

ADEPTUS ARBITES

the Enforcers of the Imperial Law



**AVE IMPERATOR
SEMPER FIDELIS**



Judge Dread

Adeptus Arbite
Special Character



CODEX™

ADEPTUS ARBITES

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Credits:

This Codex has been made possible due to the efforts of:
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The origin of the Adeptus Arbitres can be traced back to "Judge Dredd the Role Playing Game" and the original Warhammer 40,000 Rogue Trader.

A short Adeptus Arbitres Army List was published in White Dwarf 169. Later it made an appearance under the name "The Penal Legions" in Citadel Journal 12, 1995. Written by Gavin Tyler and friends.

Over the years the Warhammer 40k rules changed and so did this codex. It was reprinted in Citadel Journal 28/29, this time edited by Xxxxxxx. The work continued by many independant persons who published their ideas on the Internet. In the year 2000, atleast twenty different AA Codexes was floating around. The most "official" of these being one edited by Krinos and another by Tim Huckelbery.

In early 2001 Tim Huckelbery of Games Workshop US decided to put some serious efforts into his version in order to make it Chapter Approved for WH40k 3rd Ed. At the same time similar ideas was nurished by Jeff Wiertalla and Magnus Johansson. Jeff contacted Tim and they formed a Yahoo-group (http://groups.yahoo.com/adeptus_arbitres_garrison) and invited playtesters.

Magnus focused on compiling all written material about the Arbitrators (including other rules and roleplaying stuff) he could find on the internet, trying to put together a solid background for the army.

One part of this work was to give the Codex a more official look, mimicing the layout of the official Games Workshop® publications, making this PDF. He (!) also implemented many of the ideas that came up through the group.

Racing side-by-side with the Yahoo-Arbies was Games Workshops own Codex team - although this was unknown to the Tim-group until May 2001. Not wanting to clash with GW, the work ceased. Later the same year it became clear that GW wouldn't produce an Arbie Codex themselves and the group continued their work, greatly inspired by master fluffist Robey Jenkins.

In 2002, Magnus left the Yahoo group and focused in bringing what he thought were the best ideas together. The result is this Unofficial Codex.

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INTRODUCTION

This list is designed to replace the existing Adeptus Arbites list from Citadel Journal 29. The goal is to add some new forces, weapons, and vehicles to make it a more playable and challenging army.

THE ADEPTUS ARBITES

The Arbites are the planetary Imperial Police force. They are independent of the planet's Governor, reporting directly to the Adeptus Terra. Indeed, one of their primary functions is to keep a careful watch on the planetary rulers for signs of treasonous activities!

They are not really there for actual armed combat or to fight wars, but more for maintaining order, suppressing uprisings, crushing any criminal or revolutionary activities, and generally keeping the populace in line. As such, some of their weapons are not lethal but more aimed at crowd control. They have limited heavy firepower to deal with armed insurrectionists, but for heavy opposition or actual alien invasions their main job is to hold out as long as possible and call for aid.

Often, in times of rebellion and uprising, the Adeptus Arbites are the first to respond to the situation. In cases where Chaos or Genestealer cults are the root of the uprising, the Adeptus Arbites are the first line of defence until reinforcements from the Adeptus Sororitas, Space Marines or Imperial Guard can arrive.

Adeptus Arbites footmen are never posted to any system within many light years of their home world or system, lest individual bias toward subjects creep in. Arbites footmen are encouraged not to become too acquainted with the locals, remaining aloof, leaving their fortress or outpost only if embarking on a patrol or to make an arrest.

Apart from the Adeptus Arbites military wing on the ground, Arbitrators belong to a complex organisation - an army divided into many ranks and specialised roles. Its individual Precincts stretch across the Galaxy. On many worlds the Arbitrators fortified Courthouse is the only point of contact between that planet and the Imperium.

Each Precinct is the base for an army, complete unto itself, led by Marshals of the Court, and supported by an array of highly trained warriors of justice.

Patrol teams prowl the underways of city hives, Suppression Teams break up the vicious queue wars which develop outside governmental buildings, Execution teams hound the guilty through barren wastes and labyrinthine tunnels, and Detectives sift the holo-records, tracking cyber-criminals through the computer matrix of the Administratum.

WHY COLLECT AN ADEPTUS ARBITES ARMY?

Fielding an Adeptus Arbites is really something extra. As there, at present, are very few Arbite miniatures available, collecting an Adeptus Arbites force involves a lot of conversion work.

The Adeptus Arbites is often the choice for those individuals who think that fielding a "standard" Warhammer 40k army is rather boring. Selecting the Adeptus Arbites not only gives you a very tough army, it also ensures that there will not be that many other armies just like yours.

Although you cannot be as "creative" with the background and colour schemes of your army as if you had opted to invent your own Space Marine Chapter, the Adeptus Arbites is an excellent choice if you want to field something different.

WHAT'S IN THIS DOCUMENT

Codex: Adeptus Arbites is split into the following sections:

Army List

This section contains full rules for the troops, vehicles and wargear available to the Adeptus Arbites. There is also a section of (in)famous Adeptus Arbites characters who might fight in your army and background information which will give you some insight into the organisation and nature of the grim Arbitrators.

Collecting, Painting, Converting

This section contains advice on how to collect an Adeptus Arbites Army, conversion and painting ideas and other tips.

Special Characters

Here you will find some of the most famous among Arbitrators as well as rules for fielding them in your army.

Necromunda Section

Advanced rules for using Adeptus Arbites in Necromunda.

"You have contravened Article 6327 Section 5.6. How do you plead?"

"Just remind what that was again Arbi?"

"You have contravened Article 5788 Section 4, insulting an Arbitrator. By the laws of the Book of Judgement, I'm taking you in!"

"We are the first line of defence against the inner evils of the human mind, be they the heretic or daemon, and the last line of defence against the outer evils of the multiverse"

ADEPTUS ARBITES TASK TEAMS

The Adeptus Arbites is responsible for the enforcement of Imperial Law. This is the mandates and decrees passed from Terra itself, which is quite often separate from local laws and customs. Nobody is above or below their power, from the most humble peasant to Imperial Commanders. The Judges are authorised to dispense judgement as laid down in the volumes of the *Dictates Imperialis*, from infractions as diverse as disturbing the Emperor's peace through failure to meet tithe requirements and riots and insurrection.

The Arbites are well armed and armoured, able to deal with any small scale threat with the warriors from the Precincts which they occupy on nearly every Imperial world. They are often an early defence against planetary invasion, as well as quelling rebellious cults, Chaos covens and alien infestations.

THE TASK TEAMS

Together, the Task-Teams can deal with any aspect of lawlessness from full scale rioting to poor time keeping. The roles of the different Task-Teams are too varied and complex to discuss in detail, but a general description will help to form an impression of the range of the Adeptus Arbites' power.

Patrol Teams are a common sight on Earth and throughout the more heavily populated parts of the Imperium. They are the patrolling Arbitrators who must be ready to deal with any emergency or to report any suspected offence.

Combat Teams are a relative familiar sight. The teams are simply Patrol Teams equipped with Boltguns.

Suppression Teams wear their special white helmet and carry a Suppression or Shock Shield and Suppression or Shock Maul. They are deployed to meet special threats such as food riots and queue wars (In the Imperium, queues in front of governmental offices can stretch for miles. Queues often take months to reach the end. The inevitable frustration caused can lead to vicious battles).

Execution Teams deal with the routine task of rounding up and eliminating known criminals. In order to handle even mighty warlords these elite fighters carry heavy and special weapons.

Fire Support Teams guard checkpoints and strongpoints in the cities and have access to the heavy support weapon Tarantula. The other Teams rely upon the back-up provided by the Fire Support Teams when they come up against well armoured resistance.

Rapid Pursuit Teams are equipped to pursue criminals through a twisting Underhive, amongst dense jungles or across arid wastes, depending on their location. They are equipped with powerful surveyors to detect their prey (in many Imperial societies, citizens from a criminal genealogy have beacons implanted at birth so that they can be monitored at all times).

Chastener Teams are deployed to combat kidnapping, hostage and blockade crime, where innocent citizens are in danger from law breakers. In fact, they are normally used only where the innocent citizen in question is reasonably important; little effort is made to rescue ordinary citizens as they are easily replaced (it should be borne in mind that allowing oneself to be held hostage or taken by force is a crime under the irresponsibility laws).

Sniper Teams are specially trained to pick off Riot leaders or other members of importance, as this is usually the best way to quell any uprisings. The Arbite Snipers are often deployed to support a Retrieval Team (by taking out sentries and soften the defence before the Retrieval Team strikes).

Kayninez Teams are primarily used in crowd control situations where they often work together with Suppression Teams. The mere sight of a handler and his pack of ferocious, genetically enhanced dogs is normally enough to suppress even the most fanatic of crowds.

TEAMS NOT COVERED BY CODEX

Investigative Teams are rarely seen in public, they spend most of their time sifting through the holo-records of unsolved crimes or tracking wrongdoers through the computer matrix of the Administratum. They are specially trained in logic and deduction.

Technical Teams provide the scientific back-up needed to solve unwitnessed crimes. From evidence as flimsy as gene-prints, molecular fragments and thermal residues the Judges can quickly reconstruct even the most complex crimes.

Medical Teams are an important part of the Arbites Organization. The medical facilities of the Imperium are so monumentally inefficient and bureaucratic that in most life or death situations the last rites are the only service on offer. The Patrol Teams risk injury and death constantly, so the Adeptus Arbites runs its own hospital and medical service. The job of the Medical Teams is to recover Judges that have been hurt or killed.

UPDATES / QUOTES

RULEBOOK/CODEX UPDATES

You may choose the following from the Heroes of the Imperium section of the 40K Rulebook to join your Arbites force: Inquisitor, Missionary, Confessor (all count as HQ selections).

A Preacher may be chosen to lead an Arbites Patrol Team; if chosen the unit cannot upgrade to a Proctor.

One Assassin may be chosen as per Codex: Assassins for an Arbites force.

One Marshal chosen from the list below may be added to a Imperial Guard or Sisters of Battle army as an HQ choice.

A Provost may be included as a unit leader in the same manner as a Preacher.

One Patrol Team may be included as a Troops force selection choice in any Space Marine (except Dark Angels), Imperial Guard, or Sisters of Battle force (or any other forces of the Imperium that additionally be created), unless specifically stated otherwise.

QUOTES FROM ROGUE TRADER

The Adeptus Arbites organisation represents the martial arm of the priesthood - the soldiers and police of the Adeptus Terra.

Although planets are mainly self-governing and self-policing this arrangement sometimes breaks down, or proves unsatisfactory for one reason or another - rebellious Commanders may be tempted to plot treason against the Imperium, or rivals may overstep the bounds of petty feud. There is still an important role for a universal law-enforcing agency, and the Arbitrators fill that role ruthlessly. Their duties usually fall between those of the Assassins, who may be obliged to deal with a single troublemaker, and the Army, which would be called in to wage outright war. Without mercy and utterly dedicated, the Arbitrators are feared throughout the galaxy - for they are the agents of a harsh law, where failure and incompetence are crimes, and often punishable by death.

Uniform

Their uniforms are basically black leather breeches and jacket, with extra padding at the elbows, knees and shoulders - this helps to emphasise their already considerable bulk. Heavy gloves and boots protect the hands and feet, whilst the head is encased within a simplified and practical version of the helmet worn by the Adeptus Custodes. The uniform conceals an undervest of mesh armour, although some Judges may wear carapace or even powered armour instead. A cloak is worn as part of the full uniform but is often discarded in action. Always carried and displayed prominently is the Judge's badge - his symbol of office and power.

Note: The above text is old, referring to the MK2 uniform, nowadays all Arbitrators are issued Carapace Armour.

QUOTES FROM WD 169

The Adeptus Arbites are the keepers of the Imperium's laws and watchdogs of the far-flung empire of humanity. The Imperium is an organization where rebellion and defiance of the Imperial will are Crimes Against Humanity.

The Arbitrators are the grim and uncompromising reminder of the Imperium's presence which no planetary governor can ignore. They cannot be bought off or threatened or corrupted or negotiated with. Indeed the Adeptus Arbites goes to a great lengths to ensure that those recruited into their ranks do not serve on their own homeworlds nor anywhere within a dozen light years of home. They do not communicate with the citizenry unless absolutely necessary and only leave their great fortress-precincts on official business.

Should a planet revolt against the Imperium the Arbitrators will be the first to go into battle against the traitors. More often than not a rebellious governor will order the destruction of the Adeptus Arbites precinct on his planet as his first treachery and a great battle will break out between rebel planetary defense forces and the besieged Arbites.

In truth the Arbitrators need only to hold out until their astropath has transmitted a message summoning help. Mobile fleets of Arbitrators stand in constant readiness to answer the call of their precincts and bring retribution upon the transgressors of the Emperors laws. Beyond them the entire might of the Imperium can be called upon with Space Marine Chapters and the Imperial Guard prepared to quell the fiercest rebellion.

Equally the Arbitrators stand ready to fight against the foes of humanity in the case of Genestealer infestation, Chaos incursion or alien attack. The well armed and rigorously trained Arbitrators make excellent troops and their Squads can add vital backbone to the planetary defense forces. It is ironic that planetary governors who may have plotted against the Imperium for years are always the first to squeal for help when the Orks arrive.

Arbites on the battlefield

The forces of the Adeptus Arbites are deliberately better equipped than those of either Planetary Defense forces or the Imperial Guard to discourage attack.

RANKS

Fluff:	Rules:
Judge	Judge
Marshal Primus	Marshal
Marshal Secundus	
Marsha Tertius	Provost
Provost	
Inspector	Detective
Detective	
Sergeant	Proctor
Proctor	
Team-Leader	Arbitrator
Arbitrator	
Cadet	Vigile
Vigile	
(City) Watchman	



ARMY LIST

On the following pages is an army list that enables you to field an Adeptus Arbites Army. The army list allows you to fight battles using the scenarios in the Warhammer 40,000 rulebook but also provides you with the information you'll need to field an Adeptus Arbites army in scenarios you've devised yourself, or that form part of a campaign.

The army list is split into five distinct sections: HQs, Elites, Troops, Fast Attack and Heavy Support. All of the units, vehicles and characters in an army list are placed in one of the five sections depending on their role on the battlefield. In addition, every model included in the army list is given a points value which varies depending upon the effectiveness of the model. Before you can choose an army for a game you will need to agree on a scenario with your opponent and the total number of points each of you will spend on your armies. You can then proceed to pick an army as described below.

USING A FORCE ORGANISATION CHART

The army lists are used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each light toned box indicates that you may make one choice from that section of the army list, while a dark toned box means that you must make a choice from that section.

Note that unless a model or a vehicle forms part of a squad or team it counts as a single choice from those available to your army.

USING THE ARMY LIST

To make a choice, look in the relevant section in the army list and decide what unit you want to have in your army, how many models there will be in the unit and which upgrades you want (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points. Then you're ready to do battle!



ARMY LIST ENTRIES

Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the maximum number of choices you can make for that unit type (0-1, for example).

Profile: These are the characteristics of that unit type, including its points cost. Where the unit has different warriors, there may be more than one profile.

Number/Squad: This shows the number of models in the unit or the number of models you may take for one choice from the force organisation chart. Often this is a variable amount, in which it shows the minimum and maximum unit size.

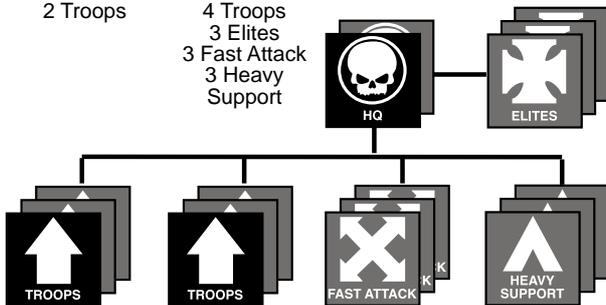
Weapons: These are the unit's standard weapons.

Options: This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. It may also include an option to upgrade one squad member to a character. Please note that any weapon options may only be taken by ordinary troopers in the squad.

Special Rules: This is where you'll find any special rules that apply to the unit.

STANDARD MISSIONS

COMPULSORY	OPTIONAL
1 HQ	1 HQ
2 Troops	4 Troops
	3 Elites
	3 Fast Attack
	3 Heavy Support



The Standard Missions force organisation chart is a good example of how to choose an army. To begin with you will need at least one HQ unit and two Troop units (dark shaded boxes indicate units which must be taken for the mission). This leaves the following for you to choose from to make up your army's total points value: up to 1 extra HQ unit, 0-3 extra Elite units, 0-4 extra Troop units, 0-3 extra Fast Attack units or 0-3 extra Heavy Support units.

During the rebellion of Ichar IV the Arbitrators held their precinct for twenty seven days before finally escaping via a secret tunnel and capturing four of the hive's power generators. These they held for a further six days before destroying them as the last of the judge's positions was overrun. When the Ultramarine Chapter of Space Marines arrived to crush the rebellion they found twenty percent of the planets ground defenses inoperative and successfully staged a drop directly into the core hive, shortening the whole campaign by two months.

ARBITRATOR SPECIAL RULES

The Adeptus Arbites' main objective is to maintain order, suppress uprisings, crush criminal and revolutionary activities, and generally keeping the populace in line. As such they seldom take part in offensive actions outside their own jurisdiction.

None shall pass

Arbite forces are commonly the final line of defence on many Imperial planets, knowing that they must hold on until off-planet reinforcements can arrive.

If a planet is attacked the Planetary Defense Forces often deploy to meet the invading force head-to-head while the Adeptus Arbites, being a rock-hard defensive force, are left in command of valuable munitions and communications equipment, which enemy forces are eager to capture as quickly as possible.

To represent this, an Adeptus Arbites force may always choose to be the Defender in any missions where Attacker and Defender designations are used.

Special Rules

Arbite forces have a Strategy Rating of 1. They roll before their opponent rolls, and may re-roll their single D6 score, but must accept the second result even if lower.

Precinct Defences

In any missions allowing the Arbites force to use Fortifications, the player may choose Turret Emplacements using the rules from the Imperial Armour book with the following changes:

- Crew will be 3 Arbitrators armed with Arbite Shotguns.
- Each Turret Emplacement counts as a Heavy Support option.
- Only weapons costing 50 points or less can be used.
- Heavy Webbers (+25 points) and Water Cannons (+10 points) are also weapon options.

Sentries

For Missions involving Sentries, use ten Patrol Team Arbitrators (or try out some home-brewed rules using Kayninez Teams).

Vehicle Leadership

Use a Vehicle Leadership Value of 7 for campaign use.

ARBITRATOR REINFORCEMENTS

Call for Backup!

Depending on the size of the enemy they face, a beleaguered Arbite precinct will often call on reinforcements.

Normally only one unit of reinforcements can be taken and can use any unit options it would have normally. Reinforcements start the game in Reserve, even if the mission does not use

that special rule. They will enter play from the Arbites side of the board (or a random board side if the Arbites did not start from a side).

Reinforcements do not count towards your normal force selections, but any points spent on reinforcements do indeed count towards your army points value.

Enemy Size Reinforcements

0 - 1500 pts No reinforcements allowed

1501 - 2000 One unit chosen from the Reinforcements section of the Arbite Army List

2001 - 2500 Two units chosen from the Reinforcements section or one Battle Sisters Squad or any other options for lower points forces

2501 - One Space Marine Tactical Squad* or any other options for lower points forces

* Or the equivalent depending on the Chapter (Grey Hunters for Space Wolves, Battle Squad for Black Templars, etc).

ADEPTUS ARBITES ARMOURY

Any character may carry up to two weapons but only one of these may be a two handed-weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armoury. Each model may take up to 50 points worth of wargear but no item more than once. Wargear and weapons must be represented on the model.

SINGLE-HANDED WEAPONS

Bolt pistol	3 pts
Close combat weapon (including Suppression Maul)	1 pts
Hellpistol	2 pts
Laspistol/Autopistol	1 pts
Plasma pistol	10 pts
Power fist*	15 pts
Power maul	10 pts
Power weapon*	10 pts
Refractor shield	10 pts
Shock maul	3 pts
Suppression shield	5 pts

TWO-HANDED WEAPONS

Arbites shotgun	3 pts
Bolter	2 pts
Hellgun	2 pts
Lasgun/Autogun	1 pts
Storm bolter*	5 pts

WARGEAR

Bike	30 pts
Bionics	5 pts
Carapace armour	5 pts
Comm link	5 pts
Holy relic / Book of law (only one per army)	30 pts
Master-crafted weapon*	15 pts
Medi-pack	10 pts
Refractor field*	15 pts
Precinct standard**	20 pts
Scanner	2 pts
Targeter	1 pts

GRENADES

Frag	2 pts
Haywire	3 pts
Photon-flash	2 pts
Krak	2 pts
Take-down	2 pts

VEHICLE UPGRADES

Some Adeptus Arbites Vehicles may be fitted with the following equipment (see the entry for the vehicle in the army list for details). Any upgrades taken must be shown on the model. No duplicates on a vehicle.

Armoured crew comp.	20 pts
Crew escape mechanism	10 pts
Extra armour	5 pts
Hunter-killer missile	10 pts
Improved comms (One vehicle only)	20 pts
Pintle-m. storm bolter	10 pts
Pintle-m. water cannon	15 pts
Riot plow	15 pts
Rough terrain mod.	5 pts
Searchlight.	1 pts
Smoke launchers.	3 pts
Track guards.	10 pts

*Officers only. ** A precinct standard may only be taken by the Precinct Colour Guard of a Judge/Marshal Escort Team.

ADEPTUS ARBITES SUMMARY

	Model	WS	BS	S	T	W	I	A	Ld	SV
HQ	Judge	4	4	3	3	3	5	3	10	4+
	Marshal	4	4	3	3	2	4	3	9	4+
	Provost	4	4	3	3	2	3	3	8	4+
	Detective	3	4	3	3	1	3	2	8	4+
Elites	Enforce-Proctor	3	4	3	3	1	3	2	8	4+
	Enforcer	3	4	3	3	1	3	1	7	4+
	Shock-Proctor	4	3	3	3	1	3	2	7	4+
	Shocker	4	3	3	3	1	3	2	8	4+
Troops etc.	Proctor	3	3	3	3	1	3	2	8	4+
	Arbitrator	3	3	3	3	1	3	1	7	4+
	Vigile	3	3	3	3	1	3	1	6	5+
	Legionnaire	3	3	3	3	1	3	1	5	-
	Human Bomb	3	3	3	3	1	3	1	5	-
	Kaynine	3	-	4	3	1	4	2	(5)	-
	PDF Trooper	3	3	3	3	1	3	1	5	-
	Hive Ganger	3	3	3	3	1	3	1	5	-
Vehicles		Front	Side	Rear	BS					
	Huntsman	12	10	10	3	Agile, Open T.				
	Rhino	11	11	10	3	Agile				
	Chimera	12	10	10	3	Agile				
	Castigator	12	10	10	3	Agile				
	LS Tempest	11	11	10	3	Fast				
	Landspeeder	10	10	10	3	Fast, Open T.				
	WS	BS	S	Front	Side	Rear	I	A		
Sentinel	3	3	5	10	10	10	3	1	Agile	

	Ranged Weapons	Range	Str.	AP	Type
Assault	Arbites Shotgun Exec.	18"	4	5	Assault 1**
	Arbites Shotgun Std.	12"	3	-	Assault 2
	Flamer	Template	4	5	Assault 1
	Heavy Flamer	Template	5	4	Assault 1
	Grenade L. (frag)	24"	3	6	Assault 1 Blast
	Grenade L. (krak)	24"	6	4	Assault 1
	Grenade L. (photon-flash)	24"	3	-	Assault 1 Blast**
	Grenade L. (take-down)	24"	-	-	Assault 1 Blast**
	Meltagun	12"	8	1	Assault 1
	Shotgun	12"	3	-	Assault 2
Rapid	Boltgun	24"	4	5	Rapid fire
	Hellgun	24"	3	5	Rapid fire
	Lasgun/Autogun	24"	3	-	Rapid fire
	Plasma gun	24"	7	2	Rapid fire*
Pistols	Bolt pistol	12"	4	5	Pistol
	Hellpistol	12"	3	5	Pistol
	Laspistol/Autopistol	12"	3	-	Pistol
	Plasma pistol	12"	7	2	Pistol*
Heavy	Heavy Bolter	36"	5	4	Heavy 3
	Heavy Stubber	36"	4	6	Heavy 3
	Heavy Webber	Template	5**	4	Heavy 1**
	Lascannon	48"	9	2	Heavy 1
	Multi-laser	36"	6	6	Heavy 3
	Sniper Rifle	36"	T	6	Heavy 1*
	Water Cannon	12"	4	6	Heavy 3**

*These weapons have additional special rules. See the Weapons section in the Warhammer 40,000 rulebook for more details.
** These weapons have special rules listed in this Codex.

ARBITRATOR WARGEAR

This section describes how some of the Adeptus Arbites' equipment works. These rules supersede those in the Warhammer 40,000 rulebook. Items not listed here functions as described in the Warhammer 40,000 rulebook. All wargear chosen must be represented on the model/vehicle.

Book of Law 15 pts
Judge, Marshall or Provost only, no more than one per army. All Arbite units within 12" of the model may always test to Regroup, even if below 50% Strength, out of unit coherency, or within 6" of the enemy.

Carapace Armour 5 pts
Carapace armour is made up of large rigid plates of armaplas or ceramite moulded to fit parts of the body. A model that has carapace armour receives a 4+ armour saving throw.

Comm Link 5 pts
See *Codex Imperial Guard* for more info..

Hellguns & Hellpistols
See *Codex Imperial Guard* for more info.

Master Crafted Weapon
See *Codex Imperial Guard* for more info.

Medi-Pack 10 pts
Medi-packs (also referred to as Narthecium) allow a unit with a Medic to ignore the first failed saving throw it rolls in every turn. The medi-pack may not be used on any model who's suffered "Instant Death" (*WH 40k rulebook, page 53*) or that has been hit by a close combat weapon that allows no save at all. The medi-pack may not be used if the medic is in base contact with an enemy model.

Targeter 1 pt
Models equipped with a targeter are allowed to pre-measure the range to a target before they decide who to shoot at in the shooting phase. After you have used a targeter then any "Guess" range weapons may not be fired that turn.

Precinct Standard 20 pt
Rules as *Regimental Standard*.

Arbites Shotgun 3 pts
This two-handed weapon can fire a regular shotgun shell or special Executioner rounds (R18", S4, AP5, Assault 1). Due to a sophisticated aiming system Executioner shots may re-roll a miss (just as if it was a linked weapon).

Power Maul 10 pts
Counts as a Single-handed Power Weapon, i.e. all attacks that roll a 6 to hit wounds automatically and ignores armour. A 6 rolled as an Armour Penetration roll allow for one additional D6 added to the Armour Penetration score.

Shock Maul 3 pts
Counts as a Single-handed Close Combat Weapon. Generates a powerful electrical surge on impact. Roll to hit as normal, but when rolling to wound each result of a 6 will automatically cause a wound and ignore armor saves.

Refractor Shield 10 pts
This device produces a see-thru energy field that gives the model a 5+ invulnerable save. This may be used instead of the model's normal AS.

Suppression Shield 5 pts
Normal shield, often metal or black with Imperial eagle or Arbite winged fist. Counts as a Single-handed Close Combat Weapon. Gives user +1 to their Armour Save (cannot take AS to better than 2+).

Med-skull 5 pts
Skull shaped mechanical droid that hovers around the character, trying to stich up wounds taken. Will heal 1 wound at the beginning of the players turn. Cannot take the Wounds above starting value. Doesn't affect combat resolution. Cannot affect dead models (0 wounds).

Cyberhound 6 pts
These cybernetically manufactured "dogs of steel" are used as Hunter-Tracker units. They are equipped with sophisticated sensor links to their handler. Besides being excellent trackers the dogs are ferocious close combat experts. A character with a Cyberhound is treated as having an Auspex scanner.

In addition, if the handler is in close combat or within 2" of an enemy model the dog may make a single close combat Attack, worked out at Strength 4 and Initiative 6. Note that since Cyberhound kills count as close combat casualties, a handler who starts the combat in base contact will get his full number of Attacks even if the enemy model is killed by the dog. The dog is removed if the handler is killed.

Arbites Bike 30 pts
Independent Characters only. Can only be taken if the rest of the unit is allowed to take a bike as well (Rapid Pursuit Team). Functions exactly as a regular Space Marine bike (rider gains +1 Toughness etc.). Armed with a twin-linked Boltgun.

Power Armour 15 pts
These are very rare items, usually only issued to the personal escort of high ranking Judges. Power Armour gives the user an Armour Save of 3+, and cannot be taken by models on horse-/lizardback.

Auspex Scanner 2 pts
A scanner is used to detect hidden enemy troops. If enemy infiltrators set up within 4D6" of a model with a scanner then the model is allowed to take a "free" shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit, the whole unit may shoot. These shots are taken before the battle begins and may cause the infiltrator to fall back.

GRENADES

More than any other force, the Adeptus Arbites rely on grenades when facing armed opposition.

GRENADE LAUNCHERS

Arbite Grenade Launchers can fire Frag and Krak rounds as normal, plus the following non-lethal grenades: Haywire, Smoke-Blind. Grenades designed specifically for Traffic/Riot/Crowd Control.

There are three configurations:

1. Frag/Krak (blast/-)
2. Take-Down/Smoke-Blind (-/barrage)
3. Photon-Flash/Haywire (-/-)

When selecting a Grenade Launcher for an Arbite model, make sure you write down the type of ammunition it carries.

Take-Down

This releases a concentrated mix incapacitating gases designed to seep into skin and irritate eyes. When the round explodes it also sends out broadband ultrasonics to affect hearing and disorientate the enemy.

Name	Range	Str.	AP	TYPE
Take-Down	24"	3	-	Assault 1*

Notes

*If casualties occur no-one dies but the unit is Pinned as they become incapacitated. Open-topped vehicles are affected on a D6 roll of 1 with a D3 result on the "Glancing Hit" table. Only affect living creatures. Units immune to Pinning are unaffected.

Photon-Flash

When it detonates this round ignites like a small star, blinding any models nearby as well as blistering exposed skin. The intense multi-spectral light is enough to usually overload any vision protection systems.

Name	Range	Str.	AP	TYPE
Photon-Flash	24"	-	-	Assault 1*

Notes

*Unit hit must make their saving throw (Armour, Cover, Invulnerable, or any others they might have) or the unit must take a test for Pinning. Open-topped vehicles are affected on a D6 roll of 1 with a D3 result on the "Glancing Hit" table. Affect anything using sight, i.e. even Vehicles, Demons, Necrons, Thousand Sons, Wraithguard, etc. are affected, only units immune to Pinning are unaffected.

Haywire

Used by the Adeptus Arbites mainly in Traffic Control situations (high speed pursuits etc.) the Haywire Grenades are a non-lethal way to disable vehicles, they send out a powerful, short-range magnetic pulse which shorts out electrical wiring and disrupts the energy systems of its target. They may only be used against vehicles.

Name	Range	Str.	AP	TYPE
Haywire	24"	-	-	Assault 1*

Notes

*Roll a D6 for all vehicles hit to determine the effect: 1=no effect, 2-5=glancing hit, 6=penetrating hit.

Only affect vehicles

Smoke-Blind

Used by the Adeptus Arbites to produce cover for their own troops while they close in on the enemy.

Name	Range	Str.	AP	TYPE
Smoke-Blind	G24"	-	-	Barrage*

Notes

*State the target, guess the range, no need for LOS, place marker on distance guessed, roll Scatter+D6. Place a round 5" piece of cotton wool to represent smoke. The thick smoke effectively blocks *Line Of Sight* (for both players) until the start of the Arbite players next turn. No Barrage Pinning.

GRENADES IN ASSAULTS

Arbitrators sometimes carry throwing grenades as means to take out vehicles in assaults or to give themselves an edge in close combat.

To represent this use the following rules:

Krak

2 pts
Krak grenades is a special type of grenade designed to implode, shattering armour and (hopefully) stopping vehicles in their tracks. Troops equipped with krak grenades can use them to assault vehicles. Krak grenades give troops S6 for close combat hits scored against vehicles, making their Armour Penetration scores 6+D6. Krak grenades need both hands to trigger so models using them can only make a single attack and don't get bonus attacks for charging, additional hand weapons or anything else. Krak grenades can also be used to make a Death or Glory attack on an overrunning tank.

Haywire

3 pts
May only be used against vehicles. A model attacking with these grenades may only make a single attack, whatever their other armaments, Attacks characteristic, or whether they charged. If the attack hits, roll a D6 to determine the effect: 1=no effect, 2-5=glancing hit, 6=penetrating hit. A Haywire grenade may only be used against a Dreadnought if it has already been immobilised or is stunned.

Photon-Flash Grenades 2 pts
Units charged by Arbitrators equipped with Photon-Flash Grenades must strike at half their Initiative (rounding down) as the bright detonations temporarily blinds them. The effect only lasts the first round of combat and does not count for units charging the Arbitrators.

Take-Down Grenades 2 pts
Models fighting in close combat against Arbitrators equipped with Take-Down grenades have their Initiative reduced by -1 due to the incapacitating gases and broadband ultrasonics. Adeptus Arbites carry especially developed equipment (Photo-contacts, Filter plugs etc.).

Smoke-Blind Grenades 2 pts
A unit carries enough Blind Grenades for one use during the battle. A unit cannot assault on the same turn it uses these grenades and they are used in the Shooting Phase, instead of firing any weapons. Place cotton wool around the unit to show it is concealed by smoke.

Until the start of the player's next turn, the unit will count as being in cover, receiving a 5+ Cover Save. Because they count as being in cover, they will also strike first if assaulted, unless the enemy is armed with something like Frag Grenades or the Banshee Mask. After the enemy's turn the smoke disperses with no further effect.

ARBITRATOR VEHICLE UPGRADES

Riot Plow 15 pts
Special plow mounting is affixed to the tank, with sloped blades designed to push crowds away from the tank.
Any model attempting to perform a Death or Glory attack against the tank must first roll equal to or under their Initiative (a roll of 1 automatically fails). If they fail, they cannot do the attack but are otherwise unharmed; move the models to the side of the tank. If they pass, they can conduct their attack as normal. Note you must declare all models attempting the Death or Glory attack before making any Initiative checks. A Riot Plow also acts as a Rough Terrain Modification, so not much point taking both of them.

Armoured Crew Compartment 20 pts
These may only be added to open-topped vehicles. The vehicle no longer counts as being open-topped.

Crew Escape Mechanism 10 pts
The vehicle is fitted with protective devices, such as additional escape hatches, which increases the crew's chance of escaping.
See Codex Imperial Guard for additional info.

Extra Armour 5 pts
Vehicles equipped with extra armour count "Crew Stunned" results on the Damage tables as "Crew Shaken" results instead.

Hunter-Killer Missile 10 pts
These missiles are treated as Krak missiles with an unlimited range but may be used only once per battle. Roll to hit and wound or to penetrate armour as normal.

Improved Comms 20 pts
One vehicle only. *See Codex Imperial Guard for additional info.*

Pintle-Mounted Storm Bolter 10 pts
Pintle-mounted storm bolters are located on the outside of a vehicle and can be used by a crewman from an open hatch or by remote control from inside. They are treated as an extra storm bolter and may be used in addition to other weapons the vehicle can fire, so a moving vehicle can fire one weapon and the pintle-mounted storm bolter.

Rough Terrain Modifications 5 pts
See Codex Imperial Guard for additional info.

Searchlight 1 pt
Searchlights can be used in missions where the rules for night fighting are used (see page 134 of the Warhammer 40,000 rules). They allow one enemy unit spotted by the vehicle to be fired at by any other Adeptus Arbites in range that have a line of fire. However, a vehicle that uses a searchlight can be fired at by any enemy units in their next turn; they can see the searchlight shining in the dark.

Smoke Launchers 3 pts
These carry charges that can be fired to hide the vehicle behind a cloud of smoke. Once per game, after completing movement (no matter how far), a vehicle with smoke launchers can trigger them. Place cotton wool around the vehicle to show it is concealed by smoke. The vehicle may not fire and use its smoke launcher in the same turn. Any penetrating hits scored by the enemy in their next shooting phase count as glancing hits. After the enemy's turn the smoke disperses with no further effect.

Track Guards 10 pts
Track guards protect the vulnerable track mechanism of an armoured vehicle. The vehicle treats "Immobilised" results as "Crew Stunned" instead, on a D6 roll of 4+.

VEHICLE WEAPONRY

In addition to the usual lethal vehicle weaponry of the Imperial Guard, Adeptus Arbites also have the choice to equip their vehicles with non-lethal crowd control devices (listed below).

Heavy Webber 25 pts
A common Imperial crowd control device that sprays out a sticky liquid that forms solid webbing on contact with the air. Victims often suffocate or choke to death if not released quickly. Arbitrators can easily subjugate even the most hostile of gatherings with the mere threat of the extremely unpleasant and often lethal strangulating webbing.

Heavy Webbers use the flamer template with a Strength of 5. Instead of testing against their Toughness though, affected models test against their own Strength to see if they can break free. Models with special close combat weaponry may count any strength bonuses normally allowed in assaults. Vehicles without a Strength value and Big Gunz/Support Weapons that are hit count as having a Strength of 6.

Units that take any casualties must test for Pinning as they struggle to get out of the webbing, even if immune from Pinning (use a Ld 10 if the unit has no Ld value).

To fire, place the flamer template as normal; all models touched are hit automatically and cover ignored.

Name	Range	Str.	AP	TYPE
Heavy Webber	Template	5*	4	Heavy 1
Notes				
*Work out damage according to the standard Damage Chart but use the targets Strength instead of Toughness.				
This represents that a stronger target more easily frees himself from the suffocating web. Models equipped with Power Fists etc. use their modified Strength.				

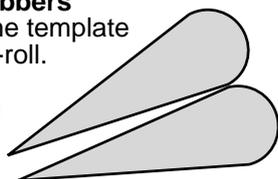
Shooting at vehicles

Although the sticky fluid fired by a webber cannot penetrate any armour whatsoever, once formed into webbing it does however excel in disrupting phase crystals, jamming tracks and engine air intakes - often bringing vehicles to an abrupt stop.

All vehicles effected must take a Difficult Terrain Test (Open-Topped Vehicles must take two tests due to their exposed nature), and Big Gunz/Support Weapons cannot fire in the following turn.

Twin-Linked Heavy Webbers

As webbers use the flame template there is no need for a re-roll. Simply place the two templates touching each other instead:



Water Cannon 10 pts
Standard crowd control device, cheap and ideal for non-lethal crowd dispersal.
R12", S4, AP6, Heavy 3

Any model "wounded" is actually only knocked down by the high-pressure jets, and the unit must take a Pinning test even if immune to Pinning (use a Ld 10 if the unit has no Ld value). Roll a D6 for each hit against an Open-topped vehicle; on a roll of 1 they take a D3 result on the Glancing Hit table.

"Citizen Vardimis, you are under arrest" came the harsh, metallic sounding voice from above him. Wha-what?" Thomas Vardimis looked up from where his eyes had been lazily studying a crumpled, old manuscript on the desk before him. The sight that greeted him made his blood run cold. There, framed by the harsh, flickering neon lights outside his door stood three Adeptus Arbites.

Clad in black insect-like carapace armour, the three stared down at him as if he himself were little more than an insect, barely worth their attention. Two of the Arbites stood flanking, and slightly back from, the other, their very positioning forming an accusatory triangle pointed directly at Thomas. Both of these two were armed with their trademark Arbitrator Shotguns. The third, central, Arbite held in his hand a long, slim, black rod, which seemed to glow with a strange inner blue light.

"You are accused of having contravened Article 9244, Section 17.1 - Manufacturing of controlled substances, and will be summarily tried and judged. You have the right to speak, but anything you say will be treated as heretical, and may result in your immediate execution."

"Fools....you force my hand. So be it." With that Thomas leapt over the counter and as he did so large orange-grey appendages appeared from behind his back. However, before his feet touched the ground his body was torn apart by fire from the two Shotgun armed Arbites. The rounds did hideous damage, penetrating deep into his chest before detonating, and sending debris flying across the room. Reaching into a pocket in his armour the lead Arbite withdrew a small metal canister and placed it on the ground, placing it in the centre of what remained of the creatures chest. All three then left the shop, marching away from the building, which within a few centiticks was engulfed in roaring flames, marking it out against the sky like a beacon, warning all other would-be heretics of the Imperium's justice.



HEADQUARTERS



Judge:

Judges are the highest rank obtainable in the Adeptus Arbites. They possess free licence to roam their allocated territory - a 'DemesneJudicus' - and investigate all dealings of the government, church and private enterprise, including internal investigations of the Adepts.

Unlike Inquisitors, they must follow only the written word of the Lex and may not act on individual initiative to persecute criminals. Also, they may not investigate the affairs of the Departamento Munitorium without written consent from the Commissariat.

Most Judges seem to prefer being bareheaded, only using their highly ornate helmets during official assignments.

(0-1) JUDGE

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Judge	60	5	5	3	3	3	5	3	10	4+

A Judge may only be included in an army of more than 2000 points.

The Judge is the lord and master of several Precincts and may command an entire army of Arbitrators (but seldom do). Of the personal misdemeanours of the citizens the Judges care nothing. Such matters are for the Lords of individual worlds to deal with as they wish. The Judges concern themselves with more weighty issues. It is their task to bring the rebellious to trial, to hunt down enemies of the Imperium, to destroy those who threaten its safety from within.

Independent Character: Unless accompanied by an Escort (see below), a Judge is an Independent Character and follows all normal rules for Independent Characters from the Warhammer 40,000 Rulebook.

Options: Judges may choose additional equipment from the Armoury as normal.

Special Rules:

Living Legend: Any Arbites unit with LOS to a Judge may make all Morale and Pinning tests using his Leadership. However, if the Judge is slain all Arbites units with LOS to him must make an immediate Morale check or fall back.

Honour Guard: A Judge may be accompanied by an Escort Team; see later entry for details. The Escort may wear Power Armour. Note that the Judge and Escort Team count as a single HQ choice.

JUDGES

Aside from a universal devotion to the law and an encyclopaedic knowledge of law and precedents of all kinds, most Judges have little in common with their peers and are a fractious, individualistic breed - not unlike Inquisitors, for whom they are often mistaken. One is as likely to see a Judge in chainmail as in power armour. Whilst age is a common denominator (eighty is a common age for promotion to judicial rank) access to restricted rejuvenation and longevity drugs can allow a Judge to live three hundred years or more, especially with the benefit of bionics. They may appear of any age, from sleek youth to wizened crone. Nor do they favour any ritual weapon combinations or tactics. A tiny handful of Judges have even been recruited from the P-Branch, so that some fragment of Judges possess psychic powers.

On the battlefield, their authority and abilities are naturally unquestioned.

THE COUNCIL OF JUDGES

The Council of Judges represents one of the most powerful and influential organisations in the Imperium, after the Inquisition, the Departamento Munitorium and the Ecclesiarchy. Although the Lord Speaker of the Council is not a de facto member of the High Council of Terra, he automatically holds the honorary title of 'High Lord'. He - or she, twelve past Lord Speakers have been female - occupies the Tower of Justice within the Imperial Palace on Earth, and automatically holds the ranks of Marshal of the Adeptus Arbites and Marshal of the Court Terran, in which roles he oversees Arbites operations on Earth itself. Many past Lord Speakers have been invited to join the High Council and all would be routinely consulted on matters pertaining to the Lex Imperialis.

The Council of Judges meets every four years, when all serving Judges are requested to attend. Duty, age, injury or the vagaries of the Warp mean that only about one thousand of those will appear at any given meeting. This is fortunate, as the Council Chambers in the Tower of Justice could never hope to accommodate the full number, which has never been accurately established. On one occasion, Judge Morys Carver attended a Council meeting to the astonishment of the other delegates, for he had been declared 'Lost to the Warp' three hundred years previously. Carver went on to serve another hundred and fifteen years as Judge without portfolio, until being felled by a lucky shot by a fourteen year old draft-dodger.

The Council spend up to three months discussing precedents, judgements, rulings and loop-holes in the sacred Lex, seeking to ever improve and refine the near-perfection of the laws. After these, the Judges return to their areas of responsibility, known as 'Judicial Demesnes' or 'Parishes'.

Robey Jenkins

(0-1) MARSHAL OF THE COURT

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Marshal	45	4	4	3	3	3	4	3	9	4+

Independent Character: Unless accompanied by an Escort (see below), a Marshal is an Independent Character and follows all normal rules for Independent Characters from the Warhammer 40,000 Rulebook.

Weapons: Bolt Pistol

Options: Marshals may choose additional equipment from the Armory as normal.

Special Rules:

Inspired Leadership: Any Arbitres unit within 12" of a Marshal may make all Morale and Pinning tests using his Leadership.

Honour Guard: A Marshal may be accompanied by an Escort Team; see entry on next page for details. Note that the Marshal and Escort Team count as a single HQ choice.



Marshal:

The Adeptus Arbitres operate in a Precinct marshalled by its Courthouse and led by the Marshal of Court.

A Precinct is normally very large, Precincts spanning over several worlds is not uncommon.

A Marshal is fearsomely dedicated and in his commanding presence Arbitrators will make Herculean efforts to fulfil their mission.

MARSHAL OF THE COURT

A Precinct is commanded by a Marshal (either Tertius or Secundus) who will typically have served between forty and fifty years in the Adeptus Arbitres. In addition to qualities of command and combat experience, a Marshal must possess an encyclopedic knowledge of the Lex Imperialis (Imperial Law), particularly as it pertains to the system for which he is responsible. He is the ultimate arbiter in matters of the Lex and will also often hold an honorary rank in the local judiciary, thus being required to have a complete understanding of local law, also.

There has been a few, mostly less successful and brief, attempts to appoint a simple judicial bureaucrat, with some background in the militant security forces and learned in the ways of Imperial justice, to Marshal status - but most Marshals of the Courts has served as Arbitrators for decades before being hand-picked by their Judge.

When out and about, the Marshal is always closely guarded by half a dozen Arbitrators, Servitors, and many other petty officials. They are the figurehead for the Arbitrator Precinct and must ensure that order is kept within it and are answerable to their Judge.

It is the right of any Imperial Citizen not employed by the Departamento Munitorium (over whom the Commissariat has jurisdiction) to appeal to the Marshal for judgement in any matter pertaining to the Lex. However, penalties for wasting a Marshal's time are harsh and a petitioner may find himself pardoned on the matter for which he appealed, but imprisoned for additional crimes. Not for nothing is the Precinct building called 'the Court'.

As a sign of his rank a Marshal normally wear a helmet adorned with an Imperial Eagle in gold upon a laurel crest.

Exerpt from 'An Encyclopaedia of Imperial Agencies', an unfinished work by Rufus Inglecamp.

(0-1) PROVOST OF THE COURT

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Provost	25	4	4	3	3	2	4	3	8	4+

Independent Character: Unless accompanied by an Escort (see below), a Provost is an Independent Character and follows all normal rules for Independent Characters from the Warhammer 40,000 Rulebook.

Weapons: Bolt Pistol

Options: Provosts may choose additional equipment from the Armory as normal.

Special Rules:

Honour Guard: A Provost may be accompanied by an Escort Team; see entry on next page for details. Note that the Provost and Escort Team count as a single HQ choice.



Provost:

The commanders of Sectors and Penal Colonies subordinate to the Court will hold the rank of Inspector or Chief Inspector, however, their position as the senior Arbitrator in the Sector entitles them to the honorary rank of 'Provost of the Court'. These Provosts have full powers to mobilize their Sector to combat a perceived threat and will typically accompany their men into battle as tactical commander.



Escort Teams:

An Arbitrator Judge, Marshal or Provost has his own "Honour Guard", a group of men who has vowed to protect him at all times. Together they form a hard-hitting HQ-choice.

The Escort Team are veterans and often wear uniforms and armour of a different colour, preferably white, than the rest of the Arbite force.

ESCORT TEAM

Judges, Marshals or Provosts on foot may select a Execution, Chastener or Shock Team as their Escort Team. If the Judge/Marshal/ Provost is mounted (bike or beast) the Escort must always be a Rapid Pursuit Team (Fast Attack). Note that the point cost is taken from the HQ allowance, not the Elite/Fast Attack.

The team chosen has all normal options and stats and the Judge/Marshal/Proctor inherits any special rules (i.e. Infiltration etc.) from the team.

Options: One member of an Escort Team may be upgraded to Precinct Colour Guard for +10 points, using the rules for Standard Bearers from *Codex: Imperial Guard*. He may choose either a Holy Relic or Precinct (Regimental) Standard, again using the rules and points values from that codex.

Pover Armour

An Escort Team protecting a Judge in Power Armour may also wear Power Armour (+15 points/each).

Mounts

An Escort Team protecting a mounted (bike or beast) Judge/Marshal/Provost must always be a Rapid Pursuit Team (Fast Attack).

THE ESCORT TEAM

The members of the Escort Team are some of the toughest Arbites around, carefully selected by their commander on basis of previous merits. They are often scarred veterans who have served their master for centuries. During the years in service they adopt a harsh attitude and an over-zealous urge to protect the Judge/Marshal at all costs.

To reflect that they are quite willing to perform the ultimate sacrifice (die) in order to perform their duty they often wear white, the colour of death, uniforms.

Judges have access to extremely rare and special weapons and equipment and often equip their Escorts with the best there is (Power Armour, Heavy Bolters etc).



Ke Xiong '01



Detective:

Even though the Arbitrator Detectives are in fact low-level psykers they are greatly respected throughout the Adeptus Arbites.

Psychic Test

Roll equal or under Ld on 2D6. Result of 2 or 12= attacked by warp creature. 1 hit, D6 Str, no saves allowed. Rulebook p.74.

DETECTIVE

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Detective	20	3	4	3	3	1	3	2	8	4+

Independent Character: A Detective is an Independent Character and follows all normal rules for Independent Characters from the Warhammer 40,000 Rulebook (page 74).

Weapons: Bolt Pistol

Options: Detectives may choose additional equipment from the Armory as normal.

SPECIAL RULES

All Detectives are low-level Psykers who have recieved many years of training in both the Schola Progenium and the Collegia Lex Psykana. In the shooting phase, a Detective may use a Psychic Power instead of shooting.

Psychic Power — Brain-drain: By focusing all his/her strength in a psychic attack on the minds of nearby enemies the Detective can perform a Brain-drain. This attack is worked out using a standard flamer/webber template and inflicts one strength 3 hit, with no saves allowed, on all affected models.

Psychic Power — Spirit-drain: By targetting the minds of a nearby enemy unit the Detective can force the unit to make an unmodified Morale check (fall back if failed). Range 4D6" (select target before rolling for range).

Psychic Power — Sniffin': This is a speciality often used when hunting down criminals. By scanning the surroundings for brain activity, a Detective may detect hidden enemies. Rules as an Auspex Scanner. No need for a Psychic test.

(0-1) MOBILE PRECINCT FORTRESS

	Points	Front Armour	Side Armour	Rear Armour	BS
MPF	250	14	14	14	3

Limit: May only be included in a 2000+ point Adeptus Arbite force.

Type: Tank (Land Raider)

Crew: Arbitrators.

Weapons: The Adeptus Arbite Land Raider is armed with a twin-linked Heavy Webber in each side sponson and forward firing twin-linked Heavy Bolters mounted on the hull.

Options: The MPF may be equipped with smoke launchers at an additional cost of +3 points and Improved Comms at an additional +20 pts.

Transport: The MPF may carry a ten man Escort Team and the army commander (Judge/Marshal).



MPF: The Adeptus Arbite Mobile Precinct Fortress is issued only to Precincts/Sectors where, for some reason, a normal Fortress cannot be built or the existing Fortress is not considered safe enough. In those places the MPF will form the command center, using its high-tech surveillance equipment to guide the Arbite Forces in their duty.

In times of extreme danger the Arbite commander may field the MPF in combat - although this is not its intended use. The MPF's weapons are tooled for self defense rather than offensive duty.

PRECINCTS, SECTORS AND DISTRICTS

Judges hold authority over areas defined by galactic geography, as population at that level is more-or-less constant throughout the Imperium. Typically, though, a Judge will tend to between ten and fifteen inhabited systems and roughly the same number of Precincts, dividing his time his time between them as he sees fit.

Each Precinct is the jurisdiction of a Marshal of the Court and can be anything from an entire system of worlds to a mere, but highly populated, planet (a Precinct's geographical size is based loosely on population density). A Marshal commands his own Courthouse and somewhere between five to twenty Sectors runned by Provosts, each of them in control of their own Sectorhouse.

An Arbites Court-/Sectorhouse is the centre for Imperial law in many settlements. It is where law is metered out and those on the wrong side of it, punished. Even though the population of worlds vary in size from almost uninhabited (ice worlds) to hundreds of millions (hive worlds) there are seldom more than one Courthouse (Precinct) and a few Sectorhouses (Sectors) per planet, although there can be any number of smaller fortified Arbite Houses, each consisting of a small number of Arbitrators and run by a Proctor. The jurisdiction of such a house is simply called 'a District'. The Houses can be called upon to deal with any trouble near to them rather than the Sectorhouse being directly involved.

JURISTITION

In alles, a Judge is in control of atleast 10 Marshals (Precincts/Courthouses), 100 Provosts (Sectors/Sectorhouses), 1000 Proctors (Districts/Houses) and 10.000 Arbitrators. This number may seem large but one must remember that normally a Judge must uphold the Emperors Peace on between fifty to one hundred planets.

Due to their large Precincts the Judges seldom has a place of their own, instead spending most of their time travelling and visiting different Courthouses.

THE COURTHOUSE

The Adeptus Arbites have a presence on most Imperial planets, ranging from a mere Proctor controlled sheriff-militia (Vigiles) on a backwater world to a full Arbitrator force led by a Marshal of the Court.

Court- and Sectorhouses may take the form of a small castle complete with portcullis or look like a way-temple as the Arbitrators themselves are almost like pseudo-priests in that they worship the Book of Judgement piously. The design of the compound varies throughout the Imperium but in general it has the appearance of a fortified temple or a fortress.

The Arbites Court-/Sectorhouse is not only home to a small, but highly trained, number of Arbitrators but also hosts administrators; surveyors; tax collectors; and lawyers. Tithes from the local population must be collected and transferred to the Courthouse, which is then transferred to the Imperium's coffers as part of what the planet owes in taxes.

THE MOBILE PRECINCT FORTRESS

Based upon the common hardware reference platform (CHRP) Land Raider chassis the Mobile Precinct Fortress is extremely well protected. Few, if any, of the Adeptus Arbites normal enemies could even hope to scratch its surface.

Written by A. R. Fawcett, Robey Jenkins and Magnus Johansson



ELITES



Execution Teams, sometimes known as 'Slayers', 'Black Op's', 'Erasers' or 'Death Squads', must respond to reports of mutant gangs or cultists. These abominations must be culled and cannot be allowed to wander freely in the cities and hives of the Imperium. Their missions also include 'erasing' criminals who would face a certain death sentence once arrested - reducing the work load for the Courts. Execution Teams are often distrusted and feared - even by their fellow Arbitrators.

Due to their nature, their superior shooting skills and their access to, for an Arbite unit, rare weaponry they are considered Elite.



Chastener Teams are the official name on the Adeptus Arbite's Retrieval Teams, deployed to combat kidnapping, hostage and blockade crime, where innocent citizens are in danger from law breakers.

In fact, they are normally used only where the innocent citizen in question is reasonably important; little effort is made to rescue ordinary citizens as they are easily replaced (it should be borne in mind that allowing oneself to be held hostage or taken by force is a crime under the irresponsibility laws).

In times of war, the special skills and weaponry of the teams are a valuable asset.

EXECUTION TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Enforcer	13	3	4	3	3	1	3	1	7	4+
Enforce-Proctor	+7	3	4	3	3	1	3	2	8	4+

The Executioner weaponry are focused on exterminating criminals hiding out in "safehouses". Normally the Team's heavy riddle the building with a hail of lethal shells. When the enemy is taking cover, the rest of the squad move in for the kill, blasting away with bolters. Lastly, the cleanser burns the whole place down, making sure there are no survivors (and erasing any evidence of innocent casualties).

Squad: The unit consists of between 5 and 10 Enforcers.

Weapons: Each member is armed with a Boltgun. Normally there is a heavy (with a Heavy Bolter/Stubber), a demolisher (with a Grenade Launcher) and a cleanser (with a Flamer/Heavy Flamer) in each team.

Options: Up to 3 Arbitrators may be given one of the following weapons: Heavy Bolter (+20 pts); Heavy Stubber (+10 points); Heavy Flamer (+22 pts); Flamer (+8 pts); Sniper Rifle (+5); Meltagun (+10 pts); Plasma Gun (+12 pts); Grenade Launcher (+10 pts); Missile Launcher (+22 pts). The entire unit may be armed with Krak Grenades at +2 points per model.

Character: One Arbitrator may be upgraded to an Enforce-Proctor for +7 points, and may choose additional equipment from the Armory except for special access items as noted. Due to their reputation, no other character will ever join the unit.

CHASTENER TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Enforcer	13	3	4	3	3	1	3	1	7	4+
Enforce-Proctor	+7	3	4	3	3	1	3	2	8	4+

Squad: The unit consists of between 5 and 10 Enforcers.

Weapons: Arbitres Shotgun or Boltgun and wearing Carapace Armour. They also carry Photon-Flash grenades. Any model may exchange his gun for a Bolt pistol and close combat weapon (preferably Suppression Maul) at no extra cost.

Options: Up to two models can be issued one of the following: Flamer (+5 pts); Melta Gun (+10 pts); Plasma Gun (+10 points); Grenade Launcher (+10 points). One model may, instead of any other weapon, carry the unit's standard entry tool, the power-hammer, (treat as Power Weapon) at +5 pts. One model may carry a Comm-link at +5 pts.

Character: One Enforcer may be upgraded to a Proctor for +7 points, and may choose additional equipment from the Armory except for special access items.

Transport: The unit may be transported in an Chimera or Rhino (see Transport section for details). This will not count as a further selection for the army.

SPECIAL RULES

Infiltrate: Chastener Teams may set up via the Infiltrators rule, but only if the mission allows that scenario rule. Otherwise they must set up as normal. Chastener Teams that have a Transport vehicle may not Infiltrate.

Deep Strike: Chastener Teams are sometimes deployed using para-gliders or grav-chutes. To represent this up to one Chastener Team may deploy using the Deep Strike rules if the mission allows for them to be used. Chastener Teams that have a Transport vehicle may not Deep Strike.

Rules (almost) as Imperial Guard Storm Troopers.

(0-1) SNIPER SQUAD

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Sniper Team	34	3	4	3	3	1	3	1	7	4+

Squad: Each Squad consists of 1 to 3 two-man teams (Enforcers). Each team operates on its own, and counts as a separate unit for purposes of Victory Points. Sniper teams cannot claim board quarters.

Weapons: One Arbite in each team is armed with a Sniper Rifle and the other (who serves as Spotter) with either a Boltgun or Shock Maul and Bolt Pistol. They both wear Carapace Armour. The Spotter may upgrade his weapon to a second Sniper Rifle for an additional +6 points.

SPECIAL RULES

Take out the leader! Arbite Sniper Teams are specially trained to pick off Riot leaders or other members of importance, as this is usually the best way to quell any uprisings. As long as both members of the team are alive, when the Sniper rolls a 6 to hit he may apply the hit to any member of the target unit (within Line of Sight and weapon range) rather than allowing the enemy player to decide who is hit.

Superior Training: Sniper Teams are supremely dedicated and specially trained to fight independently. They never need take a Morale Test for shooting casualties, and can always attempt to Regroup. They are also immune from Last Man Standing tests.

Infiltrate: Sniper Support Teams may set up via the Infiltrators rule, but only if the mission allows that scenario rule.

SHOCK TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Shocker	13	4	3	3	3	1	3	1	7	3+
Shock-Proctor	+7	4	3	3	3	1	3	2	8	3+

Squad: The unit consists of between 5 and 10 Arbite Shockers.

Weapons: Each member is armed with a Shock Maul and Suppression Shield. They all wear Carapace Armour. Shield Save bonus included in stat line.

Options: The entire unit may be armed with any of the following grenades: Take-Down (+2 pts/model) or Photon-Flash (+2 pts/model).

Character: One Shocker may be upgraded to a Shock-Proctor for +7 points, and may choose to exchange his Shock Maul for a Power Maul (Single-handed Power Weapon) for an additional +7 points.

Transport: The unit may be transported in an Chimera or Rhino (see Transport section for details). This will not count as a further selection for the army.

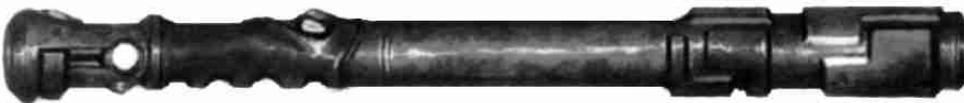


image from the Necromunda® rulebook

SPECIAL RULES

Shield Wall: At the end of any Adeptus Arbites movement phase, a Shock Team entirely equipped with Suppression Shields can form a Shield Wall. The team then counts as being in cover*, and thus receives a 5+ cover save and strikes first if assaulted**, however they may not move or initiate an assault during the assault phase. The Shield Wall formation lasts until the start of the Adeptus Arbites' next turn.

*Only models in base to base contact with another shield equipped model may benefit from the cover save.

**Unless the enemy is armed with something like Frag Grenades or the Banshee Mask.

Sniper Teams are specially trained to pick off Riot leaders or other members of importance, as this is usually the best way to quell any uprisings. The Arbite Snipers are often deployed to support a Chastener Team (by taking out sentries and soften the defence before the Chastener Team strikes).

Shock Teams wear their special white helmet and carry a Suppression Shield* and a Shock Maul*. They are deployed to meet special threats such as food riots and queue wars.

To suppress these regular disturbances and to arrest the ringleaders or demagogues who might incite such activity, gas grenades are fired into the crowd to create a gap filled instantly by a transport vehicle. From this, the Shock Team dismounts and assaults the crowd, targeting suspects for arrest and leaving the remainder unconscious or stunned.

*Rules:

Suppression Shield: Single handed CC weapon, +1 save bonus, giving the unit Save 3+ (both ranged and cc).

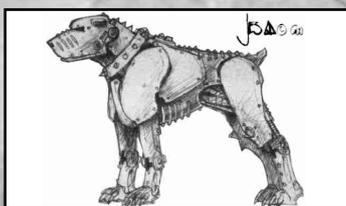
Shock Maul: Single handed CC weapon, all wound rolls of 6 ignore SV.

TROOPS

↑ **Patrol Teams** are a common sight on Earth and throughout the more heavily populated parts of the Imperium.



↑ **Kayninez Teams** are primarily used in crowd control situations where they often work together with Suppression Teams. The mere sight of a handler and his pack of Frenzon-filled, ferocious and genetically enhanced dogs is normally enough to suppress even the most fanatic of crowds.



PATROL TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Arbitrator	8	3	3	3	3	1	3	1	7	4+
Proctor	+7	3	3	3	3	1	3	2	8	4+

Most Arbitrators serve as part of a simple 'Patrol Team', armed with combat shotguns. These fulfill the normal daily duties of the Sector, responding to incidents and performing routine patrols. On the rare occasions when Arbitrators deploy en masse, the Patrol Teams form the backbone of the force.

Squad: The unit consists of between 5 and 10 Arbitrators.

Weapons: Each member is armed with an Arbites Shotgun and wear Carapace Armour.

Options: One model may upgrade to a Grenade Launcher (+7 points). One model may carry a Comm-link at +5 pts.

Character: One Arbitrator may be upgraded to a Proctor for +7 points, and may choose additional equipment from the Armory except for special access items as noted.

Transport: The unit may be transported in a Rhino or Chimera (see Transport section for details). This will not count as a further selection for the army.

K-9 TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Kayninez	5	3	-	4	3	1	4	2	(5)	-
Proctor	15	3	3	3	3	1	3	1	8	4+

Squad: The unit consists of 2-10 Dogs plus a Handler.

Weapons: Teeth and claws

Character: The team is lead by an Proctor Handler, armed with an Arbites Shotgun or a Bolt pistol and Suppression Maul. The Handler is wearing Carapace and may have a Suppression Shield (+3 pts) instead of a single handed weapon.

Transport: Due to the extreme ferociousness of the dogs once injected with Frenzon (before battle), the unit cannot be transported.

SPECIAL RULES

Kayninez are mechanical or genetically enhanced dogs, specially bred and trained for Arbite use in crowd control. They Move 6", and can Assault 12" (if assaulting through Difficult Terrain, roll 2D6 and double the highest for their Assault movement). This often means they will run ahead of their Handler to engage the enemy. The Handler must attempt to regain unit coherency in the Movement Phase if possible (shooting / assaulting not affected).

Always pursue if not restrained: The bloodthirsty nature of the Kayninez means they will always Pursue if their enemy Falls Back in an Assault, unless they can restrain themselves by passing a Leadership Test.

Uses Handlers Leadership: The Kayninez always use their Handlers Leadership, no matter how far away they are from him. They may not use any other models Ld or benefit from other Morale rules (no Standard Bearer re-roll etc.).

If the Handler is killed, leaves the table etc. the Kayninez will be automatically destroyed as soon as they are forced to make a Leadership test (i.e. always allow them to Pursue...). Until then, they will keep on running and chewing as normal.

COMBAT TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Arbitrator	9	3	3	3	3	1	3	1	7	4+
Proctor	+7	3	3	3	3	1	3	2	8	4+

Squad: The unit consists of between 5 and 10 Arbitrators. You may not field more Combat units than you have Arbite Patrol Teams in your army.

Weapons: Each member is armed with a Boltgun and wear Carapace Armour.

Options: Up to two models can be issued one of the following: Grenade Launcher (+7 pts), Heavy Stubber (+10 points), Heavy Bolter (+22 pts). One model may carry a Comm-link at +5 pts.

Character: One Arbitrator may be upgraded to a Proctor for +7 points, and may choose additional equipment from the Armory except for special access items.

Transport: The unit may be transported in an Chimera or Rhino (see Transport section for details). This will not count as a further selection for the army.

↑ **Combat Teams** are deployed when facing armed insurrection and only given one order – 'Shoot to Kill!'

Also known as "The Bad Boys - Who Come For You" ...



VIGILES TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Vigile	6	3	3	3	3	1	3	1	6	5+
Proctor	15	3	3	3	3	1	3	2	8	4+

Squad: The unit consists of between 4-19 Vigiles and is lead by an Arbite Proctor.

Weapons: Vigiles all wear Flak Armour (5+ Armour Save) and are armed with either a Lasgun or a Close Combat Weapon (such as a Suppression Maul) and Autopistol.

Options: Any number of Vigiles may be upgraded to carry a Bolt Pistol (+4 points), Boltgun (+4 points) or Arbites Shotgun (+3 points). One model may upgrade to a Grenade Launcher (+7 points).

Riot-Vigiles: The entire unit can be fitted with Suppression Shields (+1 to their Armour Save, i.e. SV4+) and a ranged weapon (count as Laspistol, range 12", S3) for +5 points/model. Riot-Vigiles are often fielded in a mainly defensive role, forming shield walls to provide valuable cover for other Arbite units.

Character: The Proctor wears Carapace Armour (4+ Armour Save) and is armed with an Arbites Shotgun. He may choose additional equipment from the Armory except for special access items as noted.

↑ **Vigiles Teams** are Watchmen, local police, led by an experienced Proctor who will make sure that the untrained deputies do not forget their duties during combat.



SPECIAL RULES

Untrained fighters: The Vigiles Team are not used to fighting, due to this they may only test to regroup if there are no enemy units within 18" at the end of their fall-back move.

Shield Wall: At the end of any Adeptus Arbites movement phase, a Vigiles Team entirely equipped with Suppression Shields can form a Shield Wall. The team then counts as being in cover*, and thus receives a 5+ cover save and strikes first if assaulted**, however they may not move or initiate an assault during the assault phase. The Shield Wall formation lasts until the start of the Adeptus Arbites' next turn.

Note that, in order to form an Shield Wall, Riot-Vigiles must deploy in tight formations - thus making them vulnerable to blast weapons. However, in cityfights (where they excel) many commanders prefer keeping deployment tight.

*Only models in base to base contact with another shield equipped model may benefit from the cover save.

**Unless the enemy is armed with something like Frag Grenades or the Banshee Mask.



Penal Legion Teams

are drawn from the scum of society. They are all in the Penal Legion to repent their sins and fight for the Emperor who, in death, might save them from their wrong doings and make them pure again. Some of them even nurish hopes of a parole.



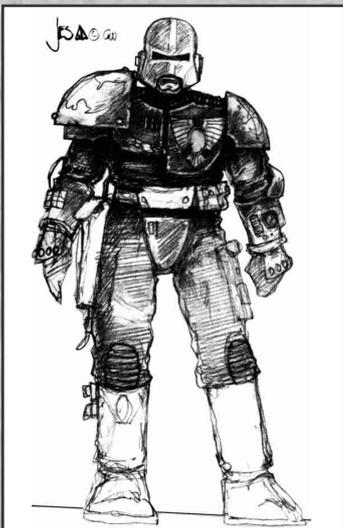
Human Bombs

are criminals sentenced to death. By using hypnosis and brain probes Tech-Priests turn the prisoners into Human Bomb.

Before battle Tech-Priests adorn the Legionaries with the bomb harness and rig up the remotes, while Preachers or Confessors speak liturgies and blessings.

The Human Bombs go to war with as much explosives strapped to themselves as they can carry.

When it is time for their ultimate sacrifice they are given their activation word and automatically injected with an overdose Frenzon, making them utterly fearless and perfectly willing to go out in a blaze of gore.



(0-1) PENAL LEGION TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Legionnaire	4	3	3	3	3	1	3	1	5	-
Human Bomb	+10	3	3	3	3	1	3	1	5	-
Proctor	15	3	3	3	3	1	3	2	8	4+

Squad: The unit consists of one Proctor Warden leading 10-20 scum of the galaxy, each hoping to live through the combat and possibly be rewarded with a parole. You may not field more Penal Legion units than you have Arbite Patrol Teams in your army.

Weapons: Penal Legionnaires are armed with Lasguns (or other low-cost guns, treated as Lasguns/Autoguns in gaming terms). They also carry an assortment of crude close combat weapons. They wear no armour. Up to 3 models in the squad may be upgraded to Human bombs for +10 pts each.

Character: The Penal Legion is lead by an Proctor Warden, armed with an Arbites Shotgun and the collar controls. He may choose additional equipment from the Armory except for special access items as noted. The Warden wear Carapace Armour. No other character will ever join the unit.

Transport: Penal Legion units are not allowed transportation.

SPECIAL RULES

Frenzon Injection: Once per game at any time, the Warden (if alive) can activate special Frenzon chemical injectors in the collars. This gives the Legionaries of the unit +1 Attack and +1 Initiative for the rest of the turn.

Explosive Collar: If the unit fails any Morale or Pinning Tests (or has automatically failed such a test), the Warden may detonate one explosive collar, instantly killing one of the cowardly legionnaires. The unit may then retake the test, using the Warden's base Leadership of 8. No negative modifiers are used, due to the highly inspirational nature of the collar detonation! This may only be done once per test however - if they fail again, they fail.

Human Bombs

Human Bombs move forward normally as part of the Penal unit - they are treated as part of the unit for purposes of targeting, and other rules.

In the Arbite players turn (regardless of distance to nearest enemy*), right before the Shooting Phase, the Arbite player may choose to activate the fuse on any number of Human Bombs, give them an extra dose Frenzon and release the madmen. They then run towards the enemy (and sometimes even through the enemy unit) before they fall/get shot/stop, and then the bomb explodes...

If the Human Bomb is killed before the fuse is activated, the bomb wont go off.

Human Bomb Targeting: To represent the irrational behaviour of the Human Bomb, the Arbite player places a large Ordnance marker within 6" of the Human Bomb model (if possible for the HB to move there) and then roll for scatter.

Human Bomb Detonation: The detonation is treated as a Demolition Charge with a Ordnance Marker (5") STR 8 and AP 2, centered on the Human Bomb model. Partially covered infantry models still get their 4+ roll to avoid the blast, however, vehicles that the marker touches are considered hit instantly by shrapnel. Work out the damage as a normal Krak missile hit.

The Human Bomb model is then removed from play (and counted as a casualty for the unit at the end of the round). Actions for the rest of the Legionaries is then resolved normally.

Mutiny Fail safe: If the Warden is killed, the explosive collars will automatically go off, killing the entire unit. Remaining Human Bombs will not explode.

*Note that it is perfectly adequate to activate a Human Bomb even if his Penal Team is locked in Close Combat. However, as he then cannot leave the unit, the bomb will go off among his fellow convicts (and if killing the Warden, creating a collar popcorn effect)!

TRANSPORT

Vehicle Upgrades:

Arbite Chimera and Rhino vehicles may only take the following Vehicle Upgrades: Pintle Mounted Storm Bolter; Searchlight; Smoke Launchers; Riot Plow.

RHINO

	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	65	11	11	10	3

Transport Vehicle: A Rhino may carry up to 10 Arbitrators from a single squad plus two extra character models who have joined the squad.

CHIMERA

	Points	Front Armour	Side Armour	Rear Armour	BS
Chimera	85	12	10	10	3

Weapons: The Chimera must have one of the following turret weapons: Multi-Laser at +10 pts; Heavy Webber at +20 pts; Water Cannon at +10 pts; Heavy Bolter at +10 pts; Assault Cannon at +20 pts.

Transport Vehicle: A Chimera may carry up to 10 Arbitrators from a single squad plus two extra character models who have joined the squad.

Transport Vehicles are used to quickly deploy the Arbite Teams. The Adeptus Arbites commonly use two main vehicles for transport: the Rhino (as per Codex: Space Marines) and the Chimera (as per Codex: Imperial Guard). Rhinos are the most commonly used vehicle, being both versatile and cheap. The Chimera is issued mainly for crowd control and when facing armed uprisings. Both vehicles can carry up to 10 Arbitrators from a single squad plus two extra character models who have joined the squad.

Agile

Rules for shooting:

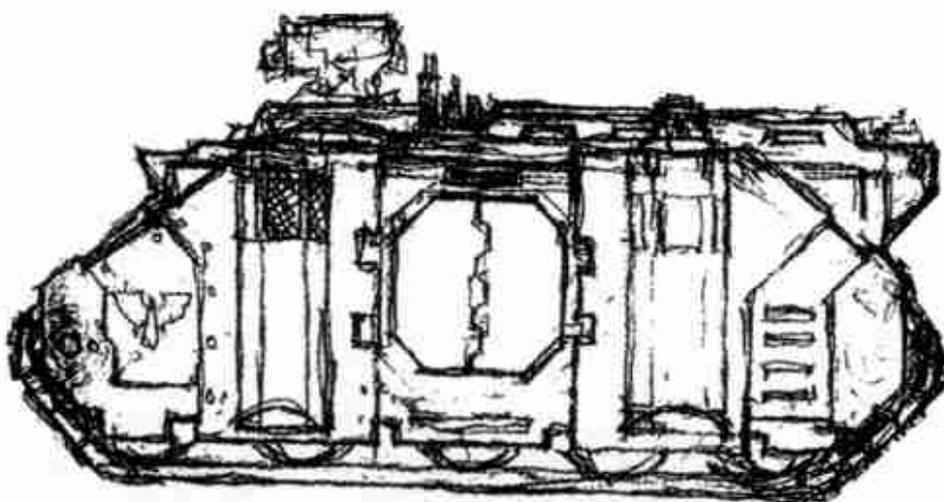
Movement May fire
 0 - 6" All weapons
 6-12" One weapon
 This includes crew.

Twin-linked weapons counts as a single weapon.

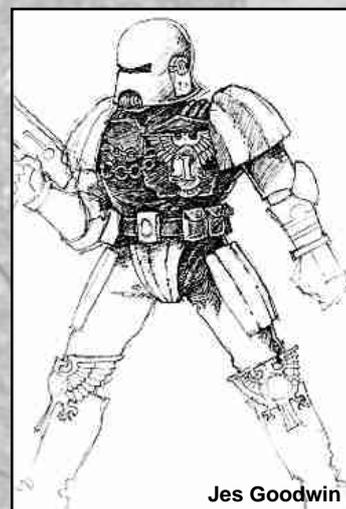
SPECIAL RULES

Agile: In order to pursue criminals, the Arbite Rhino and Chimera are always equipped with Souped Up Engines (as in the Vehicle Design Rules). This makes them Agile. Agile vehicles are quite fast and manoeuvrable, but don't have the straight-line speed of a fast vehicle. They may not move more than 12".

Points cost for the improved engines (15 points) are included in the characteristics.



RHINO ISMARC MARK 2
 Jes Goodwin '97



Jes Goodwin



FAST ATTACK

X **Rapid Pursuit Teams** pursue criminals through a twisting Underhive, amongst dense jungles or across arid wastes, depending on their location.

They are equipped with powerful surveyors to detect their prey (in many Imperial societies, citizens from a criminal genealogy have beacons implanted at birth so that they can be monitored at all times).

Trot

Mounted units with a Proctor may choose to move at a *Trot*. Declare this in the movement phase, before moving the unit. Any model that move at a trot move up to 9" in the movement phase but may then only charge 9" in the assault phase. Arbitrators moving at a trot may not enter or cross difficult terrain.



Fast Vehicles

Both the Bike and the Land speeder are Fast Vehicles thus having the following rules for shooting:

Movement *May fire*
 0 - 6" All weapons
 6-12" One weapon
 12- " No weapon
 Note that this includes crew.

Twin-linked weapons counts as a single weapon.

RAPID PURSUIT TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Arbitrator	8	3	3	3	3*	1	3	1	7	4+
Proctor	+7	3	3	3	3*	1	3	2	8	4+

Squad: The unit consists of between 3 and 10 Arbitrators.

Weapons: The Arbitrators are armed with either an Arbites Shotgun or a Bolt Pistol and all wear Carapace Armour.

Options: One model may take either a Grenade Launcher for +6 points or Boltgun for free. The entire unit may be armed with Frag Grenades (+1 point per model) or Photon-Flash Grenades (+1 point per model).

Character: One Arbitrator may be upgraded to a Proctor for +7 points, and may choose additional equipment from the Armory except for special access items as noted.

Mounts: The team are most often either mounted on bikes or horses but in some precincts they may be assigned local creatures or Landspeeders.

Special rules:

Trot: Mounted units with a Proctor normally represent the elite equestrians/bikers in the Precinct, and due to their superior riding skills may also choose to move at a *Trot*. See *Codex: Imperial Guard, Rogue Riders* for details on this special rule.

HORSE (OR EQUIVALENT) TEAM

The Rapid Pursuit Team may be mounted on horseback (or the local planetary equivalent) for +6 points per model. Riders may have Refractor Shields (+10 pts) or Suppression Shields (+5 pts/model). Riders may not have Power Armour.

ARBITE BIKE TEAM

The Rapid Pursuit Team may be mounted on Arbite bikes for +12 points per model. *They then gain a +1 Toughness as normal.

Options: May carry Arbite Shotguns, Boltguns or Shock Mauls at no extra cost.

Weapons: Arbite bikes are armed with a twin-linked Boltgun.

LAND SPEEDER SQUADRON

	Points	Front Armour	Side Armour	Rear Armour	BS
Land speeder	50	10	10	10	3

The Land speeder is two-man fast, light skimmer. It is used to patrol traffic, scout ahead of the Adeptus Arbites main battle line and to pursue criminals.

Squad: Land speeder Rapid Pursuit Squad consists of 1 to 3 vehicles.

Type: Fast, Skimmer, Open-topped.

Weapons: Heavy Webber

Options: The Heavy Webber may be exchanged for a Heavy Bolter at no extra cost or a Multi-Melta at an additional cost of +15 pts.



HEAVY SUPPORT

CASTIGATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Castigator	65	11	11	10	3

Type: Tank, Agile (Souped up engine)

Crew: Arbitrators.

Weapons: The Castigator Riot Control Vehicle must be armed with either a turret mounted Heavy Webber at +25 points or Water Cannon at +15 points. It also has a Searchlight as a built-in Vehicle Upgrade

Options: The Castigator may take the following vehicle upgrades: Riot Plow, Pintle-Mounted Storm Bolter, Mine Sweeper, Smoke Launchers, Track Guards, Extra Armour.

Transport: A Castigator may carry a single unit of up to 6 Arbitrators.

SENTINEL SQUADRON

	Points	WS	BS	S	Front	Side	Rear	I	A
Sentinel	45	3	3	5	10	10	10	3	1

Squadron: 1-3 Sentinels per Squadron

Type: Open-topped, Walker

Crew: One Arbitrator

Weapon: Each Sentinel must be armed with one of the following forward-firing weapons: Multi-laser (+10 pts), Heavy Flamer (+5 pts), Heavy Webber (+12 pts). One Sentinel in the squadron may instead have a Lascannon (+20 pts), an Assault Cannon (+20 pts) or a Power Lifter (+10 pts, +1 A, counts as a Power Weapon).

Options: Arbite Sentinels can only take the following vehicle upgrades: Armoured Crew Compartment (+20 points), Extra Armour (+5 points), Searchlight (+1 point), Smoke Launchers (+3 points), Rough Terrain Modifications (+5 points) and Hunter-Killer Missiles (+10 points).

Special Rule: Scouts (rules from *Codex: Imperial Guard*).

LAND SPEEDER TEMPEST

	Points	Front Armour	Side Armour	Rear Armour	BS
Tempest	100	11	11	10	3

The Tempest is a one-man fast, heavily armed light skimmer. It is used to lend heavy weapon support. Nicknamed "Death from Above" it is rightfully feared (but seldom seen due to it's extreme rareness).

Squad: Land speeder Rapid Pursuit Squad consists of 1 vehicle.

Type: Fast, Skimmer (not Open-topped).

Crew: One Arbitrator

Weapons: Assault Cannon and Missile Launcher (Photon-Flash/Haywire).

Options: The Missile Launcher may be fitted with Krak/Frag missiles (in addition to the normal missiles) for an additional cost of 10 points.

Castigators are simply Rhinos with added turret mounted weapon systems. A similar vehicle, the Razorback, is used by the Space Marines. Castigators are mainly used for crowd suppression.

Scouts

Arbite Sentinels are used in administering the Emperor's Justice across difficult or dangerous terrain, often outside urban environments. They are usually at the forefront of any Arbite force.

To represent this, any Sentinels may be deployed at the start of a battle, even in scenarios where they could not normally be deployed. Sentinels are not counted against scenario unit limits. After both sides have deployed, Sentinels may make a "free move" before the first turn. All normal movement rules apply.



Missile Launcher

Range: 48", see page 9.
Krak Str8, AP3 H1
Frag Str4, AP6 H1 Blast

SUPPORT WEAPONS

Support Weapons are usually large stand-alone weapons, each with its own power source and often even self-propelled. Each usually requires specialized equipment and repair, and though sometimes seen detached to other Imperial armies they are a rare sight outside of Adeptus Mechanicus forces. Arbite precincts find them of great value in defensive situations, as they can easily turn the tide of rampaging rioters with their hail of accurate firepower.

Tarantulas are semi-automated point defense weapons commonly used to protect installations or provide a first line of defense for fortifications but also it often tends to fall into a vital support role on the front line of the battle field.



Rapier from ForgeWorld

Long Barrel

Support weapons may have the VDR2 upgrade "Long Barrel" (50% longer range) at an extra weapon cost:

Basic range	Cost
0 - 24"	+100%
more than 24"	+50%

Example:

A Tarantula (15 pts) with Twin-Linked Assault Cannons (20 pts, 24" range) are LB-upgraded, cost: 15+(20*2)=55 pts, 36" range.

Special Rules:

Movement and Crew:

Support Weapons have a crew (usually of two Operators) who must stay within 2" of their weapon at all times. The weapons may only be transported in Prowlers.

Firing a Support Weapon:

Only one operator is needed for normal operation; the second operator is free to fire any weapons of his own. Both the weapon and at least one Operator must have Line of Sight to the desired target. Use the characteristics of the crew (BS3).

Shooting at a Support Weapon:

When fired upon, randomize hits (1-4 = hit on operators, 5-6 = hit on the support weapon). Resolve hits against the operators as normal. A Support Weapon has an Armor value of 10 (and essentially always count as an immobilized vehicle), and if it takes any penetrating or glancing hits it is destroyed and removed from play.

Assaulting a Support Weapon:

Enemy units may Assault a support weapons in the same manner as assaulting any other unit. Any enemy models in contact with a support weapon can attack it exactly as if it was an immobilized vehicle with the same armor value and hit resolution as for shooting above.

TARANTULA WEAPON PLATFORM

Tarantula version:	Pts	Range	Str	AP	Type
w/Quad Linked Boltguns	15+15	24"	4	5	Rapid Fire x 2 Linked
w/Linked Heavy Bolters	15+15	36"	5	4	Heavy 3 Linked
w/Linked Lascannons	15+25	48"	9	2	Heavy 1 Linked
w/Linked Autocannons	15+20	48"	7	4	Heavy 2 Linked
w/Linked Assault Cannons	15+20	24"	6	4	Heavy 3 Linked
w/Linked Grenade Launchers	15+15	24"			
Krak			6	4	Heavy 1 Linked
Frag			3	6	Heavy 1 Blast Linked
Take-Down			3	-	Heavy 1 Linked
Photon-Flash			-	-	Heavy 1 Linked
Haywire			-	-	Heavy 1 Linked
Smoke-Blind		G24"	-	-	Heavy 1 Barrage 2
w/Linked Missile Launchers	15+25	48"			
Krak			8	3	Heavy 1 Linked
Frag			4	6	Heavy 1 Blast Linked

Tarantulas are a widely used stationary weapon platform. Almost any Imperial weapon can be easily mounted to the chassis, and with the aid of built-in weapon-linking mechanisms they are very accurate.

Crew: 2 Arbitrators armed with Arbite Shotguns (Fire Support Team).

Battery: A Battery consists of 1-3 Tarantula's. They do not have to be equipped identically.

Weapons: You must equip each Tarantula (15 pts) with one of the weapon mounts listed in the table above.

Special Rules:

Weapons mounted on a Tarantula are Linked, and thus form a single weapon that may re-roll missed as per the normal rules for a linked weapon.

Rules for Take-Down, Photon-Flash, Haywire and Smoke-Blind on page 9.

REINFORCEMENTS

SPECIAL RULES

Reinforcements: When facing powerful enemies (1500+), the Adeptus Arbites may request backup from Hive Gangs or the Planetary Defence Forces.

Reinforcements start the game in Reserve, even if the mission does not use that special rule. They will enter play from the Arbites side of the board (or a random board side if the Arbites did not start from a side).

Reinforcements do not count towards your normal force selections, but any points spent on reinforcements do indeed count towards your army points value.

Enemy Size	Reinforcements
0 - 1500 pts	No reinforcements allowed
1501 - 2000	One unit chosen from the Reinforcements section of the Arbite Army List
2001 - 2500	Two units chosen from the Reinforcements section or one Battle Sisters Squad or any other options for lower points forces
2501 -	One Space Marine Tactical Squad* or any other options for lower points forces

* Or the equivalent depending on the Chapter.

PDF TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Trooper	4	3	3	3	3	1	3	1	5	-
Proctor	15	3	3	3	3	1	3	2	8	4+

Squad: The PDF Team a.k.a. Colonial Marines consists of 5-20 Troopers and one Arbite Proctor.

Weapons: Lasguns. The Proctor is armed with an Arbites Shotgun and wear Carapace Armour.

Options: Up to three models can have one of the following: Heavy Stubber at +5 pts; Meltagun at +8 pts; Grenade Launcher (Frag/Krak) at +8 pts; Missile Launcher at +15 pts. The unit may also be equipped with Krak Grenades at +2 pts/model and/or Flak armour (+5 Save) at +2 pts/model.

Character: The PDF Team is lead by a Proctor. No other character will ever join the unit.

Transport: The PDF Team may be transported in a Rhino/Chimera, see Transport section for details. This will not count as a further selection for the army.

HIVE GANG MILITIA

	Pts	WS	BS	S	T	W	I	A	Ld	SV
Hive Ganger	4	3	3	3	3	1	3	1	5	-
Proctor	15	3	3	3	3	1	3	2	8	4+

Squad: The unit consists of 5-20 Gangers and one Arbite Proctor.

Weapons: A variety of home-made and black market weapons of dubious quality. These count as either a laspistol (or autopistol) and a close combat weapon, or a shotgun, or a lasgun, or an autogun. There can be a mix of weapons within each Hive Gang Militia unit.

Options: One model may have one of the following: Flamer at +3 pts; Meltagun at +8 pts; Heavy Stubber at +8 pts; Grenade Launcher at +8 pts. In addition, one other model may have one of the following: Heavy Bolter at +10 pts; Missile Launcher at +15 pts; Lascannon at +20 pts; Heavy Plasma Gun at +20 pts.

Character: The PDF Team is lead by a Proctor (armed with an Arbites Shotgun and wearing Carapace Armour). No other character will ever join the unit.

Transport: The Hive Gang may be transported in a Rhino/Chimera, see Transport section for details. This will not count as a further selection for the army.

PDF Teams are small units drawn from the Planetary Defence Forces a.k.a. Colonial Marines/Imperial Guard Infantry. The Adeptus Arbites often find themselves lacking some serious tank-busting weapons when facing heavily armed opposition. Under such circumstances they sometimes simply take command over a PDF Team (Imperial Guard Infantry unit).

Hive Gang Militia are recruited amongst the vicious underhive gangs of the cities. They are battle hardened fighters carrying a wide variety of weapons, many of which add vital anti-armour abilities to the Adeptus Arbites force.

Hive Gang Militia Units are pressed into service and fight as conscripts alongside the Arbites as a last chance defense of the Hive.

Hive Gang Leaders are placed in custody during their gangs service - this has proven to be an excellent way to improve the loyalty of the rest of the gang.

SAMPLE IMAGES



Characters

Two Marshals (SM Captain and Mordheim Witchhunter), a Proctor (Culexus Assassin) and two Detectives (Necromunda Delaques).



Chastener Team

Five Chasteners in city camouflage. Based upon old Imperial Guard and newer IG Stormtroopers. Conversions: SM Scout Biker Shotgun, stiped shoes (gentle cuts with a wire cutter).



Patrol Team

Four Adeptus Arbite minis with Shotguns. The Arbitrators are all minor conversions of the same miniature – slightly twisted bodies and a simple head swap (Abaddon). The team is led by a Proctor (Adeptus Arbite Champion miniature with the “parrot” removed).



Combat Team

Two Adeptus Arbite miniatures with Boltguns, one with a Heavy Bolter and one with the almost compulsory Grenade Launcher. The team is led by a Proctor. Both Heavy Bolters are taken from SM Scouts. One Boltgun is from a SM Scout Biker.



Suppression Vigiles

Five Vigiles (City Watch) with Shock Mauls and Suppression Shields (four Adeptus Arbites with Mauls and a non-GW mini with a “Termite Lance”). Shields are made from camera film cans. Painted flat black, drybrushed Boltgun/Chainmail and given ForgeWorld transfers.



Vigiles Team

Based upon a Necromunda Escher, three Van Saar and a SM Captain. Conversions: Arbie legs on the SM, a lot of kneadatite on the Escher.



Bike Team

Based upon the Space Marine Scout Bikers. Conversions: Some green stuff (shoulderpad winged fists, knee and elbow protectors etc.). The Provost (not shown) is a Chaplain with his “moonboots” filed away.

THE BOOK OF JUDGEMENT

The Codex Legalis Imperius, or "The Book of Judgement" has been meticulously maintained and preserved by the Arbitrators over the Millenia, and as the will of the Emperor changes it is the Task of the Arbitrators to update this venerable tome.

The following listing is a brief overview of typical Imperial crimes, together with the recommended sentences for the offence. The crimes are divided into sections, and rated according to the severity of the offence under each title.

SECONDARY OFFENCES

As well as those criminals who commit crimes straight off, there are also some criminals who are picked up for attempting or planning offences, for example. Standard offences receive the sentences listed under the crime below, but these lesser versions receive fractions of the usual sentence (generally rounded to the nearest year, in the case of a major crime, and to the nearest month or six months for lesser offences). The three subsidiary grades are as follows:

A - Attempted 50% of sentence
Proceeding with the intention of committing an offence, but being foiled in the attempt, and being unable to complete the offence. (Thus, for example, attempted murder of an Arbitrator (Section 1/1) has a minimum sentence of 15 years.)

B - Conspiracy 30% of sentence
Plotting the execution of an offence with another party or other parties, but not actually committing the offence. (For example, conspiracy to murder an Arbitrator - a Section 1/1 - would earn a criminal a minimum of 10 years of incarceration.)

C - Accessory 25 - 50% of sentence
Assisting in an offence, or helping a known criminal without reporting him or her to the relevant authorities. 'Accessory' is a nebulous term, and can be applied to a wide range of instances. Both a citizen who knows a friend who has an illegal cache of heroine, and someone who supplies a criminal with a murder weapon can be convicted of accessory, though the former would get a much lighter sentence than the latter. (Accessory to a Section 1/1 would earn a criminal 15 years minimum.)

SECTION 1 - Homicide

On the violent City worlds hundreds of murders are committed every hour. The rate is such that only a very few are ever solved by the Arbitrators, and some remain permanently 'on file' with no hope of a result. In all too many cases the Arbitrators can only clean up the mess and offer their condolences, knowing that they haven't a hope of finding the killers. This isn't to say that the Arbitrators never catch murderers, for they do - by the wagonload. It is just that by the time an Arbitrator has arrived at the scene of one murder another two or three may have been committed in the same area, and no-one can cope with that sort of rate.

Because a simple homicide doesn't shock people anymore, and certainly doesn't attract enough attention to grant the murderer star-status by itself, many slayers have become much more dramatic in their killings. Some have resorted to killing certain types of victims, or mutilating the bodies in a certain way, or using especially bizarre ways of killing them - anything that will make their crimes stand out from the crowd on the evening news.

Of course, not all murderers kill in order to gain some attention. Some sickos just do it for the fun of it, while others have very clear motives. The rise of the vigilante in recent years has led to an increase in the deaths of top criminals, especially gangsters, who in turn have hit back hard with their blitz agents and assassins. Juves and punks kill each other in massive Rumbles, fighting over obscure points of streetwise honour.

There are also psycho killings. All in all, a murder can be for any reason, by any method, at any time, and with anyone as its victim. It is little wonder the Arbitrators have such a hard time of it!

Grade 1 30 years - life/execution
The murder of an officer, or officers, in the service of the Imperium. The murder of more than one civilian. The murder of a prominent public figure, especially with the intention of causing political or civil unrest. Fighting in a multiple-fatality Gang-War.

Grade 2 18 years - life/execution
The murder of a civilian, except where covered by the above. Also, a 'copycat' killing inspired by another murder.

Grade 3 Internment in a Psycho-Cube
Murder during a Psychological Brake Down:

Grade 4 8 - 25 years
Incidental or accidental murder (manslaughter) whilst in the act of committing other crimes. Criminal or contributory negligence resulting in the death of a second party.

SECTION 2 - Assault

Included under this term are various categories of brawling, menacing, and common and serious assault. The term also encompasses putting another person's life at risk (endangerment), by negligence, reckless behaviour, etc, and also the promotion and coercion of suicides. Assault is a very frequent crime, common to all types of criminal, though it tends to be most commonly committed by punks and violent citizens.

Grade 1 10 years
Serious assault of an Imperial Official or group of Officials, or a public figure.

Grade 2 3 - 10 years
Serious assault of a civilian, or a number of civilians:

Grade 3 1 - 5 years
Common assault, including brawling and assaulting an Imperial Official.

Grade 4 10 - 15 years
Endangerment, by negligence, behaviour or deliberate act.

Grade 5 5 - 10 years
Coercion to suicide.

Grade 6 6 months - 4 years
Menacing with criminal intent. Threatening behaviour.

SECTION 3 - Kidnap & Blackmail

There are a fair number of extremely rich citizens in the Imperium, and all of them present fine targets for the attentions of kidnapers. The crime is a complicated one, as paying a ransom demand is an offence (incitement to Further Kidnapping). Some kidnapping cases have other motives than simple monetary gain, including the coercion of people into committing illegal acts for the kidnapers in a perverse form of blackmail. The mobs use kidnapping against each other almost incessantly, to such an extent at times that the children of unpopular gangsters are sent away to keep them out of the clutches of vindictive gangs. Blackmail itself is a rare crime, but still occurs, typically when someone discovers that a prominent figure has escaped justice for a criminal offence in the past.

Kidnapping also covers the odious practice of 'chumpdumping'. This horrible crime, usually the work of the mobs, is infrequent but on the increase. Citizens are offered no-questions asked space travel to none Imperial planets, paying an extortionate fee for the trip. Once in deep space the passenger pod is jettisoned into space, killing its occupants and leaving the crooks to pocket all the money! This crime also occurs as the end result of some convict-running operations, where wanted villains fleeing from the Imperium find themselves cast out into the cold vacuum of space to die.

Grade 1 Life/execution
Chump-dumping.

Grade 2 30 years - Life/execution
Kidnap, including abduction by force.

Grade 3 15 - 30 years
Blackmail.

Grade 4 8 - 15 years
Coercion by force.

Grade 5 5 years
Incitement to Further Kidnapping (paying a ransom).

SECTION 4 - Burglary

Despite the rising incidence of robbery with violence, there is still an elite corps of criminals who stick to the old methods of burglary and house-breaking, though nowadays they tend to be equipped with very futuristic equipment to help them do so. Electronic auto-keys, hand and foot magno-pads, and even small jet packs can all help the skilled burglar gain access to an apartment. Some professionals hire themselves out to the mobs for espionage, but most work for themselves.

Grade 1 10 - 20 years
Burglary, including forced entry.

Grade 2 3 - 5 years
Possession of burglar's tools.

Grade 3 1 - 5 years
Trespassing.

The Great Book of Judgement

It is said that the Adeptus holds the keys to the Great Library of Earth, and that the original Codex lies within. It is also said that there are thousands upon thousands of leather bound tomes covered in the skins of criminals within the Library.

The Hall of Justice

Near to the Great Library is the Hall of Justice. It is within this great Hall that the Lords of the Sect maintain their communion with the Empeor.

SECTION 5 - Robbery

Unlike burglary, robbery is very much on the increase as citizens take to the streets and sidewalks in search of easy ways of gaining money. The 'big job' which nets enough creds to retire on is still the dream of many robbers, and as a consequence banks, jewellers and large firms remain the commonest targets of armed heisters. Small storekeepers and plaza traders are not immune from the attentions of thieves either, though these are more likely to be small-timers, punks or wayward jives. Just about anything that can be moved is likely to be stolen and sold off through the black market. Tapping, the commonest form of robbery with violence, is Imperium's largest growth industry, and despite the rise of anti-mugging suits it continues to be a threat to all citizens. Tap gangs work the walkways and sidewalks in broad daylight, slipping away into the backstreets at the first sign of an Arbitrator.

Grade 1 18 - 30 years
Armed Robbery with Violence.

Grade 2 10 - 20 years
Armed robbery.

Grade 3 5 - 15 years
Tapping (unless covered above).

Grade 4 5 - 12 years
Robbery or theft.

Grade 5 2 - 7 years
Shoplifting and other petty thefts.

SECTION 6 - Theft-Related Offences

Hand in hand with the burgeoning theft industry there is a vast network of fences and racketeers dealing with the stolen property and money. The mobs take a fair proportion of the illicit goods available, but most of the smaller items pass through minor blackmarketers and fences. There is a great deal of money to be made in the handling of stolen goods and in dealing in the black market, especially with stolen credit cards. Minor theft offences such as fare dodging, misuse of a credit facility (spending more money than you have), and being overdue on something - library vid-slugs for example - are also included under this category.

Grade 1 5 - 10 years
Passing, receiving and/or dealing and trading in stolen goods:

Grade 2 3 - 5 years
Misuse of private property for storing illicit material:

Grade 3 1 - 5 years
Possession of stolen property.

Grade 4 6 months - 3 years
Minor theft: fare dodging, illegal credit, overdue items, etc.

SECTION 7 - Forgery

Despite the dramatic increase in sophisticated security technology the demand for forged items has not diminished. Instead the forgers have turned their hands to more advanced items such as credit cards, voice prints, even palm prints. Despite the increased emphasis on technology, however, there is bound to be some criminal sat somewhere in the Imperium dreaming of printing his own ten-cred note and making his first million.

Grade 1 8 - 15 years
Forgery.

Grade 2 5 - 12 years
Possession of forging equipment.

Grade 3 2 - 8 years
Possession of forged items.

SECTION 8 - Arson

In the close confines a crowded city fire is an ever present hazard, despite advances in fire-fighting techniques, and arson costs the city many lives and creds each year. Arsonists strike for a number of motives. The mobs use it to demonstrate the end-result of refusing to take out their 'insurance', bored juves and punks may just start one for something to do. Even ordinary citizens go in for arson. Block fires seem to bring out the worst in people, and many ordinary citizens use them as an excuse for a holiday, holding 'burn-out' parties on the plaza where they and their friends can sit and sip something cool whilst watching the real-life drama unfold in front of them!

Grade 1 Life/execution
Arson

Grade 2 5 - 10 years
Endangerment or criminal negligence resulting in fire.

SECTION 9 - Criminal Damage

The average bloke on the street is bored half the time, and bored silly the other half, so it is not in the least surprising that he or she will look for something exciting to do. This boredom often manifests itself in the form of mindless vandalism against a vid-booth or street camera, but occasionally flowers into some creative scrawling. Equipped with only a spray can of his favourite colour and a very steady nerve, a juve may try and paint his name in the most prominent or dangerous place possible. Occasional competitions (scrawl wars) spring up, with each participant risking life or liberty to literally make their mark on the city.

Criminal damage is not the exclusive preserve of the young, though, and (like Assault) can be committed by just about anyone with a grudge. Unemployed adults smash the windows of Job-Shops, gangsters destroy the hover-cars of rival leaders, political activists go on machine or droid smashing sprees, and so on.

Grade 1 2 - 6 years
Criminal damage.

Grade 2 3 months - 3 years
Scrawling.

SECTION 10 - Public Order

The citizens can be extremely vocal when they feel they are being treated unfairly. All too often, though, their anger brims over and peaceful marches turn into vast riots, only quelled by prompt action from Riot Squads. Most riots are about serious problems, with riots about food, housing, jobs, and general social conditions. Some criminals have successfully used sensitive issues to start demonstrations and draw attention away from their own crime attempts, though rabble rousers are generally as much at risk from arrest as any demonstrator. Any one of the major Imperial holidays and their lavish parades could lead to another riot, as drunken revelry turns sour all too quickly. The very worst public order offences, however, are those relating to inter-gangs relations. Gang Wars are horrific events, with many citizens dying as the members of one gang attempt to get even with their enemies by using their illegally attained bolters and lasguns. Gang Wars typically class as Section 1 offences, but lesser Gang War crimes rate as Section 10s.

Alongside the major disturbances there are always a great many lesser incidents, with juves, punks and ordinary citizens involved in drunken brawls or disputes over prices, jobs, parking spaces, seats on the Bus, and so on. If something can be fought over, it will be - and how!

Grade 1 10 - 15 years
Rabble rousing.

Grade 2 5 - 10 years
Rioting.

Grade 3 2 - 5 years
Unlawful assembly.

Grade 4 1 - 5 years
Disorderly conduct.

SECTION 11 - Public Nuisance

Section 11 offences are classed alongside Section 10's, generally consisting of lesser incidents which apply to citizens who have been 'careless' rather than deliberately criminal. Even the most trivial misdemeanours will be pounced on, however, for The Law is The Law, and a deviation from it must be punished appropriately. Various public health offences, including littering, spitting, and evading health and safety regulations all count as Public Nuisance.

Grade 1 20 years
Deliberate public obstruction.

Grade 2 6 months - 5 years
Breach of the Peace. Breach of Health or Fire Regulations.

Grade 3 3 - 12 months
Running in Walking Area. Jaywalking on a civic highway.

Grade 4 3 - 6 months
Littering. Spitting in public.

SECTION 12 - Arrest Offences

Despite the wide-ranging powers of the Arbiters, there are still some criminals who just don't know when to give up! As a result, there are hundreds of different arrest offences, ranging from the trivial - swearing at an officer and obstruction, to the very serious - abetting an escape, convict-running, and so on. Some citizens are so nervous of the Arbiters they will immediately break into a run and attempt to flee if one questions them! All arrest offences will add to a criminal's sentence, even if he was innocent in the first place!

Grade 1 10 - 25 years
Convict-running, abetting an escape.

Grade 2 1 - 5 years
Resisting arrest.

Grade 3 6 months - 3 years
Leaving the scene of a crime. Obstructing an officer in the course of his duty. Running from an Officer. Suspicious behaviour. Wasting police time.

Grade 4 6 months
Threatening language, cheeking an Officer, disrespectful behaviour, etc.

SECTION 13 - Perverting The Course Of Justice

Despite the supposedly incorruptible nature of an Arbitrator, there is occasionally a criminal who tries it on to avoid a term in the Prison. Even worse, there are those unscrupulous mobsters who will try and bribe an Arbiter or certain notable civic dignitaries to turn a blind eye to their criminal rackets. Such attempts at bribery rarely succeed, for a corrupt Arbiter will not stay secret for long, an officer seen spending money is always a prime candidate for investigation. Other criminals will attempt to pervert the course of justice in less blatant ways, by hiring assassins to kill witnesses, destroying evidence, or simply perjuring themselves and lying when questioned.

Grade 1 10 years - Life/execution
Perverting the Course of Justice.

Grade 2 10 years
Bribery.

Grade 3 2 - 10 years
Bribery of a civilian.

Grade 4 1 - 5 years
Perjury.

SECTION 14 - Impersonation

The Arbitrator's job is hard enough without having to cope with a bunch of kooks running around dressed as Officers and well-known criminals! The Arbitrator impersonators are the worst offenders, for they often use their disguises to commit crimes - confiscating property or money for 'safekeeping', executing their friends. Criminal impersonation is rarely done for a criminal motive, but some foolish citizens have found that their fabulous fancy dress party costume has resulted in their apartment being surrounded by a Heavy Weapons team! These citizens are typically charged with wasting Justice Department time, and are given light sentences as warnings not to do it again.

Grade 1 10 years
Impersonation of an Officer or known criminal with intention to commit a crime.

Grade 2 1 - 5 years
Impersonation of an Officer for reasons other than crime. Defamation of an Officer's image. Use of an Officer's image for gain.

Grade 3 6 months - 2 years
Impersonation of a known criminal, for gain or otherwise.

SECTION 15 - Security Offences

Treason is a very serious offence, for it can undermine the whole security of the Imperium and put the entire population at risk. There are lesser offences too, concerned with the disclosure of military secrets and the security of important civic leaders. Criminals have, in the past, attempted to infiltrate various computer systems, and with varying success.

Grade 1 Execution
Treason, passing classified information to an enemy power.

Grade 2 Life/execution
Attempting to gain access to classified information for reasonable purposes or otherwise.

SECTION 16 - Illegal Scientific Activities

This category is reserved for bizarre crimes, often the result of spontaneous crazes or new offences which spring up overnight. A few of the following are universal crimes, but many are specifically the products of the 41st Millennium.

Grade 1 Life
Body sharking, Organ begging.

Grade 2 10 years - Life
Illegal experiments.

SECTION 17 - Controlled Substances

The list of substances, products and other items banned or heavily taxed by the Imperium lengthens each year as more and more things are found to be harmful to the health of the citizens. Some illicit products are made in the on planet, but most are refined off world and smuggled onto the planet by the mobs, who effectively control 90% of all such operations.

Grade 1 15 years - life
Manufacturing or bringing proscribed item into the Imperium. Smuggling and tax or tithe evasion.

Grade 2 5 - 20 years
Trading in proscribed item.

Grade 3 6 months - 10 years
Possession of proscribed item, for purposes other than above.

SECTION 18 - Gambling Offences

Gambling is only illegal in some parts of the Imperium. Where it is, it is often flaunted by citizens who still regularly attend illegal robot wrestling, bite fights, and so on, with the sole intention of betting on their outcomes. In the shady pool halls of certain areas punks bet on matches, with hustlers taking on all-comers for a pot as high as half a million creds. Most TV game shows are exempt of gambling laws, but carefully written charters guarantee that they refrain from relying too much on luck and chance, and instead place the emphasis on winning through personal abilities like knowledge or fitness.

Grade 1 5 - 15 years
Organising gambling or illegal event with intent to gamble.

Grade 2 2 - 6 years
Illegal gambling, Attending illegal sporting event with intent to gamble.

SECTION 19 - Employment Offences

The pressure on jobs being what it is on some of the more crowded worlds, moonlighting by holding down more than one job is a truly heinous social crime that brings revulsion to even the sternest Officers. As a result, the sentences for such crimes are very harsh. Less harsh are the various trading offences, for some of the Imperial planets find themselves caught between a need to applaud a citizen who manages to set up a successful job for him or herself, and compliance with the Law that insists upon their arrest.

Grade 1 10 years
Moonlighting.

Grade 2 2 - 5 years
Trading without a licence, or in proscribed area such as public plaza.

SECTION 20 - Traffic Offences

The roads of Imperial worlds, can be tremendously dangerous, and it follows that there are a great many laws governing speed limits, parking and so on. Some offences will lead to greater things: a punk obviously wouldn't be driving an expensive car unless it was stolen, a light-jumper may be drunk or nervous about something, and so on. Most offences, though, will be trivial, and because of the frequent number of motoring offences Grade 2 & 4 crimes will only earn a caution for a first offence- but the Authorities will come down twice as hard the next time!

Grade 1 2 - 15 years
Driving dangerously, or under the influence of drugs or drink.

Grade 2 50 - 500 cred fine - 3 years
Light-jumping, erratic driving, slow driving, speeding.

Grade 3 20 - 200 cred fine - 2 years
Unroadworthy vehicle.

Grade 4 50 - 500 creds fine - 1 year
Meter or parking violation, including petty theft of meter time.

Taken from "A Warhammer Forty Thousand Role Playing Game Supplement" By Lord Bain found at: <http://welcome.to/darklibrary>

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This supplement has been designed for use with Andrew W. Fawcett's Warhammer Forty Thousand Role Playing Game rules which can be found at www.role-play.co.uk.

THE ADEPTUS ARBITES

The Adeptus Arbites is the judicial arm of the Imperium, and is also the most militant outside the Inquisition and Adeptus Astartes. Adeptus Arbites are responsible for law and order in the Imperium and are also known as the Warriors of Justice. They are not just an ordinary police force but a well-armed and well-trained judicial army. They must quell insurrection and rebellion and immediate threats, both alien and human.

The Imperial police are known as the Arbitrators. Arbitrators wear a dark uniform and an all-enclosing helmet. The style of uniform varies slightly from planet to planet and different ranks may wear different uniforms. The normal rank and file wear a shiny helm with two reflective eye sockets or one continuous reflective slit. Higher ranks wear a pseudo-knight's helm (common with Proctors) whilst other ranks wear a combination of the two and may sport a crest or laurel wreath.

The Adeptus Arbites operate in a precinct marshalled by its Courthouse and led by the Marshal of Court. The Marshal of Court is often just a simple judicial bureaucrat rather than a great Arbitrator, though some may have been part of the militant security forces at some point in their lives - more than likely he will be a member of the nobility but learned in the ways of Imperial justice. They are the figurehead for the Arbitrator precinct and must ensure that order is kept within it and are answerable to their Judge.

The Judge is the lord and master of several precincts and may command an entire army of Arbitrators. Of the personal misdemeanours of the citizens of a million worlds the Judges care nothing. Such matters are for the Lords of individual worlds to deal with as they wish. The Judges concern themselves with more weighty issues. It is their task to bring the rebellious to trial, to hunt down enemies of the Imperium, to destroy those who threaten its safety from within.

To the eternal sorrow of mankind its servants stray all too often from their appointed path. Even officials of the Adeptus may weave plots of their own, driven by their lust for power, for wealth, or for forbidden knowledge. Many who occupy positions of authority, even the High Lords themselves, may be tempted and can fall into the arms of corruption.

ARBITRATOR TEAMS

Patrol Teams are tasked with patrolling a precinct and to respond quickly to emergencies. They often ride in Rhinos so that they can pursue criminals and get to crime scenes very quickly. Patrol teams have to be versatile because in emergencies they can be called upon to assist any of the below teams.

Suppression Teams are deployed in large numbers in times of insurrection or revolt. They are specially trained in the use of the maul and shield, which they are not afraid to use when a rebellion must be quelled. Webbers, which fire strands of sticky irregular threads that quickly solidify over a target, are used widely by Suppression Teams in order to capture rabble rousers or particularly dangerous groups.

Execution Teams, sometimes known as 'Slayers', 'Black Op's', 'Erasers' or 'Death Squads', must respond to reports of mutant gangs or cultists. These abominations must be culled and cannot be allowed to wonder freely in the cities and hives of the Imperium. Their missions also include 'erasing' criminals who would face a certain death sentence once arrested - reducing the work load for the Courts. Execution Teams are often distrusted and feared - even by their fellow Warriors of Justice.

Chastener Teams are tasked with freeing hostages and countering terrorism. So-called freedom fighters are an ever present threat not to mention the blackmail and kidnapping of influential Imperial officials. No detail is left untouched to these teams as they undergo an operation like a choreographed dance, even to which way a door opens. Such matters could be the difference between life and death.

Other teams include: Fire Support Teams, Rapid Pursuit Teams, Sniper Teams and Kayninez Teams.

NON-COMBATIVE TEAMS

Investigative Teams led by Detectives often work undercover to crack crime rings or pursue cyber criminals through the Imperium's cogitator matrix of the Adeptus Administratum. Detectives are greatly respected throughout the Adeptus Arbites and often work in tandem with Rapid Pursuit and Retrieval Teams.

Technical Teams operate to help solve crimes where there have not been any apparent eyewitnesses. A Technical Team consists of a mixture of Adeptus Mechanicus tech-priests, medics, and servitors. They take gene-prints, molecular fragments, and even thermal residue, using their forensic knowledge to help Detectives solve the crime.

Medical Teams are tasked mainly with clearing up what is left after a crime scene, including equipment and even dead bodies. When necessary Medical Teams also provide other Adeptus Arbites teams with emergency aid. A typical Medical Team consists of servitors, a tech-priest, a medic, and a guard of Arbitrators.

ADEPTUS ARBITES EQUIPMENT

A fully trained and patrol-ready Arbitrator is equipped with the following.

EQUIPMENT

Arbitrator Helm

The hallmark of intimidation is this shiny black helmet that completely encloses the head of the Arbitrator. Underneath, they wear a flame-retardant balaclava. The helmet is classed as carapace and its visor functions as photochromatic.

Gorget

This high armoured collar guard is clipped on at the back before the helmet is put on. The gorget is not only designed to protect the throat but holds the speaker and rebreather (respirator).

Padding

An Arbitrator wears shoulder and knee pads. The padding is made from flexible plexi-fibres which is very tough and hard-wearing. Additionally, the padding on the shoulders displays which Sector an Arbitrator is from. For example, some have striped shoulder pads, or chequered patterns, whilst others are plain.

Vambraces

An Arbitrator wears protective carapace armour on each arm. They are designed to be relatively light and comfortable and offer good protection.

Breastplate

An Arbitrator wears a carapace breastplate, made from the same material as the vambraces. The torso area has to be well-protected for the Arbitrator's life is at constant risk when keeping law and order in the Imperium. Over the left breast is the Arbitrator badge which shows the unit number the Arbitrator is part of.

Utility Belt

An Arbitrator wears a utility belt incorporating 10 padded pouches, which are designed to be easily opened using only one hand. These pouches contain ammunition, hand cuffs, and grenades, which varies from Arbitrator to Arbitrator. For example, a standard patrol-Arbitrator, with a shotgun, will carry up to 5 shotgun cartridges in each ammo pouch. The patented "Quick Release System" allows for additional shells to be worn on the armour itself, normally on the forearms.

Leg Armour

An Arbitrator wears a combination of flexible carapace and plexi-fibres on the legs. This gives the Arbitrator full mobility that other carapace types do not offer. This leg armour is counted as carapace.

Boots

An Arbitrator's boots are reinforced with carapace and has the characteristic padded toe section. The boots holds a knife and a small back up pistol.

WEAPONS

An Arbitrator will be typically equipped with a Arbites Shotgun and a holstered sidearm. Some Arbitrators will also carry a maul.

Arbites Shotgun

The Arbites Shotgun is the mainstay weapon of the Adeptus Arbites being less bulky than the Boltgun. It is easy to maintain and relatively cheap to produce and it can be fitted with many different types of ammunitions.

In addition to standard shell types, the Arbites shotgun may also be fitted with the Blodhound upgrade in order to use the much feared Executioner Rounds.

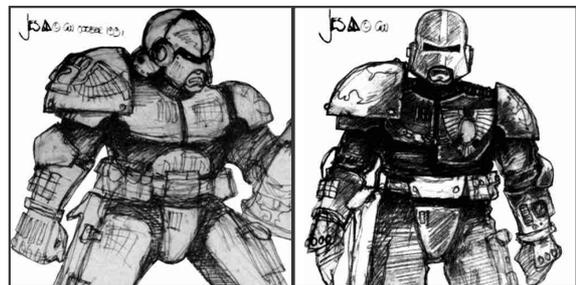
The Adeptus Arbites labs have developed these "Executioner" adamantium-tipped Armour Piercing round to seek out and destroy the toughest targets. The sophisticated Blodhound targeting system locks onto the target's energy pattern and guides the Executioner Rounds with unerring accuracy.

Power Maul

The Power Maul is a club surrounded by an energy field which disrupts the surface of solid matter. The depth of the field can be adjusted to bash a hole through a wall or merely administer an irresistible knock-out blow to subdue a victim. Unlike the power axe, the maul is always held in one hand, leaving the other hand free for a pistol, shield or other weapon. This weapon, and the less powerful Shock Maul, is almost exclusively used by Shock Teams.

Suppression Shield

Arbitrators assigned to Shock Teams regularly face riots. To protect themselves and help breaking the mob they often use shields. The Shock Shield is much bigger than a storm shield (thus giving some protection even against ranged weapons) and its effectivity in close combat is due to a generator executing an electric shock. The Suppression Shield, is used almost exclusively by Arbitrator and City Watch riot squads (Shock Teams and Suppression Vigiles).



JOINING THE ADEPTUS ARBITES

Most Arbitrators are drawn from **The Schola Progenium**. The imperial school for the orphaned children of loyal ministers and soldiers. Coming from such a background these children are incredibly loyal to The Empire. These children will stand as the next generation of Defenders of the Empire, and Defenders of the Faith.

The Schola Progenium contributes graduates to the Adeptus Ministorum, the Imperial Guard, and the Adeptus Arbites.

The Arbitrators have no home, except the Empire, and no parents except the Emperor himself. They enforce the Codex Legalis Imperius with unswerving dedication. Indeed "the demands of the law come first".

Once inducted into the Adeptus Arbites the Arbitrator is drilled in the law and trained to enforce the law at gunpoint if necessary. They will not hesitate in their duty. They are trained to the same standards as the Warriors of the Imperial Guard.

Their equipment is some of the best The Empire has to offer, and the Mission they perform is the single most hazardous of any required by the Emperor, with the possible exception of serving in the First Company of a Space Marine Legion.

Those destined for greatness within the Adeptus Arbites are given genetic surgery and turned almost into the equivalent of Space Marines. These Arbitrators begin their careers as Adeptus Arbites Elites, and later serve as Detectives and Judges.

Joining the force as an adult

Anyone wanting to join the Adeptus Arbites must go to an Arbites Courthouse and apply there, which is where all self enlisted Arbitrators are trained. The prospective recruit must then wait for his summons when he will be required to join the rest of the recruits for the test of suitability.

Requirements for the Adeptus Arbites is far more than the Imperial Guard. Indeed, the requirements of a recruit, and what is demanded of him or her, is arguably the most demanding outside the Adeptus Astartes.

The Test of Suitability

This test is done in the catacombs beneath the Courthouse where the recruit is required to sit on an iron chair. Once on the iron chair, the recruit is incarcerated in a cage as iron straps hold his body rigid, and an iron helmet is lowered onto the recruit's head.

Sinister robed techs set the iron chair humming with electricity as they test the candidate for: musculature potential, psychosis level, psychic

profile, ocular reflex, intelligence, pain tolerance, and drug use reading which tests for signs of common drugs such as Blitz, Stimm, Frenzy, Spook, Dream-bat, Hedonic Acid, Halcyon, and Joyspike. The height of the candidate will also be measured exactly. If it does not meet the criterion the candidate could be instantly rejected.

During this ordeal the candidate is undergoing a rigorous test. The Adeptus Arbites do not deem it their job to train any old Tom, Dick, and Harry, to be an Arbitrator. They want a prospective recruit to all ready have some of the qualities, so that then all is required is the knowledge of Imperial Law.

If a candidate meets this stringent criteria he will be accepted as an Arbites Student and will be required to undergo training immediately, the norm being atleast ten years of school before allowed to become a fully fledged Arbitrator.

Arbites Students

Arbites Students must wear black robes and spend the next years reading piles of parchment, holoscript, and books, of Imperial Law. They will also learn to love and respect the Emperor.

Arbites Cadets

At the end of the studying phase the Arbites Students will become Cadets after an hour long ceremony in the Courthouse's main hall. There they swear oaths of allegiance to the Emperor and to the holy Book of Judgement.

Now the Cadets are transferred to an Courthouse in an distant part of the Empire and will be required to learn everything about Arbitrator weapons and equipment as well as master the arts of armed and unarmed combat.

But the Cadets are not Arbitrators yet, nor are they kitted out as Arbitrators (just with basic Flak Armour and Lasguns). This merely allows them to leave the grounds of the Courthouse and put their skills and knowledge into good use.

Once 'on the streets' a group of Arbitrator Cadets is led by an experienced Proctor who will be their mentor until the Cadets are ready to be enrolled as fully fledged Arbitrators.

The mentor will keep an account of how well his Cadets are doing and if they do well he may recommend that they attain the status of Arbitrator.

The time it takes for a Cadet to become an Arbitrator may be very short (only a few years) if the Cadet proves himself - but actually most Cadets never make it at all (getting killed, rejected or imprisoned before they graduate).

THE PENAL LEGION

The Penal Legion are made up from the scum of civilization, the heretical, criminal element that is active on every planet across the galaxy. It is the Adeptus Arbites who deal with these lawless souls and in some cases the best way is to send them to the Penal Legions.

In the war torn universe of the 41st millennia, law and order is hard to maintain. Across a million worlds it is barely held by the very fingers of those who uphold the Emperor's law. The Adeptus Arbites are the pillars of justice across the galaxy and patrol the far flung planets of the Imperium, where rebellion and defiance are Crimes Against Humanity and the Arbitrators hunt down and capture the rebels who would bring suffering and chaos to all Mankind.

The toughest Criminals captured by the Arbitrators are inducted into an organization called the Legions Penatante, or Penal Legion as it's more commonly known. The Penal Legion is made up from the scum and undevout men Of the galaxy. Mass murderers, rebellious planetary defense troopers, thieves, hijackers and all other manner of criminals are made part of the Penal Legion for their sins. These lawbreakers are saved from sentences such as termination or slavery and instead taken to battle against the Emperor's foes.

There are a few in the Emperors own army, the Imperial Guard, who do not respect the Emperor, are disloyal and rebellious. These soldiers are the criminals of war, men who would sooner run in the face of an adversary than defeat it and those who would disobey their commanders to save themselves while leaving others to pay for their folly. These felons are rounded up and sent to the Legions Penatante, where they are shown how to respect the Emperor and are given a place where they can repay him for their sins.

The Penal Legion is not an army in it's own right but is useful where greater numbers are necessary to win the day. The Arbitrators control the Legionnaires to an extent through the use of explosive collars worn by the criminals which can be detonated at the touch of a button. The collar cannot be removed by any but a trained member of the Adeptus Mechanicus - and this seldom happens as very few Legionnaires survive until the end of their sentence.

When the Adeptus Arbites is taken to war, teams drawn from the Penal Legion may accompany them and help win the fight. Many opponents underestimate the Penal Legions potential and many Orks and renegade cults have fallen pray to this inability to recognize a desperate and dangerous Penal Team determined to die a true warriors death rather than be decapitated by the Arbitrator Wardens (Proctors).

Across the galaxy, the Penal Legions fight for the Imperium and they are taught that the Emperor is with them through their conquests and a tear is shed for every man who falls in his name, whether they are pure followers, or not.

Arbitrator Wardens of the Penal Legion Teams wear dark uniform and the sinister reflective visor of their helmet hides its wearer's penetrating gaze.

The Legionnaires themselves are taken from military criminals, troopers who have run in the face of the enemy and dangerous criminals from the Solar Segmentum hive worlds. They are all in the Penal Legions to repent for their crimes and are seeking the forgiveness of the Emperor.

It is rare for Legionnaires to survive for long in the Penal Legions but there are a few who do complete their sentences and they are free to return to their homes or back to their Imperial Guard regiments.

Explosive collars are metal chokes filled with enough explosive to decapitate the wearer. Once placed around the neck it is almost impossible to remove without setting it off. Only the Adeptus Mechanicus can disable the collars, but this can only happen after the convict has served his sentence.

If the Warden suspect that his Penal Team is about to break and flee, he can select any one of the Legionnaires and detonate their explosive collar. When it is activated, the Legionnaires head is blown off causing the rest of the squad to reconsider their rout.

If the Arbitrator is killed, as an automated fail safe, the explosive collar activator sends a message to all the collars in the Team. As a result of this message, if the Legionaries get to far away from their fallen Warden all the collars go off, killing the entire Team. Although, as the activator is a delicate piece of equipment and may have been damaged when the Warden got hurt, Legionaries sometimes decide to gamble and flee - rather than to get annihilated by the enemy.

Frenzon is a generic name for a number of drugs used to induce psychological effects in the recipient. In the Penal Legion, these drugs are usually injected via a dispenser device strapped to the throat as part of the explosive collar. A single dose of one of the specific types can be used to induce psychological effects. The chosen drug is administered to every member of the squad, rather than to a single model .

A Penal squad's Frenzon dispensers are controlled via closed channel communicators operated by the squads Arbitrator, if he dies, then no more doses of Frenzon can be administrated.

Human Bombs Amongst the Legions there are those sinners who have sentences that can never truly be repented for in life itself. They are those who have raped and tortured people both physically and mentally through their own will and feel insanely repentant for what they have done.

Many of these individuals cannot live with their crimes and feel blessed with the chance to be forgiven in their own deaths. Such men are dangerous in the regular ranks of the Legions Penatante and are immediately recruited into the Human Bombs. Preachers and Confessors and others of the Imperial cult "help" these souls to understand what they must do for their full forgiveness from the Emperor in means of meditation and prayer.

Before battle Tech-Priests adorn the Legionaries with the bomb harness and rig up the remotes, while Preachers or Confessors speak liturgies and blessings, for once the bomb is ignited so he is forgiven and the sinner's soul is free to join the Emperor in solitude and peace.

PRISONER HARRIS

DuRoc banged on the cell door and the shutter slid back from the inside.

'Is he ready?' He demanded. The door swung open with a protesting groan and the cowed figure within silently beckoned DuRoc to enter.

'Are you a true son of the Machine, my child?' hissed the masked techpriest, a leaky valve expelling oilt steam on the final word. DuRoc removed his helmet, exposing his bionic left eye. The original had been lost in a shoot out with Spike dealers two years before.

'As the Emperor has blessed me, so have I accepted the blessing of the Machine.' He replied, formally. The Adept laid a talon-like claw on his shoulder and DuRoc tried not to cringe at the touch of the sinister Psycho-mechanic.

'The penitent is ready for you, Inspector DuRoc.' Came the rasping voice, this time from a slightly different place beneath the mask. DuRoc wondered how much of the original human was left under the robes and then wished he had not. But the claw turned him gently and firmly away from the priest to face the chair at the far end of the cell.

DuRoc recognized 552415 Prisoner Harris, X immediately from the swirling eagle tattoo on his right arm, but the face was unrecognizable. It was distorted by the sealed holes where the mind probes and pain instruments had gone, and coloured deeply by the bloody rivulets that had run down his face but DuRoc would have known him despite those. What he did not recognize was the expression of slack passivity in his eyes. Where had the rage gone? The frustration? The agony of his twisted life? Was nothing left of the man, however evil he had been?

'His guilt remains.' Hissed the tech from the corner, as if reading DuRoc's mind. 'Imagine a personality emptied of all that defines it, except for the guilt.

However small that guilt might have been, now it is all-consuming. He can think of nothing but the anguish of his victims. He will never sleep without nightmares. He will never laugh. He will never again taste his food. Indeed, without this one task before him, he will kill himself through sheer will-power.'

DuRoc stepped up to the shell in the chair before him. It was a pathetic sight. It would have awakened feelings of pity, had he not attended Harris' last crime-scene... the faces stayed with him, even after all he had seen.

'Harris, can you hear me?' He said loudly. The man looked up, comprehension mixed with pain. 'I have come to offer you redemption.'

Harris expression of sudden joy spoke his understanding.

'Kill... me?' He whispered.

'That is not redemption, Harris. That is just death. If you die, the pain will go on. But seize redemption and the pain will stop. The Emperor will gather you to his breast as a favoured child to his father.'

'Tell...!' Croaked the criminal.

'Your task is already implanted in your subconscious, but you will not know what it is until you hear your activation word. I will now set your activation word. The word is 'Judicus Eternae).'

'Judicus Eternae.'

'Yes. The next time you hear those words, you will find redemption.' He turned to the priest. 'Release him and bring him with me.'

Turning on his heel, DuRoc marched down the corridor to the waiting troop transport. The rebels had finally shown their hand, and the Arbites needed every man they could find... even Xavier Harris, Butcher of Faleon.

THE LONE RIDER

From the brow of the knoll the sub-sector looked small. At a mere nine hundred square kilometres and only five thousand people, Messier supposed it was small enough by the standards of the Adepts. But it was enough for one man.

Messier shifted his weight in his saddle and looked around him. It gave him no small amount of pride to see the empty plain, glowing in the red light of the twin sunset. He supposed it was beautiful, but he had no mind for such an emotional response. The only important thing to him was that it was peaceful. It should be lawful, for that was the only beauty that mattered.

The beast shifted its weight to compensate for his change in position. He patted the impatient lizard with his gauntleted palm. 'Easy, Bladeback.' He murmured. 'We'll see them soon enough.' Bladeback growled an affirmative. The lizards were called 'gladiosaurs' in the Adepts' bestiary, apparently after their bladed tails. Locals called them 'brutes' in a backhanded compliment to their stubborn power.

He and Bladeback had been partners for six years now, ever since he had been promoted to this lonely sub-sector GM-1043 - the Western Plain - as its sole Arbites representative.

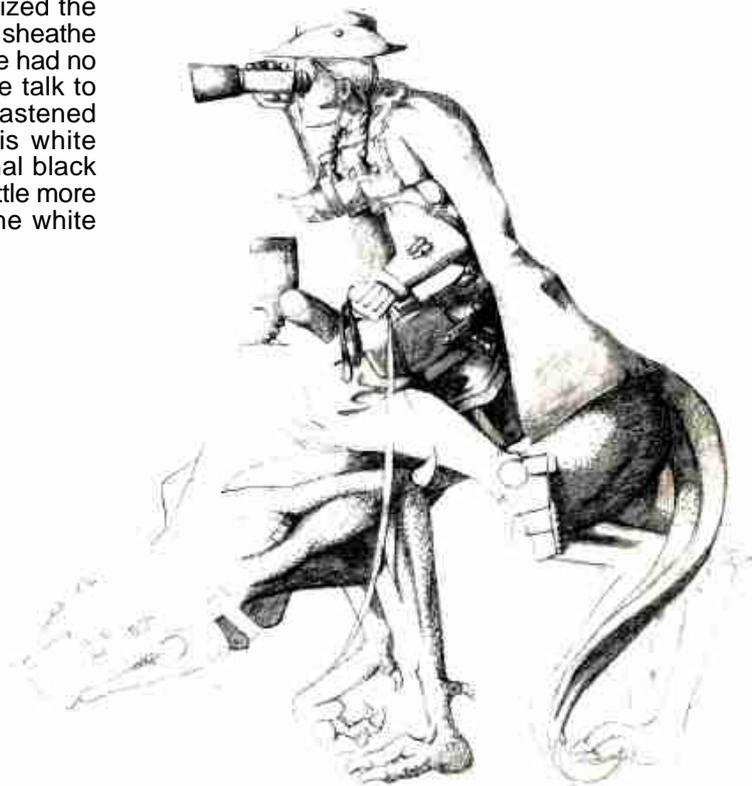
He had long since abandoned his cumbersome helmet in favour of the wide-brimmed stetson favoured by the locals. He had bastardized the infrared lenses and their photochromatic sheathe into a pair of wrap-around sunglasses. He had no need for a short-range ". Who would he talk to out here? A sand-coloured cloak was fastened across his shoulders, half-covering his white armour. He had painted over the original black within days of arriving, finding that it did little more than bake him like a portable oven. The white reflected a little of the day's heat.

Sudden movement caught his eye and Messier raised his binox to his face.

Bladeback sensed his master's sudden movement and tensed, raising his head from the little scrote lizard he was playfully tormenting. It was the land-train - a three kilometre convoy of vehicles, each one slaved to the master vehicle at the head of the trail. Composed of merchants, supplies and settlers, it made rich pickings for bandits bold enough to try to take it, and if Messier's information was right then they would strike - There!

As the land-train cut across the plain between the columns of Adam's Pass, Messier could see three fast moving buggies break out of a wadi to the north. If the bandits could seize control of the master-vehicle, the weak machine spirits would be theirs to control, and they could pillage the train at will.

Messier reached down and patted the bolt pistols at his hips before pulling his shotgun from its saddle holster. A firm back-and-forth motion of the handgrip put a round in the chamber. Clutching the pistol-grip in his right hand, he took Bladeback's reins in his left. A light pressure from his heels was all the signal the lizard was waiting for. With a roar from both their throats, they leapt down the slope to bring law to the Western Plains...



[Changed the original name Razorback to Bladeback as Razorback is a SM APC /MJ]

PSY-DETECTIVE DEACON

The building looked quiet, which was exactly what DuRoc had been expecting. Anything - people, vehicles, movement - would have told him his informant was wrong, that this wasn't the safehouse for the Order of Martyrs. But instead it was silent and apparently empty as a moonlit cemetery. Its dark windows reflected the streetlight, making it impossible to see in, but his instincts told him that it was here that he'd find his lead. He turned to the six-man Combat Team waiting in the shadows of the alleyway and, in whispers, outlined his plan.

Entry

The power-hammer made matchwood of the door, splintering the internal reinforcement with a single discharge of its electrically-enhanced impact. Felton, the hammer-man, dropped back immediately, as his gunner, Dobermann, leapt through the doorway. The powerful torch taped to the underside of his bolter swept the hall and stairs. Water had pooled on the floor and there was the sound of rats scurrying in the distance.

Seconds later, the side door burst back, with the gunner, Marqo, leaping in scarcely before the wood had stopped falling. He exchanged a signal with Dobermann and headed towards the back of the house. Their hammermen slung the power-weapons on their backs and drew their bolters, Felton following Dobermann up the stairs and Fostrell following Marqo into what looked like a kitchen. It took minutes to establish that the house was empty... just as Inspector DuRoc had predicted. In the cellar, they found the manhole.

Escape

The cultist splashed along the sewer paths, bent double in the low tunnel. He had escaped with barely seconds to spare once he had seen the Arbitrators creeping towards the front door. He knew his only hope was to get off-planet as soon as possible. He could not fail the Order.

He turned the final corner and threw himself, panting, against the rusted access ladder that would take him up to the street. Relief burst in his chest as he put his foot on the first rung. The light came as a shock.

DuRoc dragged the cultist out of the sewer and wiped his boots with the hem of the man's robe. A couple of minutes later the rest of the Team appeared out of the manhole in the middle of the street to find DuRoc hunched over the shabby, little man. Gripping one of the cultist's little fingers, he bent the joint until the pain brought the man round with a piercing, effeminate screech.

'Where are you keeping the children, Arcangelus?' He growled into the cultist's face. This one was known to him. A sideliners, he had escaped capture before, but not suspicion. Arcangelus made a grimacing expression, clenching his teeth hard.

'Looking for this?' DuRoc grinned like a death's head, as he held up the cyanide tooth he had already plucked from Arcangelus' jaw.

'I'll tell you nothing, DuRoc.' Hissed the cultist. 'The children will die, the circle will be complete. You cannot stop us now.'

DuRoc was about to speak again when another voice pulled him up short.

'DuRoc! Get that suspect back to the interrogation cell before he can injure himself and have him interrogated by experts!'

It was Chief Inspector McBrae, checking up again. He stomped over to DuRoc's crouching form, his great coat flapping about his ankles. An escort trotted alongside him, carrying his helmet. McBrae rarely wore his helm. DuRoc suspected that it interfered with his hairstyle.

'We don't have time, sir.' He snarled, standing up to his full six-and-a-half feet. 'The children are nearby, I know it. If we take him back to the sector-house they'll be dead by midnight.'

'We can't afford half-done interrogations. It makes for messy reports, DuRoc. Put him in the Charon and get back now. I won't tolerate your insistence on doing your job in the full public gaze. Whatever happened to the anonymous mystery of the Adeptus Arbiters?'

'I don't have time...' Protested DuRoc vainly.

'You do!'

'He doesn't.' A new voice chipped in. They all turned to see its source. A slight figure, her hair gleaming in the street-light, stood with her face in shadow from the high collar and breast of her pale grey overcoat. Suddenly her face lit up as she lit a thin, aromatic cigarette.

'Deacon. P-Branch. Court sent me. Problem?'

The last she directed at McBrae, who stood aside suddenly, horror on his face. He was well-known to be a pskophobe, and prosecuted unsanctioned psykers with commendable determination and ruthlessness, but he could not contain his horror at the sight of a psyker he was forbidden to kill. DuRoc had seen P-Ops work before, and with a smile he yanked Arcangelus to his feet and held his head steady with one massive hand clutched under his face. Deacon approached and placed her hands lightly on the twitching cultist's temples. The result was unspectacular. Arcangelus spasmed weakly and then relaxed. DuRoc frowned as he realised that the cultist had emptied his bowels on the Arbitrator's boot.

'Yuck. Sicko.'

'Where are the children?' DuRoc insisted.

'224 West Berrmann Avenue. Fourth floor. Twenty minutes.'

'What about his one?' He shook the limp Arcangelus. Deacon shrugged, and with a satisfied smile DuRoc broke his neck. Dropping the corpse, he turned to his Combat Team, who all wore broad smiles of their own behind their helmets.

'Let's go, gentlemen. You heard the lady!'

Seconds later, with a squeal of metal on tarmac, their Cerberus shot off towards West Berrmann Avenue, leaving Deacon stood beside the quivering McBrae. She turned an angelic smile to him and raised her hand towards him. He looked at the box she held with an expression of horror and disgust.

'Smoke?' She asked with a grin.

THE PSYKANA LETTER

From: Psi-Marshal Garroty
Psy-conduit: Astropath Baykr

Source: Makel 4.2 [quarantine system]
To: Inquisitor Hendrix

My dear Inquisitor

It has been brought to my attention that you have expressed concern at the Adeptus Arbites having broadscale exclusive access to sanctioned psykers. In order to pre-empt your inevitable investigation I have ordered a quarantine placed on the Makel system, but so as not to inconvenience you with the necessary bureaucracy required to enter Makel space until I choose to lift the quarantine, I have prepared a summary of our work and goals for your perusal.

History of the Adeptus Arbites Psykana

In the wake of the Age of Apostasy and the chaos left by Lord Vandire's timely demise the new rulers of Earth channeled great resources into the now-purged ranks of the Adeptus Arbites. With a massively reduced manpower and a substantially increased budget, strategies for the administration of good order were quickly proposed, assessed and reassessed by the Council of Judges until a variety of fresh proposals were made.

The first was to introduce selection for the Arbites to the Schola Progenium, where before local recruitment had been practised to dire and well-documented results. The second was to reduce the responsibilities of the Adeptus Arbites to Imperial Law only, leaving the enforcement of local laws exclusively in the hands of planetary 'vigiles', with a watching brief from the Arbites. The third was to assist in taking up the great number of newly-tested psykers which had appeared once the chaos was past and proper systems were reintroduced.

Previous to the Age of Apostasy, psykers sufficiently powerful not to require soul-bonding, but in whom the Inquisition had no interest for recruiting, had been farmed out on a lease-basis to local governors and commanders as advisers and aides. The catastrophic results had lasted over three hundred years. The Adeptus Terra therefore determined to keep as many of these excess psykers in government service as possible, and the Adeptus Arbites bid for a significant number was looked upon favourably.

Thus, the Collegia Lex Psykana was founded here on the second moon of Makel 4.

The Collegia Lex Psykana

The stated mission of the Collegia is 'to train young, sanctioned psykers in the skills and qualities necessary to assist the Adeptus Arbites in the detection and purgation of activities contrary to the good order of the Imperium, in order to maintain the security of Terra and, ultimately, the Golden Throne.'

In this function, our cadets receive an education at least equivalent to that taught in the Schola Progenium. Additionally, they receive weapons drill, equipment maintenance training and communications rites. Only once they are proficient in these skills are their natural talents considered. If a student cannot reach the required standard, they are returned to the Adeptus Terra to serve in the Astronomicon.

Three years of intensive psychic training is delivered, focussing on tracking, offensive telekinesis and deep telepathy. This last, which is a form of mental interrogation, is our most revered speciality, and cadets are expected to show at least some proficiency before being allowed to progress to the next level.

As psykers could not possibly be permitted to serve alongside regular Arbites in their indoctrination, they are automatically given Proctor rank. Their final two years at the Collegium is devoted to officer education until they receive their badges of office after a total of six years' intensive training.

At this point, they are then posted to the P-Branch of their allocated Precinct. This section will consist of no more than three P-Ops - a senior (Inspector) and two juniors (Proctors), and is connected to the Court directly. Orders are received only from the Marshal on a face-to-face basis.

Adeptus Arbites Psykana ('P-Branch')

The P-Ops operate in two main areas - long-range tracking of suspects or fugitives and interrogation. They are especially effective at interrogation in the field as they require little or no equipment and can drain knowledge out of a suspect in seconds with physical contact. A Mind Drain exercised without physical contact is possible but difficult. Success depends very much on the abilities of the psyker and the weak-mindedness of the suspect.

For a detailed account of P-Ops activities see doc [censored].

If you have any further questions, Inquisitor, then please feel free to come to the Collegia. However, I regret you will not be permitted to leave until I believe the state of emergency is past. I hope this would not too much inconvenience you.

Yours

Garroty Psi-Marshal Commandant Collegia Lex Psykana

JEREMIAH RAGE, PART 1

Proctor Jeremiah Rage jumped the kickstart of his Mk4 Lawgiver Attack Bike and it started with a mighty roar. Around him his Rapid Pursuit Team did the same and the plasticrete of the surrounding buildings reflected the thunder-like sounds of their plus 800 horsepower engines.

Rage did a quick systems check, waited for the others to confirm their status, and then revved max a few times, grinning beneath his black visored helmet. With an almost insane howl of pleasure he let loose of the clutch and the two-wheel drive kicked in and sent the bike screaming down the street. Leaving a thick cloud of silicorubber smoke the team followed.

This early in the morning there was little traffic on the big ferrocrete highway and the team soon reached mach 0.3, swishing past the other vehicles like a swarm of black wasps.

Proctor Rage had his men perform "Single Line", "Fan", "Crescent Moon" and a few other attack formations, simply by issuing visual orders through the bike's HUD. The drill went fine, despite the assault bike sometimes having a bit of trouble keeping up due to the breathtaking speed, and Rage allowed his team to play free for the next cades of ferrocrete.

Stopping for a quick snack at an instafood Hoover-joint Jeremiah briefed his nine men on today's work. They were to hit, as always both fast and hard, a subversive cult who's repeated acts of terror had shook the society, disrupting the Emperors Peace. The terrorists had focused on erasing Machine Spirits, something normally considered a severe violation on the Emperors Law - here on Mars it was one of the worst crimes imaginable!

Rage established summonicator contact with Proctor Barnett, leading the grim Executioner Team assigned to back them up, and got an update on the mission. Apparently the cult camped inside a huge abandoned chemical plant. The bikes were to spearhead the assault, spreading panic and taking out sentries before the Execution team would arrive in their Prowler. Together the two teams would then dismount and let the terrorists face the full wrath of the Lex Imperialis!

It was a daring plan, way to improvised for Rage's liking, especially since both the total number of terrorists and their armament were unknown.

Rage got the impression that the whole operation took place without the necessary surveillance, preparations and support - probably due to the demand of some high ranking Tech-Priest putting pressure on the Marshal of Court. Rage suppressed his feelings and confirmed his mission.

Exactly one hundred centi-ticks later they struck. Krak grenades blew the gate to pieces and the bikes roared into the industrial compound, mounted boltguns blazing.

At first all went well, bolts riddled the walls and sent the cultist guards running for their lives. However, resistance soon got tougher as the terrorists suddenly seemed to have armed men in every window and on every rooftop. A large sentry gun sporting twin-linked Assault Cannons forced the Arbitrators to abandon their bikes and dive for cover.

Although the Arbite situation got a lot better when the Prowler crashed the party and the slightly psychopathic Execution Team dismounted, the cultists still held strong positions and had a clear advantage in numbers.

The Proctors requested immediate back-up with their Comm-Links but there was no answer. Either did the industrial complex block the transfers or the cultists had access to some high-tech jamming device. The Arbitrators were on their own.

The cultists surrounded them on all sides and from above. The fighting was hard, much harder than any Arbitrator had predicted. Even Rage, who had expected trouble, was shocked when he started to lose his men one by one. Almost losing his own fate in that Justis would prevail, he had to use every bit of his leadership ability and firm authority to prevent his shrinking team to fall back and face a certain death.

Jeremiah Rage got shot and wounded several times, his scarred Carapace Armour the only thing keeping him alive. In the end Rage and Executioner Armitage were the last Arbitrators standing and fought back to back.

They took a direct hit by a frag missile and everything went black.



BUG INCURSION

"I detect movement, sir." "In what sector?" "All, sir." "Blips?" "More than twenty. Closing fast. The Auspex has gone wild, sir." "Squad Gamma, weapons ready. Porcupine defence. Fire at will. Faith in the Emperor, Ever-Vigilant." Proctor Willis and his five Arbitrators took up firing positions behind the scrap metal, determined to sell their lives dearly.



It had begun as an ordinary rescue mission, a distress signal from one of Hive Secundus' industrial Outlands was picked up by the Surveillance Discs of a nearby Adeptus Arbites Sectorhouse. A standard retrieval squad of five, led by a senior Proctor, was dispatched and within fourteen ticks their Imperial Lightning Troop Carrier landed on site. The Arbitrators deployed and secured the block and the Lightning lifted off, hovering over the area at a few thousand feet.

At first everything had seemed fine, but something had nevertheless bothered the men. They were all tense and jumpy. After a while the men had realised what was disturbing them. The silence. No industrial sounds, no chattering of hive rats, no voices from citizens, no ion-scratch music, nothing. Just silence - an unnatural silence that made the grizzled men in their black carapace armour sweat and tremble. The men moved further into the silent industrial complex, grasping their guns and readying frags.



Ten ticks later they found the distress beacon, smashed by some great force. The strangest thing was that it clearly was of Space Marine origin - Space Wolves to be exact. This puzzled the Arbitrators even more than anything they had ever stumbled upon before. What was Space Wolves doing on the Necromunda homeworld, in their precinct and what in the Emperors

holy name could have made Space Marines call for help? They reported in and the search went on. On a nearby roof they found a drop-pod, but no trace of Marines. About twenty ticks later they ran into them, or what was left of them anyway... The area was riddled with boltgun fire, cartridges were all over the ground - this had been the place for a desperate stand off. An unsuccessful one judging from all the broken armour pieces, blood and gore... Apart from the messy remains of what apparently had been a few Space Wolves, there were no bodies, neither man nor beast.



Some strange greenish acidic and highly corrosive gish lay in pools all over the area, but as this was a common sight in these areas, none of the Arbitrators reflected on it. Something that could have hinted at what to come...

"Here they come, fire!" cried Proctor Willis.

The Arbitrators pulled the triggers of their shotguns as fast as they could and the oncoming horde exploded beneath the shells. The attacking creatures fell back, a green acidic mist drifting from the distorted bodies that lay all around the perimeter.



"By the Emperor! What was that?" "Some sort of huge hymenopterans?" "Arachnoids, it must have been Arachnoids!" "Shit, then its Game Over! Fuckin' Game Over, man!" "No, by Khorne, we wasted them! Trashed their sorry asses!" "Watch your tongue, Trooper. No cursing within my squad." Willis hissed angrily. Willis asked for a casualties and ammo report and was pleased to hear that they had suffered no losses. Trooper Smigg had some serious acidic burns on his right forearm from destroying an attacker in close combat, using his Powermaul. Ammunition level was also good, they had only used a tenth of their supply.



"Trooper Morris, collect samples from the Arachnid corpses. Trooper Grias, help Smigg with that wound. Trooper Skruch, report to headquarters and have the Lightning get us out of here. Trooper Aklo, use the Auspex to localise any nearby bugs and launch some frags to keep them away." The Proctor, although apparently shaken, was issuing orders and holding the squad together. "Samples collected, melting away in their own acid slime, though." "Wound cleaned." "Smigg is fully operational. Ready for payback time." "Lightning closing, ready to pick us up in five ticks. We must find an open area or roof top." "No movement detected, launched some smoke instead to shield our movement." "Good, we'll climb that ladder. On the double, move!"

Willis felt proud of his men, running in front of the squad, they were a great team and had just kicked an enemy who had destroyed Space Wolves. This was something to talk about in the Arbie Bar... "Come on men, just this ladder left before the Lightn... Aaarghhh!!"

The Lictor struck just as Willis reached the ladder. The camouflaged, monstrous beast emerging from the pile of junk in which it had hidden. Willis was mortally wounded, his confused mind registering shotgun fire and screams as he fell. Despite facing the combined firepower from the Retrieval Squad, the Lictor managed to strike another Arbitrator before it was completely ripped to pieces by Executioner rounds. Shocked of their sudden losses, the Arbitrators stood motionless staring at the steaming corpse of the Lictor.

A swish of air alerted Smigg who spun round, his shotgun ready. The razor sharp wings of the Gargoyle struck him in the shoulder, cutting through the carapace armour and sending his arm flying in a gush of blood. He screamed in terror but the sound ended abruptly as the Gargoyle's fanged tail smashed through the black visor of his helmet.



The Arbitrators blew the Gargoyle away but now the Arachnoids, apparently Tyrannids, were closing in from all directions. The Arbitrators were nearly run over - but then the Lightning came screaming in, lasguns blazing strafing the alien hordes. This gave the men a few centiticks respite. The once organised withdrawal was now in a complete rout, the remaining Arbitrators picked up their wounded and started a desperate climb up the ladder, cursing and firing at the incoming foes. "Eat this, your motherfucking bug!" "Come on! Just a few more ladder rungs and we can leave." "Yeah, and then we will nuke this place!" They nearly made it. The whole ladder was ripped from the wall by a gigantic spidery creature and the Lightning pilot could just watch in horror as the Arbitrators fell into the horde, disappearing among the clawed things. Watching the diagnostics screens of the six squad members, the pilot decided to wait until they were all dead before nuking the area. Quite surprisingly, the screens indicated that only four of the six were dead. Judging from the heartbeat sensors in their armour, the others were unconscious but in rather good condition. The aliens withdrew down into the sewers, carrying the six Arbitrators with them.



The Lightning pilot, not wanting to bomb the Arachnoids as there were humans still living among them, could do no more. He returned to the Sectorhouse, reporting the losses of four and the probable loss of two more. A large Purge mission, involving a dozen Combat Squads, was prepared.

A few hundred ticks later, Trooper Aklo awoke and found himself strapped onto the wall of a large humid crypt. He tried to free himself but the slime that glued him to the plasticrete surface was too strong. Looking around he saw more people stuck in the organic slime on the wall, most of them dead - their chests seemingly busted open from within. He saw two Space Marines in the characteristic grey armour, several ordinary citizens and right next to him was his close friend Grias, the medic. Strangely, none seemed to be wearing a helmet.

The whole place was hot and steamy and on the floor below he could barely see what looked like giant eggs. Brown and green and pulsating as if they were made of soft living tissue. Grias was awake but did not respond when Aklo tried to contact him. He was praying with a low, desperate voice and focusing on something on the floor below. "Oohh, shit." Aklo had just noticed what was happening. The top of an egg pod was slowly opening, slime running down the sides. Something was climbing up. A slippery, light brown, spidery creature with a long tail. It started to climb up the wall towards Grias, who now cried with fear. The spider-thing quickly ran up the wall, using its six long legs, then it jumped on to Grias head, spun its tail around his throat, wrapped the fingerlike legs around the back of his head and attached itself firmly onto his face! Aklo, turned his head to avoid the awful sight - and realised that a similar egg was placed in front of him and that egg was also starting to open!

Aklo screamed, but no one came to his rescue.

EXECUTIONER ROUNDS

From: Magister Alus Proxley
Telepathic conduit: Marac Xhe'Harbor

Origin: Mars **Destination: Merrick 3**
To: Tech-adept Morgun Henebraxer

Adept,
I am frustrated and upset by the constant reference to 'tiny robot brains', made by your colleagues in the Adeptus Arbites with reference to the Mk 14 TR 'Executioner'. I expect you to properly educate them in matters technological that they might pay true respect to the mysteries of the machine god. How can a man worship the machine if he holds it not to be a marvel?

In order that I might be fully persuaded that the Court of Merrick 3 and its surrounding system is fully conversant, I shall once more spell it out to you. Be warned, though, that this will be the last time. Any further disrespectful references to the Mk 14 TR will necessitate your recall for 'further education'. You don't need me to draw you a circuit diagram.

The Mk 14 TR, otherwise known as the 'Executioner' is a vast improvement of previous models, thanks to the discovery by Tech-Magus Arno Mishwa, in M36.2847783 of a sealed vault containing diagrams pertaining to their use. The offer of these diagrams to the Great Nexus Harcourt of the Inner Sanctum impelled him to release from his databanks the requisite tooling requirements for manufacture, and Adeptus Arbites across the Imperium were all fully equipped with the Mk 14 within seven hundred years of first production. Since then, no improvement has been authorised to the Mk 14.

The circuit which houses the weak spirit of the Executioner round is simple and lacks reasoning power. The strength of the weapon lies in the essential 'Tracker System' issued alongside the Arbite combat shotgun. The Mk 7 Bloodhound was revealed simultaneously with the 'Executioner' and it is here that the powerful machine spirit dwells.

The pressure of the Arbite's finger on the selection switch that initiates an Executioner round alerts the Bloodhound, which will automatically target the nearest warm body to the line of sight. It can track up to three different targets at once, prioritising them according to range and size. Initiation of the round ('firing') will impel the Executioner directly forward at approximately one half the speed of sound.

This low velocity it to allow the round to acquire the target designated by the Bloodhound, but results in a commensurate lack of ranged fire. Also, despite the low velocity, some targets will be too close for the Executioner to properly acquire them.

In unusual circumstances, the round has turned and struck the target in the back, but documented cases are extremely rare. Occurrences of the Arbite in question being hit with his own round are apocryphal.

Thus, it is clear that there are no 'tiny robot brains'. The weak machine spirits of the Executioner are guided to their sacrifice by the stronger will of the Bloodhound unit. Thus, Arbitrators need not guard their stores of Executioners so enthusiastically. It is the Bloodhounds which are truly precious, and which should be most respectfully treated.

I personally recommend the unction and purification daily, but to the outer skin only. The inner workings are private to the machine spirit and it will anger and escape if its sanctuary is unsealed without the proper routines, known only to a Tech-adept. Internal rites should be administered by a qualified adept at least every standard year.

I hope this has cleared matters up. Do not cause me to have to write again. I require new servitors. Do not force me to make you into one of them.

In spiritu machinum

Proxley.

Thought for the Day: War is the fire that purifies Man's soul.



REGARDING LEX IMPERIALIS

From: Michaelis Silerth
Psy conduit: Kadj Dekk

Origin: [Encrypted]
To: Moler, Free Press

Destination: Roth

It has been brought to my attention that you, in an article, suggested that the Imperium is a 'police state', by which I assume it is meant that government control is total and government agencies can eliminate opposition, real or imagined, without fear of retribution.

To an extent, I accept that this is true. The individual life is held very cheap indeed by the Adeptus Terra and agents of the Inquisition hold a mandate to end the lives of one or a billion people if they consider it justified. Hundreds of billions die in the endless warfare every year, and the any attempt to deny the sovereignty of the Priesthood of Earth and their de facto master, the Emperor, is ruthlessly crushed.

However, the Imperium is far from being a police state, concerning itself with every aspect of its subjects' lives. On the contrary, individual planets are left almost entirely to their own devices in terms of self-governance. There are strict democracies, republics, autocracies, technocracies, monarchies and anarchies in the Imperial fold. As long as their rulers pursue the Imperial mandates - tithes, mutant/witch control and acknowledgement of the Emperor's supremacy - the Adeptus Terra leaves pretty much alone.

So how do the Adeptus Arbites fit into this?

The answer is that that, too, is pretty much up to the local rulers. On many worlds, as previously discussed, local law-enforcers see to the day-to-day details of local law. Any Arbite presence (and there is sometimes none at all) is concerned with the supervision of the above duties. They will inspect manufactoria, to ensure that guidelines and quotas are being met. They will conduct regular witch-hunts or supervise locally-organised hunts. They will guard Administratum buildings and Imperial interests such as space docks and penal colonies. They will monitor popular attitudes to Imperial policy. And anything which might threaten the status quo is considered a potential crime.

However, on some planets they represent the only official law-enforcement agency. Necromunda is a prime and familiar example. The Upper reaches of Hive Primus acknowledge no law, besides Lord Helmaur. As he is himself subject to constant imperial scrutiny, no overt interest need be shown by the Adeptus Arbites in his court.

The main body of the Hive is governed by the local families, who are intimately familiar to us all - Van Saar, Orlock, Goliath, Escher and Delaue. Adeptus Arbites maintain a presence, but most law is family law, and the Arbitrators know enough to keep to themselves.

In the Underhive, there are the Watchmen, but these are frequently as unreliable as the gangers against whom they should defend. The Adeptus Arbites conduct regular and frequent mutant sweeps, pursuing witches and wyrds with enthusiasm. They attack gangers, drug-smugglers, natives and any other element of society that might be a threat to hive stability. But in the most part they stay on the upper levels, dense enough to keep the passes through the hive bottom under control.

So do not dismiss the Arbites as cold slaughterers. True, they do not value life highly. However, they must work within the guidelines imposed by their environments. Summary executions are unusual and unlikely. That is the realm of the Inquisitor. The Arbites must work within the law, which - even in 40K - requires a formal trial and verdict of guilty before punishment can be applied. Street execution is highly extraordinary.

So imperial Justice may in times be slow, pragmatic and harsh, but it is, nevertheless, justice.

As a final notice: the 'Free Press' is and will continue to be closely monitored by the authorities, any further articles regarding this topic may be regarded as disturbances of the Pax Imperialis or even rebellious and result in a series of, how shall I put it, unwanted visits by the Arbitrators.

Note that this 'interest' will not only affect you and your next of kin, but also other reporters and friends (me included).

Please be more cautious with what you publish in the future.

Your Friend,
Michaelis Silerth



THE PRECINCT FORTRESS

Below you will find details on the architecture of the 'Fawcett Class' Precinct Fortress (and it's Courthouse) of the small Hive World of Manheim.

Fortifications

The Courthouse is surrounded by a strong stone wall and at each corner of the perimeter stands a stone drum tower of some 15 metres tall from ground level to spire. Within it are two Arbitrator guards. One of them mans an assault cannon whilst the other functions as backup or spotter (both have infravision visors to see in the dark). From this position the Arbitrators have a clear 360 degree fire arc.

The perimeter wall along the top, from tower to tower, is patrolled by one Arbitrator. After a 2 hour stint he will be relieved by another from the barracks to continue the patrol. This routine continues incessantly and is something of a religious task.

The Servo-skulls

There are no fixed surveillance cameras in the compound. Instead there are many floating skulls, each fitted with cameras, called Servo-skulls. These fly about the compound and relay their images to the main control chamber in the Courthouse. Servo-skulls can also be found patrolling the precinct. Their images are then relayed to servitors in the control chamber underground and these pictures are also available to Arbitrator Sectorhouses/Houses throughout the Precinct. Any vandalism of a Servo-skull will be met with a swift response by Arbitrators.

Gatehouse

The gatehouse occupies the front of the perimeter wall above the main doors. It consists of two chambers. One chamber is home to two Menials. It is their job to ensure that, when commanded to, the doors below them are slammed shut. The main chamber functions as an area to pass through and adds a strong defensive position to the perimeter. A section of the floor can be opened to allow defenders to fire down onto any would-be attackers. When under attack Arbitrators can mount a strong defence from this position.

The doors are incredibly strong (wrought from the strongest natural resource, in this case Armaplas) and can be closed with little effort. However, the doors are always open but should danger threaten, in the form of rioters for example, they will be immediately shut by the Menials. Flanking the doors are two Arbitrators who will be ready to meet any visitors.

Courtyard

The courtyards are paved and are always meticulously swept by Menials. The main courtyard is where the daily drills are held and discipline is enforced for the resident Arbitrators.

Should there be an impending threat then the barracks will be emptied and the Arbitrators assembled in the courtyards.

Barracks

The barrack buildings are strong stone structures supported by pillars. Each barrack building houses twenty-five Arbitrators and there are four of these in the compound. Only Arbitrators may sleep in the barracks - Menials, Servitors and other personell sleep in separate chambers close to their normal workplace.

The Bell Tower

The bell tower is the tallest structure in the compound and lies in its centre. It is always the most ornate and beautiful part of the courthouse with gargoyles seemingly running around its circular shape. Right at the very top hangs the bell. It is rung everyday to initiate different parts of the day: at dawn, midday, dusk, and midnight.

But the bell tower is more than just a pretty architectural feature. It is a lookout post and defensive position. From here the guarding Arbitrator can see for miles around and will alert the compound to any possible attack by pressing a rune-button. This will set off the sirens and have the compound ready to defend. The Arbitrator mans a long barreled Heavy Bolter with targeter and can fire in a 360 degree arc. Sometimes an Arbite Sniper will accompany the Arbitrator if needed.

Landing Pad

As most Arbites Courthouses this one has a facility for space-bound vessels of a moderate size. Only a two or three spacecraft may be accommodated at any one time. Users of this facility will be visiting Imperial dignitaries, such as the Judge, important members of the Administratum or similar Adeptus officials. At other times the Arbitrators use the landing pad to enable them to fly in their craft to get to a trouble spot quickly. Supplies and, sometimes, reinforcements come this way too. Within the landing pad building are Adeptus Mechanicus personnel and many servitors.

Vehicle Bay

All Courthouses have a vehicle bay somewhere on the premises. In this case it lies underneath the landing pad facility. Inside the vehicle bay are typically 5 Rhinos and a collection of patrol bikes numbering around 20 to 30. Additionally there are spare parts for all the vehicles.

Working in the vehicle bay are Adeptus Mechanicus personnel and servitors. They repair any damaged vehicles and maintain them to a high standard. They are also capable of putting up a more than adequate defence against any would-be attackers (if they can get past the army of Arbitrators first!!). Retrieval units operate from here.

THE COURTHOUSE

Almost in the centre of the courtyard, right next to the bell tower lies the Courthouse.

The master of the Courthouse is known as the Marshal of Court. He is the absolute head and oversees everything that goes on in the compound. He spends much of his time talking to similarly high-level characters and is rarely seen, if ever, outside the Courthouse. But the Marshal is not the complete Arbiters authority, this is the Judge who will be the head of several Precincts.

Depending on the status of the Courthouse, the Marshal will often be in-league with an Astropath who has the ability to send messages light years through the warp, vital for Courthouses thousands of light years away from Terra.

Another high ranking individual of the Courthouse is the Barrister. He is in charge of judicial affairs should a court case emerge. He is ably assisted by a sum of lawyers, commonly there will be three. The jobs of these judicial people is extremely boring and the Marshal rarely gets involved.

Proctors are senior Arbitrators and lead patrol teams through the Precinct. They are, on the whole, experienced marshals of justice and wear a distinctive uniform, often with a laurel on their helmet to display their authority.

Below you will find some information on some of the sections of the Courthouse. Only a few of the chambers in the Courthouse have been given in detail as it is not necessary to know the full contacts of each and every room. Some chambers have a specific function and it is they that are being covered.

LOWER LEVEL

Control Chamber

The Control Chamber is a large room of buzzing machines and many pipes that slither like snakes across the floor. Solemnly seated at dozens of terminals are the servitors, the bio-mechanical men. Twenty four hours a day they sit, bonded, by dozens of pipes and cables, to their cogitators. They control the spy flies and see through their lenses via a small relay screen. This small screen virtually touches a servitor's face and a casual observer won't be able to see much, even if up close. If the servitors see anything suspicious or threatening then Arbitrators will be instantly alerted.

Holding Cells

The Courthouse is not a prison but is able to house a few prisoners, from 50 to 100, maybe more. They are kept here until their sentences can be passed, which is often quite swift. Many offences in the Imperium from serial murder to forgery is punishable by death or by enforced subscription into a penal platoon or a slave gang, so the holding cells function exactly as that. Prisoners, both minor and for penal or slave servitude, can look forward to a transfer to the nearest prison where they will wait for the Imperial

Fleet to take them away. Should the prisoner in question face a capital punishment, justice is normally swift and painless. If there are no special reasons for keeping him/her alive, the cell is sealed and flooded with gas during a night when the surveillance monitors indicate that the prisoner is sound asleep. The body is later sent to the Apothecarium for recycling of useful organs and the disposal of leftovers.

Main Armoury

The main armoury contains the arsenal of guns and munitions for the Courthouse. Its access is restricted to Arbitrators, Proctors, and the Marshal of Court; indeed, any military personnel of a Courthouse.

The door is an immense structure of toughened steel and its lock is coded. The code is changed every day automatically. Some Courthouse armouries have more advanced security devices such as palm print recognition where only those registered as Arbitrators in the Courthouse can gain entry.

Inside, the armoury is pretty much what you'd expect; guns, guns, guns, armour, grenades, and more guns. There are also spare parts. Nowhere else in a city or town is there such an armoury of weapons.

GROUND LEVEL

Hall

The hall is almost like walking into a temple. Pillars support the high ceiling and a statue of the Emperor, carrying the Book of Judgement about his waist, sits in the centre of the hall. The hall also doubles up as a refectory and courtroom.

Administration

This large chamber is used by the clerks, surveyors amongst them, to enter the records of citizens within the Courthouse's jurisdiction or precinct and to, in particular, keep track of criminals. This administrative arm of the Courthouse works in-tandem with the Adeptus Administratum.

Apothecary

All Courthouses have an apothecary, vital for the immediate health of employees more especially the Arbitrators. Medical attention here is very good and prompt. There are four beds in this chamber, for emergencies, eight medi-servitors, two medics and a small number of Med-Skulls. Larger Courthouses will also have one surgeon. It is usual practice to have critically ill patients transferred to the nearest Apothecarium after their condition has been stabilised.

1ST FLOOR

Library

This library is almost exclusively used by the Marshal of Court, the Barrister, lawyers, and agents working for the Imperium. The holo-records of criminals past and present are contained within as well as books on more mundane subjects. After a court case the proceedings are kept on holo-files and stored here.

ADEPTUS ARBITE RANKS

[An extract from 'the Meditations of Yanosh' by Judge Eli Yanosh, published by Schola Progenium Texts Inc]

There is little doubt that we are perceived by many to be little more than law-enforcers. Indeed, many of my fellows have devoted themselves so thoroughly to the law that they have been unable to see how far beneath us are such matters as murder and extortion. Our realm is no less than the security of the Imperium itself. What does it matter to us how people think, dress, speak or associate? As long as they acknowledge the Emperor as their lord and master, pay his taxes and accept his tithes, we need not concern ourselves with the vulgarities of their day-to-day conduct.

And yet, you say, are we to look away when we see murder? Should we ignore rape, looting or the dealing of prohibited substances? I say, nay! For sure we must be aware of every nuance of the world around us. We must take it in so as to garner a true vision of the degenerates we are sworn to protect. But such crimes are committed not against the Emperor, but against their fellow men, so it is the duty of their fellow men to avenge these evil actions.

For such reason, there are the 'Vigiles'.

On some worlds they are called 'the police', on others 'the Watch'. I have visited a world where the Arbites are so properly removed from the people that their Vigiles are called 'the Judges'! Whatever they are called, we know them as the Vigiles - 'the vigilant ones'. They may be our eyes and ears, our hands and feet, but only if they are treated properly.

Therefore be firm, be dominant. They must fear and respect the law of the Imperium above all else, especially the passing vagaries of their own so-called laws. On some worlds, drug-taking is enforced. On others it is forbidden. There is a world where wheels are considered fit only to be used as torture devices and are forbidden for all other functions. On another, rape was permitted until but scant years ago. now it is forbidden. These so-called laws change almost daily, it seems to us. But the Lex Imperialis is carved in Adamantium. It shall not change. It is where we draw the line that none may cross, or they shall face our guns and our wrath!

MARSHAL

The term 'marshal' is widely used within and without Imperial Agencies. The leaders of many Astartes Crusades are known as 'Marshals' or 'High Marshals', and the expression is particularly associated with the renowned Chapter of Black Templars. The High Lord of Cloonis 3, and the Supreme Commander of the Abreedan Militia are both also known formally as 'Marshal'. However,

in all such cases, the term is honorific, and denotes the practice of a particular organization or culture.

The only Imperial Agency to lay full claim to the rank of Marshal is the Adeptus Arbites, whose highest officers bear that rank. However, such is the labyrinthine complexity of the degrees and levels of command within the Arbites, that the title of Marshal is further subdivided into Marshals Tertius, Secundus and Primus. The differences between these levels is extremely subtle and further subdivisions by custom or precinct tradition are common. A Marshal Tertius in one Precinct may hold more power and responsibility than a Marshal Secundus in a different Precinct. However, the authority for the appointments comes direct from the High Court on Terra, so that in status a Marshal Tertius is always outranked by a Marshal Secundus, regardless of local practice.

Marshal Tertius

The Marshal Tertius (or 'third class') is the lowest rank who may command an entire Precinct. It has often been stated that whilst the geographical area of a Precinct may vary, the population will be approximately regular. A Marshal Tertius will usually command a geographically small Precinct. The lines of command in such areas are normally clear and unbroken, and the greater regularity of disturbances in such places make for a powerful testing ground for future promotion. Alternatively, a Marshal Tertius may hold the position of Proctor of the Court - essentially chief-of-staff to the Marshal - or Sector Commander of an especially troublesome sector.

Marshal Secundus

The Marshal Secundus is typically the highest rank that one will normally encounter in command of a Precinct. These are proven masters of the twin arts of law and leadership. Their appointment must be proposed by a Marshal Primus and at least one Judge, and must be voted on by a convocation of at least one-third of the High Court.

Marshal Primus

The Marshal Primus will not normally command a sector directly, except in exceptional circumstances and even then only until a more junior Marshal can be appointed. Instead, they act as the troubleshooters of the Adeptus Arbites. Their authority may exceed even that of an Inquisitor when deciding on large-scale punitive actions such as Exterminatus Minor. Their tactical command extends to a small fleet, capable of dealing with pirate threats, and an army of Arbitrators, selected from amongst the best graduates of the Collegia.

A Marshal Primus reports directly to the Judge who supervises that demesne and their roles intertwine in a way typical of the most ancient agencies of the Imperium.