

Siegeworld:

Judge, Jury, Executioner

“There is but one word, and that word is law.”

Judge Darwinius Kalter

The Peacemakers

The Adeptus Arbites or simply the Arbitrators are the keepers and protectors of the Imperium's laws. They are a quasi-military organization and often the most visible enforcer of the Emperor's power on the planets under his rule. The Imperium is a massive Empire with a diverse culture, and oftentimes the ruled believe that their ruler is to distracted to pay them any heed. For these reasons, laws are often best enforced at the barrel of a gun. The Adeptus Arbites are therefore part police force, part judge, part executioner, and part military organization.

Generally, the Adeptus Arbites are the first line of defense to any planet. For this reason, the Arbitrators' precinct and courthouse are generally one of the first parts of the city to come under attack. The Arbitrators are well trained for their tasks, however, and though they may be small in number, the arbitrators can hold out for longer than would be expected. Further, arbitrator forces are generally those which call for help from the rest of the Imperium, ensuring that the appropriate force is brought to bring a planet back into the Emperor's light, even if the Arbitrators themselves do not live to see it.

The most common action for Arbitrators, however, is to enforce the everyday laws passed by the Imperium. These laws are numerous and relate to everything from correct attire and carriage, to murder and cohorting with deamons or aliens. The books of laws (commonly called the Book of Judgement) is a massive tome filling rooms on the main adeptus arbites complex on Terra (The Supreme Arbitrators Court) to which most arbite courthouses will have access. Parts of the Book of Judgement will generally also be reprinted and kept in the local courthouse for easier access. This standard enforcement of laws is carried out by small teams (generally less than 10) of Arbitrators operating out of local precinct houses

In some situations, such as riots, uprisings, or alien invasion, a larger force of arbitrators is needed to attempt to restore order, or simply to hold out as long as possible waiting for full military reinforcements. Further, during various military actions nearby, Arbitrator forces are often adopted in to special military police divisions. At

these times the Chain of Command of the arbitrators is put in place and their organization takes on less of a police force appearance, and more of a military one.

Because of the importance of their role, Arbitrators are allowed access to just about all the materials produced by the Imperium and may request virtually any type of vehicle or weapon if they can show need of it. Even with this broad access, however, the arbitrators generally use recognized patterns of vehicles and weapons that are easy to repair and replace. Further, most of their equipment is principally geared for police work with tanks being virtually unheard of and heavy weapons being maintained only for the direst of circumstances. Further, many arbite weapons are fitted to fire with non-lethal force to subdue criminals for arrest.

Arbitrators principal use of heavy weapons is in the field of tarantula sentry guns, which are used in large numbers to enforce curfews, restricted zones, and to defend the arbitrators courthouse. Most courthouses will also have a small stock of full military grade weapons kept in high security areas of the courthouse to allow the arbitrators to hold out against mutiny by local military forces, or against alien attack.

The most common, and signature, weapon in the Arbites forces is the executioner shotgun. The executioner shotgun is generally slightly larger than a standard shotgun and capable of being used with executioner rounds. While an executioner shotgun can fire normal shotgun shells (with which all arbites are equipped) it can also fire the special executioner shells which make it particularly potent.

Executioner shells get their name from the fact that they are the exclusive ammunition used when conducting execution by firing squads. The rounds are designed to have a highly increased lethality by having a small machine spirit in each one. The machine spirit helps to guide the shell to the target and is programmed with a rudimentary knowledge of basic anatomy to help improve its ability to hit the target in a vital organ.

When used in combat, the executioner shotgun can make the arbitrator a lethal combat force with only Imperial Space Marines being able to match their shooting ability.

Using this list

This list represents the forces which would be used by an arbite courthouse that has been forced to act as a military organization. In most cases this will be when the arbitrators have been pushed back by local unrest or by alien invasion and are now fighting to defend their courthouse and the neighboring area, or when they have been formed into MP divisions. The list provides for them to use a variety of weaponry including common military grade hardware but also to use their more standard non-lethal weaponry to represent forces being quickly pressed into service.

Adeptus Arbites MP Army List

SPECIAL RULES

By the Authority...: The Arbites are a police force and will often fight in conjunction with military forces which have arrived to reinforce them. An Arbite force would be very small in comparison to a military organization, however. To represent this Arbitrators may be allies to other Imperial forces in an identical fashion to daemonhunters (see page 21 of codex daemonhunters). Arbites do not have the authority to conscript Imperial Guard or Space Marine units. Forces of the Inquisition may conscript Arbite forces with patrol squads being unlimited in number but all other squads limited to 0-1.

Executioner Shotguns: Executioner shotguns are more heavily powered and designed to be used against unarmored or lightly armored targets while keeping the troops out of harm's way. The Arbites are unique in that they have access to special executioner shells. These shells are partially self guiding, greatly improving their chance to hit. At the same time, the shells have a minimum range. Inside this range, the arbitrators are forced to switch to regular shotgun shells.

To represent the self guidance of executioner rounds, the shooter has +1 BS when firing them.

	Range	Str	AP	Type
Executioner Shotgun (exe)	12- 24"	4	5	Heavy 1 (+1BS)
Executioner Shotgun (shot)	12"	3	-	Assault 2

Shock Mauls: Arbitors are known to use shock mauls to stun fugitives for capture and trial. A shock maul counts as a normal close combat weapon, however, any non-vehicle model hit and wounded by a shock maul that saves the wound, loses one attack in the following turn. If that leaves them with no attacks, they count as a casualty for determining combat resolution that turn.

Suppression Shields: A suppression shield is not really a weapon but a model with a suppression shield gains the +1 attack for an offhand weapon as it can be used to batter a foe. A suppression shield is a huge, highly sturdy shield designed to turn blows directed against the Arbitor. The suppression shield gives the Arbitor a 2+ armor save against attacks in close combat.

Teargas Grenades: Arbite units with grenade launchers or any indirect fire weapons can use teargas grenades in addition to any other form of ammunition available to them. These grenades are designed to sow confusion amongst the ranks. Models with a 3+ or better armor save are immune to the effects of teargas grenades. To use a teargas grenade, simply place the small template on the target unit (if in range) and roll to scatter, so long as a single member of a squad is under the template, the unit must make a leadership check with -1 for each figure even partially under the template or be pinned.

Teargas launchers: The vehicle is fitted with special launchers which will provide a wall of gas to slow down potential attackers. Infantry with a 4+ or worse armor save assaulting a vehicle with teargas launchers can only hit on a 6 regardless of how far it moved.

Arbites Armory

Each Arbites character may pick up to two single-handed weapons, or one single-handed and one two-handed weapon, plus up to 100 points of Wargear, from the Arbites Wargear below.

Single Handed Weapons

Bolt Pistol.....	1 point
Laspistol.....	1 point
Plasma Pistol.....	10 points
Power fist (Judges only).....	20 points
Close Combat Weapon.....	1 point
Shock Maul.....	5 points
Supression Shield.....	10 points

Two-Handed Weapons

Bolter.....	2 points
Executioner Shotgun.....	2 points
Storm Bolter.....	5 points

Wargear

Patrol Bike (Judge without retinue only).....	25 points
Frag grenades.....	1 point
Honorifica Imperialis Mundanus (judge only).....	25 points
Medallion Crimson.....	15 points
Melta bombs.....	5 points
Surveyor.....	2 points

Vehicle Upgrades

Extra Armor.....	5 points
Hunter-Killer Missile.....	10 points
Pintle storm bolter.....	10 points
Pintle heavy stubber.....	12 points
Rough Terrain Mods.....	5 points
Searchlight.....	1 point
Smoke Launchers.....	3 points
Teargas Launchers.....	15 points
Track Guards.....	10 points

Henchmen:

Judges may be joined by various henchmen to help them complete their duties more effectively. A judge may only purchase the listed number of henchmen as a maximum

Legal Reference (0-2) (convict data servitor, access drone) (5 points)

A legal reference provides the judge with instant access to thousands of legal treatises and law books, it therefore allows him to act much quicker as punishments for crimes are more likely immediately known and field executions, when appropriate, can be more quickly carried out.

Each Legal Reference provides the Judge with +1 initiative

Broadcaster (0-2) (servo skull, convict recorder servitor) (5 points)

A broadcaster allows for the Judge to communicate with the arbiter courthouse and his troops more effectively, it also stores a record of all field executions so that a trial may be performed post mortem which can dramatically improve the arbitrator's willingness to fight on.

A broadcaster provides +1 leadership

Medical Assistant (0-2) (Hospitaller, churgeon, Convict servitor nurse) (15 points)

The medical assistant allows the judge or a member of his bodyguard (but not a servitor) to ignore their first failed armor save per turn. If there are two medical assistants the judge, or a member of his bodyguard, may ignore their first wound even if it did not allow an armor save and/or caused instant death.

Convict Combat Servitor (0-3) (10 points)

A punishment for some crimes is to be relegated to the mindless existence of a servitor. In a courthouse, most of these criminal servitors are given administrative tasks but some are outfitted with weapons to help protect the judge that sentenced them (this is a favored sentence for those found guilty of assaulting an officer) or are turned into mindless servitor bombs.

An armed convict servitor is armed with a boltgun, this may be exchanged for a power weapon at +15 points. Alternatively the servitor may be wired with a brace of remote detonating explosives to make a servitor bomb for +15 points. To detonate a servitor bomb, move the servitor bomb model up to six inches in the shooting phase (it may move within 1 inch of, or even into contact with, an enemy model) and place the large blast template centered on the model. Every model under the template takes a strength 8 AP 3 hit. Then remove the servitor bomb model.

Ogryn Bodyguard (0-1) (20 points)

An ogryn bodyguard is the best protection a judge can buy. An Ogryn uses the same stats and special rules as a bone head in Codex Imperial Guard but ignores the "It's Dark in Dere!" rule. As the Ogryn will do anything necessary to protect his charge, any wound taken by the Judge may be assigned instead to the ogryn bodyguard before rolling for saves. An Ogryn body guard may be provide with up to 15 points of wargear.

Cyber Mastif (0-1) (8 pionts)

Some judges utilize cyber mastiffs of their own. These work in the same way as those which can be attached to a patrol squad. Note that the benefit is in addition to any benefit from having a legal reference.

HQ

1 Arbites Judge										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Judge	20	4	4	3	3	2	4	2	8	4+

Options: The Judge may be given any equipment allowed from the Arbites Armory.

Retinue: The Judge may be accompanied by a retinue of 0-10 henchmen for the point cost listed above.

Transport: The Judge and retinue may purchase a Rhino, Repressor, or Chimera transport vehicle.

SPECIAL RULES

Independent character: Unless accompanied by a retinue a Judge is an Independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook. If the retinue is destroyed, the Judge reverts back to being an independent character.

Elites

Arbitrator Riot Squad										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Arbitrator	10	3	3	3	3	1	3	1	7	4+
Proctor	+7 points	3	3	3	3	1	3	2	8	4+

Squad: The squad consists of between 5 and 10 arbitrator Riot Troops.

Weapons: Boltguns

Options: Up to two models may replace their boltguns with a flamer for +6 points, a grenade launcher with teargas grenades for +8 points, a meltagun for +10 points, or a heavy stubber for +12 points.

Alternatively, two models may form a weapon team with a heavy bolter for +15 points.

Alternatively, every model in the unit may replace their boltgun with a shock maul and suppression shield for + 5 points per model.

Riot squads may be equipped with flash-bangs (which work just like frag grenades) for +1 point per model

Character: One arbitrator may be upgraded to a Proctor for +7 points. The Proctor may replace their bolter with weapons from the Arbite armory.

Transport: The Squad may purchase a rhino, chimera, or repressor transport vehicle.

Troops

Arbitrator Patrol Squad										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Arbitrator	8	3	3	3	3	1	3	1	7	4+
Proctor	+7 points	3	3	3	3	1	3	2	8	4+

Squad: The squad consists of between 5 and 10 arbitrator patrol Troops.

Weapons: Executioner Shotguns

Options: One model may replace their executioner shotgun with a flamer for +6 points, a grenade launcher with teargas grenades for +8 points, a meltagun for +10 points, or a heavy stubber for +12 points.

Two models may be replaced with a cyber mastiff and its handler.

Patrol squads may be equipped with flash-bangs (which work just like frag grenades) for +1 point per model

Character: One arbitrator may be upgraded to a Proctor for +7 points. The Proctor may replace their executioner shotgun with weapons from the Arbite armory.

Transport: The Squad may purchase a rhino, chimera, or repressor transport vehicle.

SPECIAL RULES:

Cyber Mastif: A cyber Mastiff is a robot dog designed to run down fleeing criminals and prevent their escape. If the squad includes a cyber mastiff, add +2 to its Initiative when trying to run down a broken opponent. In combat, a cyber mastiff uses its robotic jaws and therefore counts as having a single close combat weapon.

Transports

Arbitrator Chimera (See Codex: Deamonhunters)

Arbitrator Rhino (See Codex: Deamonhunters)

Arbitrator Repressor (See Imperial Armor Volume 2)

SPECIAL RULES:

Non-lethal variants: Arbitrators make use of the same ubiquitous transport vehicles as other forces. They also use the Repressor, a vehicle which was unique to them until the Battle sisters began using it regularly in their armies. These vehicles often retain their standard weaponry, especially on particularly dangerous missions. If there has been a period of relative calm, however, the vehicles are often fitted with weapons more suited to the arbitrators' tastes.

You may make the following substitutions on any vehicle taken by the Arbitrators.

You may replace a single storm bolter, or pintle mounted storm bolter with a grenade launcher with teargas grenades for no additional cost.

You may replace a flamer or heavy flamer with a water cannon.

	Range	Str	AP	Type
Water Cannon	Template	*	*	Assault 1, Special

*A water cannon does no damage. Any model hit by a water cannon is knocked down and may not move or shoot during their next turn. If they are required to fight in close combat, they fight with their weapon skill halved and at initiative 1.

(Note that on the Repressor it make more sense to model the grenade launcher on the pintle mount and the water cannon on the turret if both substitutions are made).

Fast Attack

0-1 Arbitrator Sentinal Squadron (See Codex: Imperial Guard)

Arbitrator Pursuit Squad										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Arbitrator	25	3	3	3	3(4)	1	3	1	7	4+
Proctor	+7 points	3	3	3	3(4)	1	3	2	8	4+

Squad: The squad consists of between 3 and 5 arbitrators mounted on bikes.

Weapons: Executioner Shotguns

Options: One model may replace their executioner shotgun with a flamer for +6 points, a grenade launcher with teargas grenades for +8 points, or a meltagun for +10 points.

Alternatively, all models may replace their bikes with horses (or similar cavalry mounts) for -10 points per model or with xenos mounts for the same cost (note that this results in the loss of the +1 toughness benefit gained from the bike)

Pursuit squads may be equipped with flash-bangs (which work just like frag grenades) for +1 point per model

Character: One arbitrator may be upgraded to a Proctor for +7 points. The Proctor may replace their executioner shotgun with weapons from the Arbite armory.

SPECIAL RULES

Unarmed Bikes: Arbite bikes do not carry weapons like those of the space marines, instead the arbitrators fire their shotguns from the saddle.

A bike is a weapon: An arbitrator will use their bike (or horse) as a weapon, they therefore gain an additional attack when charging from hitting targets with their mount. This attack is above the standard attack gained from charging.

Heavy Support

0-6 Sentry Gun (See Imperial Armor Volume 1)

0-1 Arbitrator Heavy Weapon Squadron

Use the Entry in Codex: Imperial Guard for an Anti-Tank Support Squad, Fire Support Squad, or Mortar Support Squad with the following changes:.

- The arbitrators are wearing carapace armor and therefore have a 4+ save.
- The squadron costs an additional +20 points.