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ROLEPLAY

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LEX IMPERIALIS



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THE ADEPTUS ARBITES

The Imperium is a fortress, the last and greatest bulwark humanity has ever known, or ever will. It stands fast against the countless horrors of a galaxy wracked by ceaseless war and suffering beyond measure. Yet what use is the most impenetrable redoubt if treason and laxity fester within? Before his glorious ascension to the Golden Throne, the Emperor, blessed be his wisdom, gifted his subjects with the Lex Imperialis.

This body of law governs the Imperium, and none save those granted dispensation by the Emperor himself can stand apart from it. Individual worlds have their own laws and ordinances, but all authority descends from the Lex. No planetary governor nor High Lord can violate its laws and hope to walk free, for if a single soul should escape its strictures, then can it be said that there is any justice at all within the Imperium?



The holy order imposed by the Lex Imperialis is maintained by the vigilance and merciless will of the Arbitrators of the Adeptus Arbites. Deriving their authority from Holy Terra itself, these cold-eyed enforcers are scarcely concerned with the thievery, violence, and murder rife throughout the Imperium, for theirs is a higher calling. They see to the loftiest matters of Imperial law, with their chief duties being to ensure the gathering of the tithe is carried out effectively and without resistance, and that the continuance of the Imperium's authority over its vast dominion is unchallenged. Should a tithe prove short of what is due, it falls to the Arbites to discover why and to bring swift and final justice to those responsible. Should a world's ruling dynasty be overthrown, the Arbites ensure its new rulers renew the oaths and obligations owed to the Terra by their predecessors, or perish before their ascension is complete.

Arbitrators of the Adeptus Arbites also pursue crimes that other groups may lack the resources to properly investigate. Conspiracies that stretch across different worlds, or which are perpetrated by those few others who have the authority to persecute, are all within their remit. Their reputation is one of dogged investigation and merciless, incorruptible will — few save an Inquisitor could hope to command more fear or respect merely by their presence. Planetary governors provide ready aid to most Arbitrators, for to do otherwise might invite suspicion, and among the common folk of many worlds, it is said that should one commit a sufficiently grievous crime, an Arbitrator will haul you before the Emperor himself to answer for your deeds.

In truth, Arbitrators find little need to trouble the Emperor. When called upon to cast judgment, the sentence is almost invariably death, and the punishment is enacted on the spot.

USING THIS PDF

This supplement for Wrath and Glory contains New Archetypes and Player options that allow you to bring the full weight of Imperial justice to your games with the Arbitrators of the Adeptus Arbites. For Gamemasters, this PDF provides an exciting new framework for Arbites-focused games that can be easily inserted into your campaigns, either as standalone threats or as part of a wider story.

This PDF also introduces the <ADEPTUS ARBITES> Keyword, granting access to new Archetypes, Talents and potent weapons for Players to use.



ARBITRATORS

The fighting forces of the Adeptus Arbites are the Arbitrators. They are warriors of Imperial justice and the militant counterpart of the Lord Marshals and Judges. Exempt from any prohibitions on operating warp-capable craft — such as planetary governors must abide by — the Adeptus Arbites are capable of deploying in force to a planet, void station or ship upon which their intelligence has revealed the taint of criminal activities, or the inaction that allowed it. Some precinct fortresses have the numbers and equipment to fight entire wars if need be. The men and women who dispense justice as Arbitrators are grim and uncompromising individuals. Many are products of the Schola Progenium, an Imperial institution that raises the orphan sons and daughters of fallen Imperial servants. Those who pass through one of the organisation's scholams and survive its merciless drill abbots are honed in mind, body and spirit. They are indoctrinated into the Imperial Creed and forged into unwavering zealots, fit to undertake a variety of roles in service of the Emperor. It is often those who have risen to dominate their fellow progena — as the youth of the Schola Progenium are known — through force of will or strength who prove ideal for a role with the Adeptus Arbites. Arbitrators must be harsh in the execution of their duty; mercy is a weakness unbecoming of an officer of the Lex Imperialis.

PRECINCTS

The precinct fortresses of the Adeptus Arbites are present on most Imperial worlds. Only forge worlds in the grip of the Adeptus Mechanicus, the home world fiefdoms of Space Marine Chapters, and cardinal worlds of the Ecclesiarchy have the power to refuse an Arbitrator's presence. Other worlds harbour at least one precinct fortress, and the majority boast many. These fortified installations perform the roles of bastion, barracks, fortified courthouse, gaol and interrogation chambers. Their glowering presence is an unmistakable symbol of Imperial authority, meaning many uprisings, rebellions, coups and invasions target them out of hatred, fear or strategic prudence. The Arbitrators are therefore often the first line of defence against the corruption of an Imperial world.

Arbitrators on a world owe no allegiance to its planetary governor, hereditary Imperial commander or whichever title its ruler assumes. The Arbitrators of a given precinct fortress identify the guilty and mete out the verdict in the precinct they oversee. This may be a section of a single hive city, a portion of an inhabited continent or even an entire planet. Within its bounds there may be one precinct fortress or several. Smaller precinct houses supplement the larger bastions, or are the only secure building in sparsely populated precincts.

Each precinct is ruled over by a Marshal of Court, though some are large enough to host several. These Marshalls are often involved in numerous aspects of Imperial Law, from prosecuting crimes that would interfere with the Tithe collection or a planet's industrial output, to protecting Voidports that exist outside the remit of planetary governors, and to prosecuting recidivists whose social status or rank would normally offer a degree of protection.

Typically, at sector level stands a Lord Marshal, to whom all the precincts in their sphere of influence report. Some Lord Marshalls grant the precincts under them huge autonomy: procedures, uniforms, titles and priorities delegated to Marshalls of Court. Others rule their fiefdom with an iron fist, operating an effective one-person monopoly on justice for the countless trillions of Imperial citizens subject to their whim.

The enormous number of laws, edicts, precedents and decrees that make up the Lex Imperialis grow more byzantine with each passing year. They are collected into the Book of Judgement — the physical embodiment of the Law — but no single tome could ever contain the millennia worth of legal proscription. Representations of the Book of Judgement exist in stone, adamantium or some other strange materials in precincts throughout the galaxy. Their proportions range from miniature sigils worked into chains of office to mundane tomes upon pedestals, or sculptures that loom over those before them.

The physical Book of Judgment is kept within the Adeptus Arbites' fortified library on Terra, the Bibliocrypt Judicorum.



HOW TO PLAY THE ARBITES

The Arbitres are the cold, iron hand of the Lex Imperialis, dedicated to control, order, and the relentless pursuit of the law. Those from the ranks of the Adeptus Arbitres maintain an air of detached, judicial authority from their peers. They are not Astra Militarum or fanatical zealots fighting for glory in the Emperor's name, but a judge, jury and executioner delivering his righteous justice.

To an Arbitres, morality is a binary concept; either a citizen is compliant with the Lex Imperialis, or they are a criminal. This can make Arbitres characters an excellent foil for more chaotic party members, as they directly represent the rigid, uncaring bureaucracy of the Imperium. While this may cause friction between party members from less law-abiding backgrounds, it should be noted that the Arbitres will often tolerate their fellow party members' actions if it means they can prosecute a more serious target in the long-term.

Arbitres should be observant, suspicious, and authoritative, treating every interaction with others as a potential suspect and every environment as a crime scene waiting to be investigated and catalogued

CHARACTER TOOLS

This section provides a selection of character tools to help determine the name, background and motivations of your Arbitres character and help bring them to life. You can choose to generate these randomly using the tables provided or simply pick the ones that correspond best with your character.

ARBITES NAMES		
RESULT(D66)	FIRST NAME	LAST NAME
11-16	Mercen	Bekker
21-23	Karlas	Bedu
24	Luzia	Kalladan
25-32	Denah	Sontal
33	Dimas	Zirongo
34-45	Nyls	Klombas
46-54	Hendrych	Stolke
55	Krystaff	Koalsin
56-61	Adjen	Sepkos
62-65	Kirse	van Haydn
66	Katriona	Tekkord

BACKGROUNDS & OBJECTIVES

ADEPTUS ARBITES BACKGROUNDS		
D3	Origin	Gain +1
1	Schola Progenium - You were raised from childhood to know nothing but discipline, duty, and the Emperor's laws.	MAX WOUNDS
2	Line-of-Duty - You were drafted directly from a planetary enforcement force after demonstrating cold-blooded efficiency in the application of local law.	RESOLVE
3	Secundus Tithe - You were transferred from a distant sector of Imperial space to replace heavy losses and, as such, view the local populations with suspicion.	DETERMINATION
D3	Accomplishment	Gain +1
1	The Long Night - You were part of a force holding a remote Arbitres Precinct against overwhelming odds.	DETERMINATION
2	Workplace Negotiator - You participated in suppressing a workforce riot and executed the ringleaders with ruthless efficiency.	MAX SHOCK
3	High Treason - You prosecuted the fall of a corrupt noble house, regardless of political consequence.	INFLUENCE
D3	Goal	Gain +1
1	Sector Subjugation - You seek to bring the order of Imperial Law to the Sector.	CONVICTION
2	Bounty Hunter - You are tracking a known recidivist and will stop at nothing to bring them to justice.	DETERMINATION
3	Earn the Eagle - You strive to rise through the ranks of the Adeptus Arbitres	INFLUENCE

ADEPTUS ARBITES OBJECTIVES	
D6 ROLL	OBJECTIVE
1	Quote a specific sub-section of the Lex Imperialis.
2	Successfully suppress a large crowd or riot.
3	Find a new lead by investigating a crime scene.
4	Use your status as an Arbitres to intimidate a local citizen.
5	Extract a confession from an apprehended suspect.
6	Bring a known recidivist to justice.



THE ADEPTUS ARBITES

ARBITRATORS

CHARACTER TOOLS

ARBITES ARCHETYPES

TALENTS

FRAMEWORK

ARBITES WARGEAR