

Adeptus Arbites Special Rules: The following special rule applies to all fighters in an adeptus arbites kill team.

On the Beat: Adeptus Arbites can spot hidden fighters at twice the normal distance they would normally be able to spot them

Arbitrator - Kill Team Leader

Cost to Recruit: 150

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	3	2	8

Riot Formation: While within 6” of the sergeant, enemy fighters do not gain a bonus for charging into close combat.

Wargear: An arbitrator has a baton and carapace armour. In addition, an arbitrator can be armed with items chosen from the Adeptus Arbites Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

Regulator - Trooper

Cost to Recruit: 90

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

Wargear: A regulator has a baton and carapace armour. In addition, a regulator can be armed with items chosen from the Adeptus Arbites Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

Enforcer - New Recruit

Cost to Recruit: 70

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

Wargear: An enforcer has a baton and carapace armour. In addition, an enforcer can be armed with items chosen from the Adeptus Arbites Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

Executioner - Specialist

Cost to Recruit: 110

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	3	2	8

Wargear: An executioner has a baton and carapace armour. In addition, an executioner can be armed with items chosen from the Adeptus Arbites Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

Adeptus Arbites Weapon and Equipment List

Ammunition

Executioner Shells* 20

Toxic Rounds** 20

*Can be purchased for shotguns only.

**Can be purchased for sniper rifles only.

Grenades

Frag Grenades 25

Krak Grenades 40

Miscellaneous

Clip Harness 10

Photo Visor 15

Red-Dot Laser Sight 15

Telescopic Sight 20

Riot Shield* 30

Weapon Reload Half cost of the weapon in points.

*Arbitrator and executioner only

Hand to Hand Weapons

Baton (Knife) 5

Tonfa (Sword) 15

Bludgeon 15

Shock Baton 20

Shock Maul(Taser Goad)* 45

*Arbitrator and executioner only

Pistols

Bolt Pistol 25

Stubcarbine* 30

Plasma Pistol** 50

Web Pistol** 75

*Arbitrator and executioner only

**Arbitrator only

Basic Weapons

Shotgun 20

Boltgun 35

Special Weapons

Sniper Rifle 40

Webber 100

Grenade Launcher

 With Frag 85

 With Krak 100

 With Both 125

Weapons and Equipment

Executioner Shells: A shotgun armed with executioner shells replaces it's damage profiles with the following.

Range		To Hit					
Short	Long	Short	Long	Str	Dam	Save Mod	Ammo Roll
0-6"	6-18"	-1	+1	4	1	-2	5+

Shock Baton

Range	Strength	Damage	Save mod
Close Combat	As User +1	1	-

Taser: Add +2 to your combat score if your opponent fumbles, instead of the usual +1.

Riot Shield: A model armed with a riot shield gains the following special rules improves its armour save by 2 (From 4+ to 2+) against ranged attacks from a 90 degree arc in front of itself as well as in close combat when the opponent does not benefit from outnumbering. In addition, they are immune to pinning from weapons that are not high impact. However this model may only use a single hand to hand weapon in close combat and may not be armed with basic or special weapons.

Adeptus Arbites Special Operatives:

Detective

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	3	2	8

Wargear: A detective has a shock maul, shotgun with executioner shells, bolt pistol and carapace armour.

Criminal Located: A detective may designate an enemy fighter in line of sight as the located criminal at the start of your turn. If they do so, friendly fighters within 6" of the detective ignore any penalties for cover that they would otherwise suffer when shooting at that target and may shoot at the target even if it is hidden. If a detective locates a criminal, they may not shoot this turn. A detective may not locate criminals if engaged in close combat.

Killer Reputation: This fighter causes fear.

Cyber-Animal Handler

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

Wargear: A cyber-animal handler has a shock baton, shotgun and carapace armour.

Handler: A Cyber-Animal Handler is deployed with either a Cyber-massif or Grapplehawk as seen below. A cyber-massif or grapplehawk within 12” of the Cyber-Animal Handler may use their Leadership characteristic when taking break tests and tests to see if they recover their nerve when broken.

Cyber-Mastiff

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	4	1	4	2	5

Wargear: A cyber-mastiff has augmented jaws (Treated as a chainsword) and scout armour.

Frenzy: A cyber-mastiff has frenzy

Expendable: A cyber-mastiff does not count as a model out of action for the purpose of bottle tests.

Grapplehawk

M	WS	BS	S	T	W	I	A	Ld
8	4	-	4	4	1	4	2	5

Wargear: A grapplehawk has augmented claws and wings (Treated as chainsword) and scout armour.

Expendable: A grapplehawk does not count as a model out of action for the purpose of bottle tests.

Flier: A fighter that can fly treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain. In addition, a fighter that can fly never suffers falling damage.

Verispex Technician

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

Wargear: A verispex technician has a shock baton, shotgun and carapace armour.

Field Medic: Figures within 3” of a Verispex Technician subtract 2, to a minimum of one, from their recovery phase injury rolls (Including for injuries caused by toxic weapons or toxic rounds). In addition, as long as this fighter didn’t go out of action, you may reroll any Serious Injury rolls.

Autopsy: An enemy fighter that goes down within 3” of a Verispex Technician is automatically taken out of action as if it was in hand to hand combat. A Verispex Technician cannot perform an autopsy if in hand to hand combat already.

Skill types available								
Subfaction	Role	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Adeptus Arbites	Trooper	✓	✓				✓	
	Specialist	✓	✓			✓	✓	
	Leader	✓	✓	✓		✓	✓	✓