

# Araby v.1.4.1

## Warband Special Rules

### Slaver

Whenever an enemy *flees* within 1" of a warrior with this rule, you may force that enemy to re-roll the highest D6 rolled for *fleeing* movement that turn.

- This ability is *not* active while the warrior with 'Slaver' is *fleeing* himself.
- If the warrior is *hidden*, he immediately becomes *un-hidden* for using this ability.
- Having multiple warriors with 'Slaver' within 1" of a *fleeing* enemy does *not* stack.

### Elemental (Djinn)

Cannot Take Drugs; Immune to Poison; No Penalties for Fighting Unarmed; Never Use Weapons (*even with training skills, but may use Special Equipment as normal.*)

### Unstable (Djinn)

When a warrior with this rule would *flee*, roll a D6 instead: On a roll of 1-3, the warrior continues fighting as normal and does not *flee*, but on 4+, this warrior placed straight *out of action*. Enemies *will* experience for his demise.

### Swirling Attacks (Djinn)

Warriors with this rule may re-roll one failed roll 'to hit' in each close combat phase (*i.e. also opponent's*) while they are fighting unarmed. (*Re-rolled dice cannot cause critical hits.*)

### Stubborn

This warrior may re-roll failed fear and panic tests.

### Treacherous

Warriors with this rule may never use the Leader's Leadership characteristic.

### Hashashin Arts

Warriors with this rule suffer no penalties for fighting unarmed and may never use other missile weapons than the ones on their starting equipment list (*not even if a training skill would otherwise allow them to do so.*)

## Warband Special Rules

### Poisonous Attacks

All of this warrior's attacks are poisonous except where his attacks could not be poisoned, such as with Slings. (*Poisonous attacks may re-roll natural 1s 'to wound.'*)

### Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

### Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

### Quicksilver

Enemies cannot 'Stand and Shoot' at warriors with this rule and warriors with this rule cannot be intercepted when charging.

## Warband Special Equipment

### Naphtha Bombs 10gc

**Missile Weapon**

**Range:** 6" **Strength:** 4

**Armour Piercing (D3), Flaming Attacks**

**Quick to Fire:** No -1 to hit for moving and shooting.

**Incendiary (+D3):** +D3 to all rolls on the Critical Hit chart.

### Wash Bar 10gc

**Special Equipment:** Warrior has a 4+ special save vs. the next Hand Injury, Eye Injury, Arm Injury, or Chest Injury he would suffer on the Campaign Injuries chart. Wash Bar is used up, even if it fails to save. No effect on Undead and Daemons.

### Oil Lamp 10gc

**Special Equipment:** Friendly Daemons within 6" may re-roll failed 'Unstable' rolls. This ability does *not* require line of sight, and *may* be used even while owner of Oil Lamp is *hiding* or *fleeing*. Being within 6" of multiple Oil Lamps does *not* grant multiple re-rolls. Oil Lamp *cannot* be carried by warriors who are Daemons themselves.

# Arabyan Skill Table

	Combat	Shooting	Academic	Strength	Speed	Rogue
Sheikh	V	V	V	V	V	
Slave Master	V			V	V	
Vizier	(+10gc)		V		V	
Djinn	V		V	V	V	
Hashashin	V	V			V	V

## Arabyan Equipment Lists

Sheikh and Mamluke	Vizier	Hashashin
<p><b>Close Combat</b> Hand Weapon Great Weapon Halberd</p> <p><b>Shooting</b> Handgun Throwing Axes Bow Javelins</p> <p><b>Armour</b> Light Armour Heavy Armour Shield</p>	<p><b>Close Combat</b> Hand Weapon Great Weapon</p> <p><b>Shooting</b> Sling</p> <p><b>Armour</b> None</p>	<p><b>Close Combat</b> Hand Weapon Fighting Claws</p> <p><b>Shooting</b> Blowpipe Sling Crossbow Pistol Throwing Knives / Stars</p> <p><b>Armour</b> Light Armour</p>
Slave Master and Warriors	Naffatun	Desert Nomads
<p><b>Close Combat</b> Hand Weapon Great Weapon Spear Combat Whip</p> <p><b>Shooting</b> Javelins Bow Sling Nets</p> <p><b>Armour</b> Light Armour Shield</p>	<p><b>Close Combat</b> Hand Weapon</p> <p><b>Shooting</b> Sling Bow Naphtha Bombs Blunderbuss Handgun</p> <p><b>Armour</b> Light Armour</p>	<p><b>Close Combat</b> Hand Weapon</p> <p><b>Shooting</b> Sling Bow Javelins</p> <p><b>Armour</b> Light Armour</p>

## HEROES

### 0-1 Sheikh

40gc to hire

Starting Experience: 18

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	3	4	1	8

#### SPECIAL RULES

Leader (6"), Slaver

### 0-2 Slave Masters

30gc to hire

Starting Experience: 8

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

#### SPECIAL RULES

Slavers

### 0-1 Vizier

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

#### SPECIAL RULES

Wizard (Metal or Light): Starts with 1 spell.

### 0-1 Djinn

45gc to hire

Starting Experience: 18

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
5	4	-	4	3	3	4	1	6

#### SPECIAL RULES

Cause Fear, Unstable, Elemental,  
Swirling Attacks, Treacherous,  
Wizard (Fire or Heavens): Starts with 1 spell.

### 0-2 Hashashin

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	5

#### SPECIAL RULES

Stealth, Poisonous Attacks, Hashashin Arts,  
Treacherous

## HENCHMEN

### Arabyan Warriors

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	7

#### SPECIAL RULES

Slavers

### 0-3 Naffatun

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	4	3	3	3	3	1	6

### 0-3 Desert Nomads

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	6

#### SPECIAL RULES

Stealth, Treacherous, Flee 3D6"

### 0-3 Mamlukes

40gc to hire

Starting Experience: 14

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	8

#### SPECIAL RULES

Stubborn, Heirloom: Heavy Armour

### 0-3 Jackals

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

#### SPECIAL RULES

Quicksilver

Animals (*Cannot Climb; Cannot Hide; Flee 3D6"*;  
*Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

#### **v.1.4.1**

Enemies do get XP for failed Djinn Unstable rolls.

#### **v.1.4**

Djinn does not have flaming attacks.

Djinn may re-roll one failed roll 'to hit' each turn.

Hashashin may use Blowpipe.

Added Oil Lamp.

Desert Nomads gain Flee 3D6"

Corrected typos.

#### **v.1.3**

Removed the Bound Creature rule for Djinn completely.

Djinn +1 Ld, +2 XP

#### **v.1.2**

Simplified Djinn and Vizier rules.

Hashashin 0-2.

Naftha bombs gain +D3 to critical hits.

Added Wash Bar.