

# Araby v.2.1

## Warband Special Rules

### Slaver (+1 S)

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

### Elemental

Cause Fear; Cannot Take Drugs; Immune to Poison; Fight Unarmed; Never Use Weapons or Armour (*not even with training skills, but may use Special Equipment as normal*).

### Swirling Strikes

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.*)

### Dervish Fighting

Warriors with this rule start with one free skill from the Speed or Assassin skill lists when hired. (*Choose separately for each warrior.*)

### Indomitable

Warriors with this rule may re-roll Armour Save rolls of 1 vs. close combat attacks. (*No effect vs. spells/prayers.*)

### Air / Fire Elemental Skills

Elemental skills are separated into Air and Fire Elemental skills. Warriors *cannot* have skills from both these lists. Each warrior with access to Elemental skills must choose one of them when hired.

- Djinnns with Air Elemental skills must always generate spells from the Lore of Heavens and Djinnns with Fire Elemental skills must always generate spells from the Lore of Fire.

### Unstable

When a warrior with this rule would *flee*, he takes 1 automatic Strength 3 hit instead with no saves of any kind allowed. If this takes him *out of action*, the enemy that caused the panic test *will* gain experience for his demise.

## Warband Special Rules

### Quicksilver

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

### Elemental Attacks

Warriors with this rule start with the 'Windgush' or 'Fireblast' Elemental skill when hired (*choose separately for each warrior*).

### Heirloom

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

### Learned Man (+3+D3)

This warrior adds +3+D3 to his spellcasting roll when using Power Scrolls, instead of the normal +3. (*This D3 does not contribute to miscasts.*)

### Treacherous

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

### Assassin and Elemental Skills

When Henchmen that are promoted to Heroes, only warriors whose race is Human may choose Assassin skill and only warriors whose race is Daemon may choose Elemental skills as one of their three skill lists.



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## Warband Special Equipment

### Dimashquine Blade 15gc

**Close Combat Weapon: Sword:** Is affected by anything that affects normal Swords and can be used by anyone who can use normal Swords.

**Initiative Bonus:** +1 I in all rounds of combat.

**Sunder (1):** Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 to his Armour Save for the rest of the battle.

### Blade-Staff 10gc

**Close Combat Weapon**

**Strength Bonus:** +1 S in all rounds of combat.

**Armour Piercing (1)**

**Two-handed.**

### Stickfire 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 (*stacks with other modifiers*).

### 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.

### Flying Carpet 10gc

**Special Equipment:** Warrior knows the following spell in addition to his other spells:

**Carpet Flight D7+**

**Range:** Caster

**Effect:** Caster may immediately *fly* to anywhere within 8". He may use this ability to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks as normal.

- Flying Carpet can only be carried by Wizards and *cannot* be carried by warriors whose race is Daemon.

## Warband Special Equipment

### Oil Lamp 10gc

**Special Equipment:** Friendly Daemons within 6" of wielder may use this warrior's Leadership instead of their own for panic tests (*but not for other purposes*).

- This ability does *not* require line of sight, and *may* be used even while owner of Oil Lamp is *hiding* or *fleeing*.
- Oil Lamp *cannot* be carried by warriors who are Daemons themselves.



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## Air Elemental Skills

### Air Mastery (Wizards Only)

Warrior has +1 to all spellcasting rolls when casting spells from the Lore of Heavens.

### Serendipity

Warrior treats all campaign injuries as 'Full Recovery' except for rolls of 'Dead,' and 'Thrown to the Pits.' (Positive results on the campaign injury chart are also transformed into Full Recovery.)

### Shazam!

Whenever this warrior is deployed, the warband gains 1 free Power Dice that may be used by any Wizard (*not Priest*) in the warband.

### Aerokinesis

Warrior may re-roll all failed characteristics tests he has to take that are *not* Leadership tests. Can also be used with Exploration Locations.

### Tailstream (+1 S)

Warrior has +1 Strength the turn he charges.

### Headwind (-D3")

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6".

### Protean

Shooting at this warrior suffers an additional -1 to hit as long as the distance exceeds 12".

### Torrential Swirl (-2 I)

At the *start of each* close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -2 Initiative to strike order that turn. No effect vs. Undead and Daemons. Not active while this warrior is *fleeing*.

### Windgush

Warrior counts as being armed with a missile weapon that has the following properties:

**Range:** 12" **Strength:** 3

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

**Cannot be Robbed, Swapped, or Discarded.**

### Rubbledrench

Warrior may re-roll failed rolls 'to hit' with 'Windgush' and all of warrior's shots with 'Windgush' are Concussive (1).

## Fire Elemental Skills

### Fire Mastery (Wizards Only)

Warrior has +1 to all spellcasting rolls when casting spells from the Lore of Fire.

### Scorching Strike

Warrior's close combat attacks are *flaming* and have an additional +D3 modifier to rolls on the critical hit chart. (*Stacks with other modifiers.*)

### Smouldering Strike

Warrior's close combat attacks have 'Sunder (1).'

### Fiery Disruption

Warrior may re-roll his first natural 1 'to wound' in each close combat phase (*including opponent's*).

### Blistering Scales

Warrior gains 'Scaly Skin (6+).' If he is a wizard, this will *not* prevent him from casting spells.

### Bilious Tenaciousness

Warrior has +1 Strength on Free Hacks and may re-roll failed 'Free Hack' attacks that failed to wound.

### Intolerance

Warrior *hates* all enemies in the first round of each close combat. (*i.e. all of his close combat attacks have +1 to hit.*)

### Horrendous Magnificence

Enemies that take fear and panic tests within 1" of warrior must re-roll dice rolls of 1. No effect vs. Undead and Daemons.

### Fireblast

Warrior counts as being armed with a missile weapon that has the following properties:

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

**Flaming Attacks**

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

**Cannot be Robbed, Swapped, or Discarded.**

### Malicious Intent

Warrior may fire into close combat involving friendly warriors. Roll to randomize hits.

Furthermore, warrior adds the following effect to all his shots with 'Fireblast':

**Blaze (1"):** If target is successfully hit (*even if not wounded*), all warriors (*friend or foe*) within 1" of target also take 1 *flaming* Strength 3 hit.

# Arabyan Skill Table

	Combat	Shooting	Academic	Strength	Speed	Assassin	Elemental
Sheikh	V	V	V	V	V		
Dervish	V	V	(+10gc)		V	V	
Vizier	(+10gc)		V		V		
Djinn	V		V	V	V		V
Eunuch	V	(+10gc)	V	(+10gc)	V	(+10gc)	

## Arabyan Equipment Lists

### Sheikh and Mamlukes

#### Close Combat

Hand Weapon  
Great Weapon  
Halberd

#### Shooting

Handgun  
Bow  
Javelins  
Throwing Axes

#### Armour

Light Armour  
Heavy Armour  
Shield

### Dervishes

#### Close Combat

Hand Weapon  
Fighting Claw  
Combat Whip  
Blade-Staff

#### Shooting

Short Bow  
Blowpipe  
Javelins  
Bolas  
Throwing Knives / Stars

#### Armour

Light Armour

### Eunuchs and Warriors

#### Close Combat

Hand Weapon  
Great Weapon  
Spear

#### Shooting

Javelins  
Bolas  
Bow  
Sling  
Handgun

#### Armour

Light Armour  
Shield

### Naffatun

#### Close Combat

Hand Weapon

#### Shooting

Sling  
Bow  
Stickfire Bombs  
Blunderbuss  
Handgun

#### Armour

Light Armour

### Vizier

#### Close Combat

Hand Weapon  
Great Weapon

#### Shooting

Sling

#### Armour

None

## 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 Dervishes

30gc to hire

Starting Experience: 12

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), Dervish Fighting

### 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

Slaver (+1 S), Learned Man (+3+D3), Wizard (Metal or Light): Starts with 1 spell.

### 0-1 Djinn

50gc to hire

Starting Experience: 18

Race: Daemon

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

#### SPECIAL RULES

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

### 0-3 Eunuchs

15gc to hire

Starting Experience: 0

Race: Human

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

#### SPECIAL RULES

Slavers (+1 S)

## 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

#### SPECIAL RULES

Slavers (+1 S)

### 0-2 Lesser Elementals

35gc to hire

Starting Experience: 12

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	2	3	4	1	6

#### SPECIAL RULES

Elementals, Swirling Strikes, Treacherous, Unstable, Elemental Attacks

### 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

Slavers (+1 S), Indomitable, 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.2.1**

Dervishes replace Quicksilver with 1 free Speed or Assassin skill when hired.  
Learned Man bonus reworded to reflect new rules for Power Scrolls.  
Flying Carpet is 10gc.

### **v.1.7**

Replaced Nomads with Lesser Elementals.

### **v.1.6**

Mamlukes replace Stubborn with Indomitable.  
Mamlukes gain Slavers (+1 S).  
Assassins replaced with Eunuchs.  
Slave Masters replaced with Dervishes.  
Unstable and Oil Lamp rules revamped.  
Added additional weapons to various equipment lists.  
Desert Nomads gain Flee 3D6".  
Vizier gains Learned Man.  
Added Blade-Staff, Magic Carpet, Dimashquine Blade.  
Added Elemental skills.

### **v.1.5**

Hashashinrenamed 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.

Naftha bombs gain +D3 to critical hits.

Added Wash Bar.