

# ARBITES/EXPURGATORS

Version 2.0

- **Initial Resources:**

You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

- **Hired Guns:**

Arbites Squads may recruit up to 2 Hired Guns. These may not be Xenos. Expurgator Squads may NEVER employ Hired Guns.

- **Starting Experience & Skills:**

All fighters start with the following experience point totals. All non-Construct members gain experience as normal. Arbites/Expurgators gain the 'Underdog' Bonus as normal.

Unit Type	NEC eq	XP
Marshal/Leader	Boss	60+D6
Proctors/Specialists	Heavy	40+D6
Detective	Ganger	30+D6
Arbitrators/Troopers	Ganger	20+D6
Custodians	Heavy	D6
Penal Legionnaires	Juve	D6
Recruits	Juve	D3
The Judge/The Executor	Heavy	70+D6

- **Maximum Characteristic Values:**

These are the maximum values models may reach without the benefit of Bionics, drugs, or mutations.

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

- **Territory & Income:**

-**Arbites** warbands select territories (their 'Precinct') and collect income (through tithes and "walking the beat") exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed.

-**Expurgator** warbands receive D6+3 Throne Geld per model after every scenario. Expurgators never own territory. They receive half (rounded up) of the 'Giant Killer Bonus' as listed.

**Subversion Rating: 6**  
**Investigation Rating: 6**



## • Special Rules:

All Arbites/Expurgators warbands may select Comm-links/Micro-beads at +2 TG per fighter. If selected, all fighters must be equipped in this way.

**Law Enforcement Armory Access:** Arbites / Expurgators benefit from the access to the best armories of the underworld. To reflect that Arbites/Expurgators war bands add +1 to the result of the Number of Rare Items they can get to a maximum of 3 during the trading sequence.

**Recruitment Process:** Arbites / Expurgators that suffer from a Dead result in the Serious Injuries chart must roll a D6. Do not apply this rule if the dead fighter is the leader.

1.2.3.4 = Administrative documents are sent to the local precinct to replace the casualty and nothing happens. His team members will perform his last rituals.

5.6 = Administrative documents are sent to the local precinct to replace the casualty. Luckily the local precinct just finished training new recruits. Replace the dead fighter with a new one of the same Unit Type for free. You can buy him Weapons & Equipment as if you just recruited him.

## • Arbites Warband Special Rules:

*The Riot shield is a special piece of equipment used extensively by law enforcement agencies all across the Imperium. It consists of a metal or fibre-alloy shield that has a built-in generator. When the generator is activated a glowing blue field of energy, called a suppression field, surrounds the shield. A suppression field diverts and stores away the energy of an attack. In hand to hand combat the shield can be used to 'bash' an opponent, at which point the stored charged is released as a powerful electrical discharge that is perfectly capable of stunning or even killing an opponent.*

Riot Shield: Arbites & Custodians Only

Cost : 25 TG

Arbites armed with a riot shield receive a +2 save modifier against any attack that originates on the 90 degree forward arc of the model using it. In addition, a riot shield counts as a close combat weapon with a Strength of 3 and a save modifier of -1. High Impact weapons disable the force field of the shield cancelling its armor bonus. The riot shield is genetically bound to its bearer thus no other war band type may possess a Riot Shield.

Arbites warbands add +1 to their Investigation Rating.

## • Expurgators Warband Special Rules :

Expurgators are mind-scrubbed, highly-trained teams of killers under the direct authority of the High Lords of Terra. Their uniforms carry no insignia or markings and their weapons are of the highest quality available. Expurgators may not select the Detective, Custodians, and/or Legionnaire unit type and are limited to a total of 2 Recruits at all times. They may never be captured and any Capture roll means the fighter is killed and his equipment permanently lost.

Expurgators may never employ any Hired Guns and may never select weaponry or equipment outside of their lists below.

If a Telepathic psychic power targets an Expurgator model, the fighter rolls D6. On a roll of 4+ the power is negated and has no effect.

Expurgators may never be Wyrds.

Expurgators warbands add +1 to their Subversion Rating.

# Recruitment

1 Marshal/Leader									Base +100 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+2	+2	-	-	-	+1	-	+2	

- **Species:** Human, Abhuman-Untouchable, Human Wyrd (Level I only)
- **Weapons:** The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The leader may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The leader always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.  
A Marshal/Leader may select one (1) Servo-Skull or Psyber-Familiar, at normal cost.



0-3 Proctors/Specialists									Base +40 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	+1	-	-	-	-	-	+1	

- **Species:** Human, Abhuman-Untouchable, Human Wyrd (Level I only)
- **Weapons:** Proctors may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Proctors may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** If a Proctor/Specialist is not armed with a Heavy weapon, it may select (1) one Cyberhound or Grapplehawk, at normal cost.

0-2 Detectives									Base +40 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	+1	-	-	-	-	-	+1	

- **Species:** Human, Abhuman-Untouchable, Human Wyrd (Level I or II only)
- **Weapons:** Detectives may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Detectives may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** Detectives have the Infiltration Skill. If a Detective rolls this skill again, re-roll the result.

2+ Arbitrators/Troopers									Base +30 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	+1	-	-	-	-	-	+1	

- **Species:** Human, Abhuman-Ogryn, Human Wyrd
- **Weapons:** Arbitrators may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Arbitrators may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** At least 50% of a warband must be made up of Arbitrators/Troopers. If this number ever falls below 50%, you may recruit no further non-Arbitrator models until this number is over 50%.

0-3 Custodians									Base +15 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	-	-	-	-	-	-	+1	

- **Species:** Human, Abhuman - Ogryn, Human Wyrd (Level I only), Abhuman-Untouchable
- **Weapons:** Custodians may select weapons from the HtH, Pistols, and Basic lists.
- **Equipment:** Custodians may select equipment from the Armor and Equipment lists.
- **Special:** Custodians may only be selected if at least one (1) Penal Legionnaire is part of the warband. If there are no Legionnaires in an Arbites warband, the Custodian will not fight until more Legionnaires are hired.

0+ Penal Legionnaires									Base +5 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	-	-	-	-	-	-	-	

- **Species:** Human or Abhuman, Human Wyrd (Level I or II only), Human - Mutant
- **Weapons:** Legionnaires may select weapons from the HtH, Pistols, and Basic lists.
- **Equipment:** Legionnaires may select equipment from the Equipment lists.
- **Special:** If a Legionnaire goes Down or Out of Action within 2" of any other friendly model, that model does not need to test for breaking. While Legionnaires may earn experience, gain new skills, etc, they may never advance in rank beyond that of Legionnaire.

0+ Recruits									Base +15 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	-	-	-	-	-	-	-	

- **Species:** Human or Abhuman, Human Wyrd (Level I or II only),
- **Weapons:** Recruits may select weapons from the HtH, Pistols, and Basic lists.
- **Equipment:** Recruits may select equipment from the Armor and Equipment lists.

0-1 The Judge (Arbites) or The Executor (Expurgators)									Base +70 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+2	+2	-	-	-	-	-	+1	

- **Species:** Human, Abhuman-Untouchable
- **Weapons:** The Judge/ The Executor may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** The Judge/ The Executor may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Judge/ The Executor has the Killer Reputation Skill. If the Judge rolls this skill again, re-roll the result.

**I am the Law! (Arbites) / You are my Target ! (Expurgators):** Before any game begins, select an enemy fighter from the opposing War Band. This fighter is sentenced to death. The Judge/The Executor hates the selected fighter. If the Judge/executor takes the target out of action, he receives 2D3 Xp bonus.



# Weapons & Equipment Lists

## ITEMS

## COSTS

### •Hand-to-Hand

Knife	Free/5
Stiletto, Dirk <sup>5</sup>	10
Throwing Knife <sup>5</sup>	10
Sword	10
Club, Maul, Bludgeon	Free/10
Chainsword <sup>1</sup>	20
Chain-Axe <sup>1</sup>	25
Shock Maul (Arbites Only) <sup>1</sup>	25
Power Sword <sup>3</sup>	40

### •Pistols

Autopistol	10
Stubber	5
Hand Cannon	15
Bolt Pistol <sup>1</sup>	20
Laspistol	15
Hellpistol <sup>1</sup>	20
Needle Pistol <sup>5</sup>	90
Hand Flamer <sup>1</sup>	20
Plasma Pistol <sup>2</sup>	25
Web Pistol (Arbites only)	75

### •Basic

Autogun	20
Lasgun	25
Hellgun <sup>1</sup>	30
Bolter <sup>1</sup>	35
Shotgun (Solid/Scatter)	20
Hunting Rifle <sup>2</sup>	25

### •Special

Flamer	40
Melta-Gun <sup>5</sup>	85
Ripper Gun (Ogryn Only)	40
Grenade Launcher	90
Plasma Gun	75
Long Las	40
Needle Rifle <sup>5</sup>	200
Storm Bolter <sup>3</sup>	45
Webber (Arbites only)	85

### •Heavy

Heavy Stubber	120
Heavy Bolter	170
Heavy Plasma Gun <sup>5</sup>	280
Missile Launcher	170
Multi-Laser	125
Multi-Melta <sup>5</sup>	220
Heavy Flamer <sup>5</sup>	100
Heavy Webber (Arbites Only)	100

### •Grenades & Ammo

Frag Grenades	25
Krak Grenades	35
Photon Flash Grenades	20
Melta-Bombs <sup>1</sup>	40
Scare Gas Grenades <sup>1</sup>	20
Choke Gas Grenades <sup>1</sup>	15
Smoke Grenades	10
Hallucinogen Grenades <sup>1 5</sup>	40
Frag Missile	35
Krak Missile	75
Dum-Dums	5
Man-Stoppers	5
Hot Shot Shells	5
Executioner Shells	10
Overcharge Cell	15

### •Armor

Light Armor	5
Flak Armor	10
Flak Armor – Enclosed	15
Medium Armor	20
Medium Armor – Enclosed <sup>1</sup>	25
Heavy Armor <sup>1</sup>	35
Heavy Armor – Enclosed <sup>2</sup>	40
Hexagrammic Wards <sup>6</sup>	50
Refractor Field <sup>3</sup>	20

**•Gun-Sights**

Red-Dot Laser	20
IR Sight	30
Telescopic Sight <sup>2</sup>	30

**•Equipment**

Bio-Scanner (1/warband) <sup>6</sup>	50
Blade Venom (One Use) <sup>5</sup>	10
Charm (Arbites Only)	25
Clip Harness	10
Frenzon <sup>4</sup>	20
Injector Rig <sup>4</sup>	5
Kalma <sup>4</sup>	10
IR Goggles <sup>5</sup>	25
Photo-Contacts/Visor	10
Respirator	10
Reloads <sup>2</sup>	½ Weapon Cost
Silencer <sup>5</sup>	10
Spur <sup>4</sup>	10
Stummers (One Use) <sup>5</sup>	10



1. Not available to Recruits/Legionnaires
2. Not available to Recruits, Legionnaires, Custodians, or Arbitrators
3. Marshal/Leader only
4. Legionnaires only
5. Detective, Legionnaire, and/or Expurgators only
6. Expurgator Leader/Specialist only

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Recruits	X	-	-	X	X	-	-
Legionnaire	X	-	X	X	-	X	-
Custodians	-	X	X	X	X	-	-
Arbitrator	X	X	-	X	X	-	-
Detectives	X	X	-	X	X	X	X
Proctors	X	X	X	X	X	-	X
Marshals	X	X	X	X	X	X	X
The Judge / The Executor	-	X	X	X	X	-	-