

ADEPTUS ARBITES: HIVE RAID

OVERVIEW

In the depths of Imperial Hiveworlds, many citizens make a fortune by selling contraband to the populace, be it illegal literature, weaponry, or alien technology. Many of these many crimes are punishable by execution. In the hive cities, the forces of the Adeptus Arbites are the long arm of the law for the Imperium.

SCENARIO SPECIAL RULES

For this scenario, you need six objective markers representing contraband! After setting up terrain but before deploying any units, place the six contraband markers. Next, roll the scatter die for each marker. If the result is an arrow, move the marker 2D6" in the direction indicated. If the result is a hit, move the marker 1D6" in the direction indicated by the arrow at the top of the "hit" icon. If the marker is moved onto a multi-level building, roll randomly to determine on which floor the marker should be placed.

SET UP & FORCE SELECTION

The Arbitrator force is led by two Judges and three squads of 10 Arbitrator Patrolmen (stats and equipment listed on the right). The opposing army may have up to 500 points of any army selected from the standard force organization chart from any Codex or Chapter Approved army list. The opposing army may not take any vehicles of any kind.

Battlefield

We recommend a 4' x 4' table for this scenario. If you are running this scenario on a different sized table, you may have to adjust the deployment zones accordingly. The terrain should be densely packed with as many buildings as possible. Use Necromunda terrain if you have some.

Deployment

The opposing army is deployed first and may deploy anywhere outside of 20" of the center of the Arbitrator's table edge. The Arbitrator forces are deployed no

further than 12" from the center point of a table edge.

Who Goes First? Game Length

The Arbitrators get the 1st turn.

The game lasts 6 turns.

OBJECTIVES/LENGTH

The Arbitrators must seize the contraband. To do so, one Arbitrator model must end its turn in contact with a contraband marker and not be locked in combat. At the end of the game, consult the table at right to determine the results of the game.

JUDGE:

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	3	4	3	9	4+

The Judge is armed with either an Arbite shotgun and power weapon or bolt pistol and power weapon. The Judges are independent Characters and follow the rules on p. 74 of the Warhammer 40,000 rulebook.

ARBITE:

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	3	4	3	9	4+

The Arbites are armed with shotguns or bolters. Up to one Arbitrator per squad may be armed with a grenade launcher.

Number of contraband markers seized by the Arbitrators

0-2 markers seized	Major Loss
3 markers seized	Loss
4-5 markers seized	Minor Victory
6 markers seized	Major Victory

