

ADEPTUS ARBITES

HOR

INDEX: IMPERIUM VOL. 2

This Team List uses the special rules and wargear lists found in Index: Imperium Vol. 2. If 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

CORE

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

SPECIAL

Your team may include up to two Arbites Quads.

Your team may include up to one Arbiter Medic.

Your team may include up to one Arbites Sentinel.

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 Melee Weapons List

Shock Maul – 2 pts

Arbites Special Weapons list

Heavy Stubber – 4 pts

Power Maul – 4 pts

Net Gun – 11 pts

Riot Club – 0 pts

Arbites Grenade Launcher – 5 pts

Shotgun Special Ammunition List

Sniper Rifle – 2 pts

Tempest Shells – 2 pts

Meltagun – 12 pts

Scorch Shells – 2 pt

Grenade Launcher Special Ammunition List

Plasma Grenades – 3 pts

Body Blower Slugs – 2 pts

Fragstorm Grenades – 3 pts

Bolt Slugs – 1 pt.

Krakstorm Grenades – 2 pts

Gas Grenades – 3 pts

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 Krak	24"	Assault d6	3	-	1	
	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-Marshals 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.