CODEX
ADEPTUS ARBITES

ADEPTUS ARBITES

ENFORCERS OF THE LAW

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INTRODUCTION

Attention, subject of the Imperium! This manuscript is the definitive guide to the armed forces of the Adeptus Arbites. Within these pages are the history of this noble institution and all the information you need to assemble an army which guards the line between order and anarchy.

The tithe of the Imperium of Mankind is under constant threat. The scum, xenos, and heretics that fester in the Imperium's seedy underbelly ceaselessly erode the backbone of it's mighty war machine. Whether it is a planetary noble skimming off the top, or a seditious terrorist planning the destruction of an entire Hab-block, it is the Adeptus Arbites who bring them to judgment. Should the tithe be threatened, be it by rampant gang warfare, genestealer infestation, or hostile invasion, the mighty doors of the Fortress-Precincts swing open, and out will march the black-clad ranks of the Adeptus Arbites to dispense justice in the Emperor's name.

A foe facing these guardians of order will find their soldiers repulsed by the thick shields of Arbites shock teams as their bodies are are blown apart by shotgun and bolt shell. Their leaders are slain at the hands of Mortiurges and their vehicles destroyed by the heavy guns of Chimadons. Any who attempt to flee this onslaught will find themselves hunted down and torn apart by vicious cyber-mastiffs at the behest of their callous handlers. Regardless of who they face in battle, the Adeptus Arbites ensure that justice has it's due.

Within these pages you will find all the information you need to collect an Adeptus Arbites army and deploy it on the tabletop.

LEX IMPERIALIS: This section details the history of the Adeptus Arbites and the many deployments of their armed forces in the repression of riots, uprisings, and the insidious cults to the enemies of the Imperium.

DEFENDERS OF THE LAW: This section includes datasheets, wargear lists, and weapon rules for every Adeptus Arbites unit and model for you to use in your games.

THE THIN BLACK LINE: This section provides additional rules, including Warlord Traits, Stratagems, Relics, and matched play points, that allow you to transform your collection of Citadel Miniatures into an Adeptus Arbites army.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit games-workshop.com.

REF: COM/15688455-98:779/NHQNRM

ACCESS GRADE: LITIGO-219

LISTED BELOW ARE THE MOST COMMON CRIMES COMMITTED IN SECTOR EPSILON, AS WELL AS THEIR MANDATED PUNISHMENTS. MEMORIZE THIS – IT WILL SERVE YOU WELL.

Theft of Imperial Citizen's Property
Defer to lower authority
(Planetary Enforcers)

Theft of Imperial Adeptus Property
Field Interrogation
Field Judgment (Execution)

Imperial Adeptus Impersonation
Precinct Interrogation (2 weeks)
Judgment (Execution)

Ecclesiarchy Impersonation
Precinct Interrogation (3 days)
Defer to Ecclesiarchical Authority

Public Desecration of Building
Precinct Interrogation (2 days)
Judgement (Discretionary)

Public Desecration of Shrine
Precinct Interrogation (2 years)
Judgement (Familial Execution)

Unsanctioned Assassination
Precinct Interrogation (2 days)
Judgement (Execution)

Unsanctioned Massacre
Precinct Interrogation (2 days)
Judgement (Execution)

Unsanctioned Murder
Field Judgement (Execution)

Dangerous Conduct
Field Judgement (Execution)

Sedition
Familial Execution
(2 generations removed)

Treason
Public Familial Execution
(2 generations removed) - Prolonged

Unsanctioned Psychic Manifestation
Imprisonment to await transport

Witness to Unsanctioned Psychic Manifestation
Field Judgement (Execution)

Survived Unsanctioned Psychic Manifestation
Field Judgement (Execution)

Injured in Unsanctioned Psychic Manifestation
Field Judgement (Execution)

Failure to Confess Guilt
Precinct Interrogation (2 months)
Judgement (Discretionary)

Deception of an Arbitrator
Precinct Interrogation (2 years)
Judgement (Execution)

+ THOUGHT OF THE DAY: EVIL IS POWERLESS IF THE JUST ARE UNAFRAID +

LEX IMPERIALIS

The Adeptus Arbites is the indomitable line of defence between the citizens of the Imperium and disorder. When the citizens of the Imperium conspire to secede from the God-Emperor's light, the Arbitrators are there to remind them of their place.

The Imperium of Man encompasses millions of worlds and countless souls. Planets entirely dedicated to agriculture deliver their crops to feed and fuel industrial worlds covered in bustling manufactorums and huge forge-complexes that pierce the atmosphere. The workers of the factories spend their entire lives constructing weapons of war – ammunition, guns, armour, tanks, and ships– that are in turn shipped to fortress worlds and the mighty fleets and armies of the Imperium, that they may defend the Emperor's domain from its many enemies. One of the Imperium's most plentiful resources is people. For most, their assigned task is to dig, hammer, operate some form of machinery, or otherwise toil to build, grow, or mend. Some are employed in the impossible, endless, gargantuan bureaucratic effort to record, collate and codify– for every transaction must be recorded and filed, the correct tithe calculated and collected. Some are press-ganged into the crews of city-sized space vessels, destined to spend their days sweating and straining in some dank engine deck without ever seeing the stars. Many more are recruited into the regimen of the Imperial Guard, subjected to a short but harsh training regime before deployment to one of the thousands of deadly war zones where life expectancy is measured in hours and minutes.

Yet for all its vast complexity and power, the Imperium's million worlds are like specks of dust in the sea of stars that make up the galaxy. And it is not a calm sea. Raging Warpstorms tear ships apart as they attempt to traverse the void, or toss them wildly off course across the stars or even through time. Merciless foes assault the bastions of Mankind from all sides - brutal Orks that exist only to fight and conquer, insidious Eldar who would use and enslave humanity for their own ends, rapacious Tyranids that consume whole planets as their swarms spread, and even bitter traitors who strive only to tear down the Imperium from within.

We determine the guilty.
We decide the punishment.

- The Commandments of Justice

For an individual planet in the encroaching darkness, the Imperium may well seem a distant, abstract concept, whose existence must be taken on trust rather than evidence. An isolated outpost world might go years, decades, or even generations without receiving any communication or visit. Those ships that do arrive come for the tithes, paid in produce or people, and rarely offer anything in return. If aid is requested, military or otherwise, it may take years or never come at all. The God-Emperor himself is a distant myth, a half-forgotten deity whose worship has become diluted, twisted, and meaningless. And it follows that the Emperor's law may seem like a harsh constraint with no real reason or authority.

On such a world, the only evidence of the Imperium's authority, if not the Imperium's very existence, are the Adeptus Arbites. The stern, unshakeable men and women of this organisation serve as a stark reminder of the Emperor's laws and the duties of every Imperial citizen. One glance at the stalwart shape of an Arbites' armoured Precinct Fortress looming over the other buildings is enough to keep all but the most hardened criminal, rebellious activist, and heretical cultist from stepping out of line.

THE EMPEROR'S LAW

The laws of the individual worlds of the Imperium have their own sets of laws based on the circumstances they face on a daily basis. Common laws across the Imperium ban theft, murder, and such violence. Other laws might permit or prohibit more complex actions, as sanctioned by their local worlds. These are not the regulations the Adeptus Arbites are officially concerned with.

The laws of the Imperium that the Adeptus Arbites uphold are formally known as the Dictates Imperialis, or Lex Imperialis (alluding more literally to the Book of Judgement). In those sectors with more trying circumstances than most, individual Precincts often find themselves processing cases very rapidly. To aid the investigation rate most Precinct-Fortresses boast a cogitator stack containing a massively abridged version of just a portion of those judgements and precedents that fall commonly into the Arbitrators' local purview. These include rulings by the Judges, High Marshals and even Lord Marshals who previously served in the area, designed to expedite the work of an individual Arbitrator. Of course, the entire body of the law is vastly greater than a single volume; no individual could ever comprehend more than a tiny fraction. It has been painstakingly collated over the millennia, and includes the words of the Emperor himself and every decree and ruling ever passed by the High Lords of Terra.

This is not to say that the Adeptus Arbites never enforce the laws of their jurisdictions. Upon being stationed to their new precinct, all Arbitrators are provided a dossier including the planet's history, local traditions, and common laws to be cognizant of in their duties. Many individual Arbitrators see the lack of enforcement of these laws as a possible infraction against the planet's order, and respond to a perceived threat to the Imperial Tithe. A ganger who commits murder in front of such an Arbitrator might receive nothing more than a sneer, or they might receive justice at the end of a bolt pistol.

To be just, our law must be cruel.

- Judge Lucius Quintiliana

The codified Lex Imperialis is a labyrinth of laws and ordinances that govern the Imperium's scattered worlds. Imperial Law is, for the most part, brutal and unyielding, yet understanding every nuance of its breadth and scope is an impossible task. In addition, the Lex Imperialis can be interpreted with a myriad minute differences across the galaxy, as many as the myriad different cultures in the Imperium. More importantly, the Lex Imperialis does not deal with the laws of specific planets. Instead, it deals with the rule of the Imperium– in other words the Imperial Tithe and the workings of the Imperium as a whole.

The most ancient articles are written on crumbling parchments, inscribed in unknown tongues by the nameless functionaries of a forgotten age. Every day a hundred new volumes of encoded holo-script and hand-illuminated lettering are added. Volume upon volume sits upon the endless rows of ornate bookcases that fill the Hall of Judgement on Terra. Every row is home to ten thousand volumes, the shelves soaring a hundred meters up towards the vaulted ceilings. Over the ages, the Hall has been expanded and extended many times, so that it is now an entire complex covering many acres, with miles of corridors, levels, and rooms. Scholars, scribes, and law lords pace the time-worn marble floors, while above their heads, on the narrow gantries and ladders that cover the shelf stacks like a spider's web, crawl legal assistants and low-ranking functionaries, searching through the detritus of judgement for weeks and months at a time to find just a single reference.

The Hall of Judgement is the holy sanctum of the Judges, the agents of a law that is absolute and unforgiving. Every Arbites Judge, at some point in his career, attempts a pilgrimage to the Hall of Judgement, there to study the full intricacies of the law. Many spend long years there, for the most heinous, subtle, or far-reaching crimes often require a lengthy process of research to pass judgement. While the Dictates Imperialis are extensive, the huge volume of prior cases and sometimes contradictory rulings can make it difficult to determine the correct decision. In especially complex cases, it may take centuries to reach an outcome - a Judge may spend his entire life deliberating, scrutinizing, and trying to fathom out the issues, only to pass his work on, unfinished, for others to continue. Millennia later, though the accused are long dead, a ruling is finally made and justice must be meted out upon the distant descendants and those obscurely associated with the original transgressor.

The laws of the Imperium of Man can be broadly broken into three categories. The first is referred to as Imperial Law, the laws concerned with matters that affect the Imperium as a whole. The second is referred to as Sector Law, concerned with more mundane crimes and punishments. Although many sectors use the Lex Imperialis as an over-arching template for many of the Imperial worlds, practicality every world has its own variations, adapted to its own needs. The third category is Ecclesiarchical Law, laid down in myriad Ministorum documents and treatises which are primarily concerned with matters that affect the God-Emperor's Holy Church and the populace's spiritual well-being. Each category is further broken down into countless lists of laws, their attendant punishments, how they are applied throughout the Imperium, and the ways in which prosecution of all laws is to be carried out.

Some crimes are so heinous, blasphemous, or overarching that they can affect the stability of the Imperium as a whole. In his tome *The Promise of the Pax Imperialis*, Marshal Orrik von Darnus wrote that such crimes could be referred to as "Imperial Crimes" to adequately reflect their severity, and the concept (having come from such an august personage as von Darnus) has persisted within the Precinct-Fortresses of the Adeptus Arbites. Such crimes are typically part of larger, far reaching criminal conspiracies aimed at overthrowing planetary governments or striking at members of the Adeptus Terra, the Administratum, or any and all duly appointed officials of the Imperial government. These are the crimes with which the Adeptus Arbites often concern themselves with, leaving smaller matters that don't directly threaten the Imperium to planetary authorities and local enforcers. While the tomes of the Adeptus Arbites list a veritable infinite number of crimes against the Imperium, there are a few that stand out as particularly heinous in the eyes of the Marshals and Judges of the Adeptus Arbites. These crimes threaten the stability of the Imperium's hold on their many sectors, or undermine the strength of the Imperial Adeptus Terra.

Von Darnus referred to "Sector or planetary crimes" as "those perpetrated by Imperial citizens within the sector against other citizens and any non-governmental or non-religious institution." Though the noted Marshal spent very little of his time writing about these crimes (preferring to focus his work on the high crimes of great import in the Sector), this definition is broadly accurate– there are a great many crimes that do not affect the workings of Imperial government or the Ecclesiarchy. Von Darnus did not

consider these crimes as worthy of the Arbites' attention, because though they might affect the lives of individuals, they could never affect the stability or security of the Imperium as a whole. These "minor" crimes might encompass everything from common misdemeanors like petty theft, assault, vandalism, and trespassing to serious felonious infractions like arson and murder. Planetary crimes are typically the purview of each world's planetary law enforcement agents. Though often known by the ubiquitous title of "enforcer," many planets have their own name for their local law enforcement.

To the untrained eye, "Ecclesiarchical Crimes" might appear to be hardly any worse than the aforementioned sector or planetary laws. However, this gross simplification ignores the vast importance the Ecclesiarchy has in maintaining the stability of the Imperium. Many crimes, when directed against a Ministorum person or establishment, cease being a mundane crime and become the dangerous crime of Heresy. Von Darnus explains, "...for when the civilians of the Imperium no longer worship and honor the God-Emperor, they no longer respect the Imperium, and those horrors of treason and sedition are not far behind." Often, the charge of Heresy is difficult to prove, either guilt or innocence, so those responsible for prosecuting it (whether members of the Arbites, local enforcers, the Ecclesiarchy, or even the Inquisition) often take an "I know it when I see it" approach. Thus, accusing someone of heresy results in arrests based entirely on the perceptions of the authorities. Unless the suspect is high-placed or well-connected, such as many Rogue Traders, a suspect accused of heresy faces a difficult series of questions and investigations. Unless a suspect has the influence, means, or evidence to defend himself, it is very likely that he will be executed– a common maxim in the Imperium is that it is better that a thousand innocents die than for one heretic to go free.

IMPERIAL ADJUDICATORS

The fighting forces of the Adeptus Arbites are the Arbitrators, warriors of justice and the militant arm of the Judges. These peacekeepers are numerous and well armed, capable of fighting a war should the need arise. The very presence of the Arbitrators and their Fortress-Precincts is the greatest deterrent to treachery.

A massively populated and strategically important hive world may have hundreds of Adeptus Arbites stationed throughout its sprawling environs, in dozens of bunker-like Precinct Houses. On the other hand, a far flung world on the outer reaches of the Imperium may be the responsibility of a single Arbitrator enforcement officer. Either way their mandate is to uphold the Imperial law, the Lex Imperialis, and as such they are heavily armed and armored in order to better enforce the Emperor's word. They generally wear reinforced carapace armor of a dark color, often with extra plating strapped on top, usually with a solid helmet and face visor to protect from blows and to preserve anonymity.

The Arbitrators belong to a complex organization - an army divided into many ranks and specialized 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 Court, and supported by an array of highly trained warriors of justice. Patrol groups prowl the underways of city hives. shock troops 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.

The Arbitrators are the militant arm of the Adeptus Arbites, the Warriors of Justice. who form the awesome judicial armies of the High Lords of Terra. Arbitrators are well-armed and fanatically loyal to their cause. They often wear a dark uniform and the sinister reflective visor of their helmet hides its wearer's penetrating gaze.

Though boltguns are also utilized, their standard armament is the Vox Legi-pattern shotgun- a weapon valued for its stopping power. It is a distinctive badge of office as well as a fearsome and versatile weapon, capable of loading different ammunition types. As well as the more common solid slugs and scatter shells, the most elite Arbitrators carry executioner rounds. This ammunition type, feared and hated by miscreants, is used almost exclusively by the Adeptus Arbites. It houses a tiny machine spirit which is capable of locking on to an enemy's energy signature, and as such can home in on the target - even one completely hidden behind cover. Once depleted of ammunition, the combat shotgun is still robust enough to batter opponents senseless; however, most Arbitrators carry further weaponry for this purpose.

While they do not hesitate to kill, many Arbitrators are armed with brutal but non-lethal equipment so they can subdue and capture those criminals wanted for interrogation or trial. Most common is the shock maul, a heavy club that crackles with energy-a single blow delivers enough charge to send even the largest foe's nervous system into convulsions (although it is perfectly able to crack skulls and end lives if necessary). The assault shield features similar technology; often used in riot situations, its power field deflects incoming blows and when used in close combat to bash an opponent it discharges a burst of energy that will knock the enemy to the floor, usually unconscious. Other equipment is used to ensnare foes who attempt to escape, including electro-net launchers and pulse-charged bolas.

RECRUITMENT AND PROMOTION

The Arbites recruit from exceptional members of the Schola Progenium from all over the Imperium. This organization fosters the orphaned children of high-ranking Imperial servants (whether they are scholars, scribes, or soldiers) and grooms them for their own life of dedicated service. Those chosen for the Arbites are selected for a variety of reasons, they could be those who dominated their fellow progenia through force of will, or those who show an attention to detail and an analytical mind. Ultimately, any candidate must be exceptional if they are to serve within the Adeptus Arbites. It is ensured that new Arbitrators have no

ties or connections whatsoever to the world on which they are to be stationed, so there is no weakness, for blackmail or coercion to exploit - the Adeptus Arbites are famously incorruptible.

Though the term "Arbitrator" is often used to indicate the members of the Adeptus Arbites as a whole, there are in fact many ranks among the various Imperial sectors that may be bestowed upon such individuals. Among the sectors which follow the traditions of their former comrades, these titles are easily recognizable to ensure ease of recognition by visiting Imperial authorities. These titles range from the Enforcers and Regulators tasked with keeping order in the day-to-day operations of a planet to the Intelligencers and Investigators who remain constantly on the hunt for those who in any way reduce the Imperial tithe. As rife with heresy as the Imperium of Man is, it is crucial that an Arbites officer is instantly obeyed. To this end, many Lord Marshals throughout the Imperium have ruled that individual precincts may title their officers as they best see fit. These titles often deviate greatly from precinct to precinct. Furthermore, the specialists found within those sectors with abnormally high rates of sedition and heresy have found their titles altered, even from one locale to another. Interrogation specialists may be known by a variety of names, such as "Tongue-Cutter" or "Mindscour", so that a suspect can easily be threatened with the care of an agent with another, even more intimidating, title.

Once trained and deployed on-world, the lowest ranks are most commonly seen patrolling the streets in small squads, discouraging trouble by their menacing presence. This is especially true in many of hives of Necromunda, which serve as a proving and burial ground for many fledgling Arbitrators. Some may show themselves to be highly capable in the field, even in high pressure, life-threatening situations and be tasked with guiding field operations. Others are tireless at rooting out evidence and leads, as well as having an excellent command of Imperial Law and how to apply it, and they may be promoted to even higher ranks.

Those who truly excel in the detection of crime may become the ultimate spymasters, tacticians, and forensic experts. No wrongdoer is too well hidden to escape their notice or evade their cunningly laid traps. Those who specialize in trial and prosecution, who boast an encyclopedic knowledge of the Dictates Imperialis and a gift for oratory and incisive accusation, may be tasked with presiding over glorious show-trials and passing judgement upon those great individuals who have failed in their duties to the Emperor. Arbitrators whose particular skills lie in the application of extreme brutality and military force or the command of men

ARBITRATORS AND ENFORCERS

Arbitrators are concerned with the safety of the Imperium's infrastructure and the Adepta as a whole. It is their duty to maintain the status quo and prevent actions that would threaten the flow of the tithe. A riot at a manufactorum, the assassination of an important bureaucrat, or major acts of sabotage will warrant a response from the Adeptus Arbites. On worlds with a large enough presence, the Arbites may even mobilise to put down a planetary revolt or to support the Ecclesiarchy in times of strife.

The Arbitrators are not, typically, concerned with everyday crimes, such as murder or theft. These are the purview of the colloquially named Enforcers (known locally by as many names are there are planets in the Imperium). While the effort put into maintaining this justice varies greatly between one planet and another, the individual planetary governors are charged with keeping the peace. The justice (or lack thereof) on a planet falls to the Enforcers of that planet's law, who may find themselves working under the Arbitrators during an investigation, or indeed being trained by them.

Of course, these lines occasionally blur. When powerful men and women are involved, such as Ecclesiarchical leaders, Inquisitors, or even Rogue Traders pull strings or demand the services of particularly skilled Arbitrators or Enforcers, the distinction can become hazy, or non-existent.

Morten Lassen

in battle, and who have proven time and again that they are nigh impossible to kill, may be promoted to the level of Proctor or Marshal. Proctors derive their name from ancient legal traditions in the histories of the early Imperium, a term that carries with it an air of divine justice. They specialize in crushing riots and insurrection in the most hostile of districts deep within the Hive's steel and iron caverns. Arbites High Marshals are the commanders who control the deployment of resources across entire planets or even planetary systems. They serve at the direct appointment of the regional Lord Marshal, and there is no higher legal authority on a planet, unless an Inquisitor decides to "open a dialogue" on the subject. It is they who bear the heavy burden of allocating men and equipment, trusting to their own judgement and the Emperor's will that their forces will be in the right place at the right time. A few remarkable individuals may, after a long and illustrious career, be elevated to the rank of Judge. Judges are iron-willed lords of justice, who have far-reaching powers, mandate, and influence not far below that of an Inquisitor. They investigate and sit in judgement over those who commit the most heinous crimes, and will go to any lengths to pursue and capture or destroy a perpetrator.

All those of high rank will readily deliver their sentence personally, through the barrel of a gun, and have the power to deploy the uncompromising force of the Arbitrators when it is necessary. Should the need arise, perhaps if an entire planet has fallen to civil unrest, they even have the influence to request, and receive, the full might of the Imperial Guard to restore the Pax Imperialis (though in such cases, the population of the planet is often substantially reduced).

It should be noted that while the Arbites enforce galaxy-wide Imperial law, every world and system will have its own laws, inherited through tradition or imposed by autocratic ruling families and severe planetary governors. Each world's rulers will maintain their own policing force, recruited locally, and often outnumbering the Arbitrators a thousand to one-these are commonly known as Enforcers, though they are each called by their own title on each world they serve. These native enforcers often mimic the Arbites in appearance, but their local ties and often less rigorous standards mean that they are far more susceptible to corruption. The objectives of local Enforcers and Imperial Arbitrators often overlap, and the two work in conjunction when it is mutually beneficial. However, there are also occasions when they come into direct conflict.

In practice, the Arbitrators are tasked to punish criminal activity, root out cultists and illegal gatherings, eliminate organized gangs, and are often unleashed en mass to quell riots. They must be as willing to dispense justice as they are to pronounce it. Often the punishment will be a swift bullet to the brain (or the perpetrator will have expired during the process of apprehension and interrogation). Other sentences, amongst the hundreds of thousands available, include flogging, limb amputation, exile to a prisonhive city interior world, condemnation to a penal legion, public execution, or conversion into a servitor. They have the power to commandeer local enforcers and other resources such as ground vehicles or air transportation, the services of freelance bounty hunters if their own manpower is lacking, and in dire circumstances can summon military assistance. Their authority supersedes even that of the planetary governor, who will be closely scrutinized if there is any suspicion that his duties are not being undertaken with all diligence. If the governor is late in the payment of tithes, is less than thorough in enforcing the population's proper worship of the Emperor, or is tempted to decline sending troops to the aid of an embattled neighbor, the Arbites will be watching. In times of crisis and conflict, it is possible that a planetary governor may be assassinated, deposed, incapacitated, or even implicated in one of the Arbites' investigations. If this should happen, then the highest ranking member of the Adeptus Arbites available has the legal authority to take over rulership of the world until a suitable replacement can be put in place. This duty generally falls to a Judge or a Vice Marshal, but where an isolated world has only a token Imperial presence, even the lowest ranked Arbitrators have, on rare occasion, stepped in to fill the breach.

ARBITRATOR DOCTRINE

The Adeptus Arbites police the most fundamental of crimes – those that strike at the Imperium as an institution, at the Imperial Adeptus and the order it represents, and through this at the orderly reign of the Emperor Himself. Some of these crimes are committed by the Adeptus themselves, for any member of the Adeptus who fails to do the duty that the law stipulates of them is guilty of a crime, whether that failure comes from willful disobedience, corruption, or incompetence. Most are committed by the Imperial citizenry, acting in ways that breach their lawful obligation to give the Imperium their obedience, their labor, their respect, and their lives.

It is not the simple physical scale of a crime that decides whether it is a matter for the Arbites or whatever mundane justice system the local governor has seen fit to set up. Rather, it is at whom or what the act was directed. A brawl between gangs of rakes in the upper streets of a hive is beneath the Arbites' notice. A handful of murders in that brawl would be treated no differently - worth a sneer beneath an Arbitrator's helmet for their degraded natures perhaps, but nothing more. But let a stone thrown in that brawl miss its mark and bruise the cheek of a humble Administratum functionary who's trudging past with a satchel full of replacement stylus nibs, and then the courthouse gates will grind open for the blocks of armored Arbitrators to march out. The Detectives and Verispex will track the brawlers, and Emperor have mercy on the stone-thrower when the Chasteners drag them into a cell beneath the courthouse to begin their punishment. Human life has no intrinsic value in Imperial law: obedience is what it enshrines over all.

The Imperium is a theocracy, and although the Arbites wield and police temporal authority, religious concepts make up the bedrock of Imperial Law. The Lex Imperialis holds that the Emperor rightfully expects service and obedience from every human being in the galaxy, and that within the Imperium that expectation is made manifest through the scripture of laws. To break the Lex Imperialis is not only to disobey a law of government, it is to violate the immaculate moral order those laws set out. This violation of a divine order is present in every crime the Arbites investigate, and once this is understood the need for harsh methods and stern penalties becomes clear. For the Arbites, there is no such thing as a petty crime.

This is also why the heresy of Abstractionism, notoriously present in the Calixian Precincts, is so reviled by right-thinking Arbites. It places the flawed and hubristic whims of an individual above the clean, majestic structures of the Emperor's laws as made manifest through the due scripture of His servants. The letter of the law is immaculate - to claim access to the spirit of the law is to claim equality with the Emperor, a crime and a blasphemy which no Arbitrator should countenance.

The Adeptus Arbites maintain a constant level of readiness for battle at all times, regardless of what their intelligence indicates of local criminal activity. Too many Precinct-

Fortresses met their ends when an enemy force swept through their doors and found an unprepared garrison. The Schola Progenium frequently makes examples of these fallen worlds, drilling those to become Arbitrators on the doom which befalls those who are not always prepared for war. To this end, the Adeptus Arbites makes frequent use of Patrol Teams. These small teams of Arbitrators simply patrol their jurisdiction, surveilling the area for crime and dispensing the Emperor's justice when it is required.

In war, the Adeptus Arbites pose a serious challenge to all who would seek to overrun an Imperial world. From the treasonous organizations who seek independence from Imperial Rule, to those who would surrender their own humanity in the name of the ghastly powers they serve, the Adeptus Arbites are an unbreakable bastion in both military might and mental fortitude. Due to their zealous loyalty to the Imperium and their intense training at the Schola Progenium, it is nigh impossible to corrupt any number of Arbitrators against the foundation that is the Imperium. Even if a senior Arbitrator were to fall from the honor that is the Lex Imperialis, those under their command are cognizant of their duties to the God-Emperor, and often identify orders and commanders who go against the best wishes of the Imperium of Man. For this reason, many insurgencies and invaders often find themselves attempting (and rarely succeeding) to slay the local Arbites force rather than attempting to sway them against their master on Terra.

In any deployment of the Arbitrators, all forces rely heavily on vox communications in order to maintain awareness of the combat zone and rapidly respond to enemy movements. These voxes are equipped with an encryption which is updated on a daily basis, making them nearly useless to all but the best equipped insurgencies against the God-Emperor. In order to rapidly respond to any significant threat, many Precinct-Fortresses maintain a fleet of various light vehicles. Many Arbitrators will deploy to combat in an armored Repressor Armored Transport, or alongside a Chimadon Riot Dispersion Vehicle. Even when the enemy tries to flee from combat, they are frequently apprehended or executed by the Rapid Pursuit Teams – a select cadre of Arbitrators whose expertise on the Lawmaster-pattern Assault Bikes catches criminals before they can disappear into their hideous hide-outs.

'The violators of the Emperor's law must be punished… how dare they question His will, His judgement… if their deeds go unchecked then chaos will surely reign… I have no choice but to sentence the offenders to death, effective immediately and without appeal… you have your orders gentlemen, may the Emperor's blessing go with you.'

- Judge Lemog, decree before the Sector 17 Massacre

The Adeptus Arbites are most experienced in close-quarters combat, especially in cities and other urban locations. As such, they do not rely on heavy armor or artillery, instead using small teams of well-trained Execution and Shock Teams to eliminate the key components of an enemy force. These Arbitrators are experts at utilizing their powerful weapons and unbreakable shields to swiftly blunt an enemy advantage, destroying strong points and routing seditious warriors with unflinching hatred. Many cult uprisings have found their end when their heavy armor was immobilized by a salvo of lockdown grenades, or when a well-aimed shot by a Mortiurge slew the leader outright. This efficiency is made all the more dangerous by the distribution of the Adeptus Arbites throughout a planet's human population. Wherever the Enemy strikes, the Adeptus Arbites are always quick to respond, loaded and ready for war.

PRECINCT-FORTRESSES

The Adeptus Arbites operate out of massive Precinct-Fortresses, located within capitol cities in close proximity to the Planetary-Governor, of major Imperial worlds. Sprawling hive cities may also have their own Courthouse Precinct to aid in large scale monitoring. Remote planets of little importance may have just a single fortified Precinct House for the single Arbitrator stationed there. Whatever their number on a world, or relative size and importance, every Precinct-Fortress is broadly similar. They are severe, utilitarian buildings with black armored walls as thick as a military bunker. Their towering shapes exude an air of menace, frowning down on the other buildings nearby and the citizens who hurry fearfully past. Though each Precinct varies based on the needs of the world it is built on, many include the same basic elements – Tarantula sentry guns, billets for the Arbitrators, an extensive armory to ensure they are well equipped for the job at hand, secure cells in which to detain suspects ready for questioning or trial, and a court of judgement where guilt and punishment is determined. These resources can vary greatly, a Precinct with only a single Arbitrator may have limited ability to hold the guilty to await punishment, and summary execution may be the Arbitrator's only viable course of action. Monitoring arrays allow the users to listen in on local communications and heavy caliber automated weapon turrets track passing vehicles. Larger precincts may contain additional facilities at the discretion of the High Marshal or Judge such as specialized interrogation rooms fitted out with all manner of devices for extracting information from those who find themselves strapped to the table, medicae centers containing automated equipment and surgeon-servitors to treat the wounds of injured agents, and Astropathica shrines where pleas for aid can be transmitted to other planets and incoming messages painstakingly decoded.

The planetary governors often resent the oversight represented by the Precinct Fortresses. However, in the event of widespread civil unrest and rebellion, they can provide sanctuary from the raging mobs and form the base from which the uprising will be crushed. In the case of a hostile invasion, the Arbites may well be the only ones with the means to send for reinforcements, and their armored fortresses often become a rallying point and central hub of the resistance. Assistance rarely arrives quickly enough to save the population, but behind their thick walls and heavy doors, it is the Arbitrators' duty to hold out for as long as possible, until the last scrap of food is gone and the last round has been fired.

ARBITES AUXILIA

Although the Arbitrators form the armored fist of the law, they would be impotent without the extensive network of investigators, informants, and adepts who provide them with intelligence and tactical support. Thanks to the tireless work of these men and women, Arbitrators operate with speed and precision, neutralizing most threats before they take root.

CHASTENERS

The Arbitrators constitute the military might of the law, the hammer with which the Imperium breaks lawlessness, but Adeptus Arbites doctrine accepts that not every reprimand must be lethal. Lord Marshal Goreman of the Calixis Sector once professed that, "Perfection only belongs to divinity, and divinity only belongs to the Emperor - to claim otherwise is heretical pride. And if none can be perfect, then all must deserve rebuke, and if every rebuke brings death then what of humanity would survive?" Death-dealing will always be part of the Arbites' charter, but the many Judges believe it cannot be all of it. While not all Precincts make use of less than lethal punishment, many Arbitrators are trained for less deadly roles, and occasionally sent out to other Fortress Precincts to aid in legal investigations. The role of capturing, questioning, and punishing without killing falls to the specialists named the 'Chasteners'.

The Chasteners administer every aspect of the capture and handling of living prisoners. While any Arbitrator can take down a target in combat and bundle them into a strait-cape or barbcuffs, a Chastener spends hours training beneath their Precinct Fortress learning how to disable and drag away a target in any situation and by any means: from harpooning them in the middle of a riot and winching them up to a coleopter hatch; to moving silently through a guarded mansion, drugging a sleeping mark, and spiriting them away without awakening the spouse or concubine sleeping next to them. Training rooms in a variety of locations, from the faux lava-slag flows beneath Hive Heriton to orbital drop simulations, can be created in one of the Precinct Fortress' underground chambers, and no two Chasteners undergo the same regimen.

Once a prisoner is in custody; more macabre skills come into play, as the Chasteners go to work administering punishment and breaking the prisoner's will. Physical torture is one tool in their armory, finely sharpened by instruction from some of the greatest Interrogators ordered by their masters to assist. Often, these Inquisitorial Interrogators train Chasteners with the understanding that they will spend time with Acolyte Cells before returning to their Adeptus Arbites Precinct. While these Chasteners are schooled in the scientific application of force to the human body, it is only one tool in an array of careful torments that erode away the pretenses and unmask the lawbreaker underneath. The Arbites' brutalized subjects suffer extremes of noise and temperature; stifling, claustrophobic spaces or frighteningly open ones; maddening solitude; or the crowded company of dozens or hundreds of other prisoners for days or more. They are deprived of sleep, paraded and humiliated before other prisoners or the masses, and made to deliver endless pleas denouncing their own weakness and criminality.

The ministrations of the Chasteners have a direct use for the Arbites, of course, since an important part of their work is obtaining confessions and information that will incriminate others in turn. Any citizen, a Chastener will say, has information of interest, no matter how unaware they may be of the importance of what they know. But these careful, will-destroying punishments have a deeper purpose. The Arbites punish crimes against the Imperium itself. To break their laws is to affront the Imperium and the sacred order it enforces, and so the punishments are not just correction, deterrence, or retribution, but a symbolic reassertion of Imperial sovereignty, the reconquering of a body and soul that rightfully belonged in service to the Emperor and was stolen away from Him by lawlessness and criminality.

For such a crime a simple eye-for-eye penalty will never suffice. By the end of the punishment the Chasteners must be sure that every last scrap of rebellious spirit has been burned away, and the prisoner reclaimed for the rule of law. The conclusion of a prisoner's punishment (whether that be release once their criminality has been broken, passage into further servitude on a prison world or in a penal legion, or execution) is usually marked by a short ceremony proclaiming the return of the prisoner to the ways of the law. The convict is often marked in some way, usually a brand, tattoo, or sometimes the grafting of a plaque to the face or forehead.

DETECTIVES

The hallmarks of a planet's Arbites presence are all too obvious - the grim black block of a fortified Courthouse rearing up among hab buildings, a column of stark black Rhino and Repressor tanks rumbling down a thoroughfare, or the expressionless, mirror-visored gaze of an Arbitrator over the top of their assault shield. A Precinct relying only on their paramilitary might would soon fail, however, able only to react to the most open and obvious signs of criminality. As well as warriors for the law, the Arbites must be hunters of the lawless. Refusing to rely too heavily upon the Inquisition or the planetary Enforcers, many Lord Marshals expect each precinct under their jurisdiction to train and maintain agents specialized in investigation. In this name, there exists a cadre of Detective-Arbitrators, trained in a variety of pursuits and esoteric knowledge. Their red collars mark them amongst their peers, although the wary glances of their fellow Arbitrators and shrewd minds are almost as clear a marker of their skills. The Detectives are the Arbites' eyes and ears out among the populace, gathering up the whispers and clues that would scurry into hiding at the first sight of an Arbitrator uniform, coldly bearing witness for the day when the hammer of judgement falls.

The fact that the Adeptus Arbites function with a corps of spies is an open secret in most Imperial societies, since the nagging fear that someone is listening becomes another tool to help keep the citizenry in line. The specifics of Detective operations, however, are scrupulously protected from view, even that of most other Arbites. A Detective command will attempt to insinuate information gatherers into every corner of its jurisdiction, through infiltration, surveillance, and the use of outside spies. These are not simply different techniques but time-honored specializations with their own rank structures and formalized operational dogmas.

The Detective-Surveillor specializes in direct observation and recording of lawbreakers and suspected lawbreakers (two categories which between them cover practically every person in the Imperium of Man). Surveillors are the most heavily technical of these Detectives, adept with the use of concealed pict arrays, vox-thieves, pheromone and chemtrackers, and subtle devices with cunning machine-spirits to intercept transmechanical communications. Surveillors' work can be more direct, sending them out among the crowds to eavesdrop on their targets or tail suspects. Sometimes they must even slip unnoticed into homes, vehicles, or places of work or worship to pick up conversations, plant devices, or to steal biological traces to add to a suspect's dossier. It can come as a great and terminal surprise to a lawbreaker who thought their tracks were covered when they are hunted down by a cyber-mastiff working with a fragment of hair and a scrap of undergarment that a Detective-Surveillor stole from their hab weeks, months, or years before.

Detectives-Espionist preside over webs of spies, informants, and agents-provocateurs, some of whom may be fellow Detectives but most of whom will be outsiders who may not even know it is the Arbites to whom they are passing their reports. Informants are recruited through trickery, through their sense of Imperial duty, or most frequently, through

terror. When the case against a suspect becomes substantial enough for action, Detectives will make an assessment of that person's worth as an informant, and what leverage they have to force them to become one. Arbites procedure has been authorized (and duplicated) by Inquisitorial powers and includes making a showy example of one of a group of arrestees in order to spur cooperation from the others, and Espionists are not above manipulating a potential recruit into a compromised position from which the only way out is onto the informant register. In target areas or organizations where the Judges' suspicions are strong, he may have whole webs of informants, none of whom know of each other, all informing on one another. The Calixian Precincts are not concerned with the duplication of information; by checking and comparing reports against one another they can monitor their informants for reliability and signs of treachery.

Detectives have no problems with employing outright agents-provocateur to stir up trouble. Entrapping a suspect has shown remarkable success on the outlying worlds of the Imperium - if a citizen engages in disloyalty, crime, or sedition, then they have exposed themselves as weak, flawed, and unworthy of the privilege of even the limited freedom that Imperial daily life allows. Notably, more than twenty noblemen were arrested and sentenced to death after Judge Harmahk convinced them to turn against the Barsapine Planetary Governor in the wake of massive damage to one of the world's most beloved Cathedrals. Whether their crime came of their own behavior or through the efforts of an Arbites provocateur is irrelevant and, in fact, an accused who claims otherwise is simply adding a self-confessed count of culpable moral weakness to their roll of charges.

The Arbites make use of assistance or information from other Imperial organizations as well. Investigators utilize Adepts (both within the Precinct Fortress and those serving the Administratum) to pore over mountains of data. A detective may spend months within the Precinct scouring statistics and legal actions looking for patterns or odd behavior. Astropathic or similar assets are rare and carefully-controlled. When psychic abilities are required, agents often look to the Scholastica Psykana who have shown an aptitude for psychometry or cognito-mnemonic drilling to lend aid. However, among the ranks of the Arbitrators and the most secretive of cults and crime-rings persist rumors of some detectives with the ability to seemingly draw clues out of midair. Some select detectives are rarely called upon to draw evidence from beyond the physical realm. Those with experience with the ruinous powers, whether through criminal alliances or cult-eradication duties, often suspect these few individuals of having powers from the Warp, a secret kept close by the upper echelons of the Adeptus

THE HOLY ORDOS AND THE ADEPTUS ARBITES

In special cases, Arbitrators may be granted a considerable degree of independence and latitude in pursuing transgressors of the law. This may take them away from their regular duties for extended periods and even necessitate travel off-planet, if that is where the trail leads. It is hardly surprising then, if their enquiries bring them to the notice of an Inquisitor, who may request their ongoing services as an acolyte. This is usually a harmonious relationship, as both are implacable servants of the Imperium and are dedicated to rooting out those that would see it fall, and many Inquisitors count Arbitrators among their most trusted servants. Of course Inquisitors are invested with completely discretionary powers to determine a course of action and punishment, in stark contrast to the iron dictates of the law that the Arbitrators follow. Any bending of the rules or leniency granted to wrongdoers by the Inquisition in return for information and favours may well cause friction. As such, members of the Adeptus Arbites are better suited as the acolytes of Puritan Inquisitors. It is not unheard of for Arbitrator acolytes to turn upon radical Inquisitors if they perceive an unforgivable law has been broken.

The sponsorship of an Inquisitor can provide a considerable boost to the career of an Arbitrator. The word of a senior member of the Holy Ordos goes a long way to improving the chances of elevation to the high rank of Judge. Of course, the Inquisitor will then expect the Judge to serve him as well as the Arbites, gaining by extension the Judge's sweeping power and authority of a level few other agents possess. In fact, given a Judge's great standing and responsibility, his relationship with an Inquisitor is often something close to an equal partnership. Facing such a combination, the enemies of the Imperium often fall.

Arbites, should their secret weapons in identifying more heinous and threatening cults be identified and disarmed. Occasionally, when a force is deployed to destroy these terrifying cults, some of these secret detectives are deployed as advisers to the commanding Judges or Marshals, enabling them to react to the enemy's actions before the thought ever crosses their mind.

CYBER-MASTIFFS AND GRAPPLEHAWKS

Two trademarks of the Arbites' armory are the combat and hunting constructs known as cyber-mastiffs and grapplehawks. Most Precinct Fortresses of any size house at least a handful of each type of construct, while the larger Courthouses are able to field sizable packs. The distinctive clatter of metal claws or the buzz of anti-gravity pinions can chill the heart of lawbreakers as surely as the sound of an Arbites shotgun being racked.

The cyber-mastiff is a combat and hunting construct based on the form of large hunting dogs. These artificial attack-constructs are often locally called by other names such as kill-dogs or razorfangs. It generally stands hip-high or so on an adult human and over a meter long from tip of head to hindquarters, its lean body composed of high-speed actuators and motor systems over a carbon skeleton and wrapped in angular, interlocking armorplates. On some worlds the dogs retain some organic internals, generally muscles and nerves, and on some frontier worlds "cyber-mastiffs" are in fact conventionally-bred hounds with armor and controller grafts. Arbites models are almost completely mechanical, with only the central nervous system using vat-grown or printed organic layers to take the cortical imprint. Heavily-sprung legs give the units tremendous sprinting speed on their splayed and sharpened steel claws. Their jaws use fiber actuators to snap with blinding speed, with backup hydraulics to exert merciless, crushing force. The design takes advantage of the dog's cortex's ability to process tremendously intricate sensory input, particularly scent, and most mastiffs have a battery of sense and tracker systems loaded into their headpieces. "Vanes out" is the order for the mastiff handlers to extrude their dogs' specialized sniffer arrays, and has become common idiom among the Arbitrators serving alongside these creatures for maximum alertness.

Grapplehawks are hunt-and-capture constructs borne up and propelled by a suspensor field. The basic grapplehawk frame bears a passing resemblance to an eagle, and the symbolism has been exploited by designers who tend to give them exaggerated pinion-wings, aquiline "heads" and metal feathers. Some models go so far as to fully reproduce the heraldic Aquila of the Adeptus, although these are unusual and tend to be reserved for powerful individuals, as they require extremely intricate construction methods that are rare among the Adeptus Mechanicus. Grapplehawks use their speed and mobility to the fullest, swooping unerringly onto fleeing targets or picking a single important felon from a group or a melee.

Both kinds of constructs can act independently to some degree, following programming that builds on the natural instincts captured in their construction. At the limits of the programming, specially-trained handlers take over, distinctive in their bulky forearm cybernetics covered in control studs and vox-pickups and the feedback plates and eyepieces on their custom built helmets allowing them to see out of the pict-lenses of their charges. Handlers can control these constructs through a mixture of verbal commands, signals through their controls, and pre-crafted maneuver macros. The handlers serving in the Precinct Fortress on Canopus take pride in developing intricate customized command lists, making sure their attack patterns can't be cracked or predicted by the agile cultists they often find themselves pursuing through the hive.

NECROMUNDA PRECINCT

INSTRUMENTS OF WRATH

Founded long ago in the depths of the Dark Age of Technology, Necromunda was brought into the Light of the Emperor by the Imperial Fists Legion during the Great Crusade. It is said that the ash wastes from which the great hives rise are a by-product of the devastation wrought upon the world during its brief defiance of the coming of the Imperium, but the truth is lost beneath the toxic plains.

Necromunda is a world of mines, factories, refineries and processing plants. The planet is a vast powerhouse of industry, making thousands and thousands of different items for use throughout nearby planetary systems, and nothing which can contribute to the planet's output has been left untouched. From the tops of the highest mountains to the depths of the oceans, the wealth of Necromunda has been ripped out. Mountains have been reduced to rubble for the ore they contain; oceans have been turned into little more than chemical sludge. Human activity is by design concentrated into as small an area as possible, with the twin goal of exposing as much of the planet's surface to strip mining as possible and to ensure the billions of workers required to service industries are born, work, sleep, and even die within as small a space as possible.

Necromunda endures by the grace of the God-Emperor and His inexhaustible armies, but beneath the world's toxic storm clouds it falls to the agents of the Lex Imperialis to maintain the peace and enforce the law. When one must govern a populace of billions, all crammed into the close confines of ancient cities and eking out their lives on recycled food while they toil endlessly at their tasks, kind words and even-handed rules are not enough. Only a boot stamping down on the throat of the ungrateful and malcontent will do; the fear of sudden and brutal reprisal keeping millions of desperate souls in line. The duties of keeping the local scum in line extends even up into the highborn of Necromundan society, where cold traders and faux nobles ply their trades and line their pockets. This monumental responsibility of maintaining order among the hellish confines of the hives falls to the Adeptus Arbites.

Necromundan Arbitrators trade in violence and control, purging settlements and habzones if even the faintest hint of sedition is uncovered. All manner of crime is met with a swift and vicious response, for those that transgress against the Imperial Law must be brought to justice before they can corrupt others with their recidivist dogma. Such brutality is born not of a cruelty among the Arbites or the sadistic will of the Lord Marshal himself, but rather as a simple necessity. The Arbitrators are always significantly outnumbered by the people they are meant to control, a thin line of shotguns and shock batons keeping billions of hivers under their yoke.

SCINTILLA PRECINCT

GUARDIANS OF ORDER

The home of both the Lord Sector and of the Sector's Precinct command, Scintilla inevitably has the largest population of Arbites of any world in the Calixis Sector. It is to Scintilla that new Arbites are shipped at the completion of their training, to swear their final oath to the Emperor, don their badge for the first time, and be shipped out to their first postings. It is where the most prized medals and the most senior promotions are handed out, and where every ambitious Arbitrator wants to be posted, for the chance at a career-making position under the eye of Lord Goreman himself.

The many Precinct-Fortresses stationed by the Scintillan Arbites serve as a constant reminder to the population of Scintilla of the ever-present eye of the law. From the sheer-sided black Fortress of the Just to the off-white oval Pan-Iudicaeum, the population are constantly forced to acknowledge the presence of the Adeptus Arbites. It is just as well that they maintain this presence, for corruption is rife within Scintillan society. Too many nobles have been caught with monetary investments in illicit activities, embezzling the Emperor of his tithe while addicting their fellow nobles to Ghast, Eazielle, and Spur. Also notable is the criminal element in the cramped furnace-warrens of Gunmetal City. The various Adepta working the great manufactorums and exacting the Imperial Tithe must operate under the watchful eye of the Adeptus Arbites, lest they be subject to the lawlessness and corruption pervading the rest of the bloody city. While the sight of a Scintillan Enforcer is nearly unheard of within this city, the Arbites Patrol Teams are a common sight.

Any arbitrator worthy of the badge knows that power corrupts. As the center of Calixian nobility, Scintilla is a planet brimming with individuals seeking to improve their standing, or ruin that of an opponent. Corrupt Exactors distort contract bidding rounds for their own personal ends, or accept bribes and favors to ignore cut corners and falsified production tallies. Noble houses offer illegal inducements or simple threats to try to strengthen bids or conceal production failures. Nobles often get carried away by the cutthroat culture of Scintillan society and, through arrogance or desperation, allow a gambit of sabotage or assassination to endanger the production of a commissioned tithe or the Adeptus officers presiding over it. While the Arbites are indifferent to the families' everyday crimes against one another, anything that threatens or compromises the tithe is a profound crime against the Imperium and invites the full and merciless force of the law. Such an action will leave reverberations throughout the planet, and even the entire sector, as noble houses rush to distance themselves from the guilty party, or to pick up their trade agreements and make an easy sum.

HYDRAPHUR PRECINCT

THE PEACEKEEPING LORDS

To say that the political climate of Hydraphur is complex is an incredibly gross understatement. Between the headquarters of the Imperial Navy battlefleet, the holdings of the various Rogue Trader dynasties, the Ecclesiarchy's historical claim to the planet, and the Adeptus Mechanicus' designation of the planet as a Forge World, a great many organizations have vested interests in the planet. To the noble houses aligned with these various organizations, decisions as inconsequential as the color scheme of a dinner party or whether to attend a masquerade as a Tech-Priest or an adept of the Administratum are decisions which can mean life or death. It is in this climate that the Arbitrators of Hydraphur must serve.

While there is an Imperial Governor over Hydraphur, the various noble houses are where power rests its head. It is because of these highborn families that commerce flows into and out from Hydraphur, allowing even the low-born populace to benefit from a higher quality of life than many of the worlds of the Imperium. It is these houses rather than the Governor who provide the enforcer cadres to patrol the streets for petty criminals. After all, it is much easier to bribe enforcers who already work for you than having to contend with loyalty to a foreign entity.

The nobles of Hydraphur are always on the lookout for any method to gain an edge over their competition. While political marriages and smuggling are always on the table, the more desperate will rely on assassinations to achieve their goals. Multiple lesser nobles have attempts on their life on any given day, and even some more prominent nobles come under attack rather frequently. While the various bodyguards and poison-sniffers usually perform their jobs in these events, an occasional attack will sometimes be successful. Such attacks can throw the lowborn population into chaos, prompting riots as terrified civilians look for food, water, or other necessities otherwise guaranteed by their now-deceased employers.

It is because of this direct connection between the lives of the nobles and the existence of law and order that the Hydraphur Precinct specializes in security for high-value individuals. No matter the number of assassins, or how they strike, these Arbitrators are experts at transporting individuals safely and guarding them from death while they identify the noble responsible for these attacks and enforce justice upon them and their lineage.

MANDOS PRECINCT

MASTERS OF THE PUNISHED

Where most precinct-fortresses stem from the types of terrain or resources found there, Mandos is defined by strict Imperial Law. In every place where humanity lives, there are recidivists, looters, murderers, and thieves who make a name for themselves. The most violent or persistent offenders, if not granted summary execution at the time of apprehension, are shipped off-world to places not unlike the ice world of Mandos to spend the rest of their lives.

A purgatory made real, Mandos was once a fortress world prepared to defend against the Rakht-Topan Empire. The world was abandoned by the Imperial Guard after the xenos were exterminated by the Arcadian Crusade, and found its way into the protection of the Adeptus Arbites. The massive bastions and support buildings were repurposed and retrofitted to accommodate massive numbers of inmates, and the automated defenses were brought online, not to keep an invading force out, but to keep the new residents in line. It is here that the lawbreakers are left to wither and die– though some survive to escape their sentence, and fight for the Emperor on other fronts.

Overseen by the Custodian Senioris Catarina Igazi, life on Mandos is extremely regimented and heavily monitored. Daily menial labor mining and extracting ice and crude promethium is designed to tax the inmates' energy levels, thereby reducing the incidence of violent encounters. Food is largely bland and heavily processed to inhibit muscle growth and dull the senses. Constant lockdown when not working or eating all but eliminates the ability to hope for a better day. These calculated practices break the wills of most inmates, but even with all of that working against them, human nature knows no limit to its baser instincts.

When the demand for expendable soldiers is highest, Lord Generals send word back along the worlds they have conquered and request additional troops from all planets capable of sending them. Many penal colonies are often able to send viable troops who seek little more than a final taste of freedom and redemption in service to the Golden Throne. The penal legions from Mandos exceed this expectation, and face an intense training period personally led by their black-armored Custodians to ensure that each warrior departing from the world is instilled with an unbreakable will. This devotion has made their forces stand out above the penal legions of other worlds, who are notoriously difficult to control. More than one Lord General will request a penal legion from Mandos before many trained Guardsmen regiments, and will be pleasantly surprised when Igazi sends a full Arbites Suppression Cadre alongside the vast numbers of those sentenced to die in the Emperor's name.

TRITON PRECINCT

OVERSEERS OF THE FRONTIER

Despite the open voidspace between the Imperial Infractus Sector and the wondrous Sepelios Expanse, all the warp routes between these great regions of treasure and glory pass through one stretch known to the Navis Nobilite as Rodajen's Strait. Dead center in this highway stands Port Triton: a massive star fortress to serve as both defense from the xenos threats and the last vestige of civilization before daring Rogue Traders and would-be explorers set out into the Sepelios Expanse, leaving the safety and order of the Imperium behind.

Triton is among the greatest of the Imperium's space-based defenses. Approaching the size of a small moon, Port Triton's mighty defenses permit it to function without a constant Imperial Navy garrison, and it has defeated numerous Ork and Eldar fleets without any starship support. This lack of Imperial Navy oversight has allowed the Rogue Traders to bring commerce through Triton, and it has a powerful economy with a wide range of nobles purchasing the finest choice of xeno-pelts before they can be transported to their destination planets – all under the careful taxation and approval of the Administratum.

As enforcers of the law on the edge of civilization, the arbitrators of Triton often have to operate with the understanding that, should it be required, support from the Imperium will take an incredible amount of time to arrive. As such, these Arbitrators are far more self-reliant than many of their contemporaries throughout the Imperium. The Adeptus Arbites directly trades with various chartist captains to ensure a constant supply of food, ammunition, and other resources which the Administratum often cannot reliably supply. Occasionally, Judges and Marshals are forced to permit more minor offenses to pass unpunished in order to ensure their troops are fed, clothed, and properly supplied.

Serving as the primary Imperial force on Triton, the Adeptus Arbites have de facto authority over the entire station. With the Imperial Navy battlefleets far away and a constant supply of valuable resources flooding through Triton, the threat of piracy is more serious than in many expanses of space. To combat this threat, the Triton Precinct maintains a small flotilla of Punisher-class Strike Cruisers to patrol the area and escort poorly-defended transports through the passage. Often, when a Rogue Trader has been caught red-handed in an illegal scheme, or when a pirate flees from an unsuccessful raid, these ships will pursue them into the Expanse and bring them to justice.

Maintaining a single ship, let alone multiple cruisers, significantly reduces the number of Arbitrators patrolling the station. Thus, rather than patrolling in broad daylight, these Arbites serve more actively as Detectives-Surveillor and Detectives-Espionist, using a wide variety of contacts and disguises to track crime wherever it might be present on the station. Only when they have actionable information will they quickly don brown armor over their plainclothes disguises, and strike.

SOLOMON PRECINCT

SENTINELS OF VIRTUE

Solomon's heretical roots lay as deep as the first recorded Imperial contact with the planet in M39. A stronghold of anti-Imperial humanity, Solomon had served as the capitol for a human nation spanning across multiple systems. After the empire was crushed by the combined forces of the Astra Militarum and the Adepta Sororitas, Solomon was established as an agri-world for the Imperium of Man. A planetary governor was installed, and with him came a precinct of the Adeptus Arbites.

Nearly two thousand years later, archaeological expeditions began to unearth relics and records from the old human nation. Scholars studied these recordings and rediscovered the old philosophies of their traitorous ancestors. Finding themselves swayed by these ancient arguments, the planetary government began to enact a series of reforms which slowly distanced the planet from the Imperium. Lord Marshal Talos discovered the heretical source of these reforms and benefits, but when confronted with the potential material benefits of these reforms, the Lord Marshal and his judges committed the heresy of Abstractionism – allowing the heretical reforms to proceed unfettered by the eyes of the Adeptus Arbites.

It wasn't until the Planetary Governor announced his allegiance to a “Greater Good” that the Arbitrators realized what their complacency had brought about. However, it was too late – the Precinct-Fortress was stormed with the joint forces of the Planetary Defense Forces and their new xenos allies, leaving no survivors. Only thanks to a remarkably quick-witted Judge was a distress signal able to be sent, relaying the situation to the rest of the sub-sector.

An Imperial counter-offensive was launched uncharacteristically swiftly and the planet was retaken in a short but bloody campaign. During the war, Inquisitorial Tempestus Scions retook the old Precinct-Fortress, and their Inquisitor began to piece together what had happened. He discovered the depths of the planet's heresy and the failure of Lord Marshal Talos, and decided that the population would serve well as an example to the rest of the sub-sector. The Inquisitor declared the entire population hereticus traitoris, and ordered the systematic extermination of every man, woman, and child on the planet.

In the aftermath of the massacre, Solomon was resettled by the Imperium. The Arbitrators of Solomon have studied well the failings of Lord Marshal Talos, and are dedicated to not repeating his mistakes. They are fanatically devoted to the Lex Imperialis, moreso than many of their compatriots.

The Arbitrators of Solomon wear the black fatigues of the Adeptus Arbites not only as a sign of their duty to the law, but as a constant reminder of the failure of those who stood watch over Solomon before them. Their white carapace armor declares their dedication to not repeating those heresies, while its red trim shows their willingness to shed blood to achieve this end.

'Illuminate every shadow, lift every stone. Let no doubt, no mercy, stay your hand in the execution of your duty. To show forgiveness to those who would blaspheme against the Emperor is to commit such blasphemy yourself.'

- Judge Gordon Titus

JUDGES

The Imperium's laws are iron and absolute. They must be, for they are the only bulwark between the huddled masses of humanity and a sure descent into chaos and destruction. To interpret and enforce those laws– taken from the Book of Judgement, and known as the Lex Imperialis– the Imperium relies on Judges. Unlike common Arbitrators, Judges are lords of justice who have great powers and sweeping influence within their purview not far below that of an Imperial Inquisitor.

A Judge must be able to pass judgement just as ably as he dispenses justice, and although the Lex Imperialis is uniformly harsh in its sentences, it is also fair. For every crime there is a punishment, established through millennia of rulings, legal decisions, and precedents. At some point in their career, if not from the very outset, all Judges make a pilgrimage to Terra and the great Hall of Judgement to study there among the vast and ever-growing labyrinth of laws and ordinances that govern the Imperium's scattered worlds. Although portable cogitators exist that contain a portion of the relevant Lex Imperialis for a Judge's purview– suitable for simple issues of precedence and crime amongst the Adeptus Terra– a vastly more lengthy process is necessary when dealing with more heinous and elaborate crimes. Whilst the Book of Judgement is extensive, it is not a perfect science, and finding the correct answer can take years, even decades or centuries in particularly complex cases. Most cases involve contradictory laws that would result in differing results for the accused. In the inner sanctum of the Hall of Judgement, Judges spend much time immersed in this reality until they are truly ready to render a fit judgement to those who stand beneath the Emperor's justice. Many Judges never leave, a lifetime of deliberation and scrutiny passed on to the next Judge, and the next, and so on for millennia, until the accused are long dead – but still a ruling must be found, and justice meted out to the vaguest of descendants and those obliquely associated with the original accused.

This does not mean that a Judge is any stranger to violence and bloodshed. On the contrary, the Lex Imperialis dictates a Judge must be as willing to dispense his judgement as he is to pronounce it. Sometimes this judgement is public floggings, exile to a prison world, condemnation to a penal legion, or even a public execution. Far more often, judgement is pronounced as a summary execution and delivered from the barrel of a bolt pistol.

Judges are a feared sight in the Imperium, for they are relentless in their pursuit of retribution. Their attire echoes the flowing robes of a more ancient time and marks them out as the mighty lords of Justice that they are. The Judges command their own forces of retribution, massive armies spread throughout the galaxy and ever vigilant to answer the call for justice. The Judges can also call upon the full resources of the Imperium, adding their own strength to the immeasurable might of the Imperium's armies and fleets.

MARSHALS

Maintaining order on a world is a complicated task. Criminal activity must be tracked. Contact networks must be maintained. The local government must be kept in check. Above all, the Imperial Tithe must be paid. It is to the Marshals that this responsibility falls.

While Judges might be the most visible leaders of the Adeptus Arbites, Marshals are the oft-overlooked administrators of the organization. A Judge might command a small army or lead a vital investigation, but a Marshal must command all Arbites forces stationed out of any given Precinct house. This is no simple task, and only the most experienced and iron-willed arbitrators are considered for the position.

The responsibilities of a Marshal are many and varied. They are among the most sagacious investigators among the Arbites, rivaling Inquisitors in their ability to piece together seemingly unrelated facts gathered from a dozen separate investigations in order to reveal a larger threat. Marshals must also be savvy financiers, for it is their responsibility to ensure the Imperial Tithe is paid in full. Additionally, most are astute politicians, for they represent the Adeptus Arbites to the local planetary government as well as the Adeptus Terra. To this end, most Marshals and Vice Marshals are far more charismatic than their notoriously stoic counterparts. Many nobles who plot to conceal their wealth from the Imperial Tithe have found their secret reserves seized by ranks of grim-faced Arbitrators; their plans betrayed to the charmed smile and honeyed words of a politically astute Marshal.

Of course, a Marshal's job is not all politics and money; they are also the grand commanders of the Adeptus Arbites military operations on a planet, requiring them to have a keen mind for strategy as well. While the Judges command individual battles, Marshals coordinate entire planetary campaigns, monitoring a dizzying amount of data in their Precinct-fortress and ensuring the war is carried out in the most efficient manner possible. When they take to the field of battle personally, Marshals put their many skills to devastating effect, coordinating fields of fire, carefully timing assaults, and bolstering the morale of their soldiers, pushing them to fight to the bitter end.

In the event of complete societal breakdown, Marshals are authorized to seize direct control of the local government to ensure that order is maintained. This gives them command over local enforcer cadres and planetary defense forces, who can maintain civil obedience while the Arbitrators deal with more pressing threats. In the wake of the formation of the Great Rift, this directive has been used increasingly often, and entire worlds have found themselves under the direct rule of the Adeptus Arbites for decades, or even centuries.

ARBITRATOR TEAMS

Marching from the imposing Fortress-Precincts come the fearsome Arbitrators. These men and women are stoic in their duty and unquestionably loyal to the Imperium. Arbitrators are infamous for their prodigious stamina and zeal, and their ability to survive all manner of wounds and punishment in the quest to catch their quarry. They demand utter obedience from the citizens they come into contact with. Where civil unrest and crime threaten the stability of a world, the Arbitrators are in the field: unflinching, ordering the local enforcers, and hunting down the rabble-rousers, to restore law and order.

Most citizens and nobles know the Arbitrators from their stations on patrol in the various parts of the Imperium. These Patrol Teams are given but a simple order: observe and enforce. The very presence of these Arbitrators reduces the occurrence of all crimes, both Imperial and Planetary. Each unflinching Arbitrator on patrol serves as a physical reminder of the nature of the law – unflinching and unyielding.

Whether engaging in combat or simply assigning sectors to patrol teams, all Arbitrators serve under the guidance of the Proctors. Also known as Arbiters Senioris, these experienced Arbitrators have proven themselves with experience and performance, and are equally capable of bringing down criminal syndicates and leading warriors into deadly combat zones.

SPECIALIST TEAMS

When the Arbitrators arm themselves for a particularly dangerous raid, the Marshals will often call upon the most effective patrol teams to lead the assault. These teams are granted access to powerful equipment rarely seen in the hands of the Arbitrators. Often a well-armed Execution Team will provide covering fire with a fusillade of bullets, grenades, or plasma, pinning enemy forces in place for fear of losing their life. Those brave enough to risk their lives attempting to flee are often incapacitated by a combination of choke gas to leave them desperate for air and lockdown grenades to disable vehicles. Armed with their inviolable shields, a Shock Team will advance into range to make arrests and dispense the Emperor's Justice. Even the most fortified doors are vulnerable to the power rams of a well-armed shock team. These lethal raids are executed with extreme speed, so as to reduce the likelihood of any Arbitrator casualties. Many such raids will often include a specialized Arbites Chirurgeon, trained in the skills of healing fallen Arbitrators, though they'll eagerly enforce the law if it is required of them.

ENFORCERS

Many worlds have their own cadres of Enforcers: local law enforcement provided for by the planetary government to enforce their will and the common law of their world. Unlike the mighty Arbitrators, most Enforcers, or whatever title they use, hold little more than superficial loyalty to the Lex Imperialis itself or to the tradition of service (although there are notable exceptions to this). Instead they commonly function as the iron hand of the Planetary Governor's rule, and are at worst little more than hired thugs with some degree of official sanction – loyal only to their paymaster and eminently venial and corruptible.

Within the Imperium of Man, the role and nature of Enforcers vary widely. One of the most well-organized and numerous forces is the Magistratum of Scintilla, a paramilitary force that serves as the direct agency of the office of the Lord Governor. The Magistratum numbers tens of thousands of armed men and women, nearly as well resourced as the Adeptus Arbites. At the other end of the scale, worlds such as Ashenfield, whose communities are scattered across numerous mining camps and shanty towns, make do with scarcely more than Regulators and Rail Agents to maintain order and dispense rough justice. Many of these are little better than bandits and extortionists themselves. Some worlds, either through culture or simple lack of technology, do without Enforcer cadres at all - the ruling classes and their private armies being in sole charge. Although this arrangement is most common on Feudal and Feral Worlds, it is not exclusive to them. On Tallac, a Hive World originally colonized and developed by the Rogue Trader Richard Maximus, civil order is largely maintained by the armsmen of its Great Houses.

Enforcers are often on the front lines of lawlessness, aiding in keeping the civil order on many worlds. In most cases, the Adeptus Arbites view Enforcers with some suspicion, if not outright distrust, often with good reason.

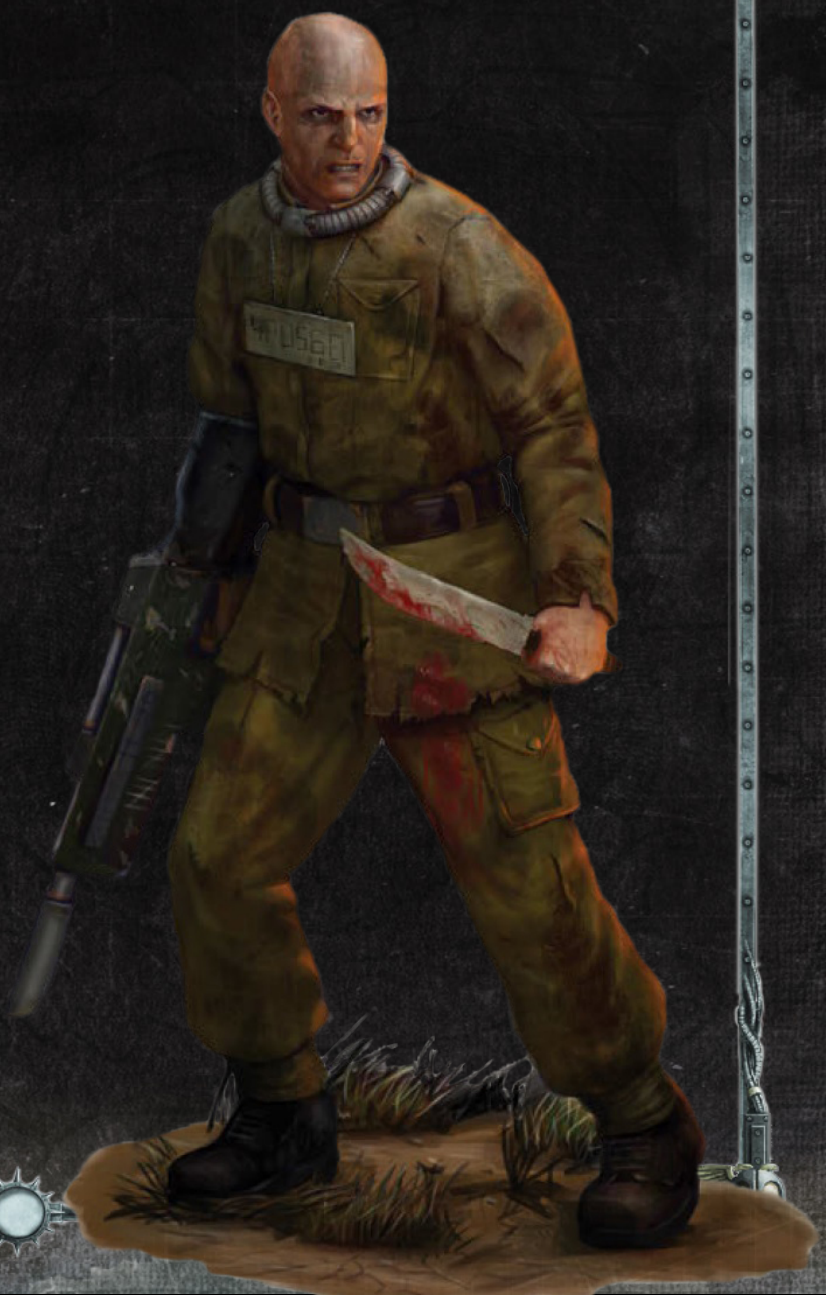
PENAL LEGIONS

The Penal Legions are made up of the scum of the galaxy. Their ranks are drawn from those criminals who have committed capital crimes, and had their sentences commuted to life service. They are a savage band of desperate cut-throats: some half-crazed with anger, others driven mad with remorse. Reprieved from the death cells because of some talent or uncanny instinct, these dregs comprise the most vicious, ill-tempered, and unstable group of psychopaths and killers at the disposal of the Adeptus Arbites.

Those citizens and Guardsmen sentenced to service in the Penal Legions are there for the rest of their invariably short lives. They must live under a tremendous burden of guilt; for not only have they committed crimes, but in doing so, they have also betrayed the Emperor. For those Legionnaires who are genuinely repentant, the opportunity to alleviate this burden is fully embraced and many die on the battlefield in a desperate attempt to atone for their crimes. In rare and exceptional circumstances, Legionnaires who complete their missions and survive might be granted the Emperor's pardon. These Legionnaires are absolved of their sins and are often then conscripted into the Imperial Guard. Although such a thing occurs only a handful of times a millennia, it is a glimmer of hope these damned souls cling to.

New Legionnaires have their heads shaved and tattooed with their unit insignia. Explosive collars are clamped around their necks. The collars are a disciplinary device, primarily designed to discourage a prisoner from attempting escape. The blast from one is directed inwards and will have little effect on anyone standing nearby other than showering them in a fountain of blood and gore. In battle the collars are detonated by a Penal Custodian, when discipline needs to be enforced without destroying the troopers' morale.

While the Penal Legions are home to the human refuse of the Imperium, amongst them can be found some of the most skilled warriors the Imperium has to offer. These reckless “heroes” can come from dozens of backgrounds. Most of them come from various regiments of the Astra Militarum, repentant souls who have chosen to fight and redeem themselves in battle for crimes against their fellow guardsmen. Some are drawn from the vast number of penal colonies, where many of the prisoners leap at a chance to die anywhere away from their harsh, painful life of hard labor, especially if their service has the faintest hope of a pardon. On rare occasions, penal legions will be drawn from a planet's population, press-ganged into service by the Adeptus Arbites as a desperate measure of defense against a force who seeks to usurp the Emperor's presence. Wherever these warriors come from, the Penal Legions are a crucible which brings out the most ruthless killers in any given population. For every hundred pathetic miscreants that die whimpering under the enemy guns, one mad killer emerges triumphant, screaming his insane anger.



MORTIURGES

The worlds of the Imperium are many and varied, from the pristine garden worlds which service their citizens' every need, to the brutal death worlds where every hour is a struggle to survive. Many lawless criminals and scoundrels make use of the vast stretches of varied worlds and the feuding nobles to evade prosecution and cheat the fate they so rightfully deserve. Indeed, it is fairly common for more skilled fugitives to flee across the sector with whatever resources they can manage in an attempt to build a new power-base. It takes a stalwart and resourceful agent to track down this sort of criminal – a man or woman whose dedication to the Imperium and its laws drives them on, alone, for as long as it takes to catch those who would slip from the Emperor's Justice. This can often take months, and a Mortiurge must remain true to their purpose for the duration. For this reason, only those Arbitrators with specific qualities are chosen for the arduous duty of Mortiurge – those who have an aptitude for the hunt, a thirst for justice, a cunning mind, and a talent for callous violence. It is these sorts of men and women who are chosen by their superiors to hunt down and mete out justice to dangerous gang leaders and seditious criminals.

The political climates or inherent dangers of the various worlds of the Imperium can make larger Arbitrator raids questionable. To this end, many Precincts utilize Mortiurges to be roving agents, investigators, and legally-sanctioned assassins. Granted wide jurisdiction through systems, sectors, and even entire segmentums, Mortiurges are free from the usual bureaucracy and oversight of the traditional Adeptus Arbites. This gives them a great deal of personal discretion insofar as how they go about their duties, a necessity of their work, but one that many more traditional Arbites consider to be dangerous. Given too much operational leeway, these traditionalists fear, a Mortiurge will become a law unto themselves, a violent predator, and a disgrace to the reputation of the Adeptus Arbites. In order to avoid this outcome, the Precinct Marshals only nominate the most steadfastly loyal members of the Imperium of Mankind to this dangerous duty, often pulling from those Arbitrators who have served an Inquisitor and are accustomed to acting with such authority.

As it is a Mortiurge's duty to put to death those who have already been pronounced guilty by the Arbites courts, they are notoriously unconcerned with evidence-gathering and procedure. Their talents and training lie largely within the scope of tracking their prey, driving them to ground, and overcoming them in violent confrontation. For this reason, Mortiurges tend to be straightforward, inelegant individuals, often considered violent and thuggish by the already blunt-minded Arbites and especially so by the more technical Adepts. This is also likely the result of the theater in which they operate – an unforgiving environment where any smiling noble or desperate beggar might kill just as easily as they draw breath. In the face of such danger, following procedure and maintaining proper decorum is a luxury most Mortiurges simply can't afford.

CYBER-CONSTRUCTS

The heavy scraping of metallic claws, the whirring buzz of suspensor fields, the mechanical lockstep march, these are the sounds of doom for criminals within the Imperium of Man. The Adeptus Arbites will often deploy unique tools crafted for them by the tech-adepts of the Adeptus Mechanicus in the pursuit of criminals and the repression of riots. These tech-adepts who show the greatest amount of skill with managing such packs of cyber-constructs are often stationed to work with the Adeptus Arbites as handlers for these constructs.

CYBER-CONSTRUCT HANDLERS

To their comrades within the Precinct-Fortresses, the Cyber-Construct Handler is not just a single valued ally, but often acts with the effectiveness of an entire Arbites squad. Handlers spend years with their hounds, training them for the hunt and the kill. They spend countless hours running their charges through drills and training simulations, implanting commands and attack patterns into their cogitator-augmented brains through sheer repetition and rote. Giving signals directly to their built-in vox receivers, the Cyber-Construct Handler is able to coordinate extremely complex engagements through a dizzying number of pre-programmed patterns.

CYBER-MASTIFFS

Cyber-mastiffs are usually deployed to bring down recidivists and heretics. Shaped in the form of a hound made of metal and guided by the brain and nervous system of a hunting creature, they are a fearsome extension of the Emperor's law, and a truly terrible sight to see unleashed. The beast is a massively built and heavily-armored steel construct of considerable bulk capable of shrugging off most small arms fire, and of bringing down even large groups of well-armed opponents. Cyber-mastiffs are equipped with serrated teeth which can be replaced with chainblade variants. Some cyber-mastiffs are also augmented with a pair of boltguns to allow them to shoot down those who would fleeing criminals and recidivists.

SUPPRESSOR SERVITORS

When the Adeptus Arbites need to disperse crowds of rioters or belligerent hive residents, they often employ Suppression Servitors to aid their Arbitrators. Designed for intimidation and maximum semi-lethal force, these hulking brutes have had their faces have been replaced with the gilded seal of the Adeptus Arbites. One arm has been replaced with a massive pneumatic piston launcher capable of scattering rioters like leaves, while the other arm has been removed entirely, replaced with a large-caliber grenade launcher. A squad of Suppressor Servitors can scatter a rampaging crowd of thousands, and they make a point of turning the instigators of these riots into the next batch of Suppression Servitors.

RAPID PURSUIT TEAMS

Often, traitors to the Throne will attempt to flee by vehicle or mount. On those rare occasions when the Execution Teams fail to prevent their escape, or in those cases when speed is of the essence, the Marshals will deploy their Rapid Pursuit Teams. Riding Lawmaster-pattern bikes, these forces will swiftly chase down any who would flee their inevitable punishment, and deliver their sentences ruthlessly.

Rapid Pursuit Teams are often called upon to chase criminals through crowded hive city streets at dizzying speeds. To prevent unnecessary loss of life, only those arbitrators with the greatest aptitude with ground vehicles are permitted to operate in a Rapid Pursuit Team. These skilled arbitrators rarely serve on foot, preferring to patrol the motorways with their bikes instead. Some Precinct-Fortresses hold jurisdiction over incredibly large areas of ground, and require each arbitrator who watches guard to master their mount before taking up patrol in order to reduce the response times for any given threat.

In some situations, the Precinct-Fortresses are limited in their ability to support multiple arbitrators on bikes. These forces find ways to make do, often using less sophisticated mounts such as beasts of burden bred specifically for speed. The Cidepra Precinct, for example, relies on horses rather than bikes due to their abundance, while the Inope Precinct chooses to ride bulkier Hydraphur-pattern quadbikes, allowing them to bring supplies for extended forays into the wide stretches of open plains between cities.

In times when a pursuit must be ended quickly, or a long-hunted quarry threatens to slip away yet again, the Judges may join Rapid Pursuit Teams in chase of the enemy. Utilizing the wide range of weapons at their disposal, these Judges often lead these pursuits at the front, warning the fleeing criminals of what fate awaits them should they continue to flee. Occasionally, these judges will send a grapplehawk to interfere with the fleeing vehicle and force it to stop, often resulting in a crash and the occupants' apprehension or death.

'Go ahead, scum! Try it – I've been decorated three times because of maggots like you!'

- Arbitrator Calderan, shortly before executing a fugitive.

ARBITES SENTINELS

The Sentinel is a one-man all-terrain bipedal vehicle, used by the Adeptus Arbites where mobile patrols must be mounted across rough terrain, or where firepower must be deployed rapidly in response to a threat. Sentinels achieve a perfect balance of robustness and mobility, able to negotiate terrain that would immobilize heavier battle tanks and armored vehicles whilst still able to face down fire that would shred ranks of infantry.

Unlike the their counterparts in the Astra Militarum, the Adeptus Arbites exclusively deploy sentinels that have been fitted with additional armor, allowing them to stride through a deluge of weapons fire that would cripple or destroy a lighter walker. The mechanical legs of these armored sentinels are also modified with recoil compensators in place of additional gyro-stabilisers, marginally decreasing their speed but allowing them to fire more powerful weapon systems. Sensor arrays and auspex systems are replaced with additional power cells and cooling systems to allow the Arbites Sentinel to fulfill its role as a mobile heavy weapons platform. When venturing into potentially dangerous or hostile territory, it is customary for patrol teams to be accompanied by at least one of these walkers, both to provide fire support and to remind the locals of their place. The sight of one of these heavily armed and armored walkers stamping though a hab-block or hive district is often more than enough to give even the most ruthless traitors pause.

In suppression operations and open warfare, Arbites Sentinels are used as roving hunter-killer units, forming search and destroy teams that stalk hostile forces. Once their quarry is located, it is eliminated with practiced efficiency, plasma and lascannon fire slicing through the thickest ablative plating. Arbites Sentinels are often deployed far from defensive positions, deep within hostile territory. When operating as autonomous units, the pilots of Sentinel squadrons are often forced to use their own initiative – a quality that is not generally fostered in the Adeptus Arbites. As a result, many Sentinel pilots have acquired a reputation as would-be hotshots or glory seekers.

TARANTULA SENTRY GUNS

Possessed of formidable firepower, automated weapons platforms and sentry gun batteries were long used by many of the Imperium's diverse armed forces since the time of the Great Crusade and the Horus Heresy, to take on the mundane duties of point defense and security, both planet-side and aboard ship. The most common of these designs was the Tarantula, whose ease of construction, multiple weapons configurations and general reliability had made it a staple of the arsenals of the Great Crusade and a well-regarded, if perhaps inglorious, tool of war.

The Tarantula is controlled by a simple logic engine and infused with a machine spirit which allows it to operate without a controller. However, due to limits in the logic engine's targeting capabilities, it must be pre-set to fire in one of three distinct modes prior to being deployed into battle. In point defense mode the Tarantula will fire at targets that enter its fixed firing arc, designed to cover a particular area of the battlefield. Sentry mode is meant for close defense of the Tarantula's immediate area, allowing it to traverse completely to engage targets though at a shorter range. When engaged in interceptor mode, the Tarantula engages enemy craft such as drop pods which attempt to land in the area.

Each Tarantula includes its own targeting auspex and on-board power cell, though it is possible to hook multiple sentry guns to a single power generator for prolonged use. Once deployed the weapon system will continue to operate until it has run out of ammunition or it is destroyed and, unlike human sentries, won't doze off or daydream while on duty.

The uses for these sentry guns are many and varied, from defending a perimeter from surprise attack to establishing a roadblock or operating as part of a static defensive line. However, their lack of inherit mobility restricts their use on a fluid battlefield. A Tarantula can be carried on the back of a Chimera, Rhino or by a Valkyrie in addition to their normal passenger compliment. Tarantulas can even be air-dropped via grav-chute and deployed from packing crates.

Most Precinct-Fortresses keep a supply of Tarantulas in their armories, as they're highly useful for routine guard duties due to their full automation and low manpower requirements. The Adeptus Arbites makes use of Tarantula Sentry Guns to defend various important strategic positions such as Precinct-Fortresses where the possibility of collateral damage will not affect the stability of the population.

Many types of Tarantulas exist, although the most common variants are equipped with either twin heavy bolters for anti-infantry or twin lascannons for anti-vehicle duty. The Adeptus Arbites have also been known to deploy Tarantulas equipped with twin grenade cannons for riot suppression and crowd control.

ARBITES CHIMADONS

The Chimera chassis serves the Imperium well with its many variants, from the Hellhound light tank to the Colossus ordnance battery. Many of the Imperial Guard prefer to use the slow, grinding advance of the Leman Russ Battle Tank to help provide cover for friendly forces as they make a slow, grinding advance. For the Adeptus Arbites, however, speed is of the essence.

To this end, the Marshals will deploy the Chimadon into the most dangerous raids. Armed with a powerful weapon, such as a battle cannon or a prosecutor flamer, a Chimadon can swiftly move into position to crush a treasonous stronghold. Often, the Chimadon will fire its main weapon while still a considerable distance away down the street, either opening a massive hole in a building for Arbitrators to rush inside or filling entire hab-blocks with cloying choke gas and minimizing resistance. A heavy dozer ram on the front of the Chimadon enables it to force aside all obstacles placed in its path, and even allows it to be deployed as an impromptu ram for more fortified criminal hideouts.

Chimadons are rarely deployed by the Arbites, and are often held in reserve until the planet faces invasion by a heavy force or full-scale revolution by the local population. Many Judges and Marshals prefer to deploy other pacification measures for common riots or enforcement raids, as Chimadons have a tendency to reduce the working population by considerably higher amounts than what might otherwise be attained by more conventional control measures. On occasion, however, some especially punitive commanders will deploy a Chimadon with the explicit intent of causing mass casualties to the populace and sending a message to the citizens what awaits those who would disrupt the order of the Imperium.

ARBITES TRANSPORTS

ARBITES RHINOS

The Rhino personnel carrier is the most common transport vehicle at the disposal of the Adeptus Arbites, allowing units to move swiftly to where they are most needed, be it to respond to an incident or to counter-attack a rioting force. This tried and tested vehicle is famously robust, easy to repair and utilized extensively by the Imperium's most elite fighting forces such as the Adeptus Astartes and the Adepta Sororitas. Unlike the more opulent coverings of the Adepta Sororitas, the Rhinos of the Arbites are often a simple, black design with Precinct markings and the insignia of the Adeptus Arbites.

ARBITES REPRESSORS

The Repressor is an Imperial armored personnel carrier based on the standard Rhino chassis. The Repressor is frequently used by the Adeptus Arbites as a riot control and crowd suppression vehicle, as well as an infantry transport during intense urban battles. The Repressor uses an extensively converted Rhino chassis; the transport compartment has been greatly expanded upon, a raised roof featuring firing slits for the passenger's weapons has been added, a large dozer blade used to plow through debris and rioting mobs is attached to the front of the vehicle, and the vehicle possesses a small forward cupola-mounted turret. The Arbites variant of the Repressor is frequently armed with non-lethal weaponry such as water cannons and grenade launchers that fire stun and gas grenades at angry mobs. When the Adepta Sororitas started to use Repressors near the end of the 40th Millennium, many Precincts followed their lead and augmented this nonlethal weaponry with storm bolters and heavy flamers.

ARBITES CHIMERAS

In those circumstances when Arbitrators need well-armed transport for its forces, the Adeptus Arbites will deploy its forces in a Chimera. These ubiquitous vehicles are extremely durable and practical, capable of mounting an array of support weapons. From within the armored confines of a Chimera, an embarked Patrol Team can utilize the hull-mounted lasgun array to unleash a lethal fusillade of shots into the foe, protected from all but the most destructive of reprisals. Chimeras can be fitted with a range of equipment to increase their battlefield effectiveness. All Chimeras are equipped with smoke launchers that can produce an obscuring shroud of chaff or a cloying cloud of choke gas at a moment's notice. Some of the transports are also fitted with heavy-duty bulldozer blades to clear a path through ruin and rubble for reinforcements. With auspex arrays and communication voxes, Chimeras also act as mobile bases of operations from which Marshals can command their forces. In addition, various offensive armaments can be fitted to a Chimera's hull, making it a versatile front-line tank.

ARBITES VALKYRIES

The Valkyrie assault carrier is a maneuverable, well-armed, twin-engine attack craft. The durable armor and versatile payload of the Valkyrie chassis combined with the aircraft's powerful engines and stable handling make it a popular choice for a variety of roles. These attack craft use atmospherically sealed cockpits and omni-combustable promethium in their vector-turbojets, allowing them to be deployed against enemy flyers in the upper atmosphere and against ground forces on even the most hostile worlds.

Sporting a troop transport capacity on par with the ubiquitous Chimera, the Valkyrie is often used to swiftly redeploy squads of infantry. Strikes at key targets by bloodthirsty Cyber-Mastiffs, reinforcement of buckling battle lines by elite Execution Teams, even hasty transportation for Judges and their entourages – all of these and more are the duty of the Valkyrie.

With vectored engines permitting vertical take-off and landing, these versatile aircraft can twist and turn through the rigors of low-altitude dogfights, or hover while troops rappel from their holds. In addition, every Valkyrie is equipped with sufficient grav-chutes for all passengers, allowing expedient, if hazardous, high-speed deployment into the thick of combat.

To burst from the steel cocoon of a Valkyrie's transport bay into the icy air above packed ranks of enemies can be jarring, even by the standards of the Adeptus Arbites. As the chuted infantry descend towards the seething mass of foes they are peppered with fire. Those grav-troopers who manage to touch down may find themselves within feeding range of some mutated monstrosity, or set alight by gouts of psychic flame. But for all this, the shock of a Valkyrie drop is even more terrifying to the enemy, who find themselves fighting on new and unexpected fronts with no warning, other than the roar of an overflying Valkyrie. Carefully orchestrated offensives are thrown into utter disarray as shotgun-wielding infantry are disgorged to assail the flanks and rear of the assaulting army. Artillery and psykers unleashing their destruction far from the front lines are surrounded and brought down by the massed fire of the descending troopers. Airborne assaults play a crucial role in the battle plans of many Judges. Due to the high risk of such manoeuvres, and the high reward of eliminating key enemy assets, it is common for Valkyries to be loaded with the best troops available – Execution or Shock Teams. However, certain pragmatic officers have achieved decisive victories by using Valkyries to distribute Enforcer Cadres or Patrol Teams across large swaths of cities and battlefields. Once deployed, each squad sets up choke points and ambushes across the zone of battle. The foe then faces an unenviable decision – either move at a crawl trying not to stumble into the infantry's traps, or barrel ahead full pace to outrun the deadly rain of aerial fire unleashed by the Valkyries.

Even when troop transport is not required, or when the battlefield conditions make such actions impossible, Valkyries are still an invaluable aerial asset. Their armaments allow them to carry out hit-and-run strikes and strafing runs on ground forces whilst swatting enemy flyers from the sky. Few boast the balance of offensive and defensive capabilities that make the Valkyrie so resilient and versatile.

LUTHIR GOREMAN

THE CONTEMPTUOUS MASTER

For Arbiter Luthir Veremonn Goreman, Lord Marshal of the Calixian Great Precinct, every medal pinned to his dress uniform, every honorific and citation attached to his name, every pennant, seal, and chain hanging from the plaque atop his staff of office, all prove the same thing: that he is right in his ironclad disdain for the great mass of the Imperium's populace.

Goreman hails from the once-grand planet Sinophia in the Calixis Sector, steeped in all the many kinds of decay that that world had to offer. He was born into an extended family of butchers and flesh-thieves, descended from once-proud dynasties of medicae and lay biologis adepts back when the world had been in its prime. The old family seat, with its surgical chambers and tissue molds, where generations ago the subsector's nobility had come for medicae and juvenat treatments, or to buy exquisitely flesh-sculpted servitors, had become a charnel house. Their old family name now lost, the Gore-Men conducted a lively and ruthless trade in spare organs and tissues to any who could meet their price, and trained their young man in the brutal skills needed to ensure a constant supply of "donors."

That was Luthir's work, and he excelled at it until the day he was sent to subdue and bring back an off-worlder who had set up house in one of the neighboring habstacks, and he never returned. The woman Luthir was to abduct was a former Enforcer from Scintilla who had left her post after a religious awakening and come to Sinophia as a wandering Confessor. Luthir slipped into the shrine during a prayer meet, shock-fork and slap-syringe at the ready, planning to spring an ambush once her small congregation had left. But as he listened from the shadows her words began to sink in, and the fire in her voice lit up his soul. At the end of the prayers, when the supplicants had gone, Luthir the Gore-Man came forward with his hands in a clumsy sign of the Aquila, hoarsely begging for his confession to be heard.

Luthir Goreman stayed at the shrine for a week, learning prayers and listening to sermons and scriptures, and to his Confessor's stories of her Magistratum days. Of all the expressions of the God-Emperor's will that she was able to teach to him, her experience as an enforcer was the one that resonated with him the most. He listened to her talk of stamping order into the face of disloyalty and anarchy, and reflected on the cynical, treacherous, nihilistic wastes that were the lives of his clan-family. He imagined himself in a Magistratum uniform, weapon in hand, battering the worthless human detritus into shape with the force of his arm, his will, and his faith. Within a month he had made the trek to the Horst-Kosada hive, home the Governor's personal enforcement militia, the so-called Wide Cohort.

Every day in the Cohort's gold-and-black uniform was an insult to the ideals that had ignited Luthir in that little shrine in the slums. Barely trained, and treated with contempt by the cliquish nepotism around him, Goreman watched his unit divide its time between lounging in its palatial barracks amid the spoils of its many extortion and protection rackets, and swaggering about the capital, bullying and terrorizing anyone the Cohort thought might be incurring the Governor's displeasure, or their own. All that it taught him was that the sneering shiftlessness he had learned to despise ran all the way up through Sinophian society. It was a cruel realization, and it wasn't long before he was looking for an escape. Once again it came from the Adeptus, but this time his salvation found him; in the form of a brutal Arbites roundup of the Wide Cohort. Another platoon's plans to steal from an Administratum tithe-train had reached the ears of the Detectives, and like a scalpel through gangrenous flesh the Arbites were cutting into the Cohort to see how far the rot had spread. The interrogators were somewhat startled when they brought in the fresh young recruit with the fierce eyes; instead of cowering or lying, he seemed viscerally pleased by the thought of his corrupt fellows facing Imperial justice, and by the end of the interview he had almost turned the interrogation around, quizzing the Detectives on the Adeptus, its law, and its enforcement. By the time the cull was over, Goreman had gone from being a suspect to being a recruit.

This was what he had wanted. This was his calling. This was what had kept him going through the long trek to join the Wide Cohort. Now Goreman was finally part of something he could believe in, enforcing the ideals that were burned into him by the Confessor's words. Doing the work of an

Arbitrator filled Goreman with a ferocious pride. His early posting was riot-breaking on Barsapine. He then distinguished himself in punitive culls in Gunmetal City, hunting fish-poacher rigs on Spectoris, and spending many distinguished years in the honor garrison at the Lucid Palace itself before taking command of the Precinct Fortress that governed Scintilla. By now his reputation was firmly cemented in the Arbites command: his iron will, the force of his personality, and the constant, simmering anger that blunted his undeniable charisma (and, some said, took the edge off his judgement).

Goreman took command of Scintilla at a troubled time, when the Precinct was being targeted by a violent outlaw insurgency from without and vicious schisms and feuds from within. Goreman's response was to denounce the same root cause for both: a backslide into moral laziness and foppish intellectual degeneracy, and a show of strength was the only cure. Goreman purged his Precinct from bottom to top, personally drawing up the cull lists and overseeing the denunciations before each consignment of demoted Arbites was marched away to the penal transports. The longer it dragged on the more controversial the purge became. Goreman, the accusations went, was now forgetting about ending the internal tribulations of the Precinct and using the purge as a blunt instrument to rid his Precinct of anyone whose idea of the law did not exactly match his own. The persecution of the Praetors' Chamber in Hive Tarsus seemed especially egregious. Faced with the assassination of two senior Judges there, Goreman asserted that the Chamber had brought it on themselves with their degenerate focus on book-study at the expense of martial action. The token effort at tracking the assassins was matched by the wholesale reassignment of the Judicial contingent to front-line duties on the Tarsine docks.

Every time Goreman looks out upon the mass of Imperial citizenry he sees exactly the same thing he remembered from Sinophia: dissipated, lazy, disobedient wastrels slouching through aimless and worthless lives. To him, the Imperial Adeptus is the one worthy creation of human society, to serve in it the one worthy ambition. The Adeptus, under the guidance of the Immortal Emperor, shows the rest of humanity what they could be had they the discipline, the faith, and the strength. Those outside the Adeptus are contemptible, and should think themselves lucky they are allowed to toil to support it; those who disobey or disrespect the Adeptus, or even court ambitions outside it, are beneath contempt.

Goreman's vigor for his job is not born out of a positive inspiration to bring order but by his smoldering hatred of those who disrupt it. This makes him relentless in keeping his grip on disobedience and sedition, but some in the senior ranks are starting to think that his savagery in dishing out punishment is corroding the rigid adherence to the Lex Imperialis to which the Arbites swear themselves.

Luthir Goreman wears a black and gold Arbitrator dress uniform for most of his duties, with his rank pins and medals arranged on a separate banner that is carried to formal occasions by an adjutant. He always has a small purity seal pinned to his left lapel, copying a verse of Imperial scripture onto a new parchment each morning and having a garrison preacher bless and attach the seal at his private morning prayers. He is always accompanied by his master-crafted grapple hawk, Sanctus. In combat, he wields Falling Star, an ancient power maul which famously slew Obed the Unclean, Prince of Nurgle, and ended a thousand-year conspiracy of sedition with a single blow.

CATARINA IGAZI

THE UNBREAKABLE WALL

Stoic, intelligent, and utterly unrelenting, Catarina Igazi epitomizes the Adeptus Arbites and their mission to enforce the law without mercy. Ever since she was a child in the Schola Progenium, Catarina repeatedly displayed tremendous fortitude as well as unshakable faith in the Imperial Creed. When she graduated from the Schola, she was even considered for a role in the Adepta Sororitas before her superiors instead placed her in the Adeptus Arbites. She rapidly advanced in the ranks to a leadership position as the Proctor of Patrol Team A-113.

Igazi patrolled Hive Vukan Section 215 for three years until the Archimedes Food Riots. The limited Arbites resources across the planet left her without any Arbitrator support, and she was forced to make due with commandeered planetary enforcer cadres. The riots were exceptionally bloody, and the Hive Vulkan enforcers suffered grievous losses in the early days of the riot. Igazi recognized the importance of knowing where the rioting hordes were moving so she could avoid direct conflict when it would lead to a loss of enforcer lives. To this end, she promised to station her patrol team and limited enforcer teams in defense of an Adeptus Mechanicus tech-shrine. In return, the residing tech-priest permitted her to view the information gathered on rioter movements by his swarm of servo-skulls. This information proved to be critical in enabling Igazi to isolate and repress specific rioter gangs until reinforcements could help restore order to the hive.

Igazi was recognized for her success in controlling the riot and was awarded the Honored Conduct Commendation for her efforts. After completing her assignment at Hive Vulkan, Igazi was promoted to Arbiter Senioris and assigned to serve alongside the marshals and judges of the Necroshire Precinct. Shortly after she arrived, the planet was besieged by Eldar Corsair raiding parties. Recognizing the xenos tendency to strike swiftly before retreating, Igazi developed a new marching drill for the wielders of Arbites lockshields. This formation provided these otherwise slow-moving walls to be able to redeploy quickly without sacrificing the precious cover their lockshields provide.

Catarina Igazi's repeated ingenuity and inventiveness was noticed by her superiors at Necroshire. All but one of the many Marshals and Judges at that precinct recommended her advancement in the ranks of the Adeptus Arbites. She was thus assigned to serve as the Custodian Senioris of the Mandos Penal Colony. Igazi works her prisoners with an iron fist, tolerating no dissent and drilling them with discipline one might expect out of the Mordian Iron Guard. Even when she is not personally seen, her presence is felt through the pre-recorded messages she broadcasts across the prisons, reminding her wards of their shame through quotes of Imperial scripture. Igazi frequently offers these delinquents the opportunity to die serving the Emperor in glorious combat, often at the behest of those nearby planets in desperate need of defense forces. In combat, she wields the Bulwark of Redemption: a massive shield with a supercharged power field which melts armor and flesh with contemptuous ease.

STANLEY BARTLETT

THE MIGHTY FIST OF JUSTICE

Being positioned near both the frontier and the Great Rift, Port Triton is home to some of the most dangerous scum in the galaxy. Despite the arbitrators' best efforts, pirates, worshipers of the Dark Gods, genestealer cultists, and xenos agents have been ever-present in the darkholds of the station. Recently, however, they've found themselves hunted down and rooted out by the dangerous new Arch-Justicar of the station. Known for his distinctive wide-brimmed hat, deadly power fist, and enormous canine companion, Arch-Justicar Stanley Bartlett has become synonymous with fear for the criminals of Port Triton.

In his youth, Stanley never dreamed that he would once hold such responsibility. In fact, he rarely even considered the possibility that there were worlds beyond his own. On his birthworld of Newark, Stanley served as a lawman in the great wastelands between the massive hives, protecting the small local settlements from bandits, sky pirates, and other vermin. The dust of the wastelands chokes even the most reliable weapons, so Stanley was forced to become a consummate hand-to-hand combatant, often relying on his fists over his gun.

When the planet was ravaged by Necrons of the Sobek Dynasty, he was forced to flee to the relative safety of the hive cities along with the few survivors he could protect from the soulless abominations. However, the city-dwellers didn't take kindly to the uncouth wastelanders. Thus, when the war was concluded, they were rounded up and loaded onto transport ships, Bartlett among them.

The war with the Sobek Dynasty had left many planets in the Infractus Sector underpopulated, and so the Sector Governor ordered the creation of a population redistribution plan. This plan provided for the devastated worlds which had been host to mighty battles to be aided by those planets which had been generally unaffected by the war. Naturally, most planetary governors took advantage of this as an opportunity to dispose of the unwanted elements of their society. Forced from his homeworld as part of this relocation program, Bartlett found himself exiled to Hive Quinteus on the planet Scilion. Years of warfare and Imperial withdrawal from the hive had left it in a dilapidated state. The local arbitrators and enforcers were far too busy re-establishing Imperial control in the upper levels to patrol the middle or lower sections of the hive. As a result, Stanley was confronted with chaos and disorder on a scale that he had never imagined possible. Criminals patrolled the streets, doing as they pleased. Local gangs ruled the hive with an iron fist, their ranks swelled with desperate refugees. Disgusted, Stanley resolved to set things right with his unique brand of frontier justice.

Stanley Bartlett came to the attention of the Adeptus Arbites years later, when Judge Miravi passed through the district he called home. Surprised to discover an orderly and well-maintained society in stark contrast to the criminality that still consumed much of Hive Quinteus, Miravi sought out the man who had made this possible. Stanley had heard tales of the Arbites as unimpeachable lords of justice, but when he met with Judge Miravi and her entourage, he found himself enamored by their discipline and stoicism. Humbly, he explained how he had rallied his fellow refugees to wage war on the gangers who controlled the hive. He'd found that, although the hive contained similarly selfish and yellow-bellied criminals to those of his homeworld, they lacked the toughness and grit of his former adversaries. Despite the cunning ploys and meat-headed thugs employed by these various gangs, Bartlett's hand-picked lawmen proved to be a caliber above the criminal scum. At a decisive shootout near Croaker's Well, Stanley ultimately defeated the hive scum when he shattered the gang leader's jaw with a single punch, then sent his gang into a full-scale rout using their own hallucinogenic grenades. After establishing stability in his hive district, Stanley worked with his fellow refugees to establish a local system of governance, using a tattered copy of the Lex Imperialis they'd found in a ganglord's trophy hoard as a guide.

Moved by his dedication to justice and order, Judge Miravi questioned Stanley. She had been hunting a group of Aeldari who had been spotted in the upper levels, last seen journeying towards the underhive. When he revealed that he himself had been tracking the xenos she sought after they had passed through his hive district a few weeks prior, she

conscripted him and some of his deputies to aid her in eliminating the interlopers.

The journey proved to be more taxing and dangerous than either of them had imagined. The perfidious xenos were aware that their movements were being tracked, and laid several deadly traps and ambushes for their pursuers. By the time Judge Miravi's task force approached the aliens, fewer than half their number remained. While Judge Miravi had resigned herself to the fact that she was likely leading a suicide mission, Stanley remained calmly optimistic. Although the Eldar's traps had taken their toll, they had also given him ample opportunity to observe his foe, and he had learned much about their capabilities and methods. Armed with this knowledge, he approached Judge Miravi with a plan.

Stanley noted that although the arbitrators were fearsome combatants, their distinctive armor and loud vehicles made them easy targets for the nimble Eldar. Thus, he proposed that they abandon their vehicles and disguise themselves as local underhivers. After this, they could form a loose circle around the Eldar encampment and slowly close in, allowing them to attack the xenos before they realized their predicament. Judge Miravi was taken aback by the unorthodox nature of his plan, but she decided it was worth an attempt. Although the Aeldari quickly realized that the approaching underhivers were in fact their pursuers in disguise, the subterfuge had allowed the arbitrators to surround the aliens. The xenos fought fiercely, but suffering from the effects of choke gas and with nowhere to run, they were quickly eliminated.

After returning from the mission, Judge Miravi officially inducted Stanley into the Adeptus Arbites. Under her tutelage, he rose swiftly through the ranks, eliminating several dangerous criminal organizations from Scilion. Despite his ruthless efficiency in dispatching his orders, his superiors watched his rise with concern. There was growing evidence that, although he always carried out their orders quickly and concisely, he didn't always follow their instructions to the letter, preferring to dispense his own form of justice. For his part, Stanley felt constricted by the endless regulations and protocols of the Adeptus Arbites.

When Bartlett investigated and eliminated the Sanguinary Ball, an organization which specialized in kidnapping and enslaving nobles, there were reports that he freed their captives rather than taking them in for interrogation and sentencing. Upon receiving word of this, the marshals of Scilion met to discuss his future in the Adeptus Arbites. Although he was a fiercely competent arbitrator, it was clear that his attitude of “justice over law” was ill-fitted for continued service on the world. Once again, Stanley found himself removed from his home, this time being dispatched to the remote outpost of Port Triton.

Following his arrival, Stanley found himself perfectly suited to service aboard Port Triton. Being poorly-supported and on the frontier, the arbitrators of Port Triton operate with a much more lax doctrine, preferring to swiftly dispense justice rather than wait on protocol. Rather than hunting poorly-led hive gangers, he found himself tested against all manner of dangerous foes, from infamous pirates to diabolical Chaos reavers and worse. Bartlett has thrived in this harsh environment, finding it a perfect match for the skills learned on both Newark and Scilion. In a short time, he ascended to the rank of Arch-Justicar, placing him in overall command of the arbitrators aboard Port Triton. Although the arbitrators of Port Triton have found themselves pressed like never before ever since the opening of the Great Rift, under Stanley's firm leadership, they've proven to be a match for any threat presented by the enemies of man.

GODWYN FISCHIG

SERVANT OF THE LEFT HAND

Godwyn Fischig came from the planet Hubris, from the Helican subsector. He served as a chastener with the local Arbites Precinct when an incident occurred leading to the deaths of twelve thousand Imperial nobles. An investigation into the incident was led by Inquisitor Eisenhorn, and Fischig was assigned to assist the Inquisitor and report on their progress. As he served, Fischig went on to join Eisenhorn as a permanent member of his retinue.

Fischig assisted the Inquisitor in a vast number of investigations, and was critical to helping the Inquisitor destroy the heretical artifact known as the Necroteuch. When Eisenhorn was declared to be a heretic and held for interrogation by the Inquisition, Fischig served as his legal counsel and even helped the Inquisitor escape from his detainment on Cadia. With the help of Eisenhorn's retinue, they contacted a cell of five fellow Inquisitors and declared Inquisitor Quixos the Bright to be Heretic and Extremis Diabolus. Working together, they executed the heretic on Farness Beta, a planet on the edge of the Eye of Terror.

Fischig was known for being a staunch defender of the Imperium and served the Emperor with each breathing moment. His skills at investigation laid the groundwork for many victories against the ruinous powers. The last recorded sighting of Godwyn Fischig was when he made contact with the Inquisition, perhaps on Eisenhorn's behalf. Little is known of what followed – only that all written records of Eisenhorn's existence have been expunged and nobody has seen him since that last transmission. Some say that Fischig died in a climactic clash against the ruinous powers. Others claim that he serves Eisenhorn to this day, fighting in a shadow war against enemies the likes of which not even the Holy Ordos can fully appreciate...

SHIRA CALPURNIA

DAUGHTER OF ULTRAMAR

Shira Lucina Calpurnia serves as an Arbiter Senioris on the planet of Hydraphur, capital of the Segmentum Pacificus. Born on the planet Iax, Calpurnia comes from one of the oldest and most prominent families from Ultramar, with a long history of service to the Imperium. Despite her noble blood and ancestry, especially with such a prestigious family, Calpurnia pays little attention to ranks or status in the way of other nobility, or even the Adeptus Arbites itself. Rather, she looks to ensure the enforcement and defense of the law, regardless of who the perpetrator might be. This lack of deference for the traditions and codes of conduct practiced by many of the highborn has not made her many friends with the nobles she presides over. But even her greatest enemies admit that what she lacks in diplomatic tact, she more than makes up for in competence.

Shortly after being stationed on Hydraphur, Calpurnia was the target of an assassination attempt. Despite the obviously well-equipped assassin, Calpurnia survived and slew the assassin. Her attempts to find who hired them, however, were mired by the bureaucratic political landscape of the planet. As she investigated, she identified a series of events and disruptions which seek to disrupt an upcoming local festival. Calpurnia successfully identified one of the Imperial Nobility as being responsible for her assassination attempt, seeking to increase security without appearing weak to the other noble houses. Calpurnia personally executed the noble, sending a message to the planetary nobility that not even they are immune to the Emperor's justice.

While she possesses much experience in more conventional law enforcement, Calpurnia has experience in adjudicating the finer points of the law itself. After the death of the Rogue Trader Hoyyon Phrax, Shira Calpurnia was required to judge a series of claims and counter-claims to his warrant of trade. Among the parties laying claim to the warrant were the known and assumed heir of Phrax, a secret heir brought forth by the known associates of the deceased Rogue Trader and the Ecclesiarchy who claimed that the warrant itself was touched by the God-Emperor, and thus a relic to be given to

the Ecclesiarchy. Official records on the proceedings are cloudy at best, and do not name who possesses the warrant, nor do they describe what ever came of the Phrax Dynasty.

Calpurnia's service on Hydraphur continued admirably, despite her difficulty in recognizing and responding to social cues. Calpurnia repeatedly excelled at criminal investigation and enforcement of the law, and served as an inspiration to her peers and underlings. Her activities have not made her any friends among the senior members of the Adeptus Arbites, however. After her investigation of the assassination of the Master of the Blind Tower, she was removed from active duty pending trial.

'Duty is not a word coined in idleness, duty being the first grace the Emperor extends to the newborn, and the last connection with Him to comfort the dying, and so the forsaking of it is damnation in evident form.'

- Arbiter Senioris Shira Calpurnia

DEFENDERS OF THE LAW

This section contains all of the datasheets that you will need in order to fight battles with your Adeptus Arbites miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Adeptus Arbites units – these are described below and referenced on the datasheets.

KEYWORDS

Throughout this book you will come across a keyword that is within angular brackets, specifically **<PRECINCT>**.This is shorthand for a keyword of your own choosing, as described below.

<PRECINCT>

All members of the Adeptus Arbites serve in a Precinct and have the **<PRECINCT>** keyword. When you include such a unit in your army, you must nominate which Precinct that unit is from. You then simply replace the **<PRECINCT>** keyword in every instance on that unit's datasheet with the name of your chosen Precinct. You can use any of the Precincts that you have read about, or make up your own.

For example, if you were to include a Marshal in your army, and you decided he was from the Solomon Precinct, his **<PRECINCT>** Faction keyword is changed to **SOLOMON**, and his Imperial Authority ability would then say 'All friendly **SOLOMON** units within 6" of this model reroll failed hit rolls of 1.'

ABILITIES

The following abilities are common to several Adeptus Arbites units:

RAPID RESPONSE

Once both sides are deployed but before the first player takes their turn, this unit can move up to 9" from where it was deployed. This unit cannot end this move within 9" of any enemy models. If all of the models embarked on a transport vehicle have this ability, then the transport vehicle can make the move instead. If your opponent has any units with similar abilities, roll off; starting with the winner of the roll-off, take it in turns to resolve these abilities.

CHOKE WEAPONS

This weapon wounds all enemy units on a roll of 4+ unless the target has the **VEHICLE** or **TITANIC** keyword, in which case this weapon will wound on a 6+. Any units which suffer an unsaved wound from this weapon must subtract 1 from all hit rolls until the start of your next turn.

ADEPTUS ARBITES WARGEAR LISTS

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Special Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the Judicial Armory section (pg 74).

SPECIAL WEAPONS

- Flamer
- Plasma gun
- Heavy stubber
- Sniper rifle
- Meltagun
- Arbites grenade launcher

VEHICLE WARGEAR

- Augur array
- Dozer blade
- Heavy stubber*
- Storm bolter*
- Hunter-killer missile
- Laud hailer
- Track guards

MELEE WEAPONS

- Power sword
- Power maul
- Power fist

SHIELDS

- Assault shield
- Lockshield
- Stunshield

RANGED WEAPONS

- Boltgun
- Plasma pistol
- Storm bolter
- Combi-flamer
- Combi-melta
- Combi-plasma

**A vehicle may not be upgraded with both a storm bolter and a heavy stubber from this list.*

'THE WAY TO ADMINISTER A STATE WELL IS FOR THE LAWS REGULATING OFFICIALS TO BE CLEAR; ONE DOES NOT RELY ON MEN TO BE INTELLIGENT AND THOUGHTFUL. THE RULER MAKES THE PEOPLE SINGLE-MINDED SO THEY WILL NOT SCHEME FOR SELFISH PROFIT. THEN THE STRENGTH OF THE STATE WILL BE CONSOLIDATED, AND A STATE WHOSE STRENGTH HAS BEEN CONSOLIDATED IS POWERFUL, BUT A STATE THAT LOVES TALKING IS DISMEMBERED.'

- Lord Marshal Shang, "On Governance, Vol II"

LUTHIR GOREMAN

6 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Luthir Goreman	6”	2+	2+	3	3	5	4	9	4+

Luthir Goreman is a single model armed with the Falling Star, an artificer bolt pistol, choke grenades, and Sanctor. Only one of this unit may be brought in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Falling Star	Melee	Melee	x2	-1	D3	Add 1 to all wound rolls with this weapon.
Artificer bolt pistol	12”	Pistol 1	4	-1	2	-
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)
Sanctor	24”	Assault D6	4	0	2	This weapon can target units that are not visible to the bearer. In addition, re-roll failed wound rolls of 1 for attacks with this weapon.

ABILITIES

Rapid Response *(pg 48)*

Lord Marshal: You can re-roll failed hit rolls for friendly **SCINTILLA** units within 6” of Luthir Goreman.

Conversion Field: Luthir Goreman has a 4+ invulnerable save.

No Tolerance for Weakness: Whenever a friendly **SCINTILLA** unit within 6” of Luthir Goreman fails a Morale test for any reason, the unit suffers D3 Mortal wounds. The test is then considered to be passed. This may happen only once per Morale phase.

Will of Iron: Luthir Goreman can attempt to deny one psychic power during each enemy Psychic phase in the same manner as a psyker.

FACTION KEYWORDS IMPERIUM, ADEPTUS ARBITES, SCINTILLA

KEYWORDS CHARACTER, INFANTRY, MARSHAL, LUTHIR GOREMAN

“The dream comes often. I know it very well now. I stand at the doors to a great Basilica, one that exists only in my dream. Above me in the wall is a stained-glass, the Golden Throne and the Aquila spreading its wings. I weep to look up at them. Around me are more windows, each branch of the Adeptus, and below them stand the Emperor's servants in their livey, singing praise to the eagle. The building lurches and grinds, the windows shudder as though about to splinter. The earth beneath the Basilica is subsiding. This beautiful temple is being held on the shoulders of a great mass of grey, faceless forms, who squabble and ignore their burden. The whole of them shift under the cathedral like sand. I strike them with my maul, and these shapes fall silent and still for a moment. But this does not last. No matter how relentless the blows, they will not stay resolute. It comes to me that I will spend forever doing this, that they will never have the strength other than that I beat into them for a moment. It is then that I wake.”

-Lord Marshal Goreman

CATARINA IGAZI

5 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Catarina Igazi	**5”**	**2+**	**3+**	**3**	**3**	**5**	**2**	**8**	**2+**

Catarina Igazi is a single model armed with the Bulwark of Redemption and choke grenades. Only one of this unit may be brought in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bulwark of Redemption (Ranged)	12”	Pistol D3	5	0	1	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.
Bulwark of Redemption (Melee)	Melee	Melee	+2	-1	2	The bearer of this weapon always fights first in the Fight phase, even if they didn't charge. If the enemy has units that charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)

ABILITIES

Rapid Response *(pg 48)*

Custodian Senioris: Whenever a friendly **PENAL LEGIONNAIRES** unit within 6” of Catarina Igazi fails a Morale test, that unit suffers D3 Mortal wounds. The test is then considered to be passed. Catarina Igazi can use this ability once per Morale phase.

Bulwark of Redemption: Catarina Igazi has a 3+ invulnerable save. In addition, each time an enemy model hits her but does not wound her in the Fight phase, roll a D6 – on a 6+, that unit suffers a mortal wound.

Adaptive Tactician: All friendly **MANDOS** units within 6” of Catarina Igazi can perform Heroic Interventions as if they were a **CHARACTER.**

Mountain Formation: Friendly **MANDOS** units equipped with lockshields that are within 6” of Catarina Igazi receive the benefits of cover regardless of how far they moved during the Movement phase.

FACTION KEYWORDS **IMPERIUM, ADEPTUS ARBITES, MANDOS**

KEYWORDS **CHARACTER, INFANTRY, PENAL CUSTODIAN, CATARINA IGAZI**

STANLEY BARTLETT

4 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Stanley Bartlett	6”	2+	2+	3	3	5	3	8	4+
Finn	8”	2+	4+	5	4	3	3	7	3+

Stanley Bartlett is a single model armed with an Arbites shotgun, the Fist of Dread, and hallucinogenic grenades. His unit can also include Finn **(Power Rating +2)**, who is armed with shockteeth. Only one of this unit may be brought in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Stanley Bartlett						
Arbites shotgun	12”	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Fist of Dread	Melee	Melee	+4	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Hallucinogenic grenade	6”	Grenade D3	*	*	*	Each time a target is hit by this weapon, roll 2D6 – if the roll is equal to or greater than the target unit's Leadership, it cannot take any actions until the start of your next Shooting phase. If the result of the roll is 10 or greater, the target also suffers a mortal wound. This weapon has no effect on units with the **VEHICLE** or **TITANIC** keywords.
Finn						
Shockteeth	Melee	Melee	+1	-1	1	-

ABILITIES

Rapid Response (*pg 48*)

Frontier Justice: Enemy units within 6” of Stanley Bartlett add 2 to the dice roll of all Morale tests.

Refractor Field: This model has a 5+ invulnerable save.

Scarred Survivor: Roll a D6 each time this model suffers a wound – on a roll of 5+, that wound is not lost.

Faithful Companion: As long as Stanley Bartlett is within 3” of Finn, add 1 to both of their Attacks characteristics.

ABILITIES (FINN)

Rapid Response: (*pg 48*)

Loyalty Unto Death: When resolving an attack made against a **TRITON INFANTRY** unit whilst that unit is within 3" of a friendly **TRITON CYBER-MASTIFF** unit, if the wound roll is successful, you can roll one D6; on a 2+ that **CYBER-MASTIFF** unit suffers 1 mortal wound and the attack sequence ends.

Servo-Support: When this unit is set up on the battlefield, any accompanying Cyber-Mastiffs are set up in unit coherency with it. From that point onwards, the Cyber-Mastiffs are treated as a separate unit.

FACTION KEYWORDS IMPERIUM, ADEPTUS ARBITES, TRITON

KEYWORDS CHARACTER, INFANTRY, JUDGE, STANLEY BARTLETT

KEYWORDS (FINN) CHARACTER, BEAST, CYBER, CYBER-MASTIFF, FINN

JUDGE

3 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Judge	6”	2+	2+	3	3	5	3	8	4+
Cyber-Mastiff	10”	3+	4+	4	4	2	2	7	4+

A Judge is a single model armed with a power maul, a bolt pistol, and choke grenades. This unit can also include a cyber-mastiff **(Power Rating +2)** armed with teeth.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Judge						
Bolt pistol	12”	Pistol 1	4	0	1	-
Power maul	Melee	Melee	+2	-1	1	-
Command baton	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon. In addition, increase the range of this model's abilities by 3”
Power ram	Melee	Melee	x2	-3	D3	When attacking a **VEHICLE**, **MONSTER**, **BUILDING**, this weapon has a Damage of D6. When attacking with this weapon, you must subtract 1 from the hit roll.
Grapplehawk	24”	Assault D6	4	0	1	This weapon can target units that are not visible to the bearer.
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)
Cyber-Mastiff						
Teeth	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS

- This model may replace its bolt pistol with an Arbites shotgun or an item from the *Ranged Weapons* list.
- This model may replace its power maul with a command baton, a power ram, or a weapon from the *Melee Weapons* list.
- This model may take an item from the *Shields* list.
- This model may take a grapplehawk.

ABILITIES

Rapid Response (*pg 48*)

Hammer of Heretics: Enemy units within 6” of a unit with this ability add 1 to the dice roll of all Morale tests.

Refractor Field: This model has a 5+ invulnerable save.

ABILITIES (CYBER-MASTIFF)

Rapid Response: (*pg 48*)

Loyalty Unto Death: When resolving an attack made against a **<PRECINCT> INFANTRY** unit whilst that unit is within 3" of a friendly **<PRECINCT> CYBER-MASTIFF** unit, if the wound roll is successful, you can roll one D6; on a 2+ that **CYBER-MASTIFF** unit suffers 1 mortal wound and the attack sequence ends.

Servo-Support: When this unit is set up on the battlefield, any accompanying Cyber-Mastiffs are set up in unit coherency with it. From that point onwards, the Cyber-Mastiffs are treated as a separate unit.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

CHARACTER, INFANTRY, JUDGE

KEYWORDS (CYBER-MASTIFF)

BEAST, CYBER, CYBER-MASTIFF

JUDGE

ON BIKE

4 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Judge on Bike	**14”**	**2+**	**2+**	**3**	**4**	**6**	**3**	**8**	**4+**

A Judge on Bike is a single model armed with a power maul, a bolt pistol, and choke grenades. Their bike is equipped with a twin bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12”	Pistol 1	4	0	1	-
Power maul	Melee	Melee	+2	-1	1	-
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)
Twin bolter	24”	Rapid Fire 2	4	0	1	-
Command baton	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon. In addition, increase the range of this model's abilities by 3”
Grapplehawk	24”	Assault D6	4	0	1	This weapon can target units that are not visible to the bearer.

WARGEAR OPTIONS

- This model may replace its bolt pistol with an Arbites shotgun or an item from the *Ranged Weapons* list.
- This model may replace its power maul with a command baton or a weapon from the *Melee Weapons* list.
- This model may take a grapplehawk.
- This model may take a laud hailer

ABILITIES

Rapid Response (*pg 48*)

Hammer of Heretics: Enemy units within 6” of a unit with this ability add 1 to the dice roll of all Morale tests.

Refractor Field: This model has a 5+ invulnerable save.

Turbo-Boost: When this model Advances, add 6” to its Move characteristic for that Movement phase instead of rolling a die.

Laud Hailer: Friendly **<PRECINCT>** units within 6” of this model can re-roll failed Morale tests.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

CHARACTER, BIKER, JUDGE

MARSHAL

3 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Marshal	6”	3+	2+	3	3	4	2	8	4+
Cyber-Mastiff	10”	3+	4+	4	4	2	2	7	4+

A Marshal is a single model armed with a command baton, a bolt pistol, and choke grenades. This unit can also include a cyber-mastiff **(Power Rating +2)** armed with teeth.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Marshal						
Bolt pistol	12”	Pistol 1	4	0	1	-
Command baton	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon. In addition, increase the range of this model's abilities by 3”
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)
Arbites shotgun	12”	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Boltgun	24”	Rapid Fire 1	4	0	1	-
Power maul	Melee	Melee	+2	-1	1	-
Cyber-Mastiff						
Teeth	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS

- This model may replace its bolt pistol with an Arbites shotgun or an item from the *Ranged Weapons* list.
- This model may replace its command baton with a weapon from the *Melee Weapons* list.
- This model may take an item from the *Shields* list.
- This model may take a laud hailer.

ABILITIES

Rapid Response (*pg 48*)

Imperial Authority: All friendly **<PRECINCT>** units within 6” of this model re-roll failed hit rolls of 1.

Refractor Field: This model has a 5+ invulnerable save.

Laud Hailer: Friendly **<PRECINCT>** units within 6” of this model can re-roll failed Morale tests.

ABILITIES (CYBER-MASTIFF)

Rapid Response: (*pg 48*)

Loyalty Unto Death: When resolving an attack made against a **<PRECINCT> INFANTRY** unit whilst that unit is within 3" of a friendly **<PRECINCT> CYBER-MASTIFF** unit, if the wound roll is successful, you can roll one D6; on a 2+ that **CYBER-MASTIFF** unit suffers 1 mortal wound and the attack sequence ends.

Servo-Support: When this unit is set up on the battlefield, any accompanying Cyber-Mastiffs are set up in unit coherency with it. From that point onwards, the Cyber-Mastiffs are treated as a separate unit.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

CHARACTER, INFANTRY, MARSHAL

KEYWORDS (CYBER-MASTIFF)

BEAST, CYBER, CYBER-MASTIFF

PATROL TEAM

3 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Arbitrator	6”	3+	3+	3	3	1	1	6	4+
Proctor	6”	3+	3+	3	3	1	2	7	4+

This unit contains 4 Arbitrators and 1 Proctor. It can contain an additional 5 Arbitrators **(Power Level +2)**. Each model is armed with an Arbites shotgun, a bolt pistol, and choke grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arbites shotgun	12”	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Bolt pistol	12”	Pistol 1	4	0	1	-
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)
Boltgun	24”	Rapid Fire 1	4	0	1	-
Shock maul	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any model may replace its Arbites shotgun with a boltgun or a shock maul.
- Any model which is equipped with a shock maul may also take an assault shield.
- The Proctor may replace their Arbites shotgun with a shock maul or an item from the *Ranged Weapons* or *Melee Weapons* lists.

ABILITIES

Rapid Response (*pg 48*)

Assault Shield: Add 1 to all armor saves for this model.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

INFANTRY, PATROL TEAM

'Resistance is admittance of guilt. The innocent do not struggle in the face of justice. They accept that the Emperor’s judgement is infallible and their actions have wronged Him.'

- Judge Steelwell, Sinvus Precinct

ENFORCER CADRE

3 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Enforcer	6”	4+	4+	3	3	1	1	6	5+
Regulator	6”	4+	4+	3	3	1	2	7	5+

This unit contains 9 Enforcers and 1 Regulator. It can contain an additional 10 Enforcers **(Power Level +3)**. Each model is armed with a shotgun, a stub gun, and choke grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shotgun	12”	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Stub gun	12”	Pistol 1	3	0	1	-
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)
Lasgun	24”	Rapid Fire 1	3	0	1	-
Boltgun	24”	Rapid Fire 1	4	0	1	-
Shock maul	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any model may replace its shotgun with a lasgun, a boltgun, or a shock maul.
- Any model which is equipped with a shock maul may also take a assault shield.

ABILITIES

Rapid Response (*pg 48*)

Covering Ground: At the start of any of your Movement phases, you may split this unit into two separate units, each containing the same number of models. This ability may be used multiple times, but no unit cannot be split into fewer than 5 models.

Assault Shield: Add 1 to all armor saves for this model.

FACTION KEYWORDS IMPERIUM, ADEPTUS ARBITES

KEYWORDS INFANTRY, ENFORCER TEAM

PENAL LEGIONNAIRES

3 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Penal Legionnaire	6”	4+	4+	3	3	1	2	6	6+

This unit contains 10 Penal Legionnaires. It can contain an additional 10 Penal Legionnaires **(Power Level +3)** or an additional 20 Penal Legionnaires **(Power Level +6)**. Each model is armed with a lasgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24”	Rapid Fire 1	3	0	1	-

ABILITIES

Rapid Response (*pg 48*)

Desperadoes: Before the battle, roll on the table below to see what manner of skills this unit knows. Alternatively, you can pick the bonus the unit receives, but if you do this you cannot choose a skill that has already been taken by another unit with this ability until all six skills have already been taken once each.

D6	Ability	D6	Ability
1	**Gunslingers:** The range of this unit's lasguns is reduced to 18”, but they are Assault 2 rather than Rapid Fire 1.	4	**Penitents:** Roll a D6 each time a model from this unit suffers a wound; on a 6+ the model does not lose that wound.
2	**Psychopaths:** When rolling to Charge, this unit rolls an additional die and drops the lowest result.	5	**Scavengers:** This unit's Save characteristic is increased to 5+.
3	**Knife Fighters:** Increase this unit's Attacks characteristic by 1.	6	**Assassins:** Increase either this unit's Weapon Skill or Ballistic Skill characteristic to 3+.

FACTION KEYWORDS IMPERIUM, ADEPTUS ARBITES

KEYWORDS INFANTRY, PENAL LEGIONNAIRES

PENAL CUSTODIAN

1 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Penal Custodian	6”	3+	3+	3	3	3	2	7	4+

A Penal Custodian is a single model armed with a shock maul, a bolt pistol, and choke grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shock maul	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Bolt pistol	12”	Pistol 1	4	0	1	-
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)

ABILITIES

Rapid Response (*pg 48*)

Penal Legion: If your army is Battle-forged, this model does not take up slots in a Detachment that includes any **PENAL LEGIONNAIRES** units.

Duty Unto Death: Whenever a friendly **PENAL LEGIONNAIRES** unit within 3” of this model fails a Morale test, that unit suffers D6 Mortal wounds. The test is then considered to be passed. A Penal Custodian may only use this ability once per Morale phase.

FACTION KEYWORDS IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS CHARACTER, INFANTRY, PENAL CUSTODIAN

GODWYN FISCHIG

2 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Godwyn Fischig	**6”**	**3+**	**3+**	**3**	**3**	**4**	**3**	**8**	**4+**

Godwyn Fischig is a single model armed with an Arbites shotgun, a bolt pistol, a power maul, and choke grenades. Only one of this model may be brought in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arbites shotgun	12”	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Bolt pistol	12”	Pistol 1	4	0	1	-
Power maul	Melee	Melee	+2	-1	1	-
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)

ABILITIES

Rapid Response (*pg 48*)

Chastener: Godwyn Fischig can be included in an **ADEPTUS ARBITES** Detachment without preventing other units in that Detachment from gaining a Precinct Doctrine. He can never benefit from a Precinct Doctrine.

Authority of the Inquisition: Units with this ability can embark onto any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

Quarry: You can re-roll hit and wound rolls of 1 for **ORDO XENOS** units if the target does not have the **CHAOS**, **IMPERIUM**, or **UNALIGNED** keyword.

Loyal Servant: When resolving an attack made against Inquisitor Eisenhorn whilst he is within 3” of Godwyn Fischig, if the wound roll is successful, you can roll one D6; on a 2+ Godwyn Fischig suffers 1 mortal wound and the attack sequence ends.

Eisenhorn's Retinue: If Inquisitor Eisenhorn is within 3” of this model and either of them is selected as the target of a charge, both characters may fire Overwatch as if they were the target of the charge.

Duty to the Emperor: If Inquisitor Eisenhorn is included in your army and uses the Malus Codicium ability as listed on his datasheet, remove Godwyn Fischig as a casualty.

FACTION KEYWORDS **IMPERIUM, ADEPTUS ARBITES, INQUISITION, ORDO XENOS**

KEYWORDS **CHARACTER, INFANTRY, GODWYN FISCHIG**

SHIRA CALPURNIA

2 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Shira Calpurnia	6”	2+	3+	3	3	4	3	8	4+

Shira Calpurnia is a single model armed with an Arbites shotgun, a bolt pistol, a power maul, and choke grenades. Only one of this model may be brought in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arbites shotgun	12”	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Bolt pistol	12”	Pistol 1	4	0	1	-
Power maul	Melee	Melee	+2	-1	1	-
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)

ABILITIES

Rapid Response (*pg 48*)

Lawbringer: Shira Calpurnia adds 1 to her wound rolls when targeting enemy **CHARACTERS**.

Exemplar of Discipline: Friendly **HYDRAPHUR** units within 6” of Shira Calpurnia add 1 to their Leadership characteristic.

Daughter of Ultramar: Shira Calpurnia can still shoot in a turn in which she Fell Back, but if she does so you must subtract 1 from her hit roll in the Shooting phase.

FACTION KEYWORDS IMPERIUM, ADEPTUS ARBITES, HYDRAPHUR

KEYWORDS CHARACTER, INFANTRY, SHIRA CALPURNIA

Calpurnia skittered to one side. The ringing in her ears was turning into a yammering that fought against the screams of the crowd. There was a distant crash as one of the parade-floats went over. She hunted for signs, half-saw them. Smoke moving the wrong way here, there a tremor and backflow in the mob as the moving crowd snagged on nothing she could see. It was moving around the edge of the retreating mob, and she could almost feel its gunsights crawling over her.

Her squad was frantic, desperate for a target. There was no time to instruct them – by the time she explained she'd be dead. She'd have to rely on them to follow her fire when she spotted something. It could be moving into position now, or...

She knew what she was looking for now, and had her pistol ready to bear. The stampede in front of her was wavering, the crowd had parted and one man stumbled against something unseen. Now. Running on nerves and reflex alone, with barely a conscious moment to aim, Shira Calpurnia put a slug through clear space and straight through the assassin's heart.

from *Crossfire* by Matthew Farrer

EXECUTION TEAM

4 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Arbitrator	6”	3+	3+	3	3	1	1	6	4+
Proctor	6”	3+	3+	3	3	1	2	7	4+

This unit contains 4 Arbitrators and 1 Proctor. It can contain an additional 5 Arbitrators **(Power Level +3)**. Each model is armed with an Arbites shotgun, a bolt pistol, and choke grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arbites shotgun	12”	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Bolt pistol	12”	Pistol 1	4	0	1	-
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)
Boltgun	24”	Rapid Fire 1	4	0	1	-
Melta bomb	4”	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.

WARGEAR OPTIONS

- Up to four Arbitrators may replace their Arbites shotgun with an item from the *Special Weapons* list.
- The Proctor may replace their Arbites shotgun with an item from the *Ranged Weapons* list.
- The Proctor may take melta bombs.
- Any model which has not already replaced its weapon may replace its Arbites shotgun with a boltgun.

ABILITIES **Rapid Response** (*pg 48*)

FACTION KEYWORDS **IMPERIUM, ADEPTUS ARBITES, <PRECINCT>**

KEYWORDS **INFANTRY, EXECUTION TEAM**

SHOCK TEAM

4 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Arbitrator	6”	3+	3+	3	3	1	1	6	4+
Proctor	6”	3+	3+	3	3	1	2	7	4+

This unit contains 4 Arbitrators and 1 Proctor. It can contain an additional 5 Arbitrators **(Power Level +3)**. Each model is armed with a shock maul, a bolt pistol, an assault shield, and choke grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shock maul	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Bolt pistol	12”	Pistol 1	4	0	1	-
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)
Melta bomb	4”	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.
Power maul	Melee	Melee	+2	-1	1	-
Power ram	Melee	Melee	x2	-3	D3	When attacking a **VEHICLE**, **MONSTER**, **BUILDING**, this weapon has a Damage of D6. When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS

- Any model may replace their assault shield with an item from the *Shields* list.
- One Arbitrator may replace their shock maul and bolt pistol with a power ram.
- Any other Arbitrator may replace their shock maul with a power maul.
- The Proctor may replace their bolt pistol with an item from the *Ranged Weapons* list.
- The Proctor may replace their shock maul with an item from the *Melee Weapons* list.
- The Proctor may take melta bombs.

ABILITIES

Rapid Response (*pg 48*)

Assault Shield: Add 1 to all armor saves for this model.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

INFANTRY, SHOCK TEAM

"Cult hideout located. Purge authorised. Assign to Epsilon-Indigo, Epsilon-Green, and Theta-Gold teams. Bring all to justice.'

- Marshal Forde, Madut Precinct

MORTIURGE

4 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Mortiurge	**6”**	**3+**	**3+**	**3**	**3**	**4**	**3**	**7**	**4+**

A Mortiurge is a single model is armed with a Mortiurge shotgun, a bolt pistol, and a shock maul.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12”	Pistol 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below:					
-Standard	12”	Pistol 1	7	-3	1	-
-Supercharge	12”	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Firesprite needler	12”	Pistol 3	1	0	D3	This weapon wounds on a roll of 2+ unless the target is a **VEHICLE**.
Mortiurge shotgun	When attacking with this weapon, choose one of the profiles below:					
-Scatter shot	12”	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
-Solid slug	12”	Assault 1	5	-1	1	If the target is within half range, add 1 to this weapon's Damage.
Combi-needler	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
-Boltgun	24”	Rapid Fire 1	4	0	1	-
-Needle carbine	18”	Assault 1	1	0	D3	This weapon wounds on a roll of 2+ unless the target is a **VEHICLE**.
Needle rifle	36”	Heavy 1	1	0	D3	This weapon wounds on a roll of 2+ unless the target is a **VEHICLE**. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Shock maul	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS

- This model may replace its Mortiurge shotgun with a combi-needler, a needle rifle, or an item from the *Ranged Weapons or Shields list.*
- This model may replace its bolt pistol with a firesprite needler or a plasma pistol.
- This model may replace its shock maul with an item from the *Melee Weapons* list.

ABILITIES

Rapid Response (*pg 48*)

Killer's Eye: This model can fire its weapons at enemy **CHARACTERS** even if they are not the closest enemy model in the Shooting phase. In addition, whenever this model piles in or performs a Heroic Intervention, they can move towards the closest enemy **CHARACTER** instead of the closest enemy model.

Moving In Close: During deployment, you can set this model up in concealment instead of placing it on the battlefield. At the end of any of your Movement phases, this model can reveal its position – set it up anywhere on the battlefield that is more than 9” from any enemy model.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

CHARACTER, INFANTRY, MORTIURGE

CYBER-MASTIFFS

5 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Cyber-mastiff	**10”**	**3+**	**4+**	**4**	**4**	**2**	**2**	**7**	**4+**

This unit contains 3 Cyber-mastiffs. It can contain an additional 3 Cyber-mastiffs (**Power Level +5**) or an additional 6 Cyber-mastiffs (**Power Level +10**). Each model is armed with teeth.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Teeth	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chain-teeth	Melee	Melee	+1	-1	2	-
Twin bolter	24”	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- Any model may replace its teeth with chainteeth.
- For every three models in this unit, one can replace its teeth with a twin bolter.

ABILITIES

Rapid Response (*pg 48*)

Loyalty Unto Death: When resolving an attack made against a **<PRECINCT> INFANTRY** unit whilst that unit is within 3" of a friendly **<PRECINCT> CYBER-MASTIFF** unit, if the wound roll is successful, you can roll one D6; on a 2+ that **CYBER-MASTIFF** unit suffers 1 mortal wound and the attack sequence ends.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

BEAST, CYBER, CYBER-MASTIFFS

SUPPRESSION SERVITORS

3 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Suppression Servitors	**5”**	**5+**	**5+**	**3**	**3**	**1**	**1**	**6**	**4+**

This unit contains 4 Suppression Servitors. Each model is armed with a grenade cannon and a pneumatic piston.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grenade cannon	When attacking with this weapon, choose one of the profiles below:					
-Choke grenade	36”	Heavy D6	*	0	1	Choke Weapon (pg 48). After resolving damage on the target unit, each enemy unit within 3” of the target unit suffers D3 hits from this weapon.
-Lockdown grenade	36”	Heavy 1	7	-1	D3	Any **VEHICLE** wounded by this weapon reduces its Move characteristic by D6” until the start of your next turn.
Pneumatic piston	Melee	Melee	+2	-1	2	-

ABILITIES

Rapid Response (*pg 48*)

Mindlock: Suppression Servitors improve their Weapon Skill and Ballistic Skill to 4+, and their Leadership to 9, whilst they are within 6” of any friendly Cyber-Construct Handlers.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

INFANTRY, CYBER, SUPPRESSION SERVITORS

CYBER-CONSTRUCT HANDLER

3 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Cyber-Construct Handler	**6”**	**4+**	**4+**	**4**	**4**	**4**	**2**	**8**	**3+**

A Cyber-Construct Handler is a single model armed with an Omnissian axe, a laspistol, a grapplehawk, and a servo-arm.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Omnissian axe	Melee	Melee	+1	-2	2	-
Laspistol	12”	Pistol 1	3	0	1	-
Grapplehawk	24”	Assault D6	4	0	1	This weapon can target units that are not visible to the bearer.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.

ABILITIES

Rapid Response (*pg 48*)

Caretaker: All friendly **<PRECINCT> CYBER** units within 6” of this model gain +1 to their Attacks characteristic. In addition, at the end of your Movement phase this model can repair a single friendly **<PRECICNCT> CYBER** unit within 3”. The unit regains D3 lost wounds or may return one previously lost model to the unit at 1 wound left.

Bionics: This model has a 6+ invulnerable save.

FACTION KEYWORDS IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS CHARACTER, INFANTRY, CYBER-CONSTRUCT HANDLER

ARBITES CHIRURGEON

2 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Chirurgeon	**6”**	**3+**	**4+**	**3**	**3**	**3**	**2**	**7**	**4+**

An Arbites Chirurgeon is a single model armed with a bolt pistol and chirurgeon's tools.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12”	Pistol 1	4	0	1	-
Chirurgeon's tools	Melee	Melee	User	-1	1	-

ABILITIES

Rapid Response (*pg 48*)

Medicae: At the end of your Movement phase, an Arbites Chirurgeon can attempt to heal or revive a single model. Select a friendly **ADEPTUS ARBITES INFANTRY** unit within 3” of the Arbites Chirurgeon and roll a D6. On a 4+, one model in the unit regains D3 lost wounds; if the chosen unit contains no wounded models but one or more of its models have been slain during the battle, then a single slain model is returned to the unit with 1 wound remaining (this model is set up in unit coherency and cannot be set up within 1” of any enemy models – if it is not possible to place it, it is not returned to the unit). A unit can only be the target of this ability once in each turn.

FACTION KEYWORDS IMPERIUM, ADEPTUS ARBITES <PRECINCT>

KEYWORDS CHARACTER, INFANTRY, ARBITES CHIRURGEON

RAPID PURSUIT TEAM

4 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Arbitrator Biker	**14”**	**3+**	**3+**	**3**	**4**	**2**	**1**	**6**	**4+**
Proctor Biker	**14”**	**3+**	**3+**	**3**	**4**	**2**	**2**	**7**	**4+**

This unit contains 1 Proctor Biker and 2 Arbitrator Bikers. It can include up to 3 additional Arbitrator Bikers **(Power Rating +4)** or up to 6 additional Arbitrator Bikers **(Power Rating +8)**. Each model is equipped with a bolt pistol and choke grenades. Each of their bikes is equipped with a twin bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12”	Pistol 1	4	0	1	-
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48)
Twin bolter	24”	Rapid Fire 2	4	0	1	-
Shock maul	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS

- For every three models in this unit, up to one Arbitrator Biker may take an item from the *Special Weapons* or *Melee Weapons* lists.
- Any Arbitrator Biker may replace its bolt pistol with a shock maul.
- The Proctor Biker may replace its bolt pistol with a shock maul or an item from the *Ranged Weapons* or *Melee Weapons* lists.
- The Proctor Biker may take a laud hailer.

ABILITIES

Rapid Response (*pg 48*)

Turbo-Boost: When this model Advances, add 6” to its Move characteristic for that Movement phase instead of rolling a dice.

Laud Hailer: Friendly **<PRECINCT>** units within 6” of this model can re-roll failed Morale tests.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES <PRECINCT>

KEYWORDS

BIKER, RAPID PURSUIT TEAM

ARBITES SENTINELS

3 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Sentinel	**8”**	**3+**	**3+**	**5**	**6**	**6**	**1**	**7**	**3+**

This unit contains 1 Arbites Sentinel. It can include 1 additional Arbites Sentinel **(Power Rating +3)** or 2 additional Arbites Sentinels **(Power Rating +6)**. Each model is equipped with a multi-laser.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48”	Heavy 2	7	-1	2	-
Grenade cannon	When attacking with this weapon, choose one of the profiles below:					
-Choke grenade	36”	Heavy D6	*	0	1	Choke Weapon (pg 48). After resolving damage on the target unit, each enemy unit within 3” of the target unit suffers D3 hits from this weapon.
-Lockdown grenade	36”	Heavy 1	7	-1	D3	Any **VEHICLE** wounded by this weapon reduces its Move characteristic by D6” until the start of your next turn.
Heavy flamer	8”	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48”	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Lascannon	48”	Heavy 1	9	-3	D6	-
Missile launcher	When attacking with this weapon, choose one of the profiles below:					
-Frag missile	48”	Heavy D6	4	0	1	-
-Krak missile	48”	Heavy 1	8	-2	D6	-
Multi-laser	36”	Heavy 3	6	0	1	-
Plasma cannon	When attacking with this weapon, choose one of the profiles below:					
-Standard	36”	Heavy D3	7	-3	1	-
-Supercharge	36”	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Sentinel chainsaw	Melee	Melee	User	-1	1	-

WARGEAR OPTIONS

- Any model may replace its multi-laser with a heavy flamer, autocannon, missile launcher, lascannon, grenade cannon, or plasma cannon.
- Any model may take a hunter-killer missile.
- Any model may take a Sentinel chainsaw.
- Any model may take a laud hailer.

ABILITIES

Rapid Response (*pg 48*)

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6” suffers D3 mortal wounds.

Smoke Launchers: One per game, instead of shooting any weapons in the Shooting phase, this unit can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target it.

Laud Hailer: Friendly **ADEPTUS ARBITES** units within 6” of this model can re-roll failed Morale tests.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

VEHICLE, ARBITES SENTINEL

ARBITES TARANTULA

3 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Tarantula	**0”**	**-**	**4+**	**4**	**5**	**4**	**-**	**10**	**3+**

This unit contains 1 Arbites Tarantula. It can include 1 additional Arbites Tarantula **(Power Rating +3)** or 2 additional Arbites Tarantulas **(Power Rating +6)**. Each model is equipped with a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36”	Heavy 6	5	-1	1	-
Twin lascannon	48”	Heavy 2	9	-3	D6	-
Twin grenade cannon	When attacking with this weapon, choose one of the profiles below:					
-Choke grenade	36”	Heavy 2D6	*	0	1	Choke Weapon (pg 48). After resolving damage on the target unit, each enemy unit within 3” of the target unit suffers D6 hits from this weapon.
-Lockdown grenade	36”	Heavy 2	7	-1	D3	Any **VEHICLE** wounded by this weapon reduces its Move characteristic by D6” until the start of your next turn.

WARGEAR OPTIONS

- Any model may replace its twin heavy bolter with a twin lascannon or a twin grenade cannon.

ABILITIES

Immobile: This model cannot move for any reason, not can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1” of it, and friendly units can still target enemy units that are within 1” of this model.

Automated Artillery: If this model is attacking with a twin heavy bolter or the choke grenade profile for its twin grenade cannon, it will automatically shoot at the nearest enemy **INFANTRY** unit tin the Shooting phase within range. If this model is attacking with a twin lascannon or the lockdown grenade profile for its twin grenade cannon, it will automatically shoot at the nearest enemy non-**INFANTRY** unit in the Shooting phase within range. If there are none of the specified types of units in range then the closest enemy unit of any kind must be targeted. However, in all cases this model may only shoot at an enemy **CHARACTER** if it is the closest model of any type.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

VEHICLE, GUN EMPLACEMENT, ARBITES TARANTULA

ARBITES CHIMADON

8 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Chimadon	*	**6+**	*	**6**	**7**	**10**	*	**7**	**3+**

An Arbites Chimadon is a single model armed with a dozer ram, a battle cannon and a heavy bolter.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12”	3+	3
3-5	8”	4+	D3
1-2	5”	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dozer ram	Melee	Melee	User	-1	1	Against **INFANTRY** units make three hit rolls for each attack rather than one if this model has successfully completed a charge this turn.
Battle cannon	72”	Heavy D6	8	-2	D3	-
Twin grenade cannon	When attacking with this weapon, choose one of the profiles below:					
-Choke grenade	36”	Heavy 2D6	*	0	1	Choke Weapon (pg 48). After resolving damage on the target unit, each enemy unit within 3” of the target unit suffers D6 hits from this weapon.
-Lockdown grenade	36”	Heavy 2	7	-1	D3	Any **VEHICLE** wounded by this weapon reduces its Move characteristic by D6” until the start of your next turn.
Prosecution flamer	12”	Assault 2D6	5	-1	1	This weapon automatically hits its target.
Heavy bolter	36”	Heavy 3	5	-1	1	-
Heavy flamer	8”	Heavy D6	5	-1	1	This weapon automatically hits its target.

WARGEAR OPTIONS

- This model may replace its battle cannon with a twin grenade cannon or a prosecution flamer.
- This model may replace its heavy bolter with a heavy flamer.
- This model may take any upgrade from the *Vehicle Wargear* list (except for the dozer blade).

ABILITIES

Rapid Response (*pg 48*)

Fire and Advance!: If this model's battle cannon, twin grenade cannon, or prosecution flamer targets an enemy unit that is within half range of the weapon, double the number of attacks the weapon makes.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6” suffers D3 mortal wounds.

Smoke Launchers: One per game, instead of shooting any weapons in the Shooting phase, this unit can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target it.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

VEHICLE, ARBITES CHIMADON

ARBITES RHINO

4 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Rhino	*	**6+**	*	**6**	**7**	**10**	*	**7**	**3+**

An Arbites Rhino is a single model armed with a storm bolter.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12”	3+	3
3-5	6”	4+	D3
1-2	3”	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24”	Rapid Fire 2	4	0	1	-
Hunter-killer missile	48”	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Heavy stubber	36”	Heavy 3	4	0	1	-

WARGEAR OPTIONS

• This model may take any upgrade from the *Vehicle Wargear* list.

ABILITIES

Rapid Response (*pg 48*)

Self-Repair: Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6” suffers D3 mortal wounds.

Smoke Launchers: One per game, instead of shooting any weapons in the Shooting phase, this unit can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target it.

TRANSPORT

This model can transport 10 **ADEPTUS ARBITES INFANTRY** or **BEAST** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

VEHICLE, TRANSPORT, ARBITES RHINO

ARBITES REPRESSOR

5 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Repressor	*	5+	*	6	7	12	*	7	3+

An Arbites Repressor is a single model equipped with a storm bolter, an Arbites grenade launcher, and a dozer ram.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-12+	12”	3+	3
3-5	6”	4+	D3
1-2	3”	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dozer ram	Melee	Melee	User	-1	1	Against **INFANTRY** units make three hit rolls for each attack rather than one if this model has successfully completed a charge this turn.
Storm bolter	24”	Rapid Fire 2	4	0	1	-
Arbites grenade launcher	When attacking with this weapon, choose one of the profiles below:					
-Choke grenade	24”	Heavy D6	*	0	1	Choke Weapon (pg 48).
-Lockdown grenade	24”	Heavy 1	6	-1	D3	Any **VEHICLE** wounded by this weapon reduces its Move characteristic by D6” until the start of your next turn.
Heavy flamer	8”	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48”	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Heavy stubber	36”	Heavy 3	4	0	1	-

WARGEAR OPTIONS

- This model may replace its Arbites grenade launcher with a heavy flamer.
- This model may take any upgrade from the *Vehicle Wargear* list (except for the dozer blade).

ABILITIES

Rapid Response (*pg 48*)

Firing Ports: Up to six models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6” suffers D3 mortal wounds.

Smoke Launchers: One per game, instead of shooting any weapons in the Shooting phase, this unit can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target it.

TRANSPORT

This model can transport 10 **ADEPTUS ARBITES INFANTRY** or **BEAST** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

VEHICLE, ARBITES CHIMADON

ARBITES CHIMERA

6 POWER

	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Chimera	*	**6+**	*	**6**	**7**	**10**	*	**7**	**3+**

An Arbites Chimera is a single model equipped with a multi-laser, a heavy bolter, and two lasgun arrays

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12”	3+	3
3-5	8”	4+	D3
1-2	5”	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Multi-laser	36”	Heavy 3	6	0	1	-
Heavy bolter	36”	Heavy 3	5	-1	1	-
Lasgun array	24”	Rapid Fire 3	3	0	1	This weapon can only be fired if a unit is embarked upon the vehicle equipped on it.
Storm bolter	24”	Rapid Fire 2	4	0	1	-
Hunter-killer missile	48”	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Heavy stubber	36”	Heavy 3	4	0	1	-

WARGEAR OPTIONS

- This model may replace its multi-laser with a heavy bolter or a heavy flamer.
- This model may replace its heavy bolter with a heavy flamer.
- This model may take any upgrade from the *Vehicle Wargear* list.

ABILITIES

Rapid Response (*pg 48*)

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6” suffers D3 mortal wounds.

Smoke Launchers: One per game, instead of shooting any weapons in the Shooting phase, this unit can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target it.

TRANSPORT

This model can transport 10 **ADEPTUS ARBITES INFANTRY** or **BEAST** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

VEHICLE, TRANSPORT, ARBITES CHIMERA

'THE EMPEROR WATCHES OVER ALL. DO NOT STRAY FROM HIS LIGHT. THE MISGUIDED SHALL WALK UPON THE PATH ONCE MORE OR FACE HIS JUSTICE'

- Sanctioned message broadcast at the beginning of every cycle, Hive Lotol

ARBITES VALKYRIE

8 POWER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

	M	WS	BS	S	T	W	A	Ld	Sv
Arbites Valkyrie	*	**6+**	*	**7**	**7**	**14**	**3**	**7**	**3+**

REMAINING W	M	BS
8-14+	20-45”	3+
4-7	20-30”	4+
1-3	20”	5+

An Arbites Valkyrie is a single model equipped with a multi-laser and two hellstrike missiles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Multi-laser	36”	Heavy 3	6	0	1	-
Hellstrike missile	72”	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Lascannon	48”	Heavy 1	9	-3	D6	-
Multiple rocket pod	36”	Assault D6	5	-1	1	-
Heavy bolter	36”	Heavy 3	5	-1	1	-

WARGEAR OPTIONS

- This model may replace its multi-laser with a lascannon.
- This model may replace its hellstrike missiles with two multiple rocket pods.
- This model may take two heavy bolters.

ABILITIES

Rapid Response (*pg 48*)

Grav-chute Insertion: INFANTRY models may disembark from this vehicle at any point during its move, but if the Valkyrie moves 20” or more, you must roll a D6 for each model disembarking. On a 1, that model is slain. Models that disembark in this manner must be set up more than 9" from any enemy models. **BEAST** models must disembark before the model begins its move.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Roving Gunship: If this model hovers in its Movement phase, add 1 to all hit rolls made for it in the following Shooting phase.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6” suffers D3 mortal wounds.

TRANSPORT

This model can transport 12 **ADEPTUS ARBITES INFANTRY** or **BEAST** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ARBITES, <PRECINCT>

KEYWORDS

VEHICLE, TRANSPORT, FLY, ARBITES VALKYRIE

JUDICIAL ARMORY

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arbites grenade launcher	When attacking with this weapon, choose one of the profiles below:					
-Choke grenade	24”	Assault D6	*	0	1	Choke Weapon (pg 48).
-Lockdown grenade	24”	Assault 1	6	-1	D3	Any **VEHICLE** wounded by this weapon reduces its Move characteristic by D6” until the start of your next turn.
Arbites shotgun	12”	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Artificer bolt pistol	12”	Pistol 1	4	-1	2	-
Autocannon	48”	Heavy 2	7	-1	2	-
Battle cannon	72”	Heavy D6	8	-2	D3	-
Boltgun	24”	Rapid Fire 1	4	0	1	-
Bolt pistol	12”	Pistol 1	4	0	1	-
Bulwark of Redemption (Ranged)	12”	Pistol D3	5	0	1	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
-Boltgun	24”	Rapid Fire 1	4	0	1	-
-Flamer	8”	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
-Boltgun	24”	Rapid Fire 1	4	0	1	-
-Meltagun	12”	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-needler	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
-Boltgun	24”	Rapid Fire 1	4	0	1	-
-Needle carbine	18”	Assault 1	1	0	D3	This weapon wounds on a roll of 2+ unless the target is a **VEHICLE**.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
-Boltgun	24”	Rapid Fire 1	4	0	1	-
-Plasma gun	24”	Rapid Fire 1	7	-3	1	*See plasma gun*
Choke grenade	6”	Grenade D6	*	0	1	Choke Weapon (pg 48).
Firesprite needler	9”	Pistol 3	1	0	D3	This weapon wounds on a roll of 2+ unless the target is a **VEHICLE**.
Flamer	8”	Assault D6	4	0	1	This weapon automatically hits its target.
Grapplehawk	24”	Assault D6	4	0	1	This weapon can target units that are not visible to the bearer.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grenade cannon	When attacking with this weapon, choose one of the profiles below:					
-Choke grenade	36”	Heavy D6	*	0	1	Choke Weapon (pg 48). After resolving damage on the target unit, each enemy unit within 3” of the target unit suffers D3 hits from this weapon.
-Lockdown grenade	36”	Heavy 1	7	-1	D3	Any **VEHICLE** wounded by this weapon reduces its Move characteristic by D6” until the start of your next turn.
Hallucinogenic grenade	6”	Grenade D3	*	*	*	Each time a target is hit by this weapon, roll 2D6 – if the roll is equal to or greater than the target unit's Leadership, it cannot take any actions until the start of your next Shooting phase. If the result of the dice roll is 10 or greater, the target also suffers a mortal wound.
Heavy bolter	36”	Heavy 3	5	-1	1	-
Heavy flamer	8”	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36”	Heavy 3	4	0	1	-
Hellstrike missile	72”	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Hunter-killer missile	48”	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48”	Heavy 1	9	-3	D6	-
Lasgun array	24”	Rapid Fire 3	3	0	1	This weapon can only be fired if a unit is embarked upon the vehicle equipped with it.
Laspistol	12”	Pistol 1	3	0	1	-
Melta bomb	4”	Grenade 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Meltagun	12”	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below:					
-Frag missile	48”	Heavy D6	4	0	1	-
-Krak missile	48”	Heavy 1	8	-2	D6	-
Mortiurge shotgun	When attacking with this weapon, choose one of the profiles below:					
-Scatter shot	12”	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
-Solid slug	12”	Assault 1	5	-1	1	If the target is within half range, add 1 to this weapon's Damage.
Multiple rocket pod	36”	Assault D6	5	-1	1	-
Multi-laser	36”	Heavy 3	6	0	1	-
Needle rifle	36”	Heavy 1	1	0	D3	This weapon wounds on a roll of 2+ unless the target is a **VEHICLE**. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Plasma cannon	When attacking with this weapon, choose one of the profiles below:					
-Standard	36”	Heavy D3	7	-3	1	-
-Supercharge	36”	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma gun	When attacking with this weapon, choose one of the profiles below:					
-Standard	24”	Rapid Fire 1	7	-3	1	-
-Supercharge	24”	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below:					
-Standard	12”	Pistol 1	7	-3	1	-
-Supercharge	12”	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Prosecution flamer	12”	Assault 2D6	5	-1	1	This weapon automatically hits its target.
Shotgun	12”	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Sniper rifle	36”	Heavy 1	4	0	1	This weapon may target a **CHARACTER** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Storm bolter	24”	Rapid Fire 2	4	0	1	-
Stub gun	12”	Pistol 1	3	0	1	-
Twin bolter	24”	Rapid Fire 2	4	0	1	-
Twin grenade cannon	When attacking with this weapon, choose one of the profiles below:					
-Choke grenade	36”	Heavy 2D6	*	0	1	Choke Weapon (pg 48). After resolving damage on the target unit, each enemy unit within 3” of the target unit suffers D3 hits from this weapon.
-Lockdown grenade	36”	Heavy 2	7	-1	D3	Any **VEHICLE** wounded by this weapon reduces its Move characteristic by D6” until the start of your next turn.
Twin heavy bolter	36”	Heavy 6	5	-1	1	-
Twin lascannon	48”	Heavy 2	9	-3	D6	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bulwark of Redemption (Melee)	Melee	Melee	+2	-1	2	The bearer of this weapon always fights first in the Fight phase, even if they didn't charge. If the enemy has units that charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
Command baton	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon. In addition, increase the range of this model's abilities by 3".
Chain-teeth	Melee	Melee	+1	-1	2	-
Chirurgeon's tools	Melee	Melee	User	-1	1	-
Dozer ram	Melee	Melee	User	-1	1	Against **INFANTRY** units make three hit rolls for each attack rather than one if this model has successfully completed a charge this turn.
Falling Star	Melee	Melee	x2	-1	D3	Add 1 to all wound rolls with this weapon.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fist of Dread	Melee	Melee	+4	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Pneumatic piston	Melee	Melee	+2	-1	2	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power ram	Melee	Melee	x2	-3	D3	When attacking a **VEHICLE**, **MONSTER**, **BUILDING**, this weapon has a Damage of D6. When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Omnissian axe	Melee	Melee	+1	-2	2	-
Sentinel chainsaw	Melee	Melee	User	-1	1	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Shock maul	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Shockteeth	Melee	Melee	+1	-1	1	-
Teeth	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

OTHER WARGEAR

SHIELDS	
Assault shield	Add 1 to all armor saves for this model.
Lockshield	Add 1 to all armor saves for this model. If this model moved no more than 4” during the Movement phase, this model counts as being in cover.
Stunshield	Add 1 to all armor save rolls for this model. This model always fights first in the Fight phase, even if they didn’t charge. If the enemy has units that charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
VEHICLE WARGEAR	
Augur array	Once per battle, in the Shooting phase, you can re-roll a single failed hit roll for a vehicle with an augur array.
Dozer blade	If a vehicle with a dozer blade charges in the Charge phase, add 1 to hit rolls made for it until the end of the ensuing Fight phase.
Laud hailer	Friendly **ADEPTUS ARBITES** units within 6" of this model can re-roll failed Morale tests.
Track guards	A vehicle with track guards always counts as having its starting number of Wounds when determining its Move characteristic (i.e. its Move characteristic does not decrease as it suffers wounds).

THE THIN BLACK LINE

In this section you'll find rules for Battle-forged armies that include ADEPTUS ARBITES Detachments – that is, any Detachment which includes only ADEPTUS ARBITES units. These rules include the abilities below and a series of Stratagems that can only be used by the Adeptus Arbites. This section also includes the Adeptus Arbites' unique Warlord Traits, Relics and Tactical Objectives. Together, these rules reflect the character and fighting style of the Hall of Judgement's army of justice in your games of Warhammer 40,000.

GUARDIANS OF THE LAW

Whenever a seditious conspiracy takes action or an insidious cult attempts to seize control of an Imperial world, the Adeptus Arbites are the first line of defence. Against this impenetrable line of black-armoured soldiers do the enemies of mankind fall.

If your army is Battle-forged, all Troops units in **ADEPTUS ARBITES** Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

PRECINCT DOCTRINES

The varying circumstances of anti-Imperial activity in different parts of the Imperium of Man require some deviation from the official guidelines and practices set by the Adeptus Arbites in order to more effectively combat disloyalty to the God-Emperor.

If your army is Battle-forged, units with the appropriate keyword will receive the corresponding precinct doctrine, detailed opposite, so long as every other unit in their Detachment is from the same precinct. If you have chosen an precinct that does not feature on this list, you can choose the doctrine that best suits the fighting style and battlefield strategies of the warriors of that precinct.

PENAL LEGIONS AND ENFORCEMENT CADRES

Penal Legionnaires and Enforcer Teams can be included in an **ADEPTUS ARBITES** Detachment without preventing other units in that Detachment from gaining a Precinct Doctrine. Note, however, that these units can never themselves benefit from a Precinct Doctrine.

PRECINCT DOCTRINES

NECROMUNDA PRECINCT:
RETRIBUTION TEAMS

The hive cities of Necromunda are renowned for their large number and wide variety of ultra-violent gangs who battle each other in the underbellies of the many hives. On those times when servants of the Adeptus Terra are affected, intentionally or otherwise, the Adeptus Arbites deploy with intent to punish any who have even a passing connection to the crime.

If a model with this doctrine is shooting a target at half range or less, it can make an extra shot with the same weapon, at the same target, for each hit roll of 6+ you make for that model. These extra shots do not themselves generate any additional shots.

HYDRAPHUR PRECINCT:
SECURITY DETAIL

The nobility of Hydraphur is well known for its ability to have persons with information they don't wish to see the light of day to be exterminated. As such, the Arbitrators stationed to this posting have been required to become experts in ensuring that valuable intelligence always reaches its destination intact.

If any friendly **CHARACTER** is wounded by an enemy attack and is within 3" of a friendly **HYDRAPHUR INFANTRY** model, roll a D6. On a 2+ you can allocate that wound to the **HYDRAPHUR INFANTRY** model instead of the target. If you do, the **HYDRAPHUR INFANTRY** suffers a mortal wound instead of resolving the damage normally.

SOLOMON PRECINCT:
UNWAVERING LOYALTY

Following the pacification of Solomon, the new precinct frequently undergoes loyalty drills. This training makes them far more eager to defend the law than their fellow Arbitrators.

When a unit with this doctrine takes a Morale test, roll an additional dice and discard the highest result.

MANDOS PRECINCT:
SHOCK AND AWE

It is a well known fact that an unruly mob is among the most unpredictable and dangerous of manmade disasters. The custodians of the penal colony on Mandos have found weaponized fear to be more than effective in restoring order, and even in repulsing those few times when invaders have sought to take the human populace for their own twisted ends.

Enemy units within 6" of a model with this doctrine must add 1 to the result of all Morale tests.

TRITON PRECINCT:
ADVANCE INTELLIGENCE

The many visitors to the Triton Starport have heard rumors of the capabilities of the Adeptus Arbites detectives stationed there. While everyone appreciates good embellishment, all smugglers worth their price know that the Arbitrators at Triton are always two steps ahead.

After deployment, but before the start of the first turn, you may redeploy D3 of your **TRITON** units.

SCINTILLA PRECINCT:
BASTION OF PURITY

Capital world of the Calixis Sector, Scintilla pervades with a corruption which can be felt throughout the sector. From the corrupt thrill-seekers in the nobility to the despicable mutants in the dregs of society, the threats to mankind are behind every corner and under every brick. To be an Arbitrator on this planet requires an unflinching stoicism against all that is not according to the God-Emperor's will.

After deployment but before the start of the first turn, select one Faction Keyword. In the first Fight phase against an enemy unit, a unit with this doctrine may re-roll failed wound rolls of 1 against targets who have this keyword. This keyword cannot be **IMPERIUM, CHAOS, or AELDARI.**

STRATEGEMS

If your army is Battle-forged and includes any ADEPTUS ARBITES Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below, meaning you can spend Command Points to activate them. These help to reflect the unique tactics and strategies used by the Adeptus Arbites on the battlefield.

1CP/3CP ARTIFACTS OF RIGHTEOUSNESS

Adeptus Arbites Stratagem

When the enemy is strong and help appears to be far away, the Lord Marshals are willing to authorize the use of whatever means are necessary to achieve victory.

Use this Stratagem before the battle. Your army can have one extra Antiquity of Justice for 1 CP, or two extra Antiquities of Justice for 3 CPs. All of the Antiquities of Justice that you include must be different and be given to different **ADEPTUS ARBITES CHARACTERS**. You can only use this Strategem once per battle.

3CP LORD MARSHAL

Adeptus Arbites Strategem

Lord Marshals are those elite Marshals who, through integrity and leadership, earn the honor of commanding an entire Precinct.

Use this Strategem before the battle. Select a **MARSHAL**. Replace this model's **MARSHAL** keyword with **LORD MARSHAL** and replace his Imperial Authority ability with the following ability: '**Lord Marshal**: You can re-roll any failed hit rolls for friendly **<PRECINCT>** units within 6" of this model.' You can only use this Stratagem once per game.

1CP WANTED!

Adeptus Arbites Strategem

The Adeptus Arbites are very effective at identifying those responsible for greater crimes against the Imperium at large.

Use this Stratagem at the start of the battle. Select an **INFANTRY CHARACTER** in your opponent's army; that model is wanted by the Adeptus Arbites for crimes against the Imperium, but will not surrender easily. Increase the model's Attacks characteristic by 1, but re-roll failed hit rolls for **ADEPTUS ARBITES** that target it in the Fight phase. In addition, re-roll failed charge rolls for **CYBER-MASTIFF** units that declare a charge against that model.

1CP EXECUTIONER SHELL

Adeptus Arbites Strategem

These hand-crafted shells are only trusted to the elite and veteran among the Adeptus Arbites, but they always hit their mark with lethal results.

Use this when a friendly **<PRECINCT> CHARACTER** makes an attack with an Arbites shotgun. You only make a single hit roll with the weapon this phase, however, if it hits, the target suffers D3 mortal wounds.

1CP FIRESTORM SHELL

Adeptus Arbites Strategem

A firestorm shell can transform a common shotgun into a valuable crowd-clearing weapon.

Use this when a model makes an attack with an Arbites shotgun. This model may attack using the Flamer profile instead of the normal profile.

1CP STUN GRENADES

Adeptus Arbites Strategem

Instead of forcing the enemy to choke on debilitating gasses, many Arbitrators will blind them, leaving them defenseless before an oncoming Shock Team.

Use this Stratagem before attacking with a Choke Weapon during your Shooting phase. If the target is successfully hit, they do not suffer any damage. Instead, they cannot fire Overwatch and suffer a -1 penalty to all hit rolls until the start of your next turn.

1CP SCARE GAS

Adeptus Arbites Strategem

Scare gas grenades terrify and demoralize those affected, often breaking even the will of hardened warriors.

Use this before attacking with a Choke weapon. If the target suffers any unsaved wounds from this attack, they must roll an additional die and drop the lowest result on any Morale tests taken during the next Morale phase.

1CP WATER CANNON

Adeptus Arbites Strategem

Many Arbites Repressors are equipped with non-lethal weaponry to reduce unnecessary loss of productivity.

Use this Stratagem during any Shooting phase. Select an enemy **INFANTRY** unit within 16" of a friendly Arbites Repressor and roll a D6. If the result is greater than the target's average Toughness characteristic, that unit must halve their Movement characteristic and all Advance and Charge distances (rounding up) until the start of your next turn.

1CP HUMAN BOMBS

Adeptus Arbites Strategem

Some members of the Penal Legion have committed crimes so heinous, their penance requires a higher price...

Use this Stratagem immediately after a Penal Legionnaires unit successfully charges, or is charged by, an enemy unit. Roll a D3 – both units suffer this number of mortal wounds.

2CP MAGNETIC LOCKDOWN

Adeptus Arbites Strategem

In addition to their normal teeth, many Cyber-Mastiffs have the ability to magnetically hold a target in place.

Use this Stratagem before a friendly Cyber-Mastiff unit fights in the Fight phase. Select an enemy unit the Cyber-Mastiff unit can attack. If this unit suffers any unsaved wounds from the Cyber-Mastiff unit, the target cannot Fall Back during their next Movement phase.

1CP HOT PURSUIT

Adeptus Arbites Strategem

Rapid Pursuit Teams are trained hunters experienced at being able to take down their quarry quickly and decisively.

Use this Stratagem when one of your **BIKER** units Advances. That unit can still shoot and charge this turn as if it had not advanced.

1CP ADVANCING FIRE DRILL

Adeptus Arbites Strategem

With a disciplined fusillade of fire, the Adeptus Arbites can rapidly cover ground while suppressing enemy forces.

Use this Stratagem after a **<PRECINCT> INFANTRY** unit from your army shoots in your Shooting phase. The unit can immediately move 6" as if it were the Movement phase (it cannot Advance as part of this move). However, it cannot charge in the same turn that it does so.

1CP DEFENSIVE FIRE DRILL

Adeptus Arbites Strategem

Many an enemy force has eagerly charged an Adeptus Arbites force only to be cut down like wheat before the scythe.

Use this Stratagem before resolving an Overwatch attack for one of your **<PRECINCT>** units. A friendly **ADEPTUS ARBITES** unit within 6" of the target unit may also fire Overwatch as if they were charged as well.

1CP SHIELD WALL DRILL

Adeptus Arbites Strategem

By lining their shields in an overlapping formation, the Adeptus Arbites can turn ordinary shields into an unbreakable wall.

Use this Stratagem at the start of any Fight phase. Select a friendly **<PRECINCT>** unit from your army that contains at least five models equipped with an item on the *Shields* list. Your opponent must subtract 1 from all wound rolls made against that unit until the end of the phase.

1CP INQUISITORIAL COOPERATION

Adeptus Arbites Strategem

The loyal servants of the Adeptus Arbites are often recruited to serve alongside the holy Ordos.

Use this Stratagem before the start of the game if you have a friendly **INQUISITOR** in your army. Select a friendly **<PRECINCT> INFANTRY** or **BIKER** unit from your army. This unit gains the **INQUISITON** and **<ORDO>** keywords, as well as the **Authority of the Inquisition** and **Quarry** abilities *(see Index: Imperium 2)*. Note – the **<ORDO>** keyword must be the same as your friendly **INQUISITOR**.

3CP EXECUTION PROTOCOL

Necromunda Strategem

To the gangs of the Necromundan hives, hard labor and torture mean little. Only with death can a message be sent.

Use this Stratagem after a **NECROMUNDA** unit from your army has attacked an enemy unit in the Shooting phase and the attack resulted in the enemy unit losing one or more wounds. Add 1 to wound rolls for attacks made by other **NECROMUNDA** units from your army that target the same enemy unit this phase.

2CP VERISPEX AGENTS

Scintilla Strategem

A number of Judges and Lord Marshals with ties to the Inquisition often have the privilege of asking for a favor...

Use this Strategem before the battle. Select one **SCINTILLA** unit in your army and one faction keyword in your enemy's army (this cannot be **IMPERIUM, CHAOS,** or **AELDARI**). The selected unit can re-roll all failed wound rolls of 1 against all enemy models with that faction keyword.

1CP VENGEANCE IN DEATH!

Hydraphur Strategem

The most dedicated Arbitrators refuse to allow death to keep them from protecting their wards.

Use this Stratagem after a friendly **HYDRAPHUR INFANTRY** unit was slain during the Fight phase. Roll a D6 - on a 3+, the unit which dealt the killing blow suffers D3 mortal wounds.

1CP TERRORISM DRILL

Mandos Strategem

Penal Custodians from Mandos are highly skilled at ensuring morale for their wards, rapidly stopping those who would otherwise flee from their duty of penance.

Use this Stratagem after a friendly **MANDOS PENAL CUSTODIAN** unit uses their Duty Unto Death ability. This model may use this ability again.

1CP DETECTIVES-ESPIONIST

Triton Strategem

Masters of manipulation, Detectives-Espionist can pull just the right strings when needed to both receive valuable intelligence and ensure its authenticity.

Use this Stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of one of your **TRITON INFANTRY** units. Your unit can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from all the resulting hit rolls.

1CP INSTRUMENTS OF THE LAW

Solomon Strategem

The Arbitrators of the Solomon precinct are not individuals serving a greater purpose, but tools to be used to execute a just sentence.

Use this Stratagem when a **SOLOMON INFANTRY** or **BIKER** unit unit is selected to attack in a Shooting or Fight phase. You can re-roll all hit rolls of 1 for that unit for the rest of the phase (if the unit is within 6” of a **SOLOMON CHARACTER**, re-roll all failed hit rolls instead).

ANTIQUITIES OF JUSTICE

For thousands of years, the loyal servants of the Adeptus Arbites have used all manner of weapons and equipment to enforce compliance with the Emperor's vision of a unified humanity. Many such tools are held in the most carefully guarded reliquaries, waiting for the need to be unleashed once again. Yet, in these dark times, many of these tools thought no longer needed are seeing more combat now than when they were first interred.

If your army is led by an Adeptus Arbites Warlord, you may give one of the following Instruments of Judgement to an Adeptus Arbites **CHARACTER** in your army. Named characters such as Luthir Goreman already have one or more artifacts, and cannot be given any of the following relics.

Note that some weapons replace one of the character's existing weapons. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Antiquities of Justice your characters may have on your army roster.

MAXIM PISTOL

An archeotech pistol thought to be from one of the many lost eras of humanity's history on Terra, this pistol was once wielded by a judge who was renowned for his often harsh sentences. After his disappearance, the weapon has been passed down a succession of only those judges deemed worthy of its power.

JUDGE with a bolt pistol only. The Maxim Pistol replaces the bearer's bolt pistol and may fire using any of the following profiles:

WEAPON	RANGE	TYPE	S	AP	D
Rapid Fire	**12"**	**Pistol 5**	**3**	**0**	**1**
High-Ex	**12"**	**Pistol D3**	**4**	**0**	**1**
Armor Piercing	**12"**	**Pistol 1**	**5**	**-1**	**2**

BOOK OF PRECEPTS

This massive tome was compiled by the revered Marshal Lorelei, collecting many of the most important and influential verdicts and decisions of the greatest Judges and Marshals, as well as many recorded statements conveying their wisdom.

MARSHAL or **LORD MARSHAL** only. Each time you use a Stratagem, roll a D6. On a 5+, you gain 1 Command Point.

BULWARK OF ADAMANTIUM

When Marshal Sarus was critically injured by mutated psykers in the underhive, he required a suit of power armor capable of keeping him alive despite his debilitating condition. He died before the armor was completed, but the armor is still used by the Adeptus Arbites in situations of extreme danger.

INFANTRY models only. This model changes their Save characteristic to 3+. In addition, at the start of each of your turns, this model immediately restores one lost wound.

GAVEL OF THE COURT

The ultimate badge of office, the Hall of Judgement maintains a reliquary of these ancient hammers which are only provided to the most trusted of the Adeptus Arbites.

ADEPTUS ARBITES model with a power ram only. A Gavel of the Court replaces the bearer's power ram and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Gavel of the Court	**Melee**	**Melee**	**x2**	**-3**	**3**
Abilities: All friendly **ADEPTUS ARBITES** units within 6" of the bearer of this weapon may use his Leadership characteristic instead of their own.					

BINDINGS OF THE CHASTENER

Chasteners of the Adeptus Arbites prefer to capture their enemies alive and have them live a life in service to the Emperor rather than simply killing them.

Your opponent must subtract 1 from the Attacks characteristic of enemy **CHARACTERS** whilst they are within 6" of the bearer (to a minimum of 1). In addition, in missions that use victory points, if the bearer slays the enemy Warlord in the Fight phase, you score an additional D3 victory points.

FIRESTARTER

Originally found in one of the many hives of the Imperium, this vehicle was impounded from the Hive Blossoms biker gang. Its sturdy, reliable construction makes combat incredibly easy, even when pursuing criminals at breakneck speed.

BIKER model only. This model can choose to treat its Rapid Fire weapons as Assault weapons instead. In addition, this model can charge in the same turn that it Advanced.

SHIELD OF BELLARYA

Judge Bellarya once had a relic shield designed to reflect attacks rather than block them. With practice, she was able to reflect attacks back at the attacker instead of simply sending them away from herself.

NECROMUNDA model with an Assault Shield only. The bearer's invulnerable save is increased to 4+. In addition, whenever you make an unmodified saving roll of 6+ when making an invulnerable save for this model, the unit which made that attack suffers a mortal wound.

SWORD OF JUSTICE

Every Arbitrator knows that the long arm of the law can reach and punish any individual, no matter their rank, stature, or position in the Imperium of Man. The Sword of Justice is a physical embodiment of this philosophy, cleaving through all manner of defenses.

SCINTILLA model with a power sword only. The Sword of Justice replaces the bearer's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Sword of Justice	**Melee**	**Melee**	**+1**	**-3**	**2**
Abilities: Invulnerable saves cannot be taken against this weapon.					

BACKBREAKER GRENADES

The Mandos Prison Colony has a limited cache of grenades with exceptional potency, only used when the colony is at immediate risk of being annihilated.

MANDOS model with an Arbites grenade launcher only. Backbreaker Grenades add 1 to this model's wound rolls when using their Arbites grenade launcher.

PURIFIER

The Adeptus Arbites on Hydraphur aided greatly in ensuring the safe transport of Cardinal Jacob in spite of many assassination attempts on his journey. As a sign of thanks, the Cardinal bestowed upon the Precinct a sanctified shotgun which burns away all of the impurities found in its victims.

HYDRAPHUR model with an Arbites Shotgun only. The Purifier replaces the bearer's Arbites shotgun and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Purifier	**12"**	**Assault 2**	**5**	**-1**	**2**
Abilities: Re-roll failed wound rolls against models with the **PSYKER** or **DAEMON** keywords.					

HELM OF THE CANIS-ALPHA

Made in the shape of a canine skull, the Helm of the Canis-Alpha was recovered from the seized assets of the Dread Pirate Garrick Dewl. It was discovered to heighten its bearer's control over nearby cyber-constructs to an unprecedented degree.

TRITON model only. All friendly **CYBER** units within 3" of the bearer of the Helm of the Canis-Alpha add 1 to their hit rolls in the Fight phase.

SCHINDLER'S JUDGEMENT

Judge Schindler was once renowned for her quick, decisive, and fair judgements. Pict-recordings of her assessments of the law are required viewing at the Schola Progenium, and her gavel is still seen as a symbol of the uncompromising nature of the law.

SOLOMON model with a power maul only. Schindler's Judgement replaces the bearer's power maul and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Schindler's Judgement	**Melee**	**Melee**	**+2**	**-2**	**D3**
Abilities: At the beginning of the Morale phase, select an enemy **INFANTRY** unit within 6" of this model. That unit adds 1 to their dice roll.					

WARLORD TRAITS

The arbitrators and judges of the Adeptus Arbites are gifted scholars, trained commanders, and mighty warriors, making their leaders formidable commanders indeed.

If a **<PRECINCT> CHARACTER** is your Warlord, they can generate a Warlord Trait from the following table instead of the one in the Warhammer 40,000 rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your general's temperament and preferred style of waging war

D6	RESULT
1	**VOICE OF THE LAW** *The overseer is more than a servant of the law, but conducts themselves as a direct conduit of justice.* Add 3" to the range of any aura abilities on your Warlord's datasheet (to a maximum of 9"), such as Hammer of Heretics.
2	**FORCE OF ACTION** *This leader prefers to force the enemy to react to his actions rather than allow them to control the battle.* Your Warlord always fights first in the Fight phase, even if it didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
3	**IMPLACABLE ADVANCE** *This commander's forces cannot be slowed by the most lethal traps or the thickest jungles.* All friendly **ADEPTUS ARBITES** units within 6" of your Warlord may re-roll any Advance rolls, but the second roll must be kept.
4	**BRINGER OF JUDGEMENT** *The leader is feared throughout the sector as an avatar of the God-Emperor's judgement.* Subtract 1 from the Leadership characteristic of enemy units while they are within 3" of this model.
5	**UNBREAKABLE WILL** *The overseer is a master of drill and order, and the unflinching resolve of his forces demonstrate this.* Roll a dice for each model that flees from any friendly **ADEPTUS ARBITES** units within 6" of your Warlord in the Morale phase. On a 5+, that model does not flee.
6	**ADAMANTIUM FAITH** *This commander's conviction in the God-Emperor has been honed into a defense against unnatural powers.* Your Warlord can attempt to deny one psychic power in each enemy Psychic phase in the same manner as a Psyker.

NAMED CHARACTERS AND WARLORD TRAITS

If a named character with a specific precinct keyword is your Warlord, they must be given the associated Warlord Trait. For example, Catarina Igazi must take the Mandos "Face of Justice" Warlord Trait (see opposite) as she has the **MANDOS** keyword.

If Godwyn Fischig is your Warlord, he has the "Implacable Advance" Warlord Trait.

PRECINCT WARLORD TRAITS

If you wish, you can pick an Precinct Warlord Trait from the list below instead of the Adeptus Arbites Warlord Traits above, but only if your Warlord is from the appropriate precinct.

PRECINCT	TRAIT
Necromunda	**Urban Suppression Expert:** *The greatest of warlords who guard Necromunda from treason and sedition are remarkably effective at suppressing food riots and civil unrest.* Add 1 to this Warlord's Attacks characteristic. In addition, add 1 to any wound rolls made for your Warlord in the Fight phase.
Scintilla	**Righteous Hatred:** *When Scintillan warlords deploy, the enemy faces a foe whose hatred is carefully controlled.* Each time you make a hit roll of 6+ for your Warlord, they can immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Hydraphur	**Dogged Survivor:** *Warlords do not survive to command positions on Hydraphur without their fair share of scars.* Wound rolls of 1, 2, or 3 made for attacks that target this Warlord always fail, even if the attack has a Strength characteristic higher than this Warlord's Toughness characteristic.
Mandos	**Face of Justice:** *Those who survive combat against a Warlord from the Mandos Precinct are often found cowering in dark, secluded areas, avoiding anyone who might be considered an authority figure.* The opposing player must roll an extra die when taking Morale tests for units within 3" of this Warlord and use the highest result.
Triton	**Know Thine Enemy:** *Warlords from the Triton Precinct maintain carefully-kept records and dossiers on all suspected and known criminals within the region, and often know their enemy's move before it is even made.* Each time your opponent uses a Stratagem, roll a D6 - on a 5+, you gain a command point.
Solomon	**With Highest Honor:** *Only those Warlords who graduated from the Schola Progenium with highest honors are ever permitted to command the Arbitrators of Solomon into combat.* Once per game, you can re-roll one hit roll, wound roll, damage roll, or saving throw made for your Warlord. In addition, if your army is Battle-forged, you receive an additional 1 Command Point.

ADEPTUS ARBITES POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Judge	1	40
Judge on Bike	1	66
Marshal	1	27

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Enforcer Team	5-10	4
Patrol Team	5-10	8
Penal Legionnaires	10-30	5

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Arbites Chirurgeon	1	30
Cyber-Construct Handler	1	53
Cyber-Mastiffs	3-9	18
Execution Team	5-10	8
Mortiurge	1	47
Penal Custodian	1	30
Suppression Servitors	4	10
Shock Team	5-10	8

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Arbites Sentinels	1-3	35
Rapid Pursuit Team	3-9	15

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Arbites Chimadon	1	65
Arbites Tarantulas	1-3	20

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Arbites Chimera	1	65
Arbites Repressor	1	91
Arbites Rhino	1	73

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Arbites Valkyrie	1	105

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Luthir Goreman	1	110
Caterina Igazi	1	65
Stanley Bartlett	1	110
- Finn	0 - 1	40
Godwyn Fischig	1	25
Shira Calpurnia	1	30

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autocannon	10
Arbites grenade launcher	4
Arbites shotgun	1
Battle cannon	22
Boltgun	1
Bolt pistol	0
Choke grenade	0
Combi-flamer	8
Combi-melta	15
Combi-needler	11
Combi-plasma	9
Firesprite needler	6
Flamer	6
Grapplehawk	5
Grenade cannon	12
Heavy bolter	10
Heavy flamer	14
Heavy stubber	2
Hellstrike missile	12
Hunter-killer missile	6
Lascannon	20
Lasgun	0
Lasgun array	0
Laspistol	0
Missile launcher	15
Melta bombs	5
Meltagun	14
Mortiurge shotgun	0
Multiple rocket pod	8
Multi-laser	5
Needle rifle	3
Plasma cannon	16
Plasma gun	11
Plasma pistol	5
Prosecution flamer	30

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Shotgun	0
Sniper rifle	2
Storm bolter	2
Stub gun	0
Twin boltgun	0
Twin grenade cannon	24

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Command baton	5
Chain-teeth	2
Chirurgeon's tools	0
Dozer ram	0
Pneumatic piston	0
Power fist	8
Power maul	4
Power ram	10
Power sword	4
Omnissian axe	0
Sentinel chainsaw	2
Servo-arm	0
Shock maul	1
Teeth	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Assault shield	4
Augur array	5
Dozer blade	5
Laud hailer	5
Lockshield	6
Stunshield	6
Track guards	10

TACTICAL OBJECTIVES

The synchronized and coordinated forces of the Adeptus Arbites are able to swiftly change the tide of nearly any battle, and often end wars before the call for reinforcements is ever received.

If your army is led by an **ADEPTUS ARBITES** Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when an Adeptus Arbites player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Adeptus Arbites Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66	TACTICAL OBJECTIVE
11	**Take Them Alive**
12	**Sentenced to Death**
13	**Make an Example**
14	**Purge the Unclean**
15	**Shrouded Advance**
16	**Suppression Tactics**

11 TAKE THEM ALIVE *Adeptus Arbites*

The enemy forces have intelligence on additional treasonous activity on the planet. Bring them in for interrogation.

Score 1 victory point for completely destroying an enemy unit in the Fight phase with an **INFANTRY** unit. If the target was destroyed by a **JUDGE, MARSHAL**, or **LORD MARSHAL**, score D3 victory points instead.

12 SENTENCED TO DEATH *Adeptus Arbites*

The enemy commanders have committed countless crimes against the Imperium. The sentence is death.

Score 1 victory point if all of your opponent's **CHARACTER** models have been removed as casualties.

13 MAKE AN EXAMPLE *Adeptus Arbites*

To break their will, we must demonstrate the weakness of their seditious champion.

When this Tactical Objective is generated, make a note of which enemy model on the battlefield has the highest Power Level. If several models are tied, your opponent selects one amongst them. Score 1 victory point if you slay this model; if this model was a **CHARACTER**, score D3 victory points instead.

14 PURGE THE UNCLEAN *Adeptus Arbites*

Enemy forces have been witnessed using unholy psychic powers. These forces must be slain at once.

Score 1 victory point if you destroyed at least one enemy **PSYKER** unit during this turn. If you destroyed between 3 and 5 enemy **PSYKER** units during this turn, score D3 victory points instead. If you destroyed 6 or more enemy **PSYKER** units during this turn, score D3+3 victory points instead.

15 SHROUDED ADVANCE *Adeptus Arbites*

We must debilitate the enemy's capacity to attack us.

Score 1 victory point at the end of your turn if at least three enemy units suffer the penalty for being wounded by a Choke weapon.

16 SUPPRESSION TACTICS *Adeptus Arbites*

Remind them of the superiority of the Emperor!

Score 1 victory point if at least one enemy unit was destroyed and/or failed a Morale test this turn. If three or more units were destroyed and/or failed Morale tests, score D3 victory points instead.

**"CLAIMS OF INNOCENCE MEAN NOTHING
THEY SERVE ONLY TO PROVE A FOOLISH LACK OF CAUTION."**

- Selected Sayings, Vol. III, Chapter IV