

Adeptus Arbites Precinct Defense List V1.0

Adeptus Arbites: An Adeptus Arbites Precinct Defense army has a Strategy Rating of 3. All Arbites formations have an initiative value of 2+

Hold the Line: Arbites formations that include a character with the Hold the Line rule that are attempting to take a Marshall action receive a +1 modifier to their action test roll.

Formation	Core Units	Upgrades	Cost
Patrol	4 Arbite Patrols or Shock Troops (in any combination)	Proctor, Reinforced Patrol, Cyber Mastiffs, Hunters, Transport, Deputised Militia	150 points
Tarantulas	4 Tarantula Sentry Guns	None	100 points
Bikes	6 Mounted Patrols	Proctor	200 points
Snatch Squad	4 Arbite Patrols or Shock Troops (in any combination) and 2 Valkyries.	Proctor	225 points
Kill Team	4 Execution Teams	Proctor, Cyber Mastiffs, Transport	175 points

Upgrades (Each allowed upgrade may be taken once per formation)		
Proctor	Add one Proctor or Judge character	Proctor 50 points Judge (1 per army) 100 points
Reinforced Patrol	Add up to 6 Arbite Patrols or Shock Troops (in any combination)	25 points each
Cyber Mastiffs	Add 2 Cyber Mastiffs	50 points
Hunters	Add 2 Execution Teams	75 points
Transport	Add enough vehicles to transport the entire formation (Miltia may not have vehicles purchased for them and do not count as units that require transport)	Rhino 10 points Repressor 25 points
Deputised Militia	Add up to 6 Militia stands	10 points each

Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Judge	CHA	-	-	-	-	Power Weapon	(Base)	EA+1, MW	Inspiring, Supreme Commander, Hold the Line
Proctor	CHA	-	-	-	-	Power Weapon	(Base)	EA+1, MW	Hold the Line, Leader
Arbite Patrol	INF	15	5+	5+	4+	Shotguns Choke Grenade Launcher	(15cm) 15cm	(Small arms) AP5+/AT6+ Disrupt	
Shock Troops	INF	15	4+	4+	0	Power Mauls and Supression Shields	(Base)	(Assault Weapon)	Inv Save
Mounted Patrol	INF	35	5+	5+	5+	Bolters	(15cm)	(Small arms)	Mounted
Execution Team	INF	15	5+	5+	4+	Heavy stubbers and sniper rifles	30cm	AP5+	Sniper, Scout
Cyber Mastiffs	INF	20	6+	4+	0	Jaws and claws	(Base)		Scout, Infiltrator
Militia	INF	15	-	6+	6+	Autoweapons	(15cm)	(Small arms)	Expendable
Tarantula Sentry Guns	LV	0	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannons OR Hyperios	30cm 45cm 45cm	AP4+ AT4+ AA5+	Scout, Fearless
Rhino	AV	30	5+	6+	6+	Stormbolter	(15cm)	(Small arms)	Transport (2 of the following: Arbite Patrol, Shock Troops, Execution Team, Cyber Mastiffs)
Repressor	AV	25	4+	6+	5+	Heavy Flamer OR Water Cannon	15cm 15cm	AP4+ Ignore Cover AP5+ Disrupt	Walker, Transport (2 of the following: Arbite Patrol, Shock Troops, Execution Team, Cyber Mastiffs)
Valkyrie	AV	35	5+	6+	5+	Multilaser 2x Heavy Bolter 2x Rocket Pods	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, Disrupt, One Shot	Scout, Skimmer, Transport (2 of the following: Arbite Patrol, Shock Troops, Execution Team, Cyber Mastiffs)