

Adeptus Arbites Precinct Defense List V1.3

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: Arbite 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. Additionally, Arbite formations that Marshall do not receive the -1 to hit modifier when electing to shoot rather than move.

Core Formations			
Formation	Core Units	Upgrades	Cost
Patrol	6 Arbite Patrols or Suppression Teams (in any combination) and one Proctor character	Judge, Reinforced Patrol, Cyber Mastiffs, Hunters, Transport, Deputised Militia, Sentry Gun Support	200 points
Bikes	6 Mounted Patrols and one Proctor character	Judge	200 points

Support Formations (May have 2 per Core Formation)			
Formation	Core Units	Upgrades	Cost
Tarantulas	4 Sentry Guns (0-1 Hyperios, 3-4 of any other type)	Transport, Sentry Gun Support	100 points
Snatch Squad	4 Arbite Patrols or Suppression Teams (in any combination), one Proctor character and 2 Valkyries	Judge	225 points
Interdiction Team	4 Arbite Patrols or Suppression Teams (in any combination) and one Proctor character	Judge, Reinforced Patrol, Cyber Mastiffs, Hunters, Transport, Deputised Militia, Sentry Gun Support	150 points
Kill Team	4 Execution Teams	Cyber Mastiffs, Transport	175 points
Uprising	2D6+2 Militia units and one Espionist character	None	200 points
0-3 Roadblock	Up to 30cm of roadblocks	None	50 points
0-1 Blockhouse	Up to six fortified structures	None	100 points

Upgrades (Each allowed upgrade may be taken once per formation)		
Judge	Replace a Proctor character with either a Morturge or Judge	Morturge (1 per army) 25 points Judge (1 per army) 50 points
Reinforced Patrol	Add up to 6 Arbite Patrols or Suppression Teams (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 each Repressor 25 points each
Deputised Militia	Add up to 6 Militia stands (these units gain the 'expendable' special rule)	10 points each
Sentry Gun Support	Add up to 2 Sentry Guns of any type	25 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, Commander
Morturge	CHA	-	-	-	-	Power Weapon	(Base)	EA+1, MW, First Strike	Hold the Line, Leader, Infiltrator
Espionist	CHA	-	-	-	-	Power Weapon	(Base)	EA+1, MW	Leader
Arbite Patrol	INF	15	5+	5+	4+	Shotguns Choke Grenade Launcher	(15cm) 15cm	(Small Arms) AP5+/AT6+, Disrupt	
Suppression Team	INF	15	5+	5+	0	Power Mauls and Supression Shields	(Base)	EA+1	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)	Teleport
Heavy Bolter Sentry Gun	LV	0	5+	6+	5+	Twin Heavy Bolter	30cm	AP4+	Scout
Multi-Melta Sentry Gun	LV	0	5+	6+	5+	Multi-Melta and	15cm (15cm)	MW5+ (Small Arms, MW)	Scout
Lascannon Sentry Gun	LV	0	5+	6+	6+	Twin Lascannon	45cm	AT4+	Scout
Hyperios Sentry Gun	LV	0	5+	6+	-	Hyperios	45cm	AA4+	Scout
Rhino	AV	30	5+	6+	6+	Stormbolter	(15cm)	(Small Arms)	Transport (2 of the following: Arbite Patrol, Shock Troops, Execution Team, Cyber Mastiffs, Heavy Bolter Sentry Gun, Multi-Melta Sentry gun, Lascannon Sentry Gun, Hyperios Sentry Gun)
Repressor	AV	30	5+	6+	5+	Heavy Flamer and OR Heavy Webber	15cm (15cm) 15cm	AP4+ Ignore Cover (Small Arms, Ignore Cover) AP5+/AT6+ Disrupt	Walker, Transport (2 of the following: Arbite Patrol, Shock Troops, Execution Team, Cyber Mastiffs, Heavy Bolter Sentry Gun, Multi-Melta Sentry gun, Lascannon Sentry Gun, Hyperios Sentry Gun)
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, Heavy Bolter Sentry Gun, Multi-Melta Sentry gun, Lascannon Sentry Gun, Hyperios Sentry Gun)

Fortifications:

An Adeptus Arbites army is allowed to purchase certain terrain features. These terrain pieces must be set up after objectives, but before spacecraft and garrisons are deployed. They may be set up anywhere a vehicle may deploy in the Arbite armies half of the table. You may split up a set of roadblocks as desired, as long as the rules for formation coherency are adhered to. For example, you could split them up into several lines, as long as there are 5cm 'links' between the different parts. Fortified structures can be placed entirely separate from one another and do not have to adhere to the formation coherency rules. These roadblocks and fortified structures count as having a move of zero. They may not be transported. Fortified structures and roadblocks can be captured and used by enemy units like any other terrain piece.

Terrain	Infantry	Vehicle	War Engine
Roadblocks	5+ Cover Save	Impassable	Dangerous
Fortified Structure	3+ Cover Save	Impassable	Impassable

Note: Fortified Structures are Fortifications (see the EPIC Armageddon Rulebook 1.8.4)