



## *Arabyan*

# *Nomads*

Nomads roam the desert searching for water and goods. Every now and then they go searching in tombs to aid their tribes and earn extra income. They are masters at desert survival and are a force to reckon with.

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Maximum warband number is 15

Warband may include:

### ***Heroes***

1 Sheik 20ex  
0-1 Champion 8ex  
0-1 Street mage 8ex  
0-2 Bedouins 8ex

### ***Henchmen***

Any number of warriors  
0-5 Slaves

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### ***Special abilities:***

**Northern Barbarians-** The men of Araby have a long history of religious warfare with the men of the north. Therefore Arabs heroes Hate human troops from the Empire and Bretonnia.

### ***Special Skills:***

**Blending into the Sands:** Model can hide in opened group.

**Weather Tolerant:** This model has grown so use to the weather it doesn't even effect him anymore. Weather conditions such as heat and such no longer effect this model.

**Hit and Run:** model can run and shoot but suffer a -2 to hit instead of the -1 to hit for moving.

### ***Skills categories:***

**Sheik-** Combat, Shooting, Academic, Strength, Speed

**Champion-** Combat, Strength, Speed, Special

**Street mage-** Academic, Speed

**Bedouins -** Combat, Shooting, Speed, Special

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## Heroes

### **Sheiks** 60 gold

The legends of Araby are full of tales about the exploits of heroes which are known Skeiks. Many of these outstanding individuals are emirs or other nobles, but most are simple warriors from amongst the common men of this exotic people.

Profile	M	WS	BS	S	T	W	I	A	LD
Sheiks	4	4	4	3	3	1	4	1	8

**Skills:** Leader

May have weapons from warrior list

### **Champion** 40 gold

The champion is a tough fighter that the Sheik hired as a bodyguard.

Profile	M	WS	BS	S	T	W	I	A	LD
Champion	4	4	3	4	3	1	3	1	7

**Skills:** none to begin with

May have weapons from warrior list

### **Street Mage** 40 gold

A street mages are low class Araby wizards. They preform simple acts of magic but many wish to be something greater. They tend to hire themselves out to warband in hope of gaining funds to continue with their training.

Profile	M	WS	BS	S	T	W	I	A	LD
Street mage	4	2	3	3	3	1	3	1	7

**Skills:** Starts with one **Elemental Spell**, whichever element they chose is the only one they can get. May choice a spell at random when Street Mage gains a new level.

May have weapons from warrior list

### **Bedouins** 35 gold

Bedouins are nomadic tribesmen who roam the desert wastes of Araby fighting anyone who displeases their masters. They are hired by warbands as expert guides and scouts.

Profile	M	WS	BS	S	T	W	I	A	LD
Bedouins	4	3	3	3	3	1	3	1	7

**Skills:** Add +1 to your search for Equipping/Trading result. (Note you only get +1 even if you have two Bedouins)

May have weapons from warrior list

## Henchmen

**Warriors** 25 gold

These are the common warriors of Araby.

Profile	M	WS	BS	S	T	W	I	A	LD
Warriors	4	3	3	3	3	1	3	1	7

May have weapons from warrior list

**Slaves** 15 gold

They are captured warriors of enemy tribes who now serve a brutish life as slaves.

Profile	M	WS	BS	S	T	W	I	A	LD
Slaves	4	2	2	3	3	1	3	1	6

May have weapons from slave list

May gain experience but if rolls "lad's got talent" the leader executes the slave.

## Weapon list

### Warrior list

### Slave List

Jambiya	free/2 gold
Club	3 gold
Katar	5 gold
Spear	10 gold
Shield	5 gold

Jambya	free/2 gold
mace	3 gold
Katar	5 gold
Scythe	5 gold
Sword	10 gold
Spear	10 gold
Ankus	13 gold
Scimitar	15 gold
Cutlass	15 gold
Double-handed weapon	15 gold
Great Scimitar	20 gold
<b>Missile Weapons</b>	
Short bow	5 gold
Bow	10 gold
Handgun	35 gold
<b>Armor</b>	
Buckler	5 gold
Shield	5 gold
Helmet	10 gold
Light armor	20 gold
Heavy armor	50 gold