

The Araby Army

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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 oases 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. 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 consequently known as the City of Corsairs.

The mostly densely populated part of Araby lies to the north of the River of the Serpent; the largest waterway in the land and one of the few rivers that flows all year long. This land is home to four great cities: Lashiek, Copher, Martek, and Alhaka or (as it is sometimes rendered) Al-haikk which means City of Thieves in the Arabian tongue. Each of these cities and the surrounding lands forms an independent principality ruled over by a Sultan or Caliph. South of the River of Serpents the land is not so fertile and the terrain is 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.

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, efreets, 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 these Daemons.

The rulers of Araby maintain their own armies based upon the great cities and tributary tribes that live in the surrounding lands. The leaders of these tribes are called Emirs or, amongst the desert tribes of the south and east, Sheiks. The rules of cities and

their surrounding lands are called Sultans and the Sultan of Alhaka is the acknowledged overlord of all the other cities of Araby. In consequence he is also known as the Great Sultan - the ruler of all Araby.

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-solders 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.

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 are they 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 Silent Guard of Eunuch Mountain.



Djinn

Flying Carpets



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 coast 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 in the land of Araby where it is common to see long trains marching from the deserts into the markets and bazaars of the coastal towns. Camel caravans carry all kinds of exotic spices, cloth, and foodstuffs from the eastern valleys of the Atalan mountains and beyond. It is only the fierce warriors of the desert tribes that ride these intractable creatures into battle. Camel riders are brave and notoriously savage warriors who navigate their way across the shifting sands of Araby by an uncanny instinct unfathomable and mysterious to mere city dwellers. They are guided as much by their knowledge of the deep desert as by their desert-born mounts and, some would say, by their taste for blood!

Magic Carpet – The sorcerers of Araby have perfected the art of binding aerial spirits into physical forms - not least of which is the famous flying carpet. Carpets carry two or sometimes three riders, who arm themselves with bows as well as various missiles. These are thrown into the enemy's ranks and include such unpleasant surprises as pots of scorpions, serpents, fire-ants, hornets and venomous spiders.

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 collect all kinds of wild and monstrous beasts, and they eagerly compete against each other when it comes to maintaining the largest and most impressive herd of Elephants. These are ferocious and dangerous creatures, all the more so because each carries a wooden tower upon its back, within which ride Arabian warriors armed with long spears and assorted missiles that they 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 himself. Few Sultans would be so bold as to take to the field personally but throughout history there have been notable exceptions such as the mighty Sultan Jaffar who led a powerful army into Estalia and besieged the Tilean city of Tobaró. Subordinate to the overall 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 Djinn to carry them from place to place. Military leaders often ride upon Elephants as befits their exalted rank.

Araby Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Spearman	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
Camel Riders	Cavalry	3/1	3	5+	-	3	100	-/2	*3
Magic Carpets	Cavalry	1/2	3	6+	-	3	85	-/1	*4
Elephants	Monster	5	4	5+	-	3	200	-/1	*5
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	*6
Elephant	Monster Mount	+1	-	-	-	1	+65	-/1	*7
Djinn	Monster Mount	+2/+2	-	-	-	1	+90	-/1	*8

Special Rules

1. Guards. The Sultan's Guards are so unquestioningly loyal that they will obey the first order given to them each turn on the Command roll of 10 or less so long as the order comes from the General himself. No penalties are applied to this order. Further orders are given using the General's normal command value and penalties. 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 issue orders to units beyond range.

2. Desert Riders. Desert Riders have a shooting range of only 15cm, however they can shoot all round - ie 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.

3. Camel Riders. Camel Riders ignore distance modifiers when commands are issued to them. This applies only to Camel Riders and not to brigades that include Camel Riders and other units. Remember that characters are still bound by their maximum command ranges and cannot issue orders to units beyond range. This represents their fierce self-reliance and their mounts'

instinctive sense of direction allowing them to operate effectively far from their own battle lines. Because Camels are such intractable creatures all orders are issued with a Command penalty of -1, this penalty applies to any unit of Camel Riders or to any brigade that contains one or more units of Camel Riders.

4. Magic Carpets. Magic carpets can fly – they have been rated as aerial 'cavalry' as this is the closest categorisation to their type. Riders have a shooting range of only 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

5. 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 would otherwise become confused - for whatever reason - then it will stampede instead. It is not confused and none of the normal rules for confusion apply. Stampinged elephants automatically cease to stampede at the end of their Command phase (note that this is in the same way as confused units cease to be confused).

1. Stamping Elephants cannot be given orders or use initiative. Instead roll a dice at the start of the Command phase before moving anything else on initiative, and move the unit as follows.

1-2. Move towards the nearest enemy unit as far as possible – if the stampeding elephants contact the enemy they automatically count as charging even if they couldn't see at the start of the move. If the elephant contacts a friendly unit it counts as moving into friends (see below).

3-4. Move directly away from the nearest enemy unit as far as possible – work out the stampede direction in the same way as you would for an evade move. If the elephant contacts another enemy unit it counts as charging (see above). If the elephant contacts a friendly unit it counts as moving into friends (see below).

5. Move towards the nearest friendly unit as far as possible – if the stampeding elephants contact the friendly unit they automatically count as charging even if they couldn't see at the start of the move.

6. Move directly away from the nearest friendly unit as far as possible - work out the stampede direction in the same way as you would for an evade move. If the elephant contacts an enemy or friendly unit it counts as charging (see above).

2. A Stamping Elephant unit that charges into an enemy or friendly unit fights in the combat phase in the same way as a regular charging unit. The stampeding Elephant counts as

'enemies' for the duration of the combat and therefore continue to cause 'terror' in opponents regardless of which side they are on. The Elephants count as charging in the first round. If the Elephants win a combat round 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 reforming.

3. Stamping Elephants might conceivably move into a unit, therefore initiating combat, but are unable to form a battle-line because they have insufficient movement distance. In the case of stampeding elephants, the combat is still fought, and the elephants still count as charging. It is up to the player whether he moves the elephants the extra distance required to make a battle-line or simply fights with the elephants in an irregular formation.

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

7. **Elephant.** The Elephant mount 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.

8. **Djinn.** The Djinn accompanies its master and can transform both of them into a whirlwind enabling the stand to fly as for a normal flying mount. If the sorcerer has a Djinn he can also cast the Curse of the Djinn spell with a +1 casting bonus (see spells). 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. If the Wizard is accompanied by a Djinn then any unit he joins causes Terror.

Araby Spells

SAND STORM

4+ to cast

Range – affects enemy within 30cm

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

The spell is cast upon the Sorcerer himself and affects all enemy units within 30cm of the stand.

The spell lasts until the end of the opposing player's following turn.

The spell affects the opposing army's ability to issue commands. All enemy units within 30cm of the Arabian Sorcerer suffer a -1 Command penalty. This penalty is applied when each order is issued: a unit might therefore be within 30cm of the Sorcerer for one order but not for a second, for example.

MIRAGE

4+ to cast

Range 60cm

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

To use this spell the player will need an additional unit chosen from the Araby list - this can be infantry, cavalry or monsters it does not matter which. This unit becomes the 'illusion' and is immediately placed within 60cm of the sorcerer and more than 20cm from any enemy units. The illusionary unit cannot move or fight - for it isn't really there! However, the illusionary unit is treated as if it were real by the enemy up until such time as an enemy unit charges into contact with it, touches it as an incidental contact during combat, advances upon it, or brings it into combat in any other fashion. This means, for example, Command penalties are suffered for proximity, and enemy shooters are obliged to target the illusion if it is the closest target - it cannot be harmed of course! The illusionary unit is also dispelled immediately if the Araby player moves any of his units or characters through it.

Whilst the Mirage unit is on the battlefield the Wizard cannot cast any other spells - if the player wishes the Wizard to cast a new spell the Mirage comes to an end and the Wizard can then attempt a new spell as normal.

SUNSTRIKE

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 all relevant modifiers are applied. 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 Sunstrike 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 Sunstrike count as having been struck in the combat itself.

CURSE OF THE DJINN

6+ 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 successful armour saves for the duration of the following close combat phase.

If the Sorcerer has a Djinn then he adds +1 to his dice roll when casting this spell, and therefore casts successfully on a 5+.