

**Fly Lords of Terra Present:**

# ADEPTUS ARBITES

## ENFORCERS OF THE EMPEROR'S LAW



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*Dedicated to Rick Priestley, Andy Chambers, and Tim Huckleberry*

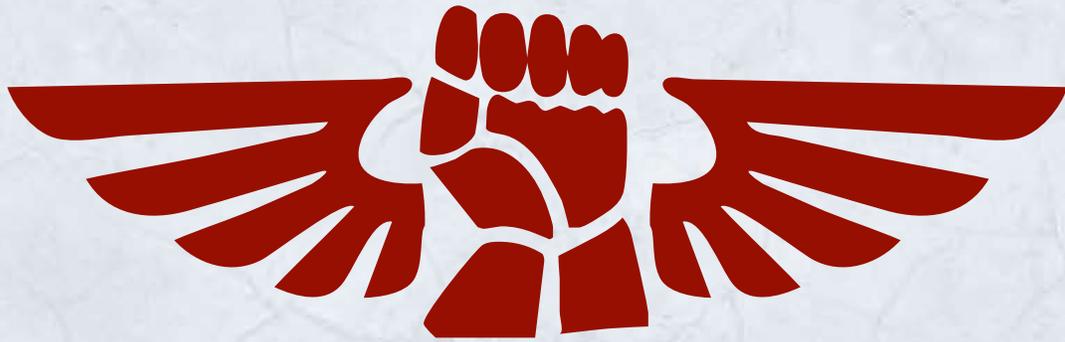
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"To serve the Emperor. To protect His domains. To judge and stand guard over His subjects. To carry the Emperor's law to all worlds under His blessed protection. To pursue and punish those who trespassed against His word. "

*-Oath sworn by cadets of the Adeptus Arbites*

# INTRODUCTION

Welcome, citizen, to an index of Imperial lore. Find herein details of the incorruptible Adeptus Arbites; enforcers of the Emperor's law. While the Mighty Astartes garner the glory, and the Imperial Guard the bloody toil of defending the Imperium it falls to the Arbites Judges and their tireless Arbitrators to police the teeming masses of humanity from within. Without law there is only chaos.

## FROM THE AUTHOR

*We hope this will be an exciting and fun-filled Warhammer 40,000 supplement. The Adeptus Arbites have been with us from as far back as Rogue Trader in the late 1980s. Back then, the Judges were about 90% Judge Dredd and 10% Warhammer, but they have been coming further along with every iteration and appearance from 40k, to Necromunda, to Inquisitor, and most recently Dark Heresy. The Arbites have always stuck with us and inspired us to imagine serving in one of the most despised yet critical Imperial organizations.*

*The Arbites list saw several iterations over the years, starting with a couple of simple units back in Rogue Trader and 2nd Edition. It received an update in the Citadel Journal many years later during 3rd Edition.*

*This list is an effort to refresh the Adeptus Arbites army for the first time since the advent of 5th Edition, linking it back with its earlier Citadel Journal and fan-based lists, and to bring it forward into the "present" of Warhammer 40,000. The army has been updated and brought into the "new-style" codex layout.*

*The list hopes to get your creative juices flowing and allow a set of enthusiast gamers and modelers a chance to dive into fun games with a host of exotic, but very familiar (and probably dusty), units.*

*It is a labor of love and I sincerely hope you have a great time taking the Arbitrators out on patrol. It's a tough job citizen, but someone has to do it.*

*-bigred*

## WHY COLLECT AN ARBITES ARMY?

In the final balance, the Adeptus Arbites are cops. If you are looking for super-human, ceramite encased warriors or unstoppable tanks you've found the wrong list. If you want to see the lowly underdog masses rise up and overthrow their oppressor, keep walking. If however, you understand that duty and justice are the glue of the Imperium; if you yearn to walk the lonely streets of the hives, knowing that you and your men alone stand for law and order, then look no further.

The Adeptus Arbites army is a list that combines some quality infantry with some aggressive hard-hitting friends back at the precinct House, waiting for the call to action. It is a list that not only strives to capture the physical characteristics of the Arbites, but their day-to-day "be prepared because anything can happen" style of operations.

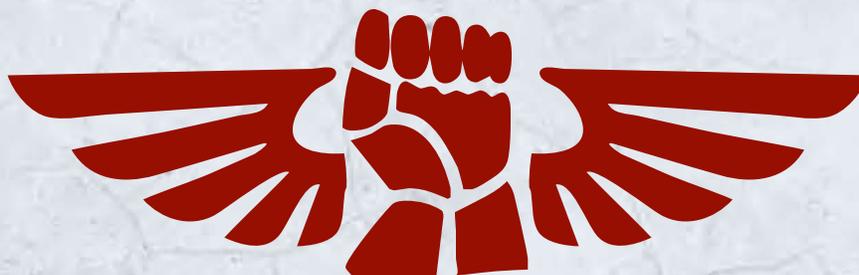
## HOW THIS MINI-DEX WORKS

This mini-dex is split into three main sections that deal with different aspects of the army.

**Enforcers of the Dictates Imperialis:** This section goes over the background of the Adeptus Arbites, their role in Imperial society and how they are organized. It describes the duties of the Precinct Houses and how they take up arms in the face of criminal threats both foreign and domestic.

**Hobby Section:** This section shows the Arbites in action on the tabletop with an emphasis on painting and modeling the army.

**Adeptus Arbites Army List:** This section covers the special rules and wargear available to the army and presents each unit arranged so you can easily choose an army for your games. A Force Organization Chart is listed along with the point values of each unit so army construction can be done easily.



# ENFORCERS of the DICTATES IMPERIALIS

## THE JUDGES OF MEN

The Adeptus Arbites are the galaxy-spanning police force of the Imperium. They enforce Imperial Law, embodied within the great volumes of the Dictates Imperialis.

The Adeptus Arbites are commonly known as the Judges by the citizenry as their organization represents the enforcement arm of the Adeptus Terra. While Imperial worlds are self-governing and self-policing, the power inherent in governorship is rightly considered to powerful to not require a level of formal oversight. Greedy Imperial Governors are often tempted to scheme against the Imperium, bitter rivals may endanger their worlds for personal gain or petty vengeance. The Adeptus Arbites are charged with eternal vigilance to keep such dangers in check, and their Judges and Marshals perform that role ruthlessly. Their duties and abilities fall between those of the Officio Assassinorum, who seek out single heretics, and the Imperial Guard, who wage war on an army scale.

Utterly loyal and ruthless, the Arbites are feared throughout the galaxy - for they are enforcers of a cruel regime of law. One where failure and incompetence are capitol crimes and many punishments are death. The Arbites are authorized by their Imperial mandate to act as judge, jury, and executioner. Mere citizens have no rights and only ranking members of the Ministorum or Inquisition could claim a formal trial.

The Arbitrators are based on Holy Terra, centered in their most revered sanctum, the Hall of Judgement. It is from here, that the bureaucracy of the law is meted out. It is from here, that millions of Arbitrators are raised, and dispatched to countless fortified precincts across the Imperium.

On each Imperial world is at least one Arbites precinct house. Each is a fortified center of law and is often the only connection between the world and the rest of the Imperium. Each is responsible for a jurisdiction and is home for a complete Arbites force led by an Arbites Judge and Marshals.

## DICTATES IMPERIALIS

The Dictates Imperialis is the law of the entire Imperium, and is weighed above all local laws or government edicts on worlds where the Arbites are stationed.

Unlike the Lords of the Inquisition, the Judges, Marshals, Proctors, and Arbitrators have no leeway in enforcing the law. They are instead oath-bound by the letter of the Dictates Imperialis.

The Dictates are an enormous body of laws, rulings, and precedents compiled over ten millennia. They range from the words of the Emperor Himself, to the most recent edicts of the High Lords of Terra. By its very nature, the Dictates Imperialis is vast, and millions of Arbites spend their entire lives researching particular points of

the Dictates to further their ability to bring criminals to justice.

The Arbites administer only the Dictates Imperialis. While every Imperial world has its own local law enforcement forces and local codes, it is the Adeptus Arbites who alone enforce the Dictates Imperialis.

## THE MAKING OF AN ARBITRATOR

The personnel of the Adeptus Arbites are recruited from Schola Progenium orphanages throughout the Imperium. It takes a particular type of individual to be chosen, and they often select those who dominate their fellow students through force of will or brute strength. The Arbites must be ruthless in their duty, and mercy is frowned upon as unbecoming of an enforcer of the Dictates Imperialis.

## THE THIN BLACK LINE

The vast bulk of the Arbites are as nothing compared to the teeming billions under their charge. It is said that they represent "The Thin Black Line" that stands for justice and law. Without their eternal vigilance, all of the Imperium would quickly degenerate into anarchy.

## Crime and Punishment

*Herein is a sampling of the untold millions of Imperial crimes enforced by the Arbites.*

**Failure to report thoughts of Heresy.**

**Failure to arrive at a place of work on time.**

**Loitering within sight of a Precinct House.**

**Failure to use designated street crossings.**

**Allowing oneself to be taken hostage.**

**Speaking freely in the presence of an Arbitrator.**

**Wearing offensive or suggestive clothing.**

**Double Parking.**

**Destruction of Imperial Property.**

**Failure to yield right of way to Imperial servants.**

**Improper disposal of trash in Imperial sanitation receptacles.**

As such, the Arbites possess some unusual formal mandates. In times of dire need such as the open rebellion of an Imperial world, or the loss of its rightful governor, the Judges of the Arbites are empowered to take command. They will rule the world in the Emperor's name until a replacement Governor is found. Only upon reception of a newly sanctioned Governor, will the Judges turn over formal control of the world, and return to their standard duties of law enforcement.

### **ARBITES PRECINCT HOUSES**

Arbites precinct houses dot the major cities of every world of the Imperium. From remote agri-worlds to the teeming hive cities, these ominous edifices inspire fear and paranoia for many miles around. The men and women of the Arbites are utterly incorruptible, and are always posted far from their homeworlds. The law is their life and they are ruthlessly dedicated to it.

Arbites precinct houses are often the first line of defence against the corruption of Imperial worlds. The Arbites owe no direct allegiance to a world's Imperial Commander and are free to stamp out the hint of heresy. Many governors chafe under their watchful eyes, but are later thankful when rebels assault their palaces and the Arbites are the only force able to ruthlessly put them down.

### **EQUIPMENT OF THE ARBITRATORS**

The Arbites work day and night in a thankless dangerous environment. Death waits behind every door on their daily beat. To help ensure their safety, the Arbites use a small set of distinctive equipment. It marks them as the Imperium's enforcers from a distance and offers substantial protection.

Arbites uniforms are traditionally a heavy black leather bodysuit, with extra padding at the joints and shoulders. This only further emphasizes the standard Arbites impressive physique and is augmented with rugged gloves and jackboots to protect the hands and feet. The head is encased in a distinctive fully enclosed helmet. Over this is layered a full set of thick plated carapace armor, equal to the protection seen in some elite Imperial Guard regiments. Prominently displayed is the Arbites Badge, their symbol of office and authority. The typical Arbites weaponry is the combat shotgun, power maul, and suppression shield.

The combat shotgun is a rugged firearm with modifications that allow the use of special ammunition type available only to the Arbites. In addition to the standard rounds fired by ordinary shotguns, the combat shotguns can fire 'Executioner' adamantium-tipped armour piercing rounds designed to seek out and destroy tough targets. These sophisticated shells have a tiny machine spirit that locks onto the target's energy pattern and seeks it out with unerring accuracy. It is this variety of ammunition which makes the combat shotgun a uniquely flexible weapon.

Shock mauls are compact batons surrounded by a low strength power field. The shock maul has a power setting can be adjusted so its discharge effect can vary from punching through a door, or armor to simply knocking a

foe unconscious. The power maul is often employed in concert with the suppression shield.

Suppression shields are similar to the storm shields used by the Astartes but supplements the power field generator with an electrical-shock device. It can thus be used for both offense and defense. Its charge is emitted into enemies in assault, often incapacitating them on impact.

### **ULTIMATE DUTY**

In times of dire need, the Arbites precinct houses are responsible for fulfilling their ultimate duty. With their unwavering loyalty to the Imperium, and fortress level structures, it is common for the Arbites to be the last surviving holdouts on worlds swamped by invasion or foul rebellion.

It falls to the Arbites to ensure that final warnings get out via their dedicated Astropaths to nearby Imperial systems. Many an Astartes strike force has arrived at a rebel world to discover the still smoldering embers of Arbites Precinct houses that had held out for months.

These Arbitrators died well, knowing that even in death they enforced the Dictates Imperialis in bringing fiery retribution upon their enemies.

### **ADEPTUS ARBITES IN BATTLE**

The Adeptus Arbites are first and foremost a police force. They are supplied with equipment to fight a low-level war, but were never intended as a standalone force capable of overcoming a full military organization.

Unfortunately for their opponents, what the Arbites lack in unvarnished firepower, they make up in local intelligence. Precinct houses have been patrolling their jurisdictions for decades and know their beats with a familiarity impossible for an invading force.

More often than not, a typical Arbites combat operation begins with a small encounter. It could be an enemy force stumbling its way into a Arbitrator patrol accidentally. Equally likely in the case of a standing long term conflict, the Arbites were ordered to sweep their neighborhoods for enemy activity and themselves uncovered their foe.

At this juncture, the vast Arbites intelligence network and local knowledge swings into action. Precinct house comm officers vector Arbites backup units into the trouble area, and the enemy will soon find himself surrounded as if by a swarm of angry bees stirred from their nest.

No area is safe, as patrol after patrol arrives to cut off vital lines of retreat and airborne Arbites units zipline into action at a moments notice.

What was seemingly an simple one-sided engagement can vanish into thin air in a matter of seconds. The stoic Arbitrators understand this dynamic, and are famed for their ability to hold the line in the face of overwhelming foes, secure in the knowledge that help is on the way.

# ARBITES ARBITRATOR

"The Thin Black Line"



To the masses of the Imperial citizenry, the Arbites Arbitrator is the embodiment of the Emperor's Will. While the vast Imperial Guard and Navy fight their distant wars of survival, and the heroic exploits of the Adeptus Astartes are celebrated throughout the Imperium; to the farmer and factory worker, it is the Arbitrators who hold the galaxy together.

It is these grim faced men, in polished dark armor who walk the streets every hour. It is they who hold back the criminals and punish the weak and foolish. It is they who uphold the law, allowing the daily labor of humanity to go forward without intervention.



## The Grand Provost Marshal

The Adeptus Arbites titular head is the Grand Provost Marshal. One of the permanent seats among the High Lords of Terra; he is responsible for the administration of all law enforcement efforts within the Imperium.

While other High Lords deal with matters of external threat and dire horrors from within, it falls to the Grand Provost Marshal to ensure that the true strength of mankind, its countless civilian masses are policed and protected from the predations of the criminal and the wicked.

As such the Grand Provost Marshal keeps a sharp eye on emerging criminal patterns and often works closely with the Inquisitorial Representative to root out nascent threats that are beyond his organization's abilities.

TYPICAL ARBITRATOR

## Typical Service Record

ARBITRATOR YHZ-8903-56-2045; THRIFT, B

Instatement Date	302982M41
Rank	Proctor-1st Class
Arrests	2429
Criminal Fatalities	784
Major Operations	26

## CITATIONS

Meritorious Duty	3 Citations
Excellent Duty	8 Citations
Integrity Commendation	4 Citations
Exceptional Merit	2 Citations
Honorable Mention	1 Citations
Arbites Combat Cross	1 Citations

# ADEPTUS ARBITES MODELING

An Adeptus Arbites army provides a myriad of opportunities for modeling using minis old and new from ranges such as Necromunda, Imperial Guard, Marines, and, if you're lucky, even the old original Arbites models from 2nd Edition.



Arbitrator team fighting hive gangers.



2nd Edition Officer

"To be just,  
our law must be  
cruel."

Arbites Execution Team in action.



Arbites patrolling their jurisdiction.

# VEHICLES OF THE PRECINCTS



**Black Maria**

This Arbites precinct is using an unusual dark blue scheme.



**Arbites Sentinel**



Arbites Missile Battery



Arbites Heavy Grenade Launcher



**Arbites Chimera**

## Converting Arbitrators



Shotgun Detail



Cadian Body

Converted Helmet

Greenstuff Knee/Elbow Pads

Plasticard Shield



Cadian Body

Ork Stikk-bomb



Shock Maul



Rear Helmet Detail



Rear Detail

# ADEPTUS ARBITES ARMY LIST

The Adeptus Arbites Army has the following units.

**HQ** 0-1 Judge, Marshal, 0-1 Psi-Marshal  
**ELITE:** Execution Team, Shock Team  
**TROOPS:** Arbitrator Team, Sharpshooter Team  
**FAST ATTACK:** Pursuit Team, Storm Team, Arbites Sentinel Team  
**HEAVY SUPPORT:** Suppression Team, Black Maria



**Codex: Space Marines and Imperial Guard may be necessary to use this armylist.**

## ADEPTUS ARBITES SPECIAL RULES

### ARMY SPECIAL RULES

**Thin Black Line:** Arbites combat operations usually commence with an isolated incident reported by small patrol forces. At the start of battle up to half of the total number of units in the army (rounded down) may begin on the field. Only TROOPS choices, a single HQ, and any unit with the Scouts or Infiltrate abilities are eligible for deployment. All others are placed in Reserve.

### UNIT SPECIAL RULES

**Riot Tactics:** The Arbites train endlessly to suppress unruly mobs and are masters of containing seemingly chaotic melees. Enemy models who place close combat attacks on units with this rule suffer a -1 to hit modifier (eg a 3+ becomes a 4+). These enemies fight normally when receiving attacks in return. Models riding Arbites Bikes may not use Riot Tactics.

**Units Inbound.** The Arbites know their jurisdictions like the back of their hands, and are coordinated into battle by their precinct operators. Units with this rule, may select any board edge outside of the enemy's deployment table edge when arriving from Reserve.

### PSYKER POWERS

**Obfuscate.** The psyker disorients the senses of nearby enemies, making it difficult to focus on the Psi-Marshal. This power is used at the start of the Arbites turn. If successful, enemy units within 12" of the Psi-Marshal must make difficult terrain checks when moving (including assault moves) until the start of the next Arbites turn.

**Vigilance.** The psyker scans the area for hidden foes, giving his men deadly advantage. This power is used at the start of the Arbites turn. If successful, all enemy units within 18" of the psyker have their cover saves reduced by -1 until the start of the next Arbites turn.

### WARGEAR

**Arbites Bike:** Models equipped with Arbites Bikes follow all the rules for bikes as described in the 40k rulebook. The bike is armed with a twin-linked bolter.

**Arbites Grenade Launcher** fires either:

-Gas grenades: 24" S:X AP:- Assault 1 Blast, Poison 4+, Ignores cover.

-Lockdown grenades: 24" S:- AP:- Assault 1, If a vehicle is hit by a lockdown grenade roll a d6. It may not move until the start of the next Arbites turn on a d6 roll of 5+.

**Arbites Heavy Grenade Launcher:** fires either:

-Gas shells: 36" S:X AP:- Heavy 1 Blast, Poison 3+, Ignores cover.

-Lockdown shells: 36" S:- AP:- Heavy 1, If a vehicle is hit by a lockdown shell roll a d6. It may not move until the start of the next Arbites turn on a d6 roll of 5+.

**Arbites Missile Battery:** fires either:

-Gas warheads: 48" S:X AP:- Heavy 1 Large Blast, Poison 2+, Ignores cover.

-Explosive warheads: 48" S:8 AP:3 Heavy 3

**Arbites Shotgun:** fires either:

-Standard rounds: 12" S:4 AP:-, Assault 2

-Executioner rounds: 6-18" S:4 AP:5, Assault 1, No line of sight required. Ignores non-area cover.

**Badge of the Justiciar:** This badge, given to those with a profound knowledge of the Dictates Imperialis, provides a 5+ invulnerable save to the wearer.

**Book of Law:** Friendly Arbites units within 6" may always attempt to regroup.

**Breaching charge:** Melta bomb.

**Cyberhound:** Enemies may not flank within 12" of these bloodhounds. Cyberhound's make their attached unit count as Initiative 5 for Sweeping Advances. Cyberhounds count as single models for transport purposes. They do not prevent an Independent Character from joining a unit. A cyberhound has the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Cyberhound	4	0	4	3	1	5	2	7	5+

**Execution Blade:** +1 Initiative power weapon.

**Multi-comm:** An Arbites secured locator. Any Arbites squad with the Deep Strike special rule will not scatter if placed within 6" of a multi-comm.

**Power Maul:** Close combat weapon, poison (2+).

**Riot Grenades:** Defensive grenades.

**Shock Maul:** Close combat weapon, poison (4+).

**Sniper Rifle:** 36" S:X AP:6 Heavy 1, Sniper.

**Suppression Shield:** 4+ invulnerable save, counts as a close combat weapon. User may not perform a sweeping advance.

"Fidelis  
ad  
Mortem"  
-Arbites Motto

## ARBITES JUDGE.....COST: 75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Judge	4	4	3	3	3	4	3	10	4+

"Claims of innocence mean nothing; they serve only to prove a foolish lack of caution."  
 -Judge Traggat, Selected Sayings, Volume III

Judges 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.

### Unit Composition:

- 1 Judge

### Unit Composition:

- Infantry

### Wargear:

- Carapace armor
- Arbites shotgun
- Bolt pistol
- Frag grenades
- Riot grenades

### Special Rules:

- Independent Character
- Stubborn
- Riot Tactics
- Units Inbound
- Hand of Justice

### Options:

- Replace arbites shotgun with:
  - a shock maul ..... free
  - a bolter ..... free
  - a combi-flamer, or -plasma ..... +10 pts
  - a power maul ..... +10 pts
- Replace bolt pistol with:
  - a plasma pistol ..... +15 pts
  - a suppression shield ..... +10 pts
- Take a Book of Law ..... +10 pts
- Take a Badge of the Justicar ..... +5 pts
- Take a Arbites bike ..... +25 pts
- Take a multi-comm ..... +5 pts
- Take breaching charges ..... +5 pts
- If not mounted on an Arbites bike, take:
  - 1-4 cyberhounds ..... +10 pts each

**Hand of Justice:** To face an Arbites Judge in battle is to bear the eternal mark of the fugitive. Non-daemon enemy units within 12" of an Arbites Judge suffer -1 Initiative as the awesome weight of Imperial Justice bears down upon them.

## ARBITES MARSHAL.....COST: 40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Marshal	4	4	3	3	2	4	2	9	4+

"To stand upon the bedrock of the Law is our great duty. To presume to stand above it is our worst heresy."  
 -Judge Thrift, Selected Sayings, Volume II

Marshals 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.

### Unit Composition:

- 1 Marshal

### Unit Composition:

- Infantry

### Wargear:

- Carapace armor
- Arbites shotgun
- Bolt pistol
- Frag grenades
- Riot grenades

### Special Rules:

- Independent Character
- Stubborn
- Riot Tactics
- Units Inbound

### Options:

- Replace arbites shotgun with:
  - a shock maul ..... free
  - a bolter ..... free
  - a combi-flamer, or -plasma ..... +10 pts
  - a power maul ..... +10 pts
- Replace bolt pistol with:
  - a plasma pistol ..... +15 pts
  - a suppression shield ..... +10 pts
- Take a Book of Law ..... +10 pts
- Take a Badge of the Justicar ..... +5 pts
- Take a Arbites bike ..... +25 pts
- Take a multi-comm ..... +5 pts
- Take breaching charges ..... +5 pts
- If not mounted on an Arbites bike, take:
  - 1-4 cyberhounds ..... +10 pts each

**ARBITES PSI-MARSHAL.....COST: 60 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Psi-Marshal	4	4	3	3	2	4	2	9	4+

The 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.

**"No servant of the Emperor dies unavenged. No enemy of the Emperor escapes unpunished!"**  
 -Promise of the Pax Imperialis

**Unit Composition:**

- 1 Psi-Marshal

**Unit Composition:**

- Infantry

**Wargear:**

- Carapace armor
- Arbites shotgun
- Force weapon
- Bolt pistol
- Frag grenades
- Riot grenades

**Special Rules:**

- Independent Character
- Stubborn
- Psyker
- Riot Tactics
- Units Inbound

**Psychic Powers:**

- A Psi-Marshal possesses the Obfuscate and Vigilance psychic powers.

**Options:**

- Replace arbites shotgun with:
  - a bolter ..... free
  - a combi-flamer, or -plasma ..... +10 pts
- Replace bolt pistol with:
  - a plasma pistol ..... +15 pts
  - a suppression shield ..... +10 pts
- Take a Badge of the Justicar ..... +5 pts
- Take a Arbites bike ..... +25 pts
- Take a multi-comm ..... +5 pts
- Take breaching charges ..... +5 pts
- If not mounted on an Arbites bike, take:
  - 1-4 cyberhounds ..... +10 pts each

**ELITES**

**EXECUTION TEAM.....COST: 25 POINTS PER MODEL**

	WS	BS	S	T	W	I	A	Ld	Sv
Executioner	4	4	3	3	2	4(5)	2	8	5+

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.

**"He who does not prevent a crime, encourages it."**  
 -Codex Arbites

**Unit Composition:**

- 1-4 Executioners

**Unit Composition:**

- Infantry

**Wargear:**

- Flak armor
- Execution blade
- Las pistol
- Frag grenades

**Special Rules:**

- Infiltrate
- Scout
- Stealth
- Covert Operations

**Options:**

- Take a multi-comm ..... +5 pts

**"We determine the guilty. We decide the punishment."**  
 -Codex Arbites

**Covert Operations:** Execution Teams operate independantly and in secrecy, often far ahead of the main Arbites force. Executioners may not ride in transports, or be joined by Independant Characters.

**SHOCK TEAM.....COST: 75 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Shock Arbitrator	4	4	3	3	1	3	1	8	4+
Shock Proctor	4	4	3	3	1	3	2	8	4+

The Shock Teams form the unbreakable shield of the Arbites precinct-houses. Deployed to hold the line against determined opposition, many a foe has dashed themselves to bloody ruin trying to break their lines.

"Fear follows crime, and is its punishment."

-Codex Arbites

**Unit Composition:**

- 1 Proctor
- 4 Arbitrators

**Unit Composition:**

- Infantry

**Wargear:**

- Carapace armor
- Shock maul
- Suppression shield
- Bolt pistol
- Frag grenades
- Riot grenades

**Special Rules:**

- Riot Tactics
- Units Inbound

**Transport:**

- Rhino
- Chimera
- Repressor

**Options:**

- May include up to 5 additional Arbitrators: ..... +13 pts each
- If the squad numbers ten models a second Arbitrator may be upgraded to a Proctor: .....+10 pts
- Any Proctor may replace his shock maul with:
  - a power maul ..... +5 pts
- A single Proctor may take a multi-comm ..... +5 pts
- A single Proctor may take breaching charges +5 pts
- A single Proctor may take a Book of Law ....+10 pts

# TROOPS

**ARBITRATOR TEAM.....COST: 55 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Arbitrator	3	4	3	3	1	3	1	8	4+
Proctor	3	4	3	3	1	3	2	8	4+

Arbitrator teams 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.

**Unit Composition:**

- 1 Proctor
- 4 Arbitrators

**Unit Composition:**

- Infantry

**Wargear:**

- Carapace armor
- Arbites shotgun
- Bolt pistols
- Riot grenades

**Special Rules:**

- Riot Tactics
- Units Inbound

**Transport:**

- Rhino
- Chimera
- Repressor

**Options:**

- May include up to 5 additional Arbitrators: ..... +9 pts each
- The squad may have frag grenades: ..... +1 pt per model
- Any number of Arbitrators may replace their Arbites shotguns with shock mauls or bolters at no cost.
- One Arbitrator may replace his Arbites shotgun with:
  - a flamer ..... +5 pts
  - a heavy stubber ..... +5 pts
- If the squad numbers ten models a second Arbitrator may replace his Arbites shotgun with:
  - an Arbites grenade launcher.....+10 pts
  - a plasma gun .....+15 pts
- Proctor may replace his Arbites shotgun with:
  - a power maul ..... +5 pts
  - a shock maul ..... free
- Proctor may take a Book of Law .....+10 pts
- Proctor may take a cyber-hound .....+10 pts
- Proctor may take a multi-comm ..... +5 pts
- Proctor may take breaching charges ..... +5 pts



**SHARPSHOOTER TEAM.....COST: 75 POINTS**

*An Adeptus Arbites army may field up to one Sharpshooter Team for every Arbitrator Team in the army.*

	WS	BS	S	T	W	I	A	Ld	Sv
Sharpshooter	3	4	3	3	1	3	1	8	4+

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.

"Hive cities are little more than unlit bonfires. They need only the sparks of lawlessness to burn."  
-Judge Traggat, Selected Sayings, Volume XI

**Unit Composition:**

- 5 Sharpshooters

**Unit Composition:**

- Infantry

**Wargear:**

- Carapace armor
- Sniper rifle
- Bolt pistol

**Special Rules:**

- Infiltrate

**Options:**

- May include up to 5 additional Sharpshooters: ..... +15 pts each
- If the squad numbers ten models one Sharpshooter may replace his sniper rifle with:
  - a heavy bolter.....+10 pts
- Take a multi-comm ..... +5 pts

"The Emperor commands that no man secure happiness by crime."  
-Codex Arbites

# FAST ATTACK

**PURSUIT TEAM.....COST: 65 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Arbitrator	3	4	3	3(4)	1	3	1	8	4+
Proctor	3	4	3	3(4)	1	3	2	8	4+

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. Many a criminal has been brought to justice by these relentless hunters.

**Unit Composition:**

- 1 Proctor
- 2 Arbitrators

**Unit Composition:**

- Bikes

**Wargear:**

- Carapace armor
- Arbites shotgun
- Shock maul
- Riot grenades
- Arbites bike

**Special Rules:**

- Units Inbound

**Options:**

- May include up to 3 additional Arbitrators: ..... +18 pts each
- One Arbitrator may replace his Arbites shotgun with:
  - a flamer ..... +5 pts
- If the squad numbers six models a second Arbitrator may replace his Arbites shotgun with:
  - an Arbites grenade launcher.....+10 pts
  - a plasma gun .....+15 pts
- Proctor may replace his shock maul with:
  - a power maul..... +5 pts
- Proctor may take a multi-comm ..... +5 pts
- Proctor may take breaching charges ..... +5 pts



# FAST ATTACK

## STORM TEAM.....COST: 60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Storm Arbitrator	4	4	3	3	1	3	1	8	4+
Storm Proctor	4	4	3	3	1	3	2	8	4+

The Storm Teams form an elite within the Arbites. These experienced officers man the airborne patrols that sweep their jurisdictions tirelessly. At a moments notice, they can zipline into the thick of combat to crush or blast a foe into submission.

### Unit Composition:

- 1 Proctor
- 4 Arbitrators

### Unit Composition:

- Infantry

### Wargear:

- Carapace armor
- Arbites shotgun
- Bolt pistol
- Riot grenades

### Special Rules:

- Riot Tactics
- Deep Strike

### Options:

- May include up to 5 additional Arbitrators: ..... +10 pts each
- The squad may have frag grenades: ..... +1 pt per model
- Any number of Arbitrators may replace their Arbites shotguns with shock mauls or bolters at no cost.
- Two Arbitrators may replace their Arbites shotguns with:
  - a flamer ..... +5 pts
  - a heavy stubber ..... +5 pts
- If the squad numbers ten models two additional Arbitrators may replace their Arbites shotguns with:
  - an Arbites grenade launcher.....+10 pts
  - a plasma gun .....+15 pts
- Proctor may replace his Arbites shotgun with:
  - a power maul ..... +5 pts
  - a shock maul ..... free
- Proctor may take a Book of Law .....+10 pts
- Proctor may take breaching charges ..... +5 pts

"There is no den in the galaxy to hide a criminal. Commit a crime and the Imperium is made of glass."  
 --Judge Traggat, Selected Sayings, Volume IV

## ARBITES SENTINEL SQUADRON.....COST: 40 POINTS

	ARMOR							
	WS	BS	S	F	S	R	I	A
Sentinel	3	4	5	10	10	10	3	1

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.

"A man's crimes are his worst enemies, following like shadows till they drive his steps to the grave."  
 -Codex Arbites



### Unit Composition:

- 1-3 Arbites Sentinels

### Unit Composition:

- Vehicle (walker, open-topped)

### Wargear:

- Heavy Stubber
- Searchlight
- Smoke launchers

### Special Rules:

- Scout
- Units Inbound

### Options:

- Any Arbites Sentinel may replace it's heavy stubber with:
  - a multi-laser .....+10 pts
  - a heavy bolter .....+10 pts
  - a heavy flamer ..... +5 pts
- Any Arbites Sentinel may take any of the following:
  - extra armor ..... +5 pts
  - armored crew compartment.....+15 pts

# HEAVY SUPPORT

## SUPPRESSION PLATFORMS.....COST: 25 POINTS PER PLATFORM

The Arbites precinct-houses can field a variety of slow-moving weapons platforms in trying times. Sometimes deployed to assault or defend a fixed position, these suppression platforms can lay down a curtain of fire under which the Arbites attack.

	WS	BS	S	T	W	I	A	Ld	Sv
Arbitrator	3	4	3	3	1	3	1	8	4+

"Punishment must foremost provide aid to the Imperium. A dead criminal helps no man."  
-Codex Arbites

### Unit Composition:

- 1-3 Suppression platforms (including 2 Arbitrator crew per platform)

### Wargear:

- Carapace armor
- Bolt pistol

### Options:

- Each suppression platform must be armed with the same type of weapon from the following list:
  - a twin-linked heavy stubber ..... +5 pts
  - a twin-linked heavy bolter.....+15 pts
  - a twin-linked autocannon.....+20 pts
  - an Arbites heavy grenade launcher ....+25 pts

### Unit Composition:

- Artillery

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## BLACK MARIA.....COST: 140 POINTS

Black Marias are 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.

	BS	ARMOR		
		F	S	R
Black Maria	4	12	12	12

"Sir, why only dispatch one Black Maria?"  
"Trooper, there is only one riot"  
-Marshal Therin; 56th Precinct, Regula III

### Unit Composition:

- 1 Black Maria

### Special Rules:

- Units Inbound

### Options:

- May replace it's hull heavy bolter with:
  - a heavy flamer ..... free
- May take any of the following:
  - extra armor .....+15 pts
  - hunter killer missile .....+10 pts
  - track guards .....+10 pts
  - dozer blade..... +5 pts

### Unit Composition:

- Vehicle (tank)

### Transport Capacity:

- 6 models

### Wargear:

- Heavy bolter (hull)
- Arbites missile battery (turreted)
- Searchlight
- Smoke launchers

### Fireports:

- 1 top hatch (2 models)

### Access Points

- 1 Rear hatch



# ARBITES TRANSPORTS

**RHINO.....COST: 35 POINTS**

*See Codex: Space Marines for full rules*



**Options: (extra options)**

- May take any of the following:
  - pintle mounted flamer.... +10 pts

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.....COST: 65 POINTS**

*See Codex: Imperial Guard for full rules. Arbites Chimeras are BS:4*



**Options: (extra options)**

- May take a turret mounted:
  - twin-linked heavy bolter ... +5 pts
  - Arbites heavy grenade launcher ..... +15pts
- May take any of the following:
  - pintle mounted flamer.... +10 pts

The ubiquitous Chimera is produced in enormous numbers by the Departamento Munitorum. These trusty vehicles are commonly provided to the Arbites throughout the Imperium

**REPRESSOR.....COST: 50 POINTS**

*See Imperial Armor II for full rules*



**Options: (replaces listed options)**

- May take any of the following:
  - hunter killer missile ..... +10pts
  - extra armor ..... +15pts
  - pintle mounted flamer.... +10 pts

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.

**Fireports:** Up to six passengers may fire Arbites combat shotguns or bolters from the Repressor's 6 fireports.

## Tal'aff: The Long War

Deep in the Segmentum Obscuras lay the mining world of Tal'aff. After millennia of loyal service and tithes provided to the nearby Forgeworld of Loban VIII, a new governor rose to power. The charismatic governor Ol'Vantis slowly bent the entire world's masses to his standard before declaring himself above the Emperor of Mankind.

Tal'aff's Arbites Commandant would have none of it. Foreseeing the flame of rebellion within Ol'Vantis' heart, the Arbites had reinforced precinct houses surrounding the world's primary defense laser silos in an unseen bureaucratic shuffle. When the world fell into outright rebellion, the Arbites struck, knocking out several lasers. This punched a hole in Tal'Aff's orbital defenses through which Astartes reinforcements launched an attack on Ol'Vantis' palace some ten years later. Upon their arrival, the Astartes were stunned to discover a loose network of rag-tag bands of Arbitrators still fighting a guerilla war in the Emperor's name.

# Judge Oakley

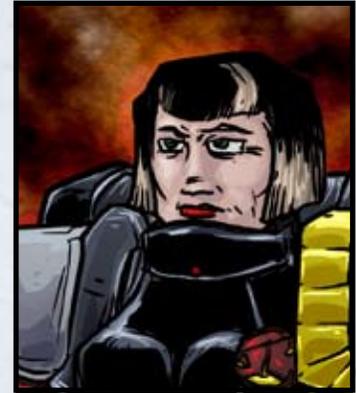
**COST: 130 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Oakley	4	4	3	3	4	5	3	10	4+

An Arbites army may include Judge Oakley. If you decide to take her, she counts as an HQ Judge choice.

**"If citizens would only emphasise observance of the law, the Arbitrators would be irrelevant."**

-Judge Oakley



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Carapace armor
- Power maul
- Plasma pistol
- Frag grenades
- Riot grenades
- Badge of the Justicar
- Book of Law

**Special Rules:**

- Independent Character
- Stubborn
- Riot Tactics
- Units Inbound
- Hand of Justice
- Voice of Law

**Voice of Law:** During the Rebellion of Masso III, two regiments of rebel PDF guardsmen laid siege to the hive city of Arol. Although reinforcements from the Space Sharks chapter were only days away, Judge Oakley's 32nd Precinct had lost most of their forces during the initial rebellion and her hold on the capitol was slipping. Rather than surrender to the traitorous forces, Oakley took to the airwaves, letting lose a verbal assault across the local vox network. For 37 straight hours, the judge argued the tenets of the Dictates Imperialis. So convincing was her denunciation of the rebellion, that the infighting it caused stalled the PDF's advance for four days, allowing the Space Sharks to arrive and smash the rebellion. Immediately before the start of turn 1, roll a D6 for every non-vehicle enemy unit, even those in transports. On a roll of a 5+, that unit must go-to-ground (units in vehicles must immediately disembark). This has no effect on units held in reserve.

# Psi-Marshal Hickok

**COST: 120 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Hickok	4	4	3	3(4)	3	5	3	10	4+

An Arbites army may include Psi-Marshal Hickok. If you decide to take him, he counts as an HQ Psi-Marshal choice.

**"No criminal can hide from the Arbites, No hidden lair, armored holdfast, nor even the mind will grant shelter."**

-Psi-Marshal Hickok



**Unit Type:**

- Bikes

**Number/Squad:**

- 1

**Wargear:**

- Carapace armor
- Force weapon
- Bolt pistol
- Frag grenades
- Riot grenades
- Badge of the Justicar
- Book of Law
- Arbites bike

**Special Rules:**

- Independent Character
- Stubborn
- Psyker
- Units Inbound

**Psyker Powers:**

- Vigilance
- Dominate

**Dominate:** Psi-Marshal Hickok is considered the best interrogator in the entire Arbites. He channels his fervor for the law into a icy psychic onslaught which penetrates the mind, leaving criminals filled with thoughts of judicial retribution. The power is used at the start of the Arbites assault phase. If successful, nominate a single enemy model within 6" involved in the same close combat. If the target model fails a leadership test, it may not attack in any way until the end of the close combat. Hickok may only have one model dominated at a time.

# FAMOUS PRECINCTS OF THE ADEPTUS ARBITES

## 969th PRECINCT - MORDIAN (THE "UPS and DOWNS")

CO: Judge Schiff

XOs: Marshals McCoy, Branch

Adjutants: Psi-Marshall Olivet

**969th Detective Squad** <sup>1</sup>  
(Detective Logan) 5 Plainclothes  
Detectives, 40+ Civilian Informants

**969th Special Operations**  
(Senior Proctor Curtis)  
12 Sharpshooters

**969th Canine Section**  
(Proctor Briscoe) 7 Cyberhounds  
1 Cybercat "Noonie"

**Precinct Vehicle Pool:** 4 Chimeras, 2 Rhinos, 2 Black Maria, 2 Repressor, 12 Arbites Bikes, 4 Sentinels, 2 Arvus Lighters, 1 Valkyrie  
**Deployed:** 969th is currently conducting intensive undercover operations against organized crime syndicates in their jurisdiction.

### 1/969th PATROL SECTION <sup>2</sup> (1st Proctor Cragen)

**1/A Arbitrator Patrol**  
1 Proctor, 8 Arbitrators, 1 Wpn Specialist

**1/B Arbitrator Patrol**  
1 Proctor, 7 Arbitrators, 2 Wpn Specialist

**1/C Arbitrator Patrol**  
1 Proctor, 7 Arbitrators, 2 Wpn Specialist

**1/D Arbitrator Patrol**  
1 Proctor, 6 Arbitrators, 1 Wpn Specialist

### 2/969th PATROL SECTION <sup>3</sup> (1st Proctor. Van Buren)

**2/A Arbitrator Patrol**  
1 Proctor, 7 Arbitrators, 2 Wpn Specialist

**2/B Arbitrator Patrol**  
1 Proctor, 7 Arbitrators, 2 Wpn Specialist

**2/C Arbitrator Patrol**  
1 Proctor, 4 Arbitrators, 1 Wpn Specialist

**2/D Arbitrator Patrol**  
1 Proctor, 5 Arbitrators, 1 Wpn Specialist

### 3/969th PURSUIT SECTION (1st Proctor Stone)

**3/A Pursuit Patrol**  
1 Proctor, 3 Arbitrators, 1 Wpn Specialist

**3/B Pursuit Patrol**  
1 Proctor, 3 Arbitrators, 2 Wpn Specialist

**3/C Sentinel Patrol**  
3 Sentinels

#### NOTES

<sup>1</sup> This unit consists of a network of Arbitres plainclothes detectives and civilian informants. These officers are engaged in deep-cover operations against the Mordian Farezii crime family.

<sup>2</sup> The 1/969th Patrol Section is traditionally called "The Boots" as they prefer to patrol on foot, giving them a more intimate view of their jurisdiction.

<sup>3</sup> Nicknamed "The Van Buren Boys", the 2/969th is slowly rebuilding its numbers after a bloody enforcement action left C and D patrols under strength.

<sup>4</sup> Called the "Hawkeyes" due their uncanny history of spotting trouble and sweeping into action in the nick of time.

<sup>5</sup> The 969th Armory is run under the careful eye of Senior Proctor "Scrap" Borgia, a veteran officer nearing retirement age. He is currently attempting to requisition heavy suppression platforms to replace recent losses.

### 4/969th RIOT SECTION "BULWARKS" (1st Proctor Falco)

**4/A Shock Team**  
2 Proctor, 8 Arbitrators

**4/B Shock Team**  
2 Proctor, 8 Arbitrators

### 5/969th AIR SECTION "HAWKEYES" <sup>4</sup> (1st Proctor Fontana)

**5/A Storm Team**  
1 Proctor, 5 Arbitrators, 4 Wpn Specialist

**5/B Storm Team**  
1 Proctor, 6 Arbitrators, 3 Wpn Specialist

#### 969th MORDIAN PRECINCT HISTORY

The 969th Precinct is one of Mordian's most famous Arbitres units. Its jurisdiction is "The Wall", an ancient adamantium plated sector of Mordian's capitol hive city and its external landing ports. The Wall marks the gateway between the luxurious upper spire and the infernal working foundries that lay below. It is an active, populous jurisdiction that sees transient traffic moving both up and down the social ladder of Mordian.

Day in and day out the 969th patrol The Wall, and its myriad official and illegal gateways and landing ports. They wage an eternal struggle to keep the unwanted out of the spire, and the disgraced and exiled down in the depths below. Over the centuries, the 969th has seen The Wall change from a dreaded shanty to a growing and prosperous merchant sector, with many traders setting up shops in the sector's grand bazaars. Recently this wealth has attracted the infamous Farezii crime syndicate and tensions are running high. Many say only a match is needed to ignite the entire sector into open revolt.

#### 969th PRECINCT ARMORY <sup>5</sup>

Ordinance Chief: Senior Proctor Borgia  
Tech Priest Engineer: Lupo

7 Heavy Stubber Platforms, 5 Heavy Bolter Platforms, 2 Autocannon Platforms, 1 Heavy Grenade Platform  
Support Vehicles: 1 Atlas Recovery Vehicle, 1 Trojan Ammunition Vehicle, 4 Servitors, 1 Astropath

# Boss Farezii

**COST: 90 POINTS**

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

Any Imperial Guard army may include Farezii. If you decide to take him, he counts as an HQ choice for the army.

"Every time I try to get out...  
They drag me back in."  
-Boss Farezii, Mordian Crime Syndicate



**Unit Type:**

- Infantry

**Number/Squad:**

- 1

**Wargear:**

- Bolt pistol
- Rosarius
- Power fist
- Bionics

**Special Rules**

- Independent Character
- Fearless
- Godfather
- Inside Man

**Godfather:** The Farezii crime syndicate has successfully infiltrated the PDF forces on Mordian and is spreading to other nearby worlds. He can command small units of PDF forces to do his criminal bidding but must be cautious to not attract undue government attention with these actions. Any Imperial Guard army he leads may not use Commissars, or Heavy Support tanks, but may take Ogryns and Ratlings as Troops choices in addition to Elite slots. These abhumans are often conduits for criminal enterprises, or are easily swayed to Farezii's cause.

**Inside Man:** The Farezii crime syndicate has informants within numerous Imperial organizations. Once per turn Farezii may choose which board edge a single enemy unit arrives on from reserves. This overrides **Units Inbound**.

## DESIGNER NOTES & FAQ

This list has been a challenge. There have been so many interpretations of the Adeptus Arbites over the years that it was difficult to determine where to begin.

While some have professed that the force is "just a bunch of cops", the fluff would indicate otherwise. The Arbites are the Police's Police in a manner; responsible for not only the standard citizenry, but enforcing the law on local enforcers and government as well. This led us to push for a slightly heavier level of equipment than would be expected at first glance.

Secondly was the Arbites place in game as a whole. We strived always to make sure the list didn't play like a IG army with the carapace doctrine. Above all we wanted to army to have a unique play style which led to the "Thin Black Line" and other army special rules.

Finally we aimed for filling the niche of an anti-horde list. No army should better prepared against unwashed masses, or have a more uphill challenge versus an armored company than the Arbites.



**Q:** How do you measure distance when firing Executioner rounds from Arbites combat shotguns?

**A:** Measure a straight line path to your targets.

**Q:** How do you determine cover saves when firing Executioner rounds from Arbites combat shotguns?

**A:** The rounds will go around large obstructions, but local cover can still offer some protection as the shells accelerate into their targets. Target models in area cover such as buildings, ruins, and forests receive cover saves, but units out in the open on the other side of intervening pieces of terrain do not.

**Q:** How do you categorize gas and lockdown weapons mounted on vehicles?

**A:** When dealing with the Arbites Heavy Grenade Launcher and the Arbites Missile Battery the following ammo choices count as secondary weapons: lockdown shells, gas shells, gas missiles

**Q:** Does a vehicle halted by a lockdown grenade or shell count as immobilized in assault?

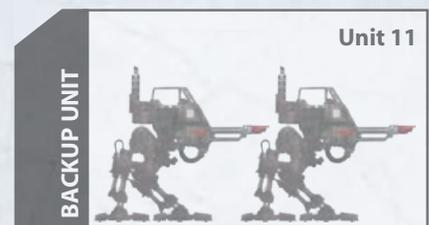
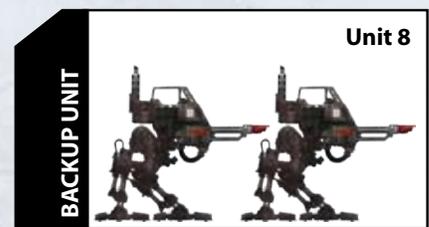
**A:** Yes

# ARBITES SHOCK ASSAULT FORCE

POINTS: 100 + MODELS

The precinct houses of the Adeptus Arbites can deploy deadly strike forces in times of dire need. When potent threats to the security of their jurisdictions present themselves, they will muster their feared Shock Assault Forces. These formations are built around a strong core of the black armored Arbitrators, and led by one of their incorruptible officers.

Once deployed on the open battlefield, the Arbitrators will move forward to both sieze thier primary objectives, and locate the exact position of their foes. Once the threat is isolated, a strong set of backup units will be vectored into position to surround and destroy their designated enemy. With the very law itself in question in such trying times, the Arbites can be counted on to fight to the last man, and will never abandon their duty once committed to battle.



## FORMATION:

- 1 Judge, Marshal, or Psi-Marshal
- 4 Arbitrator Teams
- 3-6 Backup Units from the following list:  
*Shock Team, Pursuit Team, Storm Team, Arbites Sentinel Squadron, Black Maria*

## SPECIAL RULES:

- Hold at All Costs:** The formation gains the *Hold at All Costs* strategic asset (EVERY unit is scoring).
- Careful Planning:** The formation gains the *Careful Planning* strategic asset.
- Flank March:** The formation gains the *Flank March* strategic asset.



"Remember that it is the duty of the mighty Adeptus Astartes Chapters and the glorious Imperial Guard to wage the Emperor's wars and the duty of the fearless Imperial Navy to guard the Emperor's spaceways, but it is to his loyal servants the Adeptus Arbites that His Divine Majesty in His infinite wisdom entrusts the most sacred duty of all:

Keeping in check the lawless heretic rabble that passes itself off as the Emperor's worthy subjects."

*-Old Precinct-house joke of the Adeptus Arbites*

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