

INDEX: IMPERIUM VOL. 2

This Team List uses the special rules and wargear lists found in Index: Imperium Vol. 2. a rule differs from the Index, it will be clearly stated.

FACTION KEYWORDS

All models in this list have **the Imperium and Adeptus Arbites** keywords.

Voice of the Law

This unit may issue one order per turn to the arbitrators under their command at the start of their shooting phase. Orders may only be issued to Adeptus Arbites Infantry units within 6" of this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. All friendly Adeptus Arbites Infantry models within 3" of that unit will be affected. These models may only be affected by one order per turn.

Seize Ground!: Instead of shooting this phase, the ordered models immediately move as if it were the Movement phase. It must advance as part of this move and cannot declare a charge during this turn.

Regroup!: The ordered models can shoot this phase even if it fell back in its movement phase.

Suppression Line, Forward!: This order can only be issued to units that are within 1" of an enemy unit. The ordered unit immediately piles in and fights as if it were the Fight Phase.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

TEAM LEADERS

Marshal									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marshal	6"	2+	2+	3	3	3	3	9	3+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Arbites Shotgun - Shock Maul - Frag Grenade 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence - Voice of the Law - Refractor Field - Judgment: The presence of a judge indicates a major threat to the Pax Imperialis. Friendly models within 6" of this model re-roll hit rolls of 1. 								
OPTIONS	<ul style="list-style-type: none"> - May replace bolt pistol or arbites shotgun with a suppression shield. - May replace bolt pistol with plasma pistol or hot-shot laspistol. - May take any items from the armoury. - May replace shock maul with power maul. - May make one weapon master-crafted. - May purchase special arbites shotgun ammunition. 								
KEYWORDS	Infantry, Character, Marshal, Handler								

Judge									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Judge	14"	3+	3+	3	4	2	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Arbites Shotgun - Frag Grenade 								
RULES	<ul style="list-style-type: none"> - Voice of the Law - Inspiring Presence 								
OPTIONS	<ul style="list-style-type: none"> - May replace bolt pistol or arbites shotgun with a suppression shield. - May replace bolt pistol with plasma pistol. - May replace shock maul with power maul. - May take any items from the armoury. - May purchase special arbites shotgun ammunition. 								
KEYWORDS	Character, Biker, Judge, Handler								

Psi-Marshal

30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Psi-Marshal	6"	3+	3+	3	3	3	2	8	4+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Shock Maul - Frag Grenade 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence - Pierce the Veil: When the opponent spends a command point, roll a d6. On a 6+, the command point is still spent, but has no effect. 								
OPTIONS	<ul style="list-style-type: none"> - May replace shock maul with Force Stave. - May replace bolt pistol with arbites shotgun, plasma pistol, or hot-shot laspistol. - May take any items from the armoury. - May purchase special arbites shotgun ammunition. 								
Psyker	<p>This model can attempt to manifest two psychic powers in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the <i>Æquitas</i> discipline (below).</p>								
KEYWORDS	<p>Character, Infantry, Handler</p>								

CORE

Enforcer									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Enforcer	6"	3+	4+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> - Arbites Shotgun - Riot Club 								
RULES									
OPTIONS	<ul style="list-style-type: none"> - For every five enforcers on your team, one of them may replace its arbites shotgun with a choice from the Special Weapons list. - One enforcer on your team may be designated as a handler. This model gains the Handler keyword. - Any enforcer may take a suppression shield. - Any enforcer may replace its riot club with a shock maul. - Any enforcer may purchase frag grenades for 1 point each and/or smoke grenades for the cost listed in the armoury. 								
KEYWORDS	Infantry, Enforcer								

Arbitrator									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arbitrator	6"	4+	3+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> - Arbites Shotgun - Riot Club 								
RULES									
OPTIONS	<ul style="list-style-type: none"> - Any arbitrator may replace its arbites shotgun with a boltgun. - Any arbitrator may take a suppression shield. - For every five arbitrators on your team, one may replace his arbites shotgun with a weapon from the Special Weapons list. - One arbitrator on your team may be designated as a handler. This model gains the Handler keyword. - Any arbitrator may purchase frag grenades for 1 point each and/or smoke grenades for the cost listed in the armoury. 								
KEYWORDS	Infantry, Arbitrator								

For every five arbitrators or enforcers in any combination on your team, your team may include a Regulator.

Regulator									
11									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Regulator	6"	3+	3+	3	3	1	2	7	4+
EQUIPMENT	<ul style="list-style-type: none"> - Riot Club - Arbites Shotgun - Frag Grenade 								
RULES	<ul style="list-style-type: none"> - Crime Suppression Doctrine: All friendly Arbites models within 6" of one or more models with this rule may make an additional attack during the first round of combat. (Multiple Regulators do not stack) 								
OPTIONS	<ul style="list-style-type: none"> - Any regulator may take a suppression shield. - Any regulator may replace its arbites shotgun with an arbites grenade launcher. - Any regulator may replace its riot club with a shock maul. - Any regulator may take items from the armoury. - Any regulator may purchase special ammunition. 								
KEYWORDS	Infantry, Regulator, Arbitrator, Enforcer, Handler								

Cyber Mastiff									
9									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cyber Mastiff	12"	4+	-	5	3	2	2	6	4+
EQUIPMENT	<ul style="list-style-type: none"> - Hydraulic Jaws (Type: Melee, STR: User, AP: -1, Dmg: 1) 								
RULES	<ul style="list-style-type: none"> - Grapple: If this model hits an enemy model in close combat, that model may not fall back during its movement phase as long as this model is within 1" of it unless that model's strength characteristic is at least two higher than this model's Strength. - Voice Paired: If there is a model with the Handler keyword within 6" of this model, its WS increases to 3+. If there no model with the Handler keyword within 6", this model cannot advance, fall back or hide. - Dog Brain: This model is not affected by the Voice of the Law special rule. 								
OPTIONS	None.								
KEYWORDS	Infantry, Cyber Mastiff								

Wayward Juve

3

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wayward Juve	6"	5+	5+	3	3	1	1	4	6+
EQUIPMENT	- Autopistol - Riot Club								
RULES	- Promise of Amnesty: A model with this rule can never be a team leader. - Deputized in Extremis: Orders given by a model with the Voice of the Law rule do not affect models with this special rule.								
OPTIONS	- Any may replace its autopistol with an autogun. - Any may replace its autopistol with a second riot club.								
KEYWORDS	Infantry, Wayward Juve								

SPECIAL

High Threat Response Trooper

17

NAME	M	WS	BS	S	T	W	A	Ld	Sv
HTR Trooper	5"	3+	3+	3	3	2	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> - Arbites Shotgun - Suppression Shield - Riot Club - Frag Grenade - Krak Grenade 								
RULES	<ul style="list-style-type: none"> - Aerial Insertion: Per Index Imperium II. - Tactical Power Armor: This model never suffers a penalty for moving and firing a heavy weapon and gains a 5+ invulnerable save. 								
OPTIONS	<ul style="list-style-type: none"> - Any HTR Trooper may replace its arbites shotgun with a weapon from the Special Weapons list. - Any HTR Trooper may replace its riot club with a shock maul or power maul. - Any HTR Trooper may take items from the armoury. - Any HTR Trooper may purchase special shotgun ammunition. - Any HTR Trooper may, if it has an arbites grenade launcher, purchase special grenade launcher ammunition. 								
KEYWORDS	Infantry, HTR Trooper								

Your team may include up to two Arbites Quads.

Arbites Quad

21

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Quad	14"	4+	3+	3	4	3	2	6	4+
EQUIPMENT	<ul style="list-style-type: none"> - Twin Bolter - Heavy Bolter 								
RULES									
OPTIONS	<ul style="list-style-type: none"> - May replace twin bolter with rapid-fire grenade launcher. - May replace heavy bolter with heavy flamer, autocannon or multi-melta or multilaser. 								
KEYWORDS	Bikers, Outrider Bikes								

Arbites Biker

11

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Bike	14"	4+	4+	3	4	2	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> - Arbites Shotgun - Riot Club - Frag Grenade - Outrider bike with Twin Bolter 								
RULES	<ul style="list-style-type: none"> - Hot Lead or Cold Steel: When you recruit this model to your team, you may choose to improve its WS or BS by 1. Once this choice is made, it cannot be changed. 								
OPTIONS	<ul style="list-style-type: none"> - For every three arbites bikers on your team, one may replace its shotgun with a weapon from the Special Weapons list. - For every three arbites bikers on your team not upgraded as above, one may replace its outrider bike's twin bolter with an arbites grenade launcher, fragstorm and krakstorm grenades. - One arbites biker on your team may be designated a handler. - Any arbites biker may replace its arbites shotgun or riot club with a suppression shield. 								
KEYWORDS	Bikers, Outrider Bikes								

Your team may include up to one Arbites Medic.

Arbites Medic

21

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Medic	6"	4+	4+	3	3	2	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> - Arbites Shotgun - Riot Club 								
RULES	<ul style="list-style-type: none"> - Medi-Pack: At the end of any of your movement phases, a model with a medi-pack may attempt to heal a single model. Select a friendly Astra Militarum Infantry model within 3" and roll a d6. On a 4+, one model in the unit recovers a wound it lost earlier in the battle (if the unit has a Wounds characteristic of 1, one model slain earlier in the battle is returned to the unit instead). A unit can only be the target of this ability once in each turn. - Aerial Insertion: Per Imperial Index II. 								
OPTIONS	<ul style="list-style-type: none"> - May replace its arbites shotgun with a bolt pistol or boltgun. 								
KEYWORDS	Infantry, Arbites Medic								

Your team may include up to one Arbites Sentinel.

Arbites Sentinel									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Sentinel	9"	4+	4+	5	5	6	1	7	4+
EQUIPMENT	- Multilaser								
RULES	- Explodes - Aerial Drop: During deployment, you can set up this unit in a high-altitude transport, ready to deploy by grav chute instead of placing it on the battlefield. At the end of any of your movement phases, the unit can make an aerial drop – set it up anywhere on the battlefield that is more than 9" away from any enemy models. - Smoke Launchers								
OPTIONS	- May replace multilaser with heavy flamer, autocannon, rapid-fire grenade launcher or water cannon.								
KEYWORDS	Vehicle, Arbites Sentinel								

Morturge

21

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Morturge	6"	3+	2+	3	3	2	2	7	4+
EQUIPMENT	<ul style="list-style-type: none"> - Two Bolt Pistols - Riot Club - Frag Grenade 								
RULES	<ul style="list-style-type: none"> - Kill Order: Before deployment, choose a model in your opponent's kill team. This model re-rolls all failed to-wound rolls against that model. If this model puts that model out of action, you gain an additional victory point. - Haunt the Shadows: During deployment, you can set up this unit hidden in shadows, ready to reveal itself in a whirlwind of violence. At the end of any of your movement phases, set this model up anywhere on the battlefield that is more than 9" away from any enemy models. - Maverick: This model may never benefit from inspiring presence and is not affected by the Voice of the Law special rule. It never counts as being part of your kill team for the purposes of rout tests. - Stone-Cold Killer: this model can fire all of its pistol weapons twice. When shooting with a sniper rifle, its target gains no benefit from cover (note that this ignores the bonus armor save from cover as well as any other effects (such as a Lictor's -1 to hit). 								
OPTIONS	<ul style="list-style-type: none"> - May replace one of its bolt pistols with a sniper rifle. - May replace its riot club with a shock maul. - May replace one or both of its bolt pistols with plasma pistols. 								
KEYWORDS	Infantry, Assault Squad								

ARMOURY

ITEM	DESCRIPTION
Digital Weapons (6 pts)	This model may make an additional Attack when it fights in the fight phase.
Seal of Justice (10 pts)	(Leader only) Increases the bearer's Voice of the Law and Inspiring Presence by 6".
Smoke Grenade (2 pts)	One use only. During the shooting phase, place a marker within 8" of this unit. No models, friend or foe, may draw line of sight through an imaginary cloud 3" around this marker. Models can shoot in and models can shoot out. Any model even partially in the area of effect gains the benefits of cover.
Stun Grenade (2 pts)	One use only. During the shooting phase, choose an enemy model within 8" of the bearer and roll a d6. On a 3+, that model and any enemy models within 3" of it may not fire overwatch during the next charge phase.
The Persuader (10 pts)	(Unique) This is a power maul, except that it is Strength +4 instead of Str +2.
Lex Imperia (16 pts)	(Unique) A model bearing the Lex Imperia may reveal it once per game at the beginning of a friendly shooting or fight phase. All friendly models within 12" may re-roll failed rolls to hit for the duration of the phase.
Suppression Shield (4/8 pts)	The bearer of this item gains a 2+ armor save. The first cost is for core, the second for team leaders and special choices.

Arbites Ranged Weapons list

Arbites Shotgun – 0 pts.

Arbites Special Weapons list

Heavy Stubber – 4 pts

Net Gun – 11 pts

Arbites Grenade Launcher – 5 pts

Sniper Rifle – 2 pts

Meltagun – 12 pts

Grenade Launcher Special Ammunition List

Plasma Grenades – 3 pts

Fragstorm Grenades – 3 pts

Krakstorm Grenades – 2 pts

Gas Grenades – 3 pts

Arbites Melee Weapons List

Shock Maul – 2 pts

Power Maul – 4 pts

Riot Club – 0 pts

Shotgun Special Ammunition List

Tempest Shells – 2 pts

Scorch Shells – 2 pt

Body Blower Slugs – 2 pts

Bolt Slugs – 1 pt.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Net Gun	18"	Assault d6	4	-	1	A model hit by this weapon may not advance or fall back in its next movement phase.
Arbites Shotgun	12"	Assault 2	4	-	1	Increase this weapon's strength by 1 if the target is within half range.
Grapplehawk	18"	Assault 2	4	-	1	A model hit by this weapon may not advance or fall back in its next movement phase.
Arbites Grenade Launcher						Choose a profile when shooting this weapon. If the bearer of this weapon has special ammunition, it may choose one special ammunition type each time this weapon shoots.
Frag	24"	Assault d6	3	-	1	
Krak	24"	Assault 2	6	-1	D3	

Special Shotgun Ammunition						
Shell/Slug	RANGE	TYPE	S	AP	D	ABILITIES
Tempest	12	Assault 4	4	-	1	This ammunition does not suffer the penalty for shooting after advancing.
Scorch	8	Assault 2	4	-	1	This ammunition hits automatically.
Body Blower	12	Assault 2	4	-1	1	On a wound roll of 6, change this ammunition's damage to d3.
Bolt Slug	24	Assault 2	4	-	1	

Special Grenade Ammunition						
Grenade	RANGE	TYPE	S	AP	D	ABILITIES
Plasma	24	Assault d6	4	-	1	
Fragstorm	24	Assault 2d6	3	-	1	Can only be fired by bike-mounted arbites grenade launchers.
Krakstorm	24	Assault 2	6	-1	D3	Can only be fired by bike-mounted arbites grenade launchers.
Gas	24	Assault d3	*	-2	1	Wounds all targets on a 2+ unless it is a vehicle, in which case it wounds on a 6+.

Melee Weapons						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shock Maul	Melee	Melee	+1	-1	1	
Riot Club	Melee	Melee	User	-	1	When using this weapon to attack, the wielder may make an additional attack.

Arbites Backup

More than any other kill team, the forces of the Adeptus Arbites tend to fight on their home world, or at least with the backing of their organization. To represent this in kill team, an Adeptus Arbites kill team can call for aid from nearby forces or even deputize them directly on the battlefield.

Call for Backup (See description for cost)

Use this ability at the end of any friendly Movement phase and choose one of the following:

-Set up 3 Arbitrators or Enforcers removed as casualties earlier in the battle. You may choose these units in any combination. They can be set up anywhere within 6" of a table edge and more than 9" away from any enemy units.

-Place 5 Wayward Juves within 6" of a table edge, as close to the ground floor as possible within 3" of each other and farther than 9" from any enemy model. These are now under your control and count as part of your kill team in every way, including changing its threat.

The first time you use this ability, it costs 2 TP. The second, it costs 3 TP, the third 4 TP and so on. In any event, it may only be used once per friendly turn. After the battle, these units leave your kill team and may never be retained.

Tactical Redeployment (2 TP)

Use at the beginning of the movement phase. Choose a friendly model from this kill team. Remove that model and up to 5 other friendly models within 3" of that model from the table and set them up anywhere on the battlefield that is more than 9" from an enemy unit. They must all be placed within 3" of the original model you chose.

Blind Barrage (1 TP)

Use at the beginning of any friendly shooting phase. Place a marker anywhere on the battlefield. No line of sight may pass within 5" of the center of this marker (you should probably have a 10" diameter circle prepared ahead of time). Roll a d6 at the beginning of each subsequent friendly shooting phase. On a 5+, the smoke dissipates and the counter is removed. Up to 3 markers may be placed each turn, costing 1 TP each.

Flare (2 TP)

Use at the beginning of any friendly shooting phase. Place a marker anywhere on the battlefield. Friendly Adeptus Arbites units shooting at any enemy unit within 3" of the center of that marker may re-roll 1's to hit. Friendly units that already re-roll 1's to hit re-roll all failed hit rolls instead.

Informant (2 TP)

Use after the first player has been determined, but before that player has acted. Choose up to 3 friendly models that have been deployed and remove them from the table. They may be placed on the battlefield at the end of any of your movement phases within 6" of any table edge and more than 9" from any enemy unit.

Arbites Philosophies

The Shield (3 TPs) You may only spend TP's on the actions above.

Hunter (2 TPs) Choose a model on your opponent's kill team before the mission starts. If you have not removed that model as a casualty by the end of the mission, you lose d3 victory points.

Law and Order (2 TP) You may not have more non-core units than core. Wayward Juves are not counted when assessing how many core models in your kill team.

The Æquitas Discipline

D3	Power	DESCRIPTION
1	Word of the Emperor	Warp charge value: 7. Choose 1d6 friendly Adeptus Arbites models within 12" of the Psi Marshal. Until the start of the Psi-Marshal's next turn, even if they are slain before they get to attack, these models will still get to attack as though they were still in their final positions after all other units have fought. The chosen models do not themselves radiate this ability as would normally be the case for a psychic power.
2	Deliverer of Justice	Warp charge value: 6. Choose a model within 12". That model gains the Fly keyword and +4 to its movement. If it fell back in its movement phase, it may now shoot or assault.
3	The Emperor's Key	Warp charge value: 5. Target the upright wall of a ruin within 18" and line of sight of this model and place a marker by it. That wall no longer exists for all game purposes within 4" of the marker. Models can draw line of sight, move and charge through it. Any hidden model whose hiding space required the presence of that wall is now exposed. This effect works even if this would make the rest of the ruin structurally unsound. It may not be used on floors, ceilings or the base of the battlefield itself.