

Araby v.1.5

Warband Special Rules

Slaver (+1 S)

Warriors with this rule have an additional +1 Strength on all their 'Free Hack' attacks.

Elemental (Djinn)

Cause Fear; Cannot Take Drugs; Immune to Poison; No Penalties for Fighting Unarmed; Never Use Weapons (*not 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 Fists (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.

Assassin 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*).

Quicksilver

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

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.

Warband Special Equipment

Naphtha Bombs 10gc

Missile Weapon

Range: 6" Strength: 4

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* allow the same roll to be re-rolled more than once. 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	V	
Vizier	(+10gc)		V		V	
Djinn	V		V	V	V	
Assassin	V	V			V	V

Arabyan Equipment Lists

Sheikh and Mamluke

Close Combat

Hand Weapon
Great Weapon
Halberd

Shooting

Handgun
Bow
Javelins

Armour

Light Armour
Heavy Armour
Shield

Vizier

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

None

Assassins

Close Combat

Hand Weapon
Fighting Claws

Shooting

Blowpipe
Sling
Crossbow Pistol
Throwing Knives / Stars

Armour

Light Armour

Slave Master and Warriors

Close Combat

Hand Weapon
Great Weapon
Spear
Combat Whip

Shooting

Javelins
Bow
Sling
Throwing Knives / Stars

Armour

Light Armour
Shield
Nets

Naffatun

Close Combat

Hand Weapon

Shooting

Sling
Bow
Naphtha Bombs
Blunderbuss
Handgun

Armour

Light Armour

Desert Nomads

Close Combat

Hand Weapon

Shooting

Sling
Short Bow
Javelins
Throwing Knives / Stars

Armour

Light Armour

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 (+1 S)

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 (+1 S)

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 Fists, Treacherous,
Wizard (Fire or Heavens): Starts with 1 spell.

0-2 Arabyan Assassins

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 (+1 S)

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

0-4 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.1.5

Hashashin renamed Arabyan Assassins.

Sheikh and Mameluke cannot use Throwing Axes.

Nafta Bombs do not have Armour Piercing.

Slaver special rule revamped to +1 S on free hack attacks.

Desert Nomads lose Flee 3D6"; gain access to Throwing Stars / Knives.

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.

Nafta bombs gain +D3 to critical hits.

Added Wash Bar.