



Adeptus Arbites

Version 0.1

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Background

The Adeptus Arbites are a division of the Adeptus Terra, devoted to enforcing Imperial law throughout the entire Imperium.

The Adeptus Arbites enforce the *Lex Imperialis*, Imperial law, embodied within the great Book of Judgement. Their organisation represents the soldiers and police of the Adeptus Terra.

Each Imperial world has its own government, laws, and its own local police forces to enforce those laws. The Arbites concern themselves only with the enforcement of the Imperial law, the broader laws to which the entire Imperium is subject.

Utterly dedicated and without mercy, the Arbites are feared throughout the galaxy, for they are the agents of a harsh law, where failure and incompetence are crimes, and the only punishment is death. Arbites are empowered to act as judge, jury and executioner - citizens have no rights, only members of the Priesthood of Terra or the Inquisition could claim anything so elaborate as a trial.

Organizational Structure

The Adeptus Arbites maintains a presence on almost every Imperial world, headquartered in fortified precinct courthouses. The courthouses are equipped to be self-sufficient and to support a complete Arbites army. They consist of armouries, dungeons, and barracks, firing ranges, scriptories, archives, warehouses, kitchens, gymnasia and garages. Courthouses are sometimes a world's only connection with the rest of the Imperium. Heading the Adeptus Arbites precincts are the Marshals of Court.

The leader of the Adeptus Arbites is the Grand Provost Marshal, who represents the organisation on the Senatorum Imperialis.

The Arbites are internally divided into two subgroups: Judges, who deal with legal matters and the application of ten thousand years of case law and its precedents, and Arbitrators who perform the work necessary to apprehend and punish those who break the Emperor's laws.

Senior Arbites fulfil both roles, with Judges getting their hands dirty, and Arbitrators learning to preside over lengthy court trials.

There are numerous ranks and roles within each such as Verispex technicians who provide forensic evidence in a crime scene, and Chasteners whose job involves the interrogation of prisoners.

Arbitrators are divided into many ranks and roles, each trained and equipped accordingly. Patrol groups prowl the dangerous undersections of city hives, shock troops break up vicious queue wars which often develop outside government buildings, execution teams hound the guilty through barren wastes and labyrinthine tunnels, snatch squads apprehend targets for interrogation.

Equipment

The Adeptus Arbites are equipped to fight a minor war, but their main role is maintaining order. A single precinct courthouse functions as a base for a complete and fully-equipped army, capable of fielding vehicles, including Rhinos, Chimeras and even Leman Russ tanks as required.

In combat Arbitrators wear carapace armour. Heavy gloves and boots protect the hands and feet, while the head is encased within an all-enclosing helmet equipped with a rebreather.

Standard personal weaponry is the Arbites combat shotgun, bolt gun, grenade launcher, suppression shield and the power maul. Several types of grenades are used, both lethal and incapacitating. The suppression shield is capable of withstanding most kinds of small arms fire, and provides most Arbites infantry units with a 6+ Saving Throw.

Adeptus Arbites Battleforces

The Adeptus Arbites are not a war fighting force; they are only drafted into larger combat rules in the most desperate of circumstances. To reflect their limited role in Epic scale battles, you may not spend more than 2,500 points on Arbites units.

You may incorporate Arbites units into an allied force with units from other NetEpic army lists, however if you do so, Arbites units may not make up more than 25% of the points total of the army, unless the allied units count for less than 25% of the total. This ensures that the only armies that you can field with Arbites units are either small Arbites skirmish forces with limited allied units, or large armies with a small auxiliary Arbites force.

Unlike other Imperial forces such as Space Marines or Imperial Guard, the Arbites won't form alliances with xenos races. They can only be allied with other Imperial forces such as Space Marines, Imperial Guard, or the Adeptus Mechanicus.

Sample Army: 36th Bosporian Precinct, Hydraphur

Army Card	Cost
Arbites Precinct	500
Support: Rhino Squadron	50
Support: Rhino Squadron	50
Support: Rhino Squadron	50
Support: Pursuit Team	125
Support: Sentinel Squad	150
Special Card: Psi-Marshall	100
Arbites Precinct	500
Support: Chimera Squadron	100
Support: Chimera Squadron	100
Support: Chimera Squadron	100
Support: Black Maria Squadron	150
Special Card: Warhound Titans	500
Total:	2,475

Unit descriptions

Arbitrator Majore are the ruling officers of the Arbites. Each will have several precinct-houses under their jurisdiction. These grim faced men travel widely to ensure the Emperor's Law is being meted out by their charges to their exacting standards.

Arbitrator Senioris are the supervising officers for Arbites precinct- houses. Each precinct-house will house a handful of these experienced men who administer the efforts of all Arbitrators within their assigned jurisdiction

Arbites Psi-Marshals are rare solitary figures, held at bay by their own men as much as the citizenry. Each precinct- house

will have a single Psi-Marshal assigned under ideal conditions to lend their unique talents to the Arbites law-enforcement efforts.

Psi-Marshals have the following Psychic abilities:

1. **Disperse Crowd:** select an enemy unit within 50cm. This unit must pass a morale check with a -1 modifier: if it fails, it must immediately go onto Fall Back orders.
2. **Telepathic Link:** The psyker spots for artillery and may act as a Forward Observer. In addition, any indirect barrages aimed at a point visible to the psyker are treated as direct. The power lasts until the End Phase.
3. **Righteous Fire:** The psyker makes a physical psychic attack. Pick a target within 25 cm and line of sight, and on a 4+ it takes a hit at -2 TSM.

Arbitrator Squads form the bulk of Arbites forces. It is these brave, unwavering units, walking the beat of their jurisdictions, who alone hold back the wicked and the criminal. It is they who bind the Imperium together under the rule of law.

Execution Team: Part detective, part undercover operative. These experienced Arbites officers move through their jurisdictions unseen by the general population. They are often assigned in small teams to infiltrate and eliminate dangerous criminals.

Sharpshooter Team: The Arbites group their best shooters into specialized teams armed with long-range advanced rifles. These sharpshooter teams are expert at setting up well-concealed shooting positions from which to rain death upon their foes.

Pursuit Team: The bike mounted pursuit teams are one of the Arbites most emblematic units. These fast moving teams cover larger patrol areas than their counterparts on foot, and are

among the first responders to any incident. These relentless hunters have brought many a criminal to justice.

Rhino Armoured Transport: The venerable Rhino is produced by ancient decree by the Mechanicus. It is less common than the Chimera but often supplied to Arbites precinct houses in the vicinity of Forgeworlds.

Chimera Armoured Troop Carrier: the Departmento Munitorum produces the ubiquitous Chimera in enormous numbers. These trusty vehicles are commonly provided to the Arbites throughout the Imperium.

Repressor: The sinister Repressor is used by Shock Teams to support the most critical operations. These feared vehicles are provided to the Ministorum in limited numbers by the Arbites. The Repressor's weapons ports allow the any transported units inside to fire out, giving it the Open-Top Vehicle special ability.

Sentinel Walker: The trusty Sentinel walker is a common sight in Imperial cities. The Arbites find it a perfect patrol vehicle, with a good blend of speed, protection, and visibility. They are an imposing sight to both criminals and citizens alike.

Black Maria: The Black Maria is the bane of the criminal and the unruly mob. These dire vehicles are deployed to ruthlessly put down rebellion and riots with their deadly missile payloads. They are also equipped to ferry Arbites into the thick of action.

Leman Russ Tank: The rugged Leman Russ is the main battle tank of the Imperial Guard, and is also provided to the Adeptus Arbites for large engagements. Whether deployed in an acidic swamp or airdropped into the freezing temperatures of a sub-zero ice planet, the Leman Russ functions equally well no matter what the terrain or conditions. The tank has Point Defence (1) and a turret for the primary weapon.

Minotaur Fast Assault Vehicle: The Minotaur is based on the Tauros used by the Elysian regiments of the Imperial Guard. Used as a long-range scout/pursuit vehicle, it mounts a Riot

Grenade Launcher to take out enemy infantry. Its off-road design allows it to access terrain types that would be inaccessible to other types of vehicle, so it counts as a skimmer for the purposes of movement (but not in any other respect).

Adeptus Arbites Army Cards

Unit	Contents	Break Point	Morale	Victory Points	Cost
Company Cards					
Arbites Precinct	3 Arbitrator Squad 1 Arbites Senioris	13	3	5	500
Support Cards					
Arbitrator Squad	6 Arbitrator stands	3	3	2	200
Execution Team	4 Execution Team stands	2	3	2	150
Sharpshooter Team	2 Sharpshooter stands	2	3	1	100
Pursuit Team	5 Pursuit Bike stands	3	3	1	125
Sentinel Squad	5 Sentinels	3	3	2	150
Rhino Squadron	3 Rhinos	2	3	1	50
Chimera Squadron	3 Chimeras	2	3	1	100
Repressor Squadron	3 repressors	2	3	1	100
Black Maria Squadron	3 Black Marias	2	3	2	150
Minotaur Squadron	3 Minotaurs	2	3	1	100
Leman Russ Squadron	3 Leman Russ tanks	2	4	2	200
Special Cards					
Arbites Majore	1 Arbites Majore stand 1 Rhino	Stand	-	1	100
Psi-Marshal	1 Psi-Marshal stand 1 Rhino	Stand	-	1	100

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Special Cards									
Arbites Majore	10cm	6+	+4	Combat Shotgun	25cm	1	5+	0	Command, Elite, HQ, Inspirational
Psi-Marshal	10cm	-	+1	Bolt Pistol	25cm	1	5+	0	HQ, Psyker
Infantry									
Arbitrator Squad	10cm	6+	+1	Combat Shotguns	25cm	1	5+	0	
Execution Team	10cm	6+	+2	Las Pistols	25cm	1	5+	0	Infiltration
Sharpshooter Team	10cm	-	0	Sniper Rifle	75cm	1	5+	0	Infiltration, Sniper
Arbites Senioris	10cm	6+	+3	Combat Shotgun	25cm	1	5+	0	HQ
Cavalry									
Pursuit Team	30cm	-	+2	Combat Shotgun	25cm	1	5+	0	
Walkers									
Sentinel	25cm	6+	+2	Autocannon	50cm	1	4+	0	
Vehicles									
Rhino	25cm	4+	0	-	-	-	-	-	PD(1), Transport(2)
Chimera	20cm	3+	+1	Multi-Laser	25cm	1	4+	0	Transport(2), Turret
Repressor	25cm	4+	+1	Storm Bolter	35cm	2	4+	-1	Transport(2), OTV
				Heavy Flamer	Template	-	4+	0	
Black Maria	20cm	3+	+1	Missile Battery	75cm	2BP	-	0	Transport(2), Turret
Minotaur	30cm	6+	+1	Grenade Launcher	50cm	1BP	-	0	Counts as skimmer for movement only
Leman Russ	20cm	3+	+2	Battlecannon*	75cm	1	5+	-2	*Turret, PD(1)
				Lascannon	75cm	1	5+	-1	