

DARK HERESY™

BOOK OF JUDGEMENT™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4¹ST MILLENNIUM

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INTRODUCTION

"You can't escape the Adeptus Arbites. They have eyes on every world, ears on every ship, and hands on every weapon."

—Advice given to patsies by Gui, Inquisitorial Agent

The tithe of the Imperium of Mankind must be maintained. The scum, the xenos, the heretics, they all dwell beneath the faithful servants of the God-Emperor, eroding the backbone of the Imperium's war machine. Whether it is a planetary noble skimming off the top, or a seditious terrorist planning the destruction of an entire Hab-block, it is the Adeptus Arbites who bring them to judgement.

The Arbitrators care little for minor planetary affairs, these matters are left to the planet's ruling body, as long as the tithe is maintained they sit silently in their monolithic Fortress-Precincts, watching. It is the Enforcers of the planetary governments that are tasked with the day-to-day civil order. Investigating petty murders or theft, these Enforcers differ greatly between planets, they may be little more than thugs, or valued allies of the Imperial government.



WHAT IS IN THIS BOOK?

Book of Judgement is a powerful resource for campaigns featuring Imperial Law and investigations as a cornerstone of the storyline. It describes the Calixian Adeptus Arbites, as well as many criminal groups unique to the sector. New tools of the criminal trade, as well as equipment and rules for the Adeptus Arbites can be found within. This tome is a vital resource for many mystery heavy **DARK HERESY** campaigns.

CHAPTER I: CALIXIAN LAW

Chapter One discusses the current state of the Arbitrators within the Calixis Sector. Notable characters, their origins, and its current mission.

CHAPTER II: BOUND TO LAW

Chapter Two provides new character options for Arbitrators and Scum alike. New Backgrounds, Alternate Career Ranks, and Cell Directives allow both new and experienced **DARK HERESY** players to create a variety of characters tied closely to the Adeptus Arbites or the Calixian Underworld.

CHAPTER III: ARBITES ARMOURY

Chapter Three contains the weapons and Armour used by the Adeptus Arbites, or found within their cold vaults. Gear and Equipment commonly in use on Scintilla, Iocanthos, and other Calixian worlds are presented for use in a variety of campaigns.

CHAPTER IV: INVESTIGATION

Chapter Four presents tools for the Game Master to create Investigation-focused adventures to challenge even the most canny of Inquisitorial Acolytes. From a quick crime scene sweep to a protracted search for a dangerous heretic, these rules can help any Game Master quickly build a complex tale of intrigue and betrayal.

CHAPTER V: CALIXIAN MOST WANTED

Chapter Five includes a variety of dangerous criminals and crimes, outlining their plots and past. In addition, Hive Subrique is detailed, from its martial law under the Arbites to the villains deep within the lowest foundries.

CHAPTER VI: JURISDICTION

Chapter Six contains a **DARK HERESY** adventure, Jurisdiction, taking Acolytes into the midst of a complex conjunction of Adeptus Arbites, Adeptus Mechanicus, and Ecclesiarchal interests.



CALIXIAN LAW

ARBITRATORS

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FORTRESS OF THE JUST

•

SCINTILLA

•

IOCANTHOS

•

ARBITRATOR DOCTRINE

•

CALIXIAN UNDERWORLD

CHAPTER 1: CALIXIAN LAW

"The Emperor's law is a hammer. With it, we will smash the unjust."

—From the Oath of the Arbites

The Imperium of Man encompasses millions of worlds and countless souls. Planets entirely dedicated to agriculture deliver their crops to feed and fuel industrial worlds covered in bustling manufacturums and huge forge-complexes that pierce the atmosphere. The workers of the factories spend their entire lives constructing weapons of war—ammunition, guns, armour, tanks, and ships—that are in turn shipped to fortress worlds and the mighty fleets and armies of the Imperium, that they may defend the Emperor's domain from its many enemies. One of the Imperium's most plentiful resources is people. For most, their assigned task is to dig, hammer, operate some form of machinery, or otherwise toil to build, grow, or mend. Some are employed in the impossible, endless, gargantuan bureaucratic effort to record, collate and codify—for every transaction must be recorded and filed, the correct tithe calculated and collected. Some are press-ganged into the crews of city-sized space vessels, destined to spend their days sweating and straining in some dank engine deck without ever seeing the stars. Many more are recruited into the regimen of the Imperial Guard, subjected to a short but harsh training regime before deployment to one of the thousands of deadly war zones where life expectancy is measured in hours and minutes.

Yet for all its vast complexity and power, the Imperium's million worlds are like specks of dust in the sea of stars that make up the galaxy. And it is not a calm sea. Raging Warpstorms tear ships apart as they attempt to traverse the void, or toss them wildly off course across the stars or even through time. Merciless foes assault the bastions of Mankind from all sides—brutal Orks that exist only to fight and conquer, insidious Eldar who would use and enslave humanity for their own ends, rapacious Tyranids that consume whole planets as their swarms spread, and even bitter traitors who strive only to tear down the Imperium from within.

For an individual planet in the encroaching darkness, the Imperium may well seem a distant, abstract concept, whose existence must be taken on trust rather than evidence. An isolated outpost world might go years, decades, or even generations without receiving any communication or visit. Those ships that do arrive come for the tithes, paid in produce or people, and rarely offer anything in return. If aid is requested, military or otherwise, it may take years or never come at all. The Emperor himself is a distant myth, a half-forgotten deity whose worship has become diluted, twisted, and meaningless. And it follows that the Emperor's law may seem like a harsh constraint with no real reason or authority.

On such a world, the only evidence of the Imperium's authority, if not the Imperium's very existence, are the Adeptus Arbites. The stern, unshakeable men and women of this organisation serve as a stark reminder of the Emperor's laws and the duties of every

Imperial citizen. One glance at the stalwart shape of an Arbites' armoured Precinct Fortress looming over the other buildings is enough to keep all but the most hardened criminal, rebellious activist, and heretical cultist from stepping out of line.

ARBITRATORS

"By the Authority of Lord Marshal Goreman, Inquisitor Larker, you are hereby bound by law and ordered to stand down."

—Judge Guifoyle

A massively populated and strategically important hive world may have hundreds of Adeptus Arbites stationed throughout its sprawling environs, in dozens of bunker-like Precinct Houses. On the other hand, a far flung world on the outer reaches of the Imperium may be the responsibility of a single Arbitrator enforcement officer. Either way their mandate is to uphold the Imperial law—the Dictates Imperialis—and as such they are heavily armed and armoured in order to better enforce the Emperor's word. They generally wear reinforced carapace armour of a dark colour, often with extra plating strapped on top, usually with a solid helmet and face visor to protect from blows and to preserve anonymity.

Though boltguns are also utilized, their standard armament is a combat shotgun—a distinctive badge of office as well as a fearsome and versatile weapon, capable of loading different ammunition types. As well as the more common solid slugs and scatter shells, Arbitrators carry executioner rounds. This ammunition type, feared and hated by miscreants, is used almost exclusively by the Adeptus Arbites. It houses a tiny machine spirit which is capable of locking on to an enemy's energy signature, and as such can home in on the target—even one completely hidden behind cover. Once depleted of ammunition, the combat shotgun is still robust enough to batter opponents senseless; however, most Arbitrators carry further weaponry for this purpose.

While they do not hesitate to kill, many Arbitrators are armed with brutal but non-lethal equipment so they can subdue and capture those criminals wanted for interrogation or trial. Most common is the power maul (or shock maul), a heavy club that crackles with energy—a single blow delivers enough charge to send even the largest foe's nervous system into convulsions (although it is perfectly able to crack skulls and end lives if necessary). The suppression shield features similar technology; often used in riot situations, its power field deflects incoming blows and when used in close combat to bash an opponent it discharges a burst of energy that will knock the enemy to the floor, usually unconscious. Other equipment is used to ensnare foes who attempt to escape, including electro-net launchers and pulse-charged bolas.

Arbitrators also make use of Cyber mastiffs to accompany them on operations. These artificial attack-constructs are often locally called by other names such as kill-dogs or razorfangs. While the mastiffs have inbuilt hunting and attack instincts, to be used most effectively they require a skilled handler to issue verbal commands so that they act as an extension of their handler.