

## ARABY ARMY LIST V2

### BACKGROUND

The land of Araby lies along the north west coast of the Southlands between the Atalan mountains and the Great Ocean. To the east is the Great Desert that separates Araby from the Lands of the Dead. Although the climate is dry and hot the western winds carry moisture laden clouds that give up their water as they are suddenly forced upwards by tall Atalan peaks. The resultant rain falls upon the mountains and gives rise to numerous seasonal streams that, in winter at least, form substantial westward flowing rivers. Although much of the land is dry the rivers bring the water needed by cities, towns and villages, there are also numerous oasis even in the arid regions to the south.

The Arabians are great sailors and have for many centuries fished the adjoining seas and traded south along the coast, northwards to the Old World, and westwards as far as Ulthuan. The High Elves do not permit Arabian vessels to travel further west than Ulthuan itself, their high-prowed dhows are a common sight in the outer harbours of Lothorn. For their part the High Elves maintain a mercantile presence in Copher and Lashiek as they have since time immemorial. The Elves and men of Araby had dealings even during the long centuries when the Elves abandoned the Old World altogether. Being not only capable seamen but also bold and adventurous, Arabians will eagerly exchange fishing and trading for piracy, and nowhere is this more the case than in Lashiek which is sometimes known as the City of the Corsairs.

The mostly densely populated part of Araby lies to the north of the River of the Serpent. There are four great cities Lashiek, Copher, Martek, and Alhaka or (as it is often written) Al-haikk. Each of these cities and the surrounding lands forms an independent principality ruled over by a Sultan or Caliph. Noble Arabians are called Emirs or, amongst the desert tribes, Sheiks. The Sultan of Alhaka is the acknowledged overlord of all Araby and in consequent he is also known as the Great Sultan. South of the River of Serpents the land is not so fertile and much dryer. This arid and impoverished region contains no large cities and is mostly home to wandering nomads and reclusive mystical communities. East of the Atalan mountains the great desert stretches for hundreds of miles towards the Land of the Dead. The eastern mountain valleys support the odd sheltered oasis and help to provide enough water for nomad tribes who live in the shadows of the mountains and make a living by escorting convoys through the treacherous passes. These fierce warriors are subjects of the Great Sultan but they are also proud and independent and inclined to put their own interests first.

Araby lies far from the world's poles and therefore from the ultimate source of the magical winds that blow from the north. As a result magic that is common in the Old World is far more diffuse in Araby so it is much more difficult for sorcerers to work their spellcraft. Arabian magic has therefore developed quite differently than that of other men. Arabian sorcerers use their powers to control elemental spirits of the desert, djinn, efreet, genies and such-like spirits. These spirits are worshipped by the superstitious people of Araby. It is commonly believed that the spirits must be appeased with prayers and small tokens of respect such as gifts of food and drink. These so-called elemental creatures are all daemons of a kind, but so far removed and

isolated from the source of magical power in the north that they rely upon the close presence of powerful magical artefacts to maintain their existence. They also sometimes cling to local areas where a vestige source of magical energy may be found, but in such cases their power is not usually great. Much Arabian magic is based upon creating and using forms of magical containment such as cages, boxes, or crystals, which are used to capture and enslave daemons.

The rulers of Araby maintain their own armies based upon the great cities and tributary tribes that live in the surrounding lands. The Sultans are proud of their troops and especially of their cavalry so that no expense is spared either on their equipment or maintenance. It is popularly supposed that the horses of Araby are descended from Elven horses brought over from the west many centuries ago. They are graceful and swift creatures and very highly valued. The very best of the Arabian foot-soldiers are also well equipped, with steel armour, keen tulwars, gleaming helmets, and fine silk clothing. These household troops or guards accompany the Sultans when they travel beyond the grounds of their magnificent palaces. The loyalty of these troops is famous. They are amply rewarded with riches, luxuries, and prestige as a result. The ordinary foot soldiers are more plainly equipped and usually carry simple iron-hafted spears or bows. As well as these regular and garrison troops there are the irregular fighters from the desert tribes, including camel mounted warriors from the lands to the south and east.

## CAPTIONS

**Spearman.** Arabian armies are based upon regiments of infantry. They garrison the cities and towns and enforce law and order throughout Araby as well as forming its standing army. The majority of these warriors carry tall spears and shields and fight in well disciplined ranks. Amongst these troops are some distinctive regiments which, traditionally, fight with curved swords or which wear uniforms peculiar to their place of origin.

**Bowmen.** The men of Araby place great faith in the bow and all the cities of Araby maintain strong bodies of archers. Although firearms are known in Araby they are nowhere near as common or as advanced as those used in the Old World and are rarely issued to common troops.

**Guard.** The household troops of the rulers of Araby are famously loyal and lavishly equipped – they carry weapons of the finest quality and wear brightly coloured clothes of silk brocade. Each Sultan, Caliph and many lesser nobles and sorcerers have their own core of guards. So loyal of them that they would die at their own hands if their master so commanded. Similarly dedicated are bodies drawn from some of the outlandish communities of the south including the Dread Daughters of Tariq from the Land of Assassins and the Castragen of Eunuch Mountain.

**Knights.** Horses are highly prized in Araby amongst both the sultans of the coast and the sheiks of the inland deserts. The Arabians are rightfully proud of their cavalry. They are ornately equipped with long lances, tall helms, and glittering armour.

**Desert Riders.** The deep deserts of Araby are home to fierce nomads whose swift riders are the best light cavalry in all the land. The cities of the coasts also maintain

bodies of light cavalry for scouting and patrols – but all agree the riders of the desert of the finest and most dashing.

Camels. The camel is a work-a-day creature to the people of Araby and it is common to see long trains marching from the deserts bringing all kinds of exotic spices, cloth, and foodstuffs from the eastern valleys of the Atalan mountains and beyond. It is only the desert tribes that ride these creatures into battle – and even they much prefer to ride a horse – but only a few pampered horses are available to mount the richest tribesmen. The rest have to make do with camels. This is not such a bad thing as camels are such smelly and bad tempered beasts that they cause panic and upset amongst horses and other creatures – much to the disadvantage of rival cavalry.

Elephants. Elephants are an exotic creature even in Araby for they come from the lush bushlands that lie between Araby and the jungles of the Southlands. The Sultans like to keep all kinds of wild and monstrous beasts, they compete against each other when it comes to maintaining the largest and most impressive herd of Elephants. They are ferocious creatures, all the more so because each Elephant carries a wooden tower upon his back, within which ride Arabian warriors armed with long spears and assorted missiles to hurl at their enemies below.

Characters. The commander of an Arabian army is likely to be a Grand Vizier – perhaps the Grand Vizier of the Great Sultan. Few Sultans would be so bold as to take to the field themselves but throughout history there have been notable exceptions such as Sultan Jaffar who led a powerful army into Estalia and besieged the Tilean city of Tobaro. Subordinate to the commander are marshals and commanders of lesser rank within the palace hierarchy, noble Emirs, and Sheiks from the desert. Not least in status are the great sorcerers of Araby – mystics of the southern deserts and court magicians of the Sultans themselves. They might ride flying carpets – aerial spirits bound into the spiralling patterns of carpets. Their ability to bind desert daemons to their will enables Arabian wizards to command Djinnns to carry them from place to place. Military leaders often ride upon Elephants as befits their exalted rank.

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Spearmen	Infantry	3	3	6+	-	3	45	2/-	-
Bowmen	Infantry	3/1	3	0	-	3	55	2/-	-
Guards	Infantry	3	3	5+	-	3	70	-/4	*1
Knights	Cavalry	3	3	4+	-	3	110	-/-	-
Desert Riders	Cavalry	3/1	3	6+	-	3	80	-/-	*2
Camels	Cavalry	3/1	3	5+	-	3	100	-/2	*3
Elephants	Monster	5	4	5+	-	3	200	-/1	*4
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	2	80	-/1	-
Wizard	Wizard	+0	-	-	7	1	45	-/1	-

Flying Carpet	Chariot Mount	+0	-	-	-	1	+10	-/1	*5
Elephant	Monster Mount	+1	-	-	-	1	+65	-/1	*6
Djinn	Monster Mount	+2/+2	-	-	-	1	+90	-/1	*7

**Rick Note.** I have changed the rules for Desert Cav and Camels to put some distance between them – upping the Camels to a 5+ save but reducing their max. Both having bows made this necessary. I have also reduced the Corsairs attacks – which were beyond racial basic stats at 4A which I do not feel is justifiable for a unit. Instead they get +1 A when they charge (same as Grail Knights) which makes them super-elite humans (rather than Orcs).

## SPECIAL RULES

**Guards.** The Sultan’s Guards ignore distance modifiers when commands are issued to them. This applies only to Guards and not to brigades that include Guards and other units. Remember that characters are still bound by their maximum command ranges and cannot issues orders to units beyond range.

**Desert Riders.** Desert Riders have a shooting range of only 15cm, however they can shoot all round – i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Desert Riders can shoot at enemy charging them from any direction.

**Camels.** Camels cause terror in enemy cavalry and chariots except for other Arabian armies (Arabian armies do not suffer terror from camels).

**Elephants.** Elephants cause terror. Elephants cannot be brigaded with cavalry but can be brigaded with other types of troops including other Elephants. If an Elephant unit becomes confused – for whatever reason – then it will stampede instead. Stamping units automatically cease to stampede at the end of their Command phase (note – in the same way as confused units ceasing to be confused).

- 1 Stamping Elephants cannot be given orders but must use initiative to either charge or evade enemies where possible – the player may chose which.
- 2 A stampeding Elephant unit that is touching friends and not touching enemies in the combat phase will fight those friends. Fight the combat with the models as positioned (don’t form the Elephants into a battleline). The Elephants count as charging in the first round. If the Elephants win the combat then they must pursue if possible and will continue to do so each round. Should their opponents be destroyed they will not advance but will halt without regrouping.

**Flying Carpet.** This is considered to be a flying chariot mount.

**Elephant.** The Elephant is a standard monster mount except that a character mounted on an Elephant cannot join a unit of friendly cavalry. A unit joined by a character riding an Elephant causes terror.

**Djinn.** The Djinn accompanies its master and can transform both into a whirlwind enabling the stand to fly as for a normal flying mount. Note that unusually the Djinn has +2 shooting attacks – these are added to a stand from a unit that the character has joined and can only be used when the character joins a unit.

## SPELLS

### SAND STORM

5+ to cast

Range: 60cm

*The sorcerer commands the desert spirits to engulf his foes in a swirling cloud of choking sand and dust.*

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not. While the spell lasts, the affected unit may not charge or shoot, and may only move at half pace. The spell remains in effect until the end of the opposing player's following turn.

Rick note to self. This is another variation on Doom and Despair/ Weird Enchantment/ Mazdamundi's, and variations need cutting back so that there is not a profusion of similar but different spells.

### MIRAGE

4+ to

Range: 30cm

*The sorcerer creates the illusion of a huge host of fearsome beasts, bearing down inexorably upon his startled foes.*

The sorcerer must be able to see the target unit to use this spell and it cannot be directed against any unit which is involved in combat. If the spell is successfully cast the affected unit must immediately retreat 5xD6cm, directly away from the casting Wizard. This retreat is handled exactly the same as a drive back from shooting.

Rick note to self. Tricky out of sequence move – what do you do if also hit by missiles. Suggest same as Gerrof or treat as drive back with phoney hits.

### EYE OF THE TIGER

5+ to cast

Range: 30cm

*Bright beams of burning energy leap from the sorcerer's eyes and scythe through all before him.*

Draw an imaginary line 30cm long from the Wizard's stand in any direction you wish. Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath its path (including you own). Unengaged units can be driven back by an Eye of Tiger as with ordinary shooting whether friend or foe. Engaged units cannot be driven back but carry over any hits that are scored into the first round of combat. Hits caused by the Ball of Flame count as having been struck in the combat itself.

**Rick note. Same as Ball of Flame... Tigers in Africa!**

## CURSE OF THE DJINN

5+ to cast

Range: 30cm

*The sorcerer channels the immense power of the Djinn through his own body and lays a terrible curse upon his foes.*

The sorcerer may cast this spell on an enemy unit within range. The target unit must re-roll all armour saves for the duration of the following close combat phase.

**Rick note. That is a very nasty spell a quite possibly a 6+. In general there should be a 4+, 2 x 5+, and a 6+ in the list so this would fit.**