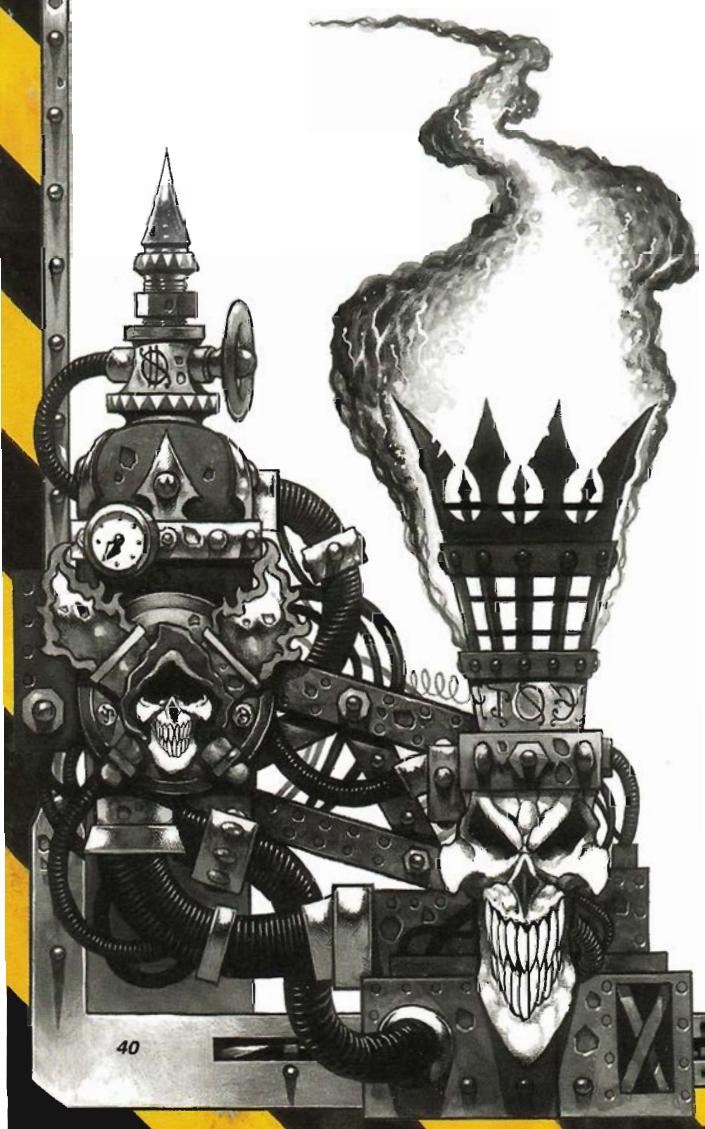
ADEPTUS ARBITES

By Andy Chambers

The Adeptus Arbites are also known as Imperial Judges, or commonly among the inhabitants of Necromunda as Judges. Every hive on Necromunda is divided into precincts, each with its own fortified courthouse and a substantial number of Judges. Necromunda is a vital planet to the Imperium, but population pressures mean that it is in constant danger of devolving into anarchy and civil war. The Judges maintain a constant vigilance for signs of disloyalty and subversion from Spire to Underhive. Their duty is to uphold the law of the Imperium and they are not subject to Lord Helmawr's authority, indeed, he is the subject of their closest scrutiny. The Imperium is an organisation where rebellion and defiance of the Imperial will are classed as crimes against humanity.



The Judges are the grim and uncompromising reminder of the Imperium's presence on Necromunda. They cannot be bought off, threatened, corrupted or negotiated with. Indeed, the Adeptus Arbites goes to great lengths to ensure that those recruited into their ranks do not serve on their own home worlds nor anywhere within a dozen light years of home. They do not communicate with the citizenry unless absolutely necessary and only leave their precinct courts on official business.

Apart from the Judges, there is no single, all-encompassing official planetary law enforcement agency on Necromunda. The peace is kept by the Houses within their own territories. Certain kinds of lawlessness such as incessant feuding is tolerated by the Houses, but other crimes are dealt with by the Houses themselves. In the Underhive gangs related to the House which has been offended will deal with the offenders. The Judges are present on Necromunda to enforce Imperial laws which are to be upheld throughout the Imperium, rather than the local laws of Necromunda.

The most important work for the Judges on Necromunda include hunting for certain drugs and archeotech devices which are under Imperial mandate, rounding up psykers and subversives intent on stirring up rebellion against the Imperium, escorting important Imperial officials and assisting the Imperial House in maintaining order when required. Individual Arbitrators, particularly grizzled veterans which have been hardened by years of dispensing justice, act as law enforcers within some settlements in the Underhive. These are tough, no nonsense characters who command the local Watchmen and direct freelance bounty hunters in the constant battle against outlaws and

Outlanders. They also monitor local loyalties and the activities of the Merchant guild to ensure that the Imperial codes of law are maintained even on the frontiers of anarchy.

Other than individual Arbitrators the two most commonly encountered Arbites tactical units on Necromunda are the Arbites Patrol squads and the Arbites Shocktroop squads. Patrol squads are the standard law enforcement teams which can be seen patrolling hive levels around Imperial establishments and important areas of the Underhive. Shocktroops can be called in to quell serious disturbances, such as mob riots, or to suppress unruly gangs and poorly equipped Deviant Scum.

"Hive cities are little more than unlit bonfires. They need only the sparks of lawlessness to burn."

Judge Traggat,
Selected Sayings, Vol II, Chapter IX

ARBITES PATROL TEAM . . . . 900 credits

Profile	M	WS	BS	S	T	W	I	A	LD
Proctor	4	4	4	3	3	1	4	1	8
Judge	4	3	3	3	3	1	3	1	7

SQUAD: An Arbites Patrol Team consists of four Judges and one Proctor.

WEAPONS: The Proctor and the Judges are armed with bolt pistols and Choke grenades.

ARMOUR: Carapace armour (4+ save). The carapace armour includes a helmet with a respirator, photo visor and infra goggles. The Arbites do not suffer any Initiative modifiers for wearing carapace armour as they have been trained in its use since childhood.

WARGEAR: Any model in the squad may be equipped with a boltgun for 35 credits each, or an Arbites combat shotgun for 30 credits each.

Up to one Judge may be equipped with a grenade launcher for 130 credits.

The following grenades may be bought for the grenade launcher:

Frag grenades . . . . 30 credits
Krak grenades . . . . 50 credits

The Judge's Choke grenades may be used with the grenade launcher.

SKILLS: The whole Patrol team has the *Nerves of Steel, True Grit* and *Iron Will* skills. Due to their fearsome reputation all members of the patrol squad cause *fear* in Gangers and *terror* in Juves.

AMMO: The weapons and equipment of the Arbites are better maintained than those available to the population of the hive city. Consequently the Adeptus Arbites never need to make Ammo rolls.

ARBITES SHOCK TROOPS TEAM ..... 1,100 credits

Profile	M	WS	BS	S	T	W	I	A	LD
Proctor	4	4	4	3	3	1	4	1	8
Shocktroop	4	3	3	3	3	1	3	1	7

SQUAD: An Arbites Shocktroop team consists of four Shocktroops and one Proctor.

WEAPONS: The Proctor and the Shocktroops are armed with a power maul, suppression shield and Choke grenades.

ARMOUR: Carapace armour (4+ save). The carapace armour includes a helmet with a respirator, photo visor and infra goggles. The Arbites do not suffer any Initiative modifiers for wearing carapace armour as they have been trained in its use since childhood.

WARGEAR: Any member of the squad may be equipped with Scare grenades for 20 credits per model.

SKILLS: The whole Shocktroop team has the *Nerves of Steel, True Grit* and *Iron Will* skills. Due to their fearsome reputation all members of the Shocktroop team cause *fear* in Gangers and *terror* in Juves.

AMMO: The weapons and equipment of the Arbites are better maintained than those available to the population of the hive city. Consequently the Adeptus Arbites never need to make Ammo rolls.

NEW WEAPON: THE ARBITES COMBAT SHOTGUN

The Arbites combat shotgun is a simple shotgun with a number of adaptions which allow it to fire a special ammunition type available only to the Adeptus Arbites. In addition to the standard solid and scatter rounds fired by ordinary shotguns the Adeptus Arbites labs have developed the "Executioner" adamantium-tipped armour piercing round to seek out and destroy the toughest targets. This sophisticated shell has a tiny robot brain which locks onto the target's energy pattern and seeks it out with unerring accuracy. This variety of ammunition types makes the Arbites combat shotgun a uniquely flexible weapon.

SPECIAL RULES

Solid shells have a strength of 4. Scatter shells have a strength of only 3 but also have a 1" radius blast marker. Executioner rounds have a strength of 4 and -2 save modifier.

Because it locks onto a target's energy signature the Executioner shell may even be fired at hidden targets providing they have already been detected. The Executioner round is unusual in that it receives a +1 to hit modifier at long range and a -1 to hit modifier at short range. This is because the shell's tiny brain cannot lock onto its target until it has travelled several metres.

Arbites Combat Shotgun Profile

	Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo	Special
Solid	0-4	4-18	-	-1	4	1	-	4+	-
Scatter	0-4	4-18	-	-1	3	1	-	4+	1" blast, Ignores cover
Executioner	0-4	4-18	-1	+1	4	1	-2	6+	See main rules

EXTRA EQUIPMENT

The Adeptus Arbites are equipped to deal with any situation that demands their attention. Each courthouse has a large armoury that includes equipment available in the hive and some from other Imperial worlds. If the Arbites are performing a special mission, then they will be equipped with any relevant equipment. If, for example, the Arbites were attempting a rescue then all their weapons would come with silencers and they would take some screamers as well. What extra equipment and how much the Arbites take is up to players to decide. It is tempting to give them everything, even a Mung Vase each, but they should only carry items that will be specifically useful in their mission.

SCENARIO IDEAS

Adeptus Arbites teams uphold Imperial law and keep the peace in the hive. Minor fights are generally ignored by the Arbites so they will pay little attention to the skirmishes of rival gangs. The Arbitrator scenarios in Outlanders are particularly suited to Arbites teams, especially the *Storming the Barricades* scenario.

It is always a good idea to create your own scenario to use Arbites teams in so you can create a story line to fit the models you have available. Any scenario in which a gang goes against Imperial law or causes unrest in the hive is perfect for Arbites. An attack on a Merchant Guild, a huge riot, or even an attempt to steal a space ship and escape from the hive are all events in which the Adeptus Arbites would take a part.

ARBITES EXPERIENCE

The hive is divided into precincts each with its own court house and large numbers of Arbites. Each courthouse is responsible for patrolling and enforcing Imperial law in its area. If you are using Adeptus Arbites teams regularly in your games you could use an Experience point system to give character to the local team that patrols your gang's territory.

Arbites Patrol and Shocktroop teams are not meant to be used as gangs. Giving Arbites Experience points is mainly meant to spice up campaigns and give the teams a bit more character. Costs have been included so players can calculate the gang rating of their Arbites teams. This will hopefully ensure that one five-man Arbites team will not face a huge gang armed to the teeth.

The table below shows the starting experience for members of Patrol and Shocktroop teams and the skills available to them.

Type of Fighter	Initial Experience Points
Proctor	60+1D6
Judge	20+1D6
Shocktroop	20+1D6

Adeptus Arbites use the standard advancement table in the Necromunda Sourcebook.

SKILL TYPES AVAILABLE

Skill type:	Proctor	Judge	Shocktroop
Agility			
Combat	*		*
Ferocity	*	*	*
Muscle	*		*
Shooting	*	*	
Stealth	*	*	
Techno	*		

LOSS OF FIGHTERS

If any Arbites are killed in combat then the squad will be reinforced by the garrison of the courthouse. Before the next battle the dead fighter is replaced and the replacement starts with the initial profile, weaponry and experience points for a fighter of his type, (Proctor, Judge or Shocktroop).