
WARHAMMER

Kingdoms of the Shifting Sands

An Arabian Warhammer Armies Supplement

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INTRODUCTION

This book describes in detail the troops that fight when the armies of Araby march to war. A fully arrayed Arabian army is an awesome and striking battle force filled with colour and variety. Sturdy Arabian Militia form the core of the army, supported by swift Desert Nomads, clouds of Giant Vultures lurking overhead, and the otherworldly elemental power of the Genies. Terrifying creatures like the ancient Sphinx, the monolithic Sandworms and the shape-changing Spectramancers.

In this book you will find the following sections:

Kingdoms of the Shifting Sands

The history of the human empire of Ravenna and its uneasy ally with the snake people of neighbouring Sesseemkanoon.

Denizens of the Desert

A comprehensive description of the different troops and characters in Araby armies.

The Art of the Desert

Descriptions of all the magic spells Arabian Wizards can use – Karim, Senkh and Jaalus Coil.

Treasures of the Sands

A list of the arcane magic items that can be carried to battle by your characters.

Armies of the Arid Wastes

All the units, options, points values and other details you need to equip your army for battle.

Mighty Heroes of the Oases

Rules and background for special characters, both human and Cazorgh.

THE RAVAGED WASTES

In the deep south of the Warhammer World, far away from the petty disputes of the Empire and its neighbours, are the barren sandy wastes Northerners know as Araby. These lands are far from uninhabited, being the homes of a wide diversity of monster and humanoid alike. Unlike Sigmar's Empire, the serene oasis and majestic palms of the bottom of the world are not the complete domain of men - many hostile and threatening races vie for the land around the life-giving springs.

In a land whipped by savage dust storms and scorched by the blazing sun, the inhabitants of Araby are used to the scourges of life, and this hardness they bring to the battlefield. In a never-ending war, they battle the elements and hostile forces seeking to carve their own niche in the shifting sands, and the Ravennans must always be prepared to take up arms and defend their oases against intruders.



Being as far removed from the rest of civilisation as they are, Ravennan Wizards have a different view of the forces that give them their powers. The Ravennans are masters of the spirit world, having long ago deciphered the ancient runes that could summon forth creatures from the spirit world of nature - Genies and Spirits. They have their own unique understanding of life on the Warhammer World, and the magical forces they can bring to bear in a battle rank with the most powerful of other races.

Enter the Kingdom of the Shifting Sands, with its myriad races and bizarre culture.



Brave the terrors of the deep desert to tame the ancient sandworms, or commune with the mighty Desert Dragons, the Sphinxes. Always remember, no matter where you go in Araby, to guard your water with your life.



MAN AND SNAKES

There are two great Empires vying for power and survival in the burnt wastes of Araby. The Human Empire is known as Ravenna, and occupies the eastern half of the subcontinent. The west is occupied by the thriving Empire of Sesseemkanoon, dominion of the Cazorgh. The Cazorgh are a race of cold-blooded mutants crossed with snakes, who have long since stabilised the genetic traits of their race and thrown off the shackles of Chaos. The Cazorgh are restricted to the sandy deserts, as their cold blood prevents them adventuring in the icy Old World. The Cazorgh are a unique fighting force who will be looked at in detail later, but at present we shall look at the Human Empire of Ravenna, home of the Sheikhs.



Political Borders

Araby is a huge empire composed of many theocratic Caliphates, ruled over by the Sheikh of Ravenna. Ravennan society is dominated by a religious fundamentalism and is not so technically advanced as that of the Old World. Around 1,000 years ago (in the year 1500, by Old World reckoning, after

the time of Ali Kadda), Gilgaresh the God-King launched a series of religious wars against the Old World, without any lasting successes. Legends dating from that time has coloured Old World attitudes to inhabitants of Araby, although there is a fair amount of trade between the two areas.

Geography

The Sheikh of the Amethyst Throne claims the whole Ravennan peninsula as belonging to the Empire of Ravenna. This claim is hardly realistic. Most of the land is covered by hot deserts and dry shrub land. The population lies largely in the coastal cities or the towns and villages surrounding them. The main feature of the region is the Great Desert of Araby, a vast sea of sand taking up most of the interior of the peninsula. The desert is bordered by dry shrublands from the north-east to the south-west. In the north-west lies the Bardouk mountains, a jagged line of rock clawing at the skies. Only on the highest peaks of this mountain-range can snow be found, though few travellers brave the perils of the mountains far enough to reach it. From these mountains flow the only true river of Araby, the Chewan-el Bardouk, Son of Bardouk. Rain falls in the mountains, making the lands to the west the most fertile of Ravenna. Here are even dense jungles covering the area, known as the Land of Assassins.

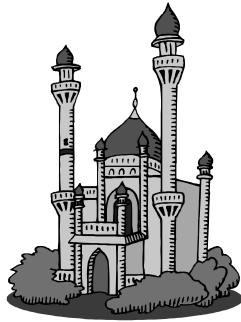
West again, across the Shark Straits lie the fabled Sorcerers' Islands, where legend has it that the mighty Sorcerer Kings once ruled the whole of Araby and the lands beyond.

Nothing remains of them except ruins of cities destroyed by some unfathomable cataclysm, although the ruins do form the spiritual headquarters of the enigmatic Arabian cult known as the Spectramancers.



The coast winds south along the Shark Straits before swinging sharply east to the Gulf of Medes. The inner reaches of the gulf marks the end of the peninsula, but the gulf is in effect Ravennan territory. The outposts along the coast are gateways to the wealth of the Southlands, and the Ravennan jealously defend what they consider theirs.

North of the Gulf of Medes lies more dry shrub land and savannahs, inhabited only by nomadic tribes. Those lands are known as Khemri, the Lands of the Dead, and it is fortunate the Great Desert stands between the Arabian humans and the vile deathly spawn of Nagash. Further north lies the Great Ocean. Marking the border between Araby and the Badlands, the vast delta of the Mortis river feeds a swamp stretching deep into lands to the east.



Politics

The current Sheikh of Ravenna, Hahmed Qaran, sits uneasily on the Amethyst Throne. He is in theory the absolute ruler of Ravenna. However, he does not have near as much power as one would assume. The individual Caliphates are to a great degree autonomous, having their own laws and largely making their own decisions. Although the Caliphs cannot openly oppose the Sheikh, they are allowed to refuse him aid. A Sheikh without support from his subjects rarely need fear rebellion, but it is unlikely that he will survive for very long. Unpopular Sheikhs throughout the history of Araby often meet

their end at an assassin's blade. The Sheikh Qaran is young and considered both weak and inexperienced.

The Spectramancers are the mysterious advisors of the Sheikh and the Caliphs from their citadel on Sorcerers' Island, and they have their own magical powers. They have the power to take make ad-hoc decisions in their master's absence, but still answer to him, so a tenuous peace remains.

Spectramancers who make mistakes and get caught at it have a tendency to have their careers cut short in more than one way.

A rank below the Caliphs are the Sharifs. The Sharifs are nobles or dignitaries appointed by their Caliphs to rule the smaller cities and villages in their place. They are responsible for the day-to-day business of the city, town or village in question, and the local watch and common courts are under their authority.

The group with the most influence are the many priesthood cults. The Ravennans are very religious, and consider their priests to speak on behalf of the Gods themselves. It is an unwise ruler who would go against the advise of the priests. That being said, the various cults frequently have conflicting interests, resulting in short feuds among and even within the various cults.

The relations between the nations of the Old World and Araby are as good as can be expected between one-time enemies. The wealth derived from trade is more than enough to overcome the still living animosity between the two regions. Araby is blessed with few foreign enemies. To the north-east occasional raids by Goblinoid tribes probe at the borders, but the greatest threat comes from the Tomb Cities. Every so often an army of Undead cross the sands to wreak havoc in the lands of the living.

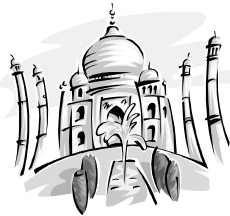


The People

The Ravennans are uniformly darker of skin than men of the Empire and Brettonian, though they are generally of the same height as a citizen of the Empire. The men favour beards and loose-fitting clothes that are comfortable in the heat. A brightly coloured vest and turban are common, though in the north-western part of Araby the fez, a tall flat-topped cone of red felt, is more common. In public, women wear long dresses and a shawl that covers the hair, and will often have a veil to cover their face. In the south the people are more conservative, women wearing even heavier clothing and thicker veils in the heat.

The Ravennans are a deeply religious people. One aspect of their religion involves predestination: any thing that is done or happens does so because it was destiny. The difficult thing is to know what one's destiny actually is. As a result, most Ravennans are quite content to leave things as they are.

Outside the settled areas of Araby, tribes of nomads wander the hot deserts from watering hole to watering hole. These tribes resemble trading-caravans, but contain whole families. The nomads are fiercely independent of their city-dwelling brothers.



Economy

Trade is the lifeblood of Araby. Ravennan merchant-men sail as far north as the great sea-ports of Marienburg and Erengard, and as far east as the lands of Nippon, Cathay and forbidding Lustria. Caravans peopled by the Kahied Nomad tribes make their way

through the dangerous deserts and beyond. Most of the Ravennans trade originates in the Southlands, though. The Elves are very protective of their trade-routes, but the Ravennans have little competition in the Southlands, the area knowing little in the ways of civilisation and being easily exploited by ruthless traders.

The basic coin of Araby is the dinar, a gold coin equal in value with the gold crowns of the Empire. The Ravennans also make use of smaller monetary units, the brass one-centime coins and silver ten-centime coins. A dinar is worth 100 centimes.

Slavery is a vital part of the Ravennan economy. Without slave labour it would be impossible to produce crops, the roads would fall into disrepair and the economy would collapse. The slaves are a mixed lot, mostly black-skinned Southlanders captured by slavers or captives taken in tribal conflicts and sold. Many are Ravennans themselves, impoverished peasants, criminals and prisoners of war.

Tax-collecting is done by the Sharifs on behalf of the Caliphs. Taxation in Araby is less complicated than in the Old World. Every free man must pay a tenth of his estate in taxes. The priesthoods, nobles and traders are excepted. Merchants who sell their goods in a town or city must pay a toll of one hundredth of the value of their merchandise. Of course, when it comes to estimating the value of such, the Excisemen are free to use their own discretion, and they are paid a percentage of what they bring in. The Caliphs take their share of the taxes, and the Sharifs make do with what is left. It is not unheard of that taxes are collected more than once a year if the Sharif sees the need for it.



The Military

Every Caliphate has its own standing army, as does the Sheikh. The Sheikh can call the Caliphates to arms, and the Caliphs are supposed to send their armies to fight in the Sheikh's name, though the Caliphs have been known to ignore their Sheikh's call.

The army is responsible for keeping the peace in Araby. More often than not this involves fighting skirmishes with the armies of other Caliphs over trade rights or water. Sometimes soldiers are called out to put down the many bands of robbers and brigands that plague the border-regions of the Caliphates.

A typical soldier's trappings would include a light leather shirt, a shield, a spear and a scimitar. Archers typically use bows since they are less heavy and easier to carry than a crossbow. Cavalry – the sought after Kahied Nomads – ride fleet-footed Arabian horses, renowned as the fastest in the world, and wear light armour. Normal weaponry is a long spear used as a lance, a scimitar and a bow. The main concentration of troops are in the cities and towns, and any response to an intrusion relies on the army being able to move quickly.

A Caliph will normally have at least 500 footmen and 250 horsemen under his command, though he would be able to raise at least 2000 footmen and 250 horsemen if necessary. When fighting against the Undead, an army is likely to be accompanied by Clerics of Moshel to counter the dark magicks of the Undead commanders.



Travel

Travel in Araby is not something one does lightly. All the major cities are connected by roads, and there is a great amount of ships trafficking the coast. Travel does have its dangers. The roads are dangerous in themselves. When they don't fade beneath thick dunes of sand or wind along sheer mountainsides, it is likely that a band of robbers will be waiting in ambush at the next bend or a sudden sandstorm will bury you alive. Travellers should know the wisdom of moving in numbers, and firsthand experience of the area traversed is very helpful. Sailing is more comfortable, but there are still hazards, with pirates, storms and treacherous reefs.

The most common modes of transportation would be to book a passage on a sea-going vessel or join a caravan. Caravans move slowly, but most are large and well guarded enough to dissuade any attackers. Merchant caravans often attract a strange lot. Entertainers, mercenaries, adventurers and wizards. With so many travellers, an journey with a caravan can be an adventure in itself.



Demi-Humans in Araby

Elves are generally respected in Araby. Elven traders have brought goods too and fro Araby for millennia. All the coastal cities has had permanent Elven communities for more than a thousand years. Sea Elves are regarded as clever and honest merchants, traits considered non-existent among their Ravennan counterparts. An "Elf's Bargain" is an Ravennan saying for an honest trade



where you can't be sure who got the short end of the stick.

Halflings and Dwarfs are rare in Araby. There are no permanent Dwarven communities in the region, and few dwarfs travel there. Most Ravennans have heard of Dwarfs, much less seen one. More adventurous Halflings may travel to Araby to discover some new ways of cooking, though few stay for long as they find the heat to be bad.



ALI KADDA AND THE EYE OF THE PANTHER

The explorer attributed with founding the Empire of Ravenna was a man with an unknown past, a wandering nomad by the name of Ali Kadda. His name has since passed into legend, for many Ravennans believed that Ali Kadda had been touched by the Gods. While adventuring in the Bardouk Mountains, the inhospitable jagged crags that form the border of present-day Ravenna, he came upon the Eye of the Panther. In the centre of a flat volcanic plateau, a pool of clear water had formed, like a bowl of the Gods. The water was clear, and Kadda drank deeply after so many days in the wilderness. As he marked the find on his map, he discovered that the stones he sat on were not normal, but uncut jewels of every type. There was a king's ransom in sapphires, rubies, emeralds and stones Kadda had not beheld before. The magma from the volcanoes had formed this strange, beautiful land,

combined with the spiritual magic that makes Araby so unique in the world.

Unfortunately, Kadda realised that the Eye of the Panther could still not sustain concentrated human life. Unperturbed, he set off to find the fabled Desert Elves, masters of the spirit world, to aid him in his quest to bring life to the desert. He realised that only the Elves of legend would be able to reverse the power of the sun which held sway over the Eye of the Panther.

After a thousand and one Ravennan nights, Kadda finally discovered the home of the secretive Elves, in the deep desert of Araby where no human could survive. He was the first and only outsider to ever discover their civilisation, and was seen as a messenger from the sun. The Desert Elves did aid him in creating the most powerful magical artefact ever seen - the Orb of Kadda. Nearly a league in length, this glass orb was filled with a tranquil forest scene, a complete ecosystem which grew and replenished itself magically. The guardians of the Orb were a group of Desert Elves who took the ultimate sacrifice of being imprisoned within the Orb forever. After this mammoth task of construction was completed, the Orb was set in motion around the Bardouk Mountains, trailing the spirits of nature it housed over the hostile wilderness below.

The Eye of the Panther became green and fertile under the Orb's benign influence, and many settlers flocked to the miracle in the desert. Soon the first city of the Empire of Ravenna, the Eye of the Panther, arose from the desert sands. Ali Kadda ruled for another ten years, in this time becoming virtually a hermit, studying the arts of the spirit and transferring his knowledge into a single tome, known now as the Book of the Mancer. Ten years to the day of his discovery of the Eye of the Panther, Ali Kadda disappeared



into the mountains from which he had appeared. There was no warning, and his body was never found. The identity of the enigma known as Ali Kadda will live forever.

After Kadda's departure, the Empire prospered under the various Benazim Sheikhs, with their system of Caliphs and Sharifs as local warlords to keep the populace in check. Fifty years after Kadda's Walk, the thriving Cazorgh Empire of Sesseemkanoon was discovered, and trading relations were created between the reptilian Cazorgh and human Ravennans. One hundred years after Kadda's Walk, the Gulf of Karnok was being plied by the sleek sailing ships from the mercantile trading centres of El-Kalabad and Copher. All was prosperous for the new world.



CORSAIRS OF LASHIEK

Thousands of years have elapsed since the fateful discovery of Ali Kadda, and the Empire of Ravenna has extended its power. The Sheikhs remain the most powerful force in Ravenna, as the last Emperor died many years ago. The one thorn in the side of the establishment is the constant harassment trading vessels receive from the dreaded Corsairs of Lashiek.

These ruthless pirates have taken the island of Lashiek as their own, building the hive-city of the same name and establishing a warrior caste of Pirate Lords to rule it. Each Lord has his own ship, and the Corsairs

battle with each other over the size of the booty they can return to the island. Lashiek is heavily defended, and despite many attempts by the Ravennan army to overthrow the Corsairs, has never fallen. Traders from Ulthuan, the Empire and Brettonia know to take extra protection when trading with Araby, for the Corsairs are lurking in the waters like sharks.

HUMAN CITIES

The cities of Ravenna are also the capitols of the individual caliphates. They are all centres of trade for their region, and the major trading routes pass through them.

The Eye of the Panther

The Eye of the Panther was the first capital of the Ravennan empire. Here the first Sheikh of Ravenna sat on the Amethyst Throne. Here was brought plunder from the great eastern kingdoms, a tribute to the Sheikhs' might. Great temples were erected in honour of the great Ravennan gods. During the Undeath Wars, siege was laid to The Eye of the Panther for four years before treachery opened the gates to the Undead hordes. Today, nearly two and a half millennia later, The Eye of the Panther is a ghost-city. Its palaces and temples crumbling and sand filling its streets. Sometimes adventurers travel to the city in search of the legendary treasures that are said to still be hidden beneath the city. Most return empty-handed, though sometimes not at all. The city's banner was silver tower against a black background.

Bel-Aliad

The ruined crusader city of Bel-Aliad is a testimony to the Religious Wars against the Old World. Carried by the momentum of their victories over the Ravennan armies in



the Old World, crusaders landed on the Ravennan coast to bring the wars to Araby. On a plateau of rock the crusaders built a great fortress, Bel-Aliad Keep. By the time the Ravennan armies rallied to face them, the crusaders had a firm foothold on Ravennan lands, and could not be ousted other than at great cost. After several inconclusive battles, the Sheikh made peace with the invaders, allowing them to stay as long as they kept peace on their land, did not attack Araby and paid tribute to the Amethyst Throne.

In time, Bel-Aliad grew to be the greatest centre of foreign presence in Araby. Merchant companies of the Old World established their offices in Bel-Aliad, and over the years a city grew up around the walls of the mighty Bel-Aliad keep. Today Bel-Aliad is abandoned after a final last stand against Reikland crusaders raised the once-proud fortress-city to the ground. The city's remaining population of scavengers, escaped convicts and troublemakers is largely Ravennan. The city in its heyday was a hybrid of Old Worlder and Ravennan architecture, with typically one of the box-like Ravennan houses likely to be found next to an inn in Reiklander style. The old, now forgotten banner of Bel-Aliad and the Order is a seven-pointed star in gold against a white field.

Lashiek

Lashiek is called the 'Corsair City,' though more due to the prowess of their thieves than the level corruption of among the general populace. It is said that an Lashiek thief can steal the eyes out of your sockets, and you will not notice it until next week. That being said, the laws of the city are harsher here than in any other city, and nowhere in the known world is the watch more diligent and incorruptible. Only the best of thieves survive in this city. Lashiek is the major port

of trade between the Old World and Araby, even more so than Bel-Aliad. Here the goods move on the Ravennans' terms. The city's banner is a white hourglass against a red field.

Copher

Copher, the 'Spice Port,' has always been fiercely independent. Its rulers rarely yield graciously to orders from the Sheikh. Many of the city's trading privileges date back to the Mad Sheikh Tupar, and these are defended with a force of arms if necessary. The city produces the finest spices native to Araby, but does not have many other specialities. The city is somewhat more liberal than other Ravennan cities, and though it does not have any established universities on par with the greater Old Worlder cities, it is nonetheless considered a place of learning. Scholars flock to Copher to sit in on informal gatherings, and most noble houses openly have a wizard or soothsayer in their retinue. The Copher banner is a white crescent and star against a green field.



Al-Haikk

Situated at the foot of the northern end of the Bardouks, Al-Haikk derives its wealth from the iron and silver ore in the mountains. These tunnels stretch for countless miles, opening into vast caverns and if stories are to be believed, systems of tunnels more ancient than man. Taking advantage of some of these caverns and dried-out underground rivers, the merchants of Al-Haikk can move their caravans under the great Bardouk mountains to the upper echelons of Chewan-el Bardouk. Though safer than travelling above ground, sometimes such caravans disappear, possibly



losing themselves in the dark maze of tunnels under the mountains.

From the mountains, thousands of small streams feed water to Fazoth-Ar, the lake the city is built around. Fazoth-Ar is the largest lake in all of Araby, not only due to it being almost a mile and a half across, but it is said to be virtually bottomless. The deeper down one gets, the wider the lake becomes. It is customary for newly wed couples to cast a golden trinket into the lake for luck. Whispered rumours tell of more sinister rites and sacrifices made to appease the dark gods of Fazoth-Ar.

The city of Al-Haikk is nearly always shrouded in the shadows of the great Bardouk mountains. Only at dawn and dusk does sunlight fall on the city, for a brief time bathing it in a red light. The city is famed for it's many festivals and celebrations, as though its citizens try to forget the grip of shadow that lies over the city. Even so, the place is much cooler and more comfortable to live in than any other Ravennan city. The banner of Al-Haikk is a golden mountain against a dark blue field.

Martek

Martek lies at the mouth of the Chewan-el Bardouk. Surrounded by jungle, Martek is able to maintain a great navy, ensuring that the Sheikh's word is law on the Ravennan seas. Caravans from the south and north converge on Martek to bring to the Sheikh wares and merchandise from far-away lands. The most impressive feature of the great white-walled city is the palace of the Sheikh, a testimony to the might and power of the Ravennan Empire. The huge central dome atop the palace is more than a hundred feet across, and said to be covered with inch-thick plates of pure gold. The walls are covered with abstract friezes and sculptures

representing the glorious history of Araby. The palace grounds make up half the size of actual city. Not even the temples can compete with the splendour of the palace. The banner of Martek is an amethyst crescent against a white field.

El-Kalabad

The Caliph of El-Kalabad is the Guardian of the Southern Gate – the Gulf of Medes and the south lands bordering Khemri. El-Kalabad is a mighty fortress city at the very border of the Great Arabian Desert, guarding the trading routes between the kingdom and the critical Gulf of Medes. The Sheikh may rule Araby, but the Caliph of el-Kalabad is the master of the Gulf. Many of the conflicts within Araby derive from the continuous, aeons-old power struggle between the Sheikh and the Caliph of El-Kalabad. The city itself lies along the shore of a small bay, the inlet protected by two massive fortresses, the Shining Spires. The Caliph's palace is second only to the Palace of the Sheikh, its Amethyst dome visible from a considerable distance. The banner of El-Kalabad are three black swords against an amethyst field.



HUMAN RELIGION

The people of Araby are a highly religious race, which is hardly surprising considering the miracle of Ali Kadda and the Orb. They worship the same Gods as their Empire and Brettonian counterparts, but under vastly different names. The one God that does not have a counterpart in the Empire has already been mentioned - Jaalus, the Great Worm.

The God credited for creating the universe is known simply as Ptah the Creator, and is



depicted as a black-skinned warrior wearing a helmet and armour of burnished bronze. His shield is a swirling void of shimmering stars, and his eyes are said to reflect the entire universe. Ptah is a powerful and vengeful God, but not many worship the Creator in the modern era.

Orb of Kadda

Acclaimed as a god, yet not, is the entity known as the Orb of Kadda. It has never been sighted, but all Ravennans fervently believe that it is still in orbit around the Eye of the Panther, bringing it the fertility it needs. The Orb of Kadda is a human symbol for Araby, and it is believed that in the time of Araby's greatest need the Orb will reappear, bringing Ali Kadda with it.

An Ravennan city is full of impressive temples and beautiful shrines where the people can come to say their prayers and hear the words of their gods. In addition to the Great Gods there are the patron deities of any city or town. Many ancient heroes are also worshipped as the aspects of the Great Gods themselves. The worship of the Chaos Gods are not proscribed in the lands of Araby, mainly because the threat of Chaos is to distant for anyone to be truly aware of it. However, those who worship the Dark Gods are normally wise enough to do so in secret. In effect, the worship of only a few gods have been proscribed throughout the history of Araby. The reason for this is often more the result of inter-cult scheming rather than because their Cults posed a threat to Araby. This has not happened since the end of the Religious Wars against the Old World.

Moshel

Moshel is the most powerful of the Ravennan gods. Most likely he is an aspect of Mórr. In Araby however, he has a greater sphere of influence. Firstly, he is the Great God of

Death. All souls travel to his domain for the afterlife. He is the guardian of all dead. He is also the God of War, worshipped by soldiers and called upon for blessings before a battle. As the God of the Blade in Darkness, he is worshipped by Assassins and thieves alike.

Ch'a'rrusk'an

The God worshiped as the bringer of death and disease is also known as Ch'a'rrusk'an (his daemonic name), and is unusual in that he has a publicised daemonic name (normally the names of Chaos Daemons are kept hidden, for knowing their name gives mortals power over them). Ch'a'rrusk'an was actually a follower of the Chaos Power Khorne, and was cursed with the mutations of great strength, wings and great horns. It is said that when Ch'a'rrusk'an walked the world, one horn was cut off in a battle by a brave mortal hero, and this robbed the mighty daemon of some of his power. It is said that the holder of the Horn of the Diak will gain power over Ch'a'rrusk'an himself. Ch'a'rrusk'an has since gained his goal and become a Daemon Prince in the service of Khorne.



Bez-Ghodan: Great God of the Desert

Ghodan is the Giver and Taker of Life in the harsh Ravennan deserts. His sphere of influence are the dry, hot deserts of Araby. By his will springs run with life-giving water or dry up to spell certain death for the denizens of the sands. His fury fuels the monstrous sand-storms that from time to time rage across the deserts. Ghodan is the most ancient of all Ravennan gods. Among



the nomad tribes he is worshipped as a greater god than Moshel.

Bezin-Anan: Great God of the Sea

Anan is a fairly young god, first appearing when the Ravennans settled in their coastal cities and took their first voyages into the World Sea. Anan is worshipped by all who travel the open seas, fishermen, pirates and sailors.

Bez-Dhuram: Great God of Justice

The third of the most ancient Ravennan gods, next to Moshel and Ghodan. Ravennan justice is often harsh and cruel seen through Old World eyes. A thief is often punished with the loss of a hand, a murderer with death by impaling. Dhuram's is justice by the letter of the law more than the spirit. Dhuram is also worshipped as the God of Trade and the God of Learning. As the latter, Dhuram encourages learning what has already been discovered rather than breaking new ground.

Ormazd: Sun God

The second most powerful God in Araby is represented by the sun. Known as Ormazd, it is believed that the God reaches his golden glove down to Araby each morning and brings light and heat from its celestial brilliance. Ormazd is a very popular God, for he governs life as the Ravennans know it. His symbol, the golden gauntlet, can often be seen painted on the shields of warriors as they stride into battle. Also known as and Al-Alnon ("The One"), Ormazd was once the Sun God and ruler of the pantheon of Kemet, the lands of Araby before Ravenna, Sesseemkanoon and Khemri. While followers of the Old World cults still lived in mud huts, worshippers of Ormazd began to build the great civilization along the banks of the River Nyllus. From the union of Ormazd and his

consort, Innuli, came the other deities of the Kemet pantheon: Orierus, god of the night and the underworld; Besta, goddess of cats and stealth; Thebias, god of knowledge, magic, and music; Kleamanta, goddess of rivers and fertility; Horanam the Vengeful, god of war and retribution; and Nefarini, goddess of beauty and protector of the family.

The Kemet Empire grew strong and without rival until the Pharaoh Ormahkaten ("Chosen of Ormazd") placed the cult of Ormazd above all others and thereby enraged the other cults. Upon Ormahkaten's death, a Civil War erupted in Kemet which ended when the land was overrun by the Hettites. The gods of Kemet, including the newly-arrived Khaine, rebelled against Ormazd at this time. Incensed by this outrage, Ormazd baked the land for years, punishing corrupt deity and mortal alike before taking his leave of them.

Having abandoned Kemet to its fate, Ormazd found believers in the nomadic Ravennan tribes of the desert. For years Ormazd tested his new worshippers to ensure their devoutness and avoid the problems that plagued the now-decadent and degenerating Kemet Empire. At this time, Ormazd came across Nefarini and Horanam who pleaded for his return. Instead, Ormazd stripped his treacherous children of their powers and vowed eternal revenge against the other gods of Kemet (including Khaine).

The people of Araby are a highly religious race, which is hardly surprising considering the miracle of Ali Kadda and the Orb. They worship the same Gods as their Empire and Brettonian counterparts, but under vastly different names. The one God that does not have a counterpart in the Empire has already been mentioned - Jaalus, the Great Worm.





THE CAZORGH OF SESSEEMKANOON

The reptilian Cazorgh are an ancient race shrouded in mystery, and the history of their development has been compiled from snippets of information given to traders and merchants over the centuries. There is no doubt that the Empire of Sesseemkanoon is far older than any of the human Empires on the Warhammer World.

At the beginning of modern history, the Warp Gates of the Old Slann collapsed, flooding the world with magical energy. Many of the existing races mutated heavily, their forms contorting to adapt to life on the new planet. One such mutation gave the creature reptilian scales and cold blood, while retaining a humanoid form. Some creatures had claws while others had two heads, brightly patterned scales or huge horns. Over the centuries, some traits have strengthened and become genetically consistent, endowing the race with inherent features. Eventually, the mutation was no more, becoming so stable as to not warrant that name any longer. This was the case with the Cazorgh.

A WARRIOR PEOPLE

At present, there are three distinct castes of Cazorgh, their scale colour and physique classifying their role at birth. Most powerful of all are the Senkhmeti, or Priests of the Sun. These fearsome creatures stand six feet high and their scales are stained purple and red.

Instead of the humanoid legs of other Cazorgh, the Senkhmeti rear up on huge prehensile tails, supporting the bulk of their entire bodies. As the Cazorgh are fanatically religious to their God the Sun, it is the Senkhmeti who rule Sesseemkanoon.

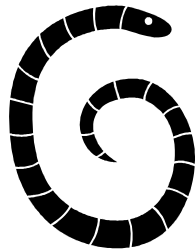
The warrior caste is distinguished by their deep blue colour, and they are known as the Raetos. They are far more bulky than the normal Cazorgh, the largest of them reaching seven feet in height. The Raetos are the officer class of the Cazorgh military establishment, it is they who drive the troops into battle against enemies of Sesseemkanoon.

The vast majority of Cazorgh are known as the Kada-Hakim, the Common Ones. Their skin is a sandy yellow colour, without the bright pigments that characterise the Senkhmeti and Raetos. During non-wartime Kada-Hakim lead normal lives as artisans, explorers and traders, but can be called on at a moment's notice to defend the borders. Cazorgh traders are a common sight in any one of the Ravennan cities, selling their stocks of glassware and jewellery, for which Sesseemkanoon are known throughout the world.

The exact borders of Sesseemkanoon are not known, but the lands of the Shifting Sands, the eastern borders of the Great Desert and as far north as the Oasis of a Thousand Camels form the expansive and hot empire. As the Cazorgh are cold-blooded the blazing sun does not bother them, and there may even be settlements in the deep desert, the lair of the Great Sandworms. No one knows the exact location of the Cazorgh sacred place Jaalus Coil, but human adventurers guess that it is somewhere south-west of the ruins of Bel-Aliad, due to the high concentration of magical Senkhmeti spotted there.



The Cazorgh relationship with the humans of Araby has always been a little hazy. They trade with them a great deal, and often fight the common enemies of Chaos and Undead together. Even so, the Sesseemkanoon Emperor has decreed that the purple Fires of Warning should be lit on the border between Sesseemkanoon and Ravenna at all times. These fires, powered by the Senkhmeti sun-magic, burn day and night, showing travellers where human territory ends and the domain of the Cazorgh begins. These fires have always been a point of concern for the Sheikhs of Ravenna, and keep the Ravennans from getting too friendly with their reptilian neighbours.



CAZORGH GODS

The Cazorgh of Sesseemkanoon only worship one God, the all-powerful Sun, represented by Jaalus the Snake God.

Jaalus

Cazorgh magic is tied up with sun-worship, and every spell they utter has the power of the sun entwined within it. Their magic is believed to be god-given, but the Senkhmeti guard their secrets jealously. All the human Ravennans want to witness in battle is the flash of purple fire as their Senkh Lord allies deal their particular brand of death on the enemies of Araby.

The Cult of Jaalus gained considerable influence with the Senkh and major Cazorgh warlords in the period before the Religious Wars. Successful manoeuvring and scheming

brought many of their followers to positions of power and influence. Their assassins and spies undermined the power of the more established cults, and in a short time they had an unprecedented hold on the High Senkh Lord himself. At their advice, High King Slaag launched his religious wars against the Old World, claiming the region in the name of Jaalus. Despite many early victories, the wars dragged out and the Cazorgh advance through the Old World stagnated.

At this time the Cult of Jaalus made a crucial error. Believing their hold on the High Senkh to be safe, they moved their main temple to a secret location in the newly conquered Border Princes. Thus they would have a foothold in the newly conquered lands and effectively direct control of the armies. But in their absence the other cults united against them. Their hold on most of the lower Viziers were broken. A large part of the invading armies were called back, and the cult cut off from their dry homelands. The cult was effectively shattered and the worship of Jaalus was outlawed in Sesseemkanoon.

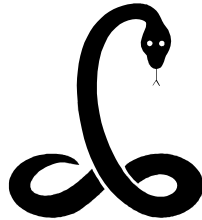
But still a remnant remains of the old cult, working in secret to restore Jaalus to his rightful place of power. And somewhere in the Border Princes lie the Temple of Jaalus, with the treasures of the Cult of Jaalus, once the most powerful force in Araby.

SANDWORMS OF THE DEEP DESERT

The most mysterious inhabitants of diverse Araby are the Sandworms of the deepest, hottest deserts. These mammoth, unstoppable monsters live beneath the shifting sands, rising up now and then to devour an entire merchant caravan or town. The people of Ravenna offer appeasements to the God of the Sandworms, known as



Jaalus, to give them safe passage in the sands before the great beasts devour them. Some adventurous Ravennan Wizards, known as the Karim, have attempted with some success to bind small Sandworms to do their bidding for short periods of time, often herding them into battle.



The place the Karim frequent the most for these Sandworm rituals is known as Jaalus Coil, and it is said that Jaalus dwelled there when he lived in Araby. It is most likely that Jaalus Coil is a tract of soft sand where the Sandworms come to spawn, but no investigators have managed to get close enough to find out. The armies of Ravenna are just pleased when they see a small Sandworm on their side at the start of a battle - they believe Jaalus is willing them to victory.

TECHNOLOGY OF ARABY

As the Ravennan nation is so far removed from all other human civilisation, it would be reasonable to assume that their technology has evolved differently from the Old World. With the influence of the Cazorgh, Ravennan technology far outstrips that of its human counterparts in the Empire and Brettonia. This technology is most obvious in the Ravennan mode of travel, both of the Cazorgh and humans of Ravenna, and the ingenious invention known as the Sand Skiff.

Camels and fast desert horses ply the trade routes between the major centres of commerce, but journeys into the deep deserts

would seriously cripple even these sturdy beasts. To this end, the Ravennans devised a light chariot, created from enamelled sandalwood, with a double skate attached to the bottom to skate lightly across the shifting sands. To give the chariot motion, the Ravennans worked with the Senkhmeti and their knowledge of the sun, and created the Sense Crystal. These crystals can absorb the power of the sun and transform it into magical power, which pushes the skiff along the sand. Steering is achieved through levers pulled by the driver, which changes the position of the skates on the underside of the skiff.

These Sand Skiffs have been used on many occasions in times of war, with flotillas of them closing rapidly with the enemy, their hard surface and scythed wheels creating havoc within the packed ranks of the enemy. The Sand Skiff is a true symbol of the objectives that can be achieved when human and Cazorgh work together on a common goal.

LANGUAGE OF ARABY

Below is a list of regularly used Ravennan sounds, as well as some of the common words in the beautiful and lyric language, which you can use to construct the names of heroic characters and regiments.

RAVENNAN COMMON SOUNDS

abu, hatik, talik, kadda, chask, xug, ama, rok, zuk, ka, ang, ron, al, kadim, atum, klang, ior, mar, ouk, douk, kad, ar, huz, har, mar, id, ad, af, yal, afyal, sin, dal, sahu, hu, har, ab, iya, bar uz, zak, haran, as, kar, sa, luk, ud, imam, aasim, ahmad, alia, amsha, bad, iat, az, iz, an, war, sa, dat, hak, im, hus, am, jam, al, il, kam, kar, ghun, ayya, far, ida, ibti, sam, heira, lei, dah, nar, jul, lat, ifa, khad, iga,



seh, khun, uf, oon, yus, uf, wal, eed, muta,
min, naa, man, nab, beni, baz, aar, nera,
kan, el, rashid, mov, mav, la, aka, na, hib,
nan, nab, nep, thysys, ankh, hetop, het, op,

- indicates association in a name, the

L' as a prefix indicates 'son of'

M' as a prefix indicates 'daughter of'

N as a suffix indicates 'led' Eg: Jewelled

M as a suffix indicates 'on the'

Z as a suffix indicates plurality

Na as a suffix indicates 'Country of'

El- as a prefix indicates 'the first'

-Ka as a suffix indicates 'Lord'

Lluk as a suffix indicates language or dialect



RAVENNAN WORDS

Abu - Place of

Ale - Shrine

Amsha - Hot

Anacron - Sinkhole

Atum - Hell

Barlouk - Daemon, fiend, devil

Baruz - Men, mankind

Beni - Brotherhood, order, religious order

Benimaam - Monastery

Cazorgh - Snake

Chask - Wolf

Dahiti - Doom, despair, fate

Dalazi - Oasis

Kadda - Holy one

Kadim - Spectre, spirit, ghost

Kamlei - Jewel, gem

Karim - Wizard, mage

Kendu - River

Khatad - Distant land, far away

Klangior - Righteous

Kryolis - Flame, fire

Jama - Nature, greenery, green

Mutayal - Border, edge

Na - Of

Nareed - Lake

Nerakan - Outpost, military post, military camp

Mari - Pit, hole

Raven - Sands, desert

Sinda - Ancient, aged, hallowed

Salud - Town

Senkhmeti - Senkhmeti

Xug - Reptile

Zuk - Dead, not alive, Undead

PLACES AND NAMES

Ravenna - Country of the Sands

Al-Haikk - Place of the Holy One

Kamlein Dalazi - Eye of the Panther

Beni Kadim Kariz - Brotherhood of Spectramancers

Kadim Kari - Spectramancer

Karim - Wizard

Mariz na Atum - Pits of Atum

Raven-Mariz Anacron - Anacron Lava-Pits

Sinda-Xugna - Sesseemkanoon

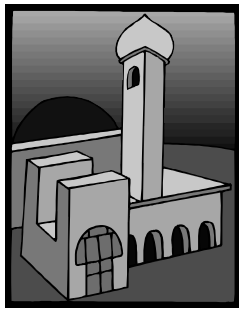


TIMELINE OF ARABY

The timeline uses the Imperial Calendar, for ease of reference. The Ravennan calendar sets their year 1 to be the year the first Sheikh was crowned, the year -547 compared to the Imperial Calendar.

The First Settlers (-3000 to -2750)

The Golden Age of the Elves sees the establishment of trading colonies along the coast of Araby. The trading posts draw human settlers from the Ravennan nomad tribes. A tribe of Elves breaks off from the large woodland communities and settles in the Great Desert of Araby. These Desert Elves become a race apart, creating their own customs, magic and culture.



The Rise of the Kingdoms (-2750 to -2000)

Human settlement begin in earnest. The trading posts of the Elves swell to towns. The Elves take it upon them to guide the growing Ravennan kingdoms in their ascension. Old enmities are buried as the nations grow. The Ravennans mount their first expeditions to the lands east of the peninsula, discovering a fertile land rich with water and precious metals.

The Great Era (-2000 to -1600)

The coasts of the Ravennan peninsula are firmly settled, new kingdoms rising in the lands to the east. The wars with the Dwarfs draw much of the Elves' attention away from

Araby, leaving little presence in the western lands and none in the east. Ali Kadda discovers the Eye of the Panther, and Martek is founded. The first Priest Kings take their place. Claiming to speak the word of the gods, their position is not challenged. The first Tomb Cities are built in honour of the King Priests, who grow to be worshipped as gods themselves.

The Dark Millennia (-1600 to -600)

New incursions of Dark Elves ravage Ulthuan. The Elf/Dwarf wars are put to an end as the Elves withdraw from their colonies to repel the invaders. The eastern kingdoms have become the most powerful of the Ravennan nations, Foremost of these Nerehaka, the great city on the Mortis river. The Priest Kings' greed and lust for power spark the first wars between them. A madness seem to grip many of the Priest Kings and their followers, especially in the eastern kingdoms, a desire to conquer death and become immortalised through great mausoleums. The preparation for the afterlife becomes the most important task for the Priest Kings. The Tomb Cities grow as each ruler does his best to outdo his predecessors. Thousands of slaves and warriors are entombed with their King Priest at his death, along with the treasures he has accumulated in his reign. This is the era of the Ghost Caliph Amarok Talik – under his dubious rulership a great interest in death grew in the kingdoms. Some of the old Priest Kings in (then) western Araby go beyond the erection of magnificent tombs in their thirst for immortality. Dabbling in the dark arts of magic they search for the means of escaping death altogether and live forever. Some succeed, after a fashion. This age sees the rise of the first Undead. It is said that the first Necromancers, Liches and Vampires emerged in this dark age. Some of these are



so great in power that they practice their dark arts openly, and their peoples worship them as gods, pledging their souls to serve them in the hope of attaining immortality themselves.

The Wizard Wars (-1367)

On the great island west of the Ravennan peninsula, Ravennan wizards build a great city dedicated to the advancement of the magical arts. A greater centre of learning has not been seen since in the lands of Man. For some unknown reason, internal conflicts escalate to open war between the wizards. The island is shattered, and the surviving wizards scatter throughout Araby. The archipelago created by the cataclysm is named the Sorcerers' Islands.



The Fall of the Kingdoms (-600 to -550)

This is the era of the God-King Gilgaresh and the great Senkh Lord L'Changka Kouros, when the crusades raged back and forth across the deserts, weakening both the Cazorgh and the humans and allowing the dark presence of death to gain a foothold in the region.

Speaking against the crimes committed by the Priest Kings against Bez-Moshel, Gilgaresh rallies the Ravennans in the west to depose their rulers. Then follows the Great Crusade against the Sesseemkanoon, the eastern kingdoms and even up into the Old World. The crusade lasts for fifty years, the armies of the west driven by fanatic

devotion to long-neglected gods, the armies of the east backed by dark magicks. The wars are put to an end at the Battle of Bel-Aliad, where the united armies of Khemri are routed. With the defeat of their armies, the peoples of the east abandon their cities. Some take up their ancient way of life and become nomads. Others wander to the Tomb Cities to serve their dark masters. A shadow falls over the land, as it dries out and dies.

The Rise of Araby (-550 to -400)

At his death, Gilgaresh leaves a united Araby. His foremost commander, Daran-e Farat, is acknowledged as Sheikh of Ravenna. The region sees an intense period of rebuilding as the neglect of a millennium is rectified. The city the Eye of the Panther becomes the capitol of the Ravennan Empire, and seat of the Amethyst Throne.

The Undeath Wars (-400 to -395)

Without warning hordes of Undead swarm in from the east, laying siege to one city after another until finally they reach the Eye of the Panther. The siege lasts four years. The city falls to treason and is overrun. Meanwhile the Undead armies flow into Araby, burning and pillaging. With the fall of The Eye of the Panther Ravennan Caliphates unite in desperation with the Empire of Sesseemkanoon, forging a long and lasting friendship between the two races. With renewed vigour the united legions of Snake and Man turn on the Undead and force them back across the desert. The wars are ended at the battle at Lashiek with the defeat of the Undead Lords.

The Dynasties (-400 to 1500)

The Amethyst Throne is reclaimed from the ruins of The Eye of the Panther and the capital is moved to Martek, with the Caliph Motar-e Hasih as the new Sheikh. The period



is largely peaceful and great and prosperous trade routes are opened with Sesseemkanoon, but much has been changed. The Caliphates have won greater freedom from the Sheikh, and the priesthood cults have fortified their position of power. Ravennan expansion is effectively halted, as the rulers scheme and manoeuvre between themselves. Assassination becomes the favoured tool of force rather than armies and war. After much jostling for power under the leadership of Greymancer Angron Zuk, the Spectramancers are eventually given Sorcerer's Islands to raise the citadel of Spectra. The Morphispire is created by Zuk before his death as a tribute to the cult's new home and their debt to the Sheikh of the Amethyst Throne. Occasionally the Undead stir in the east, but they do not find the Ravennans and Cazorgh unprepared again. In the battles against their ancient enemies, even the Ravennan Caliphs set aside their differences for a while.



The Plague (1010)

A caravan passing through the Lands of the Dead from the Southlands bring with them the Black Plague. Millions of both humans and Cazorgh die. The plague is brought on to the Old World by sea-going traders. The plague is blamed on the Sheikh having abandoned the Ravennan Gods. The Golham dynasty ends at an assassins blade. The Senkh rise to power in Sesseemkanoon preaching their dire warnings of vengeance from the almighty sun.

The Religious Wars (1500 to 1540)

The Sheikh Daryus-e Quabir ascends the throne as the third Sheikh of the Quabir Dynasty, greatly influenced by the cult of Jaalus. At the advice of his Spectramancers, he declares holy war against the Old World, to bring the infidels under the light of the Ravennan gods. Large parts of Estalia, Tilea and the Border Princes fall to the Ravennan armies. Internal politics cause many of the Caliphs to recall their armies from the Old World. The Old World crusaders drive the Ravennan invaders back, and for some time mount campaigns against Araby itself.

The Qaran Dynasty (1540 to present)

The end of the Religious Wars sees the rise of the Qaran dynasty. The Qaran Sheikhs adopt a more neutral policy than their predecessors, taking a less active role in politics. This ensures the Qaran dynasty's survival for close to a millennia. Careful political manoeuvring ensures a much needed political stability. The Qaran Sheikhs establishes peace with the Old World nations and encourages scientific and magical research. They even employ wizards to develop new methods of defeating Undead.

Today (2510)

Araby today. The Sheikh Hahmed Shas-a Qaran sits on the Amethyst Throne in Martek. Ravennan traders ply the oceans, bringing goods from the Southlands to the Old World, returning with wares from the north. Araby is still a power in the world, but must remain ever-vigilant with their allies the Cazorgh against the Undead stirrings in the east ...



Denizens of the Desert

GENIE

Each creature has its own spirit or Spectre, as does each element. The Lords of the elements have been known to dwell in the affairs of men, especially in a land as strong in the four elements as Araby. From the intense, fiery heat of the deep desert, to the howling winds of the dust storms, to the vast expanse of the Windflow Sea, where there is a concentration of any one element, a Lord of that element may be summoned. the Elemental Lords are known as Genies.



Genies are fickle magical creatures of great power, with whom the Karim Wizards of Araby have been able to commune for many years. A young Karim may speak to the Servant Genies only, while an Elder Karim can command a true Genie Lord to do his bidding. Like Daemons in the Warhammer Bestiary, all Genies abide by a set of rules, to represent their innate elemental heritage.

The Lords of the Elements, the Genies struggle for supremacy within the Warp. Occasionally they are summoned to Araby through the powers of the Karim, and are bound to battle on the side of men.

	M	WS	BS	S	T	W	I	A	Ld
Genie	6	6	-	5	5	5	4	4	8
Lord	6	8	-	6	6	8	4	6	9

SPECIAL RULES

GENIE SAVE

As Genies are partially non-corporeal and dwell on two planes, they benefit from a 4+ Ward (unmodifiable) save in the same way a Daemons. Unlike Daemons magical weapons **DO NOT** negate the effects of the Genie Save. Genies are easily able to absorb the effects of magical weapons with a flick of their elemental wrists.

ELEMENTAL NEGATION

Genies of opposing elements have a neutralising affect on one another, the opposing elements being fire and water, earth and air. If two Genies of the same rank meet in close combat, they will completely negate and destroy one another. This is automatic and instantaneous, as soon as they touch. If two Genies of different ranks meet (IE: A Genie Lord versus a Genie), the lesser Genie loses all his special abilities associated with his element for the rest of the battle. The Genie can still fight and retains his Genie Save, but cannot use any associated abilities, such as the power of flight or additional strength - the Greater Genie strips the lesser one of its powers. As all Genies look alike, the meeting is a gamble for both players for neither knows who has the most powerful Genie. The above effects occur even if the two Genies are on the same Ravennan side.

TERROR

Genies are huge supernatural monsters who cause *Terror*.

LARGE TARGET



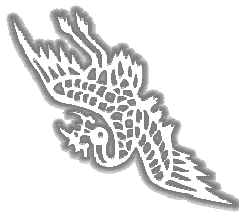
Genies are enormous and count as *Large Targets* on the battlefield.

INDEPENDENT

Genies cannot associate with or lead units of troops, although a Genie General may use his 12" Leadership as usual.

ELEMENTAL ABILITIES

Each Genie is associated with a particular element – Fire, Water, Air or Earth. A Genie gains powers according to their element –



FIRE

Fire Genies are huge creatures of great strength, heavily built and wreathed in coils of yellow and orange flame. They stride with great steps towards the enemy, wielding weapons of living fire. Fire Genies can Breathe Fire as per a Dragon. Use the teardrop template - each creature underneath is hit on a roll of 4 or more, and sustains 1 S4 hit. In addition, the intense heat of these creatures means that all enemies in base to base contact suffer -1 on their to-hit rolls. Fire and Water Genies neutralise one another.

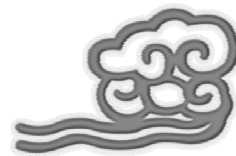
WATER

Water Genies can appear as huge mermen with webbed limbs and green scales, or as huge columns of roaring water. Water Genies, instead of their normal attacks, can use their enormous mass to smother an enemy. The Genie rolls to hit once, and if successful, the creature dies, no matter how tough or how many **Wounds**, as it is

drowned by a torrent of living water. The attacked creature may attempt to dodge by rolling under its **I** on 1D6, and if successful incurs no damage. No armour saving throw is allowed for this attack, and the attack cannot affect creatures that do not normally breathe (IE: Undead and Daemons). Water and Fire Genies neutralise one another.

AIR

Air Genies take the form of large winged humanoids whose skin swirls like smoke. They can also become puffs of air at will. Because they control the air, Genies are able to **Fly** as defined in the Warhammer Rulebook. In addition, because of their ability to drift on the wind, Genies gain an extra +1 on their saving throws, giving them a Ward save of 3+. This is a Ward +1, so an Air Genie will always get a save of 3+ against any attack. Air and Earth Genies neutralise one another.



EARTH

Earth Genies appear as crudely carved statues of rock and mud, with heavy-set features and hands like huge mallets. They are immensely strong and resilient to damage, gaining +1T. Earth Genies have the ability to meld with the earth and become immovable, and if charged once they have declared they are using this power (which must be declared in their own turn) they are impossible to rout. Note that this does not apply if the Genie charges itself. The mind of the earth Genie melds with the rock at its feet, and the earth runs from no enemy. Earth and Air Genies neutralise one another.



SANDWORM

In the deep deserts of Araby where humankind has not yet walked, the Sandworms rule. Kings of the desert, these immense creatures have been known to live for centuries under the shifting sands. Their huge mass and minimal intelligence means that Sandworms are ideal in battle, crushing foes of Araby under their immense bulk.

	M	WS	BS	S	T	W	I	A	Ld
Worm	6	-	-	5	6	6	1	-	10

SPECIAL RULES

CRUSH ATTACK

Sandworms are enormous and unstoppable, and cannot be fought in the normal way. They cannot be engaged in combat in the standard sense, as they just ignore most creatures and swamp them with sheer bulk and sand. A Sandworm can move directly over any regiment, causing 2D6 S5 hits on it with no armour save, even if this means moving straight through the regiment. Sandworms do not charge, and so their flat movement rate is 6". Up to eight models in a regiment *crushed* by a Sandworm may retaliate against it, and this may include Characters. Any regiment crushed by a Sandworm must take an immediate **Panic** Test.

IMMUNE TO PSYCHOLOGY

Sandworms are not completely aware of their surroundings, and so are immune to psychology. They rout as normal.

LARGE TARGET

Sandworms are enormous and count as *Large Targets* on the battlefield.

SPHINX

The dragons of the desert, and the only beasts to rival the great worms, are the Riddlers of old, the Sphinx. Once they sat at the mouths of tombs in Khemri, but their good natures forced them to abandon such an evil empire. So they came to Khemri, and offered their services to the Sheikhs of the Amethyst Throne. Hyper-intelligent, and combining a shrewd tactical intelligence, when the Sphinxes attack the sun help those in their way.

Sphinxes are also known as Dragons of the Desert, for they are immense reptiles worshipped as minor deities by the Cazorgh. They have the body and forequarters of a lion, with the head and breath of a Dragon. Sphinxes are notorious long-lived, barring accidents, and have been known to live as long as a thousand years.

	M	WS	BS	S	T	W	I	A	Ld
Sphinx	6	6	-	6	6	6	3	6	8

SPECIAL RULES

FLY

Sphinxes can fly on huge dragon wings sprouting from their lion backs.



SANDBLAST

Due to their unusual constitutions, Sphinxes do not have any problems inhaling vast quantities of sand. This sand sits in their stomachs, and can be exhaled as blasts of super-heated viciously spiked pebbles. When



a Sphinx breathes, use the teardrop-shaped Dragon’s Breath template. All models wholly or partially underneath the template are hit automatically for a **S5** hit. A normal armour save is allowed for the sandblast, modified by the strength of the breath (-2).

TERROR

Sphinxes are hideous, huge monsters who cause **Terror**. This means that they are also immune to **Fear** and **Terror**.

LARGE TARGET

Sphinxes are enormous beasts and count as *Large Targets* on the battlefield. They may be ridden and count as *Monstrous Mounts*.

GIANT SCORPION

They come from under the sands, sacred beats to the superstitious Cazorgh, and guardians of their temples. It is said that the Scorpions are distant cousins to the great Sandworms of the deep desert, and commune with them across the shifting sands.

	M	WS	BS	S	T	W	I	A	Ld
Scorpion	7	4	-	5	4	4	2	3	8

SPECIAL RULES

CHITINOUS SHELL

Due to the Giant Scorpion’s Shell, it has very tough and weathered body armour. This results in a natural armour save of 4+, which can be modified as normal.

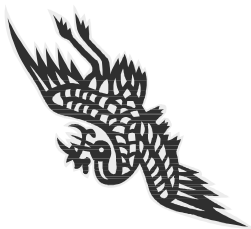
STING

The venomous tail of the Giant Scorpion counts as 1 of the Scorpion’s 4 attacks, but should be rolled for separately. On a successful hit, the venom automatically wounds any enemy with **T7** or less.

Creatures with a **T** of higher than 7 are wounded on a wounding roll of 5+.

FEAR

Giant Scorpions are large clacking monsters with huge claws and tails, and cause *Fear*.



GIANT VULTURE

Carriion of the desert, flocks of Giant Vultures have long since been tamed and trained by both the Cazorgh and humans of Araby, mainly as spies and messengers but also sometimes for war. The vultures are the most common carrion birds of Araby, and after drinking the enchanted water in the ruins of Bel-Aliad and the Pools of Despair, they have grown to a prodigious size unrivalled anywhere else in the world. With their bald heads and sharp beaks, a vulture is an ugly sight. They have dark brown to black feathers, with a ring of white feathers at the base of their neck. Vultures fly high above the sands in search of carrion. The sight of a dying animal can draw vultures from several miles around. Vultures rarely attack their prey, preferring to wait until they perish on their own in the cruel Arabian desert heat. The sight of vultures circling low above the ground is a sure sign that something or someone has died or is dying.

	M	WS	BS	S	T	W	I	A	Ld
Vulture	2	4	-	3	3	1	3	1	7



SPECIAL RULES

FLY

Giant Vultures are a *Flying Unit*.



DESERT NOMAD

Not all inhabitants of Araby dwell in the great merchant cities - many pursue a nomadic lifestyle, herding camels, trading and living in skin tents. These tribes are known as Kahied Nomads, their fleet horses and deadly mounted marksmanship proving to be an asset on the field of battle. It is said that a Kahied Nomad is born on horseback and dies on horseback, such is the skill these riders and their equine mounts.

Nomad tribes roam the trackless sands of the desert, eking an existence from the harsh environment and trading. They often visit the cities in large caravans, trading for items they cannot produce themselves, but in times of extreme hardship they turn to raiding merchants and other nomadic clans. They are a deeply religious people but the variations found among taboos and mode of worship between different clans is phenomenal. Wrapped in robes and scarf to protect against wind driven sand they are perhaps the toughest of the Arabian people. Unsurprisingly many tire of the endless hardship and turn to battle to give meaning to their existence.

There are four major tribes of Desert Nomads that inhabit the fringes of the Great Arabian

Desert – the Bedouin, Dervishes, Kahied and Malaluk. Each has a unique and distinct flavour, and inter-tribal rivalry is common.

	M	WS	BS	S	T	W	I	A	Ld
Nomad	4	3	3	3	3	1	3	1	7

SPECIAL RULES

Each unit of Desert Nomads must come from a specific tribe -

KAHIED

Araby, land of mystery and nomads. Their steeds are famed across the world and the people who deal in them are held in greater esteem than their Old World equivalents. The Kahied deals in horses, but only the finest will he display. He buys the finest foals from the great Chieftains and then travels to great horse fairs, as far away as Middenheim. Araby horses are considered much superior in speed and grace than the Old World breeds and fetch high prices among the nobles of the Empire and Bretonnia. An Arabian horse tends to go of two to five times its Old World equivalent. A successful Horse Trader must excel at bargaining for his wares and taking care of them. It is rumoured that no honourable Kahied will sell a horse to one he suspects might abuse it, so deeply do they care for their animals. The Kahied must also have a good sword arm to defend his horses against bandits and Goblins through the long trek to the distant fairs, but for the brave there are great profits to be made.

The Kahied Nomads live in the saddle and are among the most proficient horsemen in the world. It is rumoured their stables are given higher prominence in their houses than any other room. They act as *Fast Cavalry*.



Such is the skill of the Kahied Nomads that they incur no penalty for moving and firing their bows. They have complete stability from their horses that does not affect their shooting at all.

BEDOUIN

Bedouin Nomads are great traders and the wealthiest of the nomadic tribes. Their tents contain plush furs, rich spices, exotic incense and strange herbs from faraway and distant lands. Bedouin Nomads have greater access to exotic equipment on the battlefield.

DERVISHES

The name 'Whirling Dervish' has a historical source, the swordsmanship of these Nomads, which is unparalleled in Araby. Wielding twin scimitars, ranks of Dervish swordsmen can cut through lesser opponents like butter. All Dervishes equipped with two scimitars gain +1 to hit in close combat. This is on top of the +1A for using two hand weapons.

MALALUK

Malaluk Nomads who have proven their loyalty to their lord, can find themselves serving their lord in a direct manner as bodyguards to the lord's house (or palace), his estates, his harem, as well as the lord himself. Malaluk Bodyguards are the best loyalty that money can buy! However, even that isn't enough. There have been a few Malaluk rebellions in the past, and a fat sedentary Caliph is no match for a massive Malaluk bodyguard. So now, their lords have been introducing chemicals into Malaluk bodyguards' food. When Malaluks are deprived of the chemicals, they die. Oblivious of this treatment, Malaluks believe that to betray or kill their master leads to certain death. It very well could! However, some Malaluks, have joined with others, and fled to Eunuch mountain, where the defeated

Malaluks of past rebellions plot against their previous masters ...

Malaluk Nomads are large and aggressive, and are usually employed to protect valuable merchant caravans heading into dangerous territory. The Malaluks tower over their Nomad brethren, and their huge muscles are borne of many years training. Their huge strength gives them a +1S in close combat.

SLAVE

Slaves differ from servants in that they are the property of another individual, and as such have no rights, privileges, or pay. All they receive is food and board, but they must comply with any and all of their masters' wishes, or they face punishment or death. The slave trade flourishes in Araby and crime is often punished by enslavement. Needless to say, the lot of many slaves is a poor one, especially those involved in labour, who are forced to work the mines, work on construction etc.

Many slave masters are exceptionally cruel and dish out lashings to slaves for the slightest error. Although the lot of other slaves is slightly better than those in labour, the fact is they have no life of their own, and a comfortable prison is still a prison. Needless to say many slaves attempt to escape, but usually only once, for if they are captured by slave hunters they will have their will broken once and for all.

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

SHEIKH'S GUARD

The elite of the armies of a Sheikh are separated from the unworthy masses below them, and promoted to the Sheikh's Guard, the crack force of warriors dedicated to



sacrificing their lives for the defence of their lord. Each Sheikh's Guard is treated like a prince and revered by the rest of the army, and when their Sheikh goes to battle, a force of his personal guard often go with him.

	M	WS	BS	S	T	W	I	A	Ld
Guard:	4	4	3	3	3	1	4	1	7

SPECIAL RULES

BODYGUARD

If a Sheikh goes to war with his bodyguard, only when the entire bodyguard unit has been destroyed may the Sheikh be targeted. The Sheikh and guard must be on foot. Only a Sheikh may lead units of Sheikh's Guard - Caliphs and Sharifs do not receive this elite bodyguard, and must be content with leading their own militias.

HATRED

The Sheikh's Guard are fanatical in their loyalty to the Amethyst Throne and the Empire of Ravenna. They use special gasses to send them into a warrior's trance before battle. They are therefore subject to *Hatred* of all things.



CALIPH

The Arabian noble, or Caliph, is a far cry from his Imperial rivals. The Arabians experienced a renaissance much earlier than the Old World and their nobles reflect this. Arabian nobles were extensively trained in

the arts and refinement was highly valued. They are much more reserved, dignified and aloof than Imperial royalty and would never dream of sullying themselves by entering any common establishment or associating with the unwashed masses. They certainly don't engage in such 'uncivilised' behaviour as getting drunk, wrecking restaurants etc. After all, such actions show a lack of control and may even lead to contact with a commoner (yuck!). In addition they are often rich enough to make imperial nobles seem like paupers by comparison. Despite their refinement, they should never be trifled with. They are no strangers to conflict and have every right to carve up a peasant or infidel (or get a large nasty band of guards to do the chore for them).

	M	WS	BS	S	T	W	I	A	Ld
Caliph:	4	5	5	4	4	2	5	3	8

KARIM

The human sorcerers of Araby are known as the Karim. They gain their magical powers through communion with the elements and mastery of the great Sandworms of Jaalus Coil. Each Sheikh has his own personal Karim as a wise man, philosopher and bodyguard.

	M	WS	BS	S	T	W	I	A	Ld
Karim:	4	3	3	3	3	2	3	1	7

SPECTRAMANCER

The Art of Spectramancy is as old as the Empire of Ravenna, for it was Ali Kadda himself who devised the Book of the Mancer, the tome of practices for the art. The craft utilises gemstones to store the Spectres (or spirits) of creatures for later use. Kadda discovered that each creature has a spirit, which can be captured and harnessed. To



this end, he devised the way of the Spectramancer, a wizard devoted to the powers of the spirit who could harness creatures' spirits and then absorb them into himself.

THE 4 LAWS OF SPECTRAMANCY

1. A Spectramancer may never absorb the energy of a creature beyond his ability.
2. Never attempt to absorb the energy of a creature of another dimension.
3. Never transform from one Soul Gem to another in the presence of strong magic.
4. Only absorb the Spectres of foes defeated in battle.

These are the Four Laws of Spectramancy, as set forth by Ali Kadda, and all Ravennan Spectramancers stand by them.

	M	WS	BS	S	T	W	I	A	Ld
Mancer:	4	4	3	4	4	3	4	2	8
Grey:	4	5	3	4	4	3	4	3	9

SPECIAL RULES

THE ART OF THE SPIRIT

This absorption meant that the Spectramancer could take on the form of an eagle or a bear, a Sandworm or something as powerful as a Sphinx, gaining its abilities temporarily during battle.

The creature's Spectre is always there, and it may be fought and captured by a Spectramancer and stored in a Soul Gem. These Soul Gems can only be broken by a Morphispike, a strong crystal dagger which the Spectramancer also carries. Once broken with the Spike, the Spectre in the Soul Gem enters the body of the Spectramancer, giving him the qualities of the original creature. Each gem is useable only once.

Despite the act of gaining the Spectre, by forcibly taking it from a creature, the Spectramancers are a peaceful cult dedicated to the study of the spirit in all its forms. They resent being driven into battle with the great armies of Araby, but cannot avoid the strategic uses their talents have. Most Spectramancers make it a point of honour to only capture the Spectres of creatures attempting to kill them, which means there are many adventuring Spectramancers, seeking fame and large monsters to store in their Soul Gems.

SOUL GEMS

Each Spectramancer gains a number of magic items like any other Wizard. Some or all of these magic items may be Soul Gems containing the Spectres of creatures the Spectramancer has fought and killed. Soul Gem types are included with this book, and like Dispel Magic Scrolls and Familiars, duplicates may be purchased of a single Soul Gem, and a Spectramancer may carry duplicates of a single Soul Gem.

A Soul Gem is absorbed by a Spectramancer at the beginning of a Magic Phase, before any other magic. The Spectramancer must successfully roll under his **Ld** to absorb a Spectre, or else the Spectre is not absorbed properly, the Soul Gem is wasted and the Spectramancer takes D3 S5 hits from the backlash the unleashed Spectre causes with no saving throw allowed. Soul Gems are one use only, and their duration is an entire turn for both players (until the same player's magic phase returns). Unlike other magic, Spectramancy **cannot be dispelled**.

SPECTRAMANCERS IN COMBAT

Spectramancers cannot lead units into battle - they must be alone with a clear field around them when any transformation takes place. In addition, they do not use armour or



weapons, for these would be destroyed or dropped during a transformation. They also cannot ride steeds of any kind. Any other magic items carried by the Spectramancer cannot be used while transformed, unless the items confer an intangible bonus or aura. Spectramancers cannot use Dispel Magic Scrolls.

During the battle, a Spectramancer may collect Spectres from foes he slays. If the Spectramancer spends a whole magic phase in the spot where he killed a foe, he may refill a Soul Gem he already carries (so a Spectramancer Champion can never have more than 2 Soul gems, even though he may have slain many enemies). These newly filled Soul Gems are not as potent as those held for a long time, so they only confer a +1 bonus on every characteristic for a turn, with no additional special abilities. A Spectramancer cannot collect a Spectre and absorb a Spectre in the same magic phase. Collecting Spectres on the battlefield is purely a temporary measure when the Spectramancer feels he is low on Soul Gems.

The cult of Spectramancers constantly makes its presence felt on the Ravennan battlefield, for the terror these Wizards inspire is worthy of any general's attention. There are four types of Spectramancer, from the less-powerful Champions to the fearsome transmuting Greymancers.

FEAR

When transformed, all Spectramancers cause **Fear**, for the sight of a man with the wings of an eagle or snout of a bear is quite unnerving - other psychological effects for particular Spectres are shown under the Spectramancer magic item lists.

DISPELS

Although they cannot cast spells, Spectramancers have an innate sense of the magical world may dispel spells. A Greymancer dispels and operates as a Level 4 Wizard, a Spectramancer operates as a Level 2 Wizard.

THE MORPHISPIRE OF SPECTRA

Spectramancy was first discovered by Ali Kadda, the creator of the Jewelled Oasis, but his tome on the subject, the Book of the Mancer, was only considered worthy of note much later. The Spectramancers were first utilised by Sheikh Nazadad of El-Kalabad as a fighting force alongside the El-Kalabad army, and given the barren Land west of El-Kalabad, to live in.

The Spectramancers, under the legendary Greymancer Angron Zuk, were unhappy with their treatment as instruments of war and rebelled against the Sheikhs of El-Kalabad and Martek. Al-Haikk came to their aid in the war against the foolish Caliph of El-Kalabad, giving political asylum to many Spectramancers in the Eye of the Panther. Eventually all Spectramancers were branded as traitors by the Caliph of El-Kalabad and driven. Sheikh Vanna the Second Tyrant offered the Spectramancers Sorcerer's Islands, the ancient ruin from the creation of the world, to call their own. The Spectramancers accepted it, erected the Citadel of Spectra, and have made it their home ever since.

Hidden deep in the bowels of Spectra is the Spectramancers' most treasured relic, the Morphispire, a powerful magical tool for a Spectramancer, containing many thousands of Spectres in one mass. The Morphispire is zealously guarded by the elite



Spectraguard, for any attack that cracked it could prove disastrous.

If a Spectramancer is sufficiently powerful, able to visualise Spectres and capture them, he is able to rise to great power with Sphinx and Hydra Spectres in his repertoire. The most powerful Spectramancer in history was Angron Zuk, whose forty thousand captured Spectres provided the base for the Morphispire. At the height of his power, Zuk had the following Spectres in his possession:

- 186 Hydras
- 254 Sphinxes
- 12,000 Orcs
- 8 Skaven (highly prized)
- 666 Daemons
- 83 Cazorgh
- 30,000 Miscellaneous small creatures

It was Angron Zuk who first decided on the Four Laws of Spectramancy and wrote them down for future generations. It was also Angron Zuk who built the Morphispire as a tool for the Spectramancers in their hour of direst need. It is a crystal spire about ten feet in height, portable because of its ornate wheeled support wagon. The surface of the blue-grey crystal swims with the tortured souls of thousands of creatures trapped within its surface, that Angron Zuk stored there during his years as a Greymancer.

SPECIAL RULES

CAPTURED SOULS

In direct contravention of the first law of Spectramancy, Any Spectramancer within 12' may absorb a Spectre from within the Morphispire and gain its attributes. This is due to the powerful ritual the great Zuk placed the Spectres through to entrap them in the Morphispire, a ritual long since forgotten by the inhabitants of Araby.

Any Spectramancer may lead the Morphispire into battle, and it is naturally assumed that the Spectramancer hails from the city of El-Kalabad, where the Morphispire is now located. The Morphispire moves under its own power at **M4**, and contains Spectres able to be absorbed by any Spectramancer within 12'. Spectramancers absorbing these Spectres must adhere to all the rules given for absorption, including the chance of rejection. The Morphispire holds the following Spectres able to be accessed by lesser Spectramancers:

- 4 Dragon Ogres
- 2 Sphinxes
- 4 Trolls
- 20 Orcs
- 4Cazorgh

These Spectres operate exactly as the Soul Gems of the same type. The Morphispire can be attacked, and has the following statistics:

	M	WS	BS	S	T	W	I	A	Ld
Spire	4	-	-	-	6	6	-	-	-

FIGHTING THE MORPHISPIRE

The Morphispire cannot charge or fight and any blows directed against it hit automatically. Although physically tough, the crystal of the glass can be shattered by a freak blow, so the player striking any blow struck against it (even hit that would not normally wound T7) must roll 1D6. On a roll of 6, the weapon has struck a weak point and shattered the crystal, releasing the lost souls trapped inside.



RELEASING SPECTRES

If the Morphispire is shattered, either by a freak blow or by reducing its *W* to zero, the Spectres inside are released onto the battlefield. All Spectramancers within 12' take D6 S7 hits, with no saving throw allowed. All other troops and characters within 12' must make an immediate Panic Test due to the howl of lost souls, and each model with 12" takes a automatic S4 hit from the lashing magical winds of the Morphispire. After the destruction of the Morphispire, the battlefield is so saturated with magical energy that no Soul Gems may be absorbed by Spectramancers and no spells may be cast by either side for the rest of the battle. Any Spectramancer in the same army as the Morphispire may voluntarily shatter it from anywhere on the field at the start of his army's Shooting Phase, with the above results.

IMMUNE TO PSYCHOLOGY

The Morphispire is immune to psychology and cannot be broken. The mesmeric hum and shrieks of the damned Spectres within the Morphispire strike fear into the hearts of the enemy, so any foe charging it must make a Fear Test.

SPECTRAGUARD

The Spectraguard are the guardians of the Morphispire of Spectra. Although they could have progressed through the ranks of the cult to become a Spectramancer or Greymancer, the Spectraguard have made it their life's work to protect the greatest of the Spectramancers' treasures.

In times of direst need the Spectraguard sally forth as part of an Arabian army, when the Spectramancers have adjudged that the very existence of their cult is in danger. Before battle they absorb Spectres straight from the

Spire, regardless of whether the Spire is needed in battle or not, and because of their close affinity with the Spire they are saturated with its force for the entire battle.

	M	WS	BS	S	T	W	I	A	Ld
Guard	6	3	-	5	4	2	1	3	7

SPECIAL RULES

WORTHY

Spectraguard have long since given away human emotion in exchange for a life of gazing endlessly into the swirling depths of the Morphispire. They are therefore completely immune to psychology.

SPIRE ENERGY

If the Morphispire is in play, Spectraguard may automatically absorb Spectres from it without testing and regardless of range. One Spectre from the Spire will give its benefit to one Spectraguard in the unit, although multiple Spectres can be absorbed by multiple Spectraguard in the unit (although only one Spectre may be absorbed by each Spectraguard).

Unfortunately, if the Morphispire is destroyed the Spectraguard cannot live without it's comforting presence. The screams of lost souls escaping from the Spire send the Spectraguard automatically and unequivocally mad, and any units of Spectraguard on the battlefield are immediately destroyed.

CAUSE FEAR

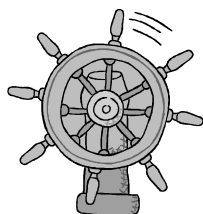
A unit of Spectraguard is hideous to behold and causes *Fear*.

SAND SKIFF

Sand Skiffs are essentially the chariots of the desert, and may be treated as such. They are



more expensive than conventional chariots, because they are not drawn by vulnerable horses which immobilise the machine if destroyed. Other than the lack of horses, the Sand Skiff follows all the rules outlined in the Warhammer Rulebook under **Chariots** (p.126).



CORSAIRS OF LASHIEK

The Corsairs are well known up and down the Arabian coast. Their devil-may-care swashbuckling heroics have made them quasi-legendary in the ports of the Old World, for they have been spotted in their galleons as far north as the Black Gulf, the Tilea Sea and the stormy Sea of Chaos. While the Sheikh and Caliphs wisely allow them space in their nefarious city and neighbouring Bay of Corsairs, occasionally the Corsairs are called upon to fulfil their end of the unwritten land-bargain to fight in the armies of Araby. This occurs especially during wars with the Tomb Kings, as the survivalist instinct of the Pirate Lords tells them that an Araby run by the Undead is not an Araby where they can plunder!

	M	WS	BS	S	T	W	I	A	Ld
Corsair	4	4	3	3	3	1	4	1	7

SPECIAL RULES

BOOMING VOICE

This ability is only used by the Corsair Captain. The Captain has spent many a battle bellowing orders to his crew over the din of the sea, yelling over the roar of the cannons

and the screams of the enemy. Once per turn, the Corsair Captain may shout encouraging words (or threats) to any Corsair unit within 12" who have just failed any psychology or rout test. The unit may then re-roll the test. This can only be done if the Captain is not in close combat himself.

PIRATE'S CODE

Corsairs may use the Corsair Captain's Leadership as if he was the General of the army. Corsairs ignore the real General of the army and cannot use his 12" Leadership radius.

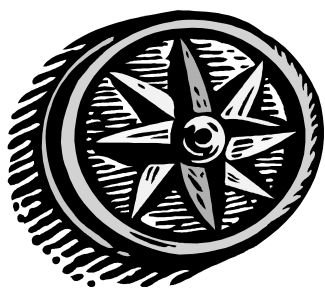
SWASHBUCKLER

All Corsairs cut dashing figures in combat – all scarves and sabres and dazzling gold-toothed cheeky grins, that make men cheer and women swoon. No enemy is immune to the dazzling acrobatics, charm and witty comments, and the Corsairs' ability to melt through an enemy's fingers. The unit of Corsairs may make a Leadership test at the end of any close combat phase (Corsair's or enemy's) if they are still in base contact with enemy models. If the unit passes they may make a normal movement away from the enemy (they may not charge) without the enemy striking any blows. If the Corsairs fail the test they remain in combat and must fight as normal the following turn. Note that the Corsair Captain's Booming Voice does not give Corsairs a re-roll when using this ability.

SKIRMISH

Corsairs are loose and easy with the laws of battle, they are individuals and need their space! Corsairs always fight in *Skirmish* formation.





CAZORGH

The reptilian Cazorgh stand by the human armies of Araby in their time of need, but expect the same in return. There are three types of Cazorgh, the magical Senkhmeti, warrior Raetos and normal Kada-Hakim.

	M	WS	BS	S	T	W	I	A	Ld
Senkhmeti	4	3	3	3	4	2	2	1	7
Raetos	4	5	2	5	4	2	3	4	8
Kada	4	3	-	4	4	1	1	2	8

SPECIAL RULES

COLD-BLOODED

All Cazorgh – Senkhmeti, Raetos and Kada-Hakim – are cold-blooded and naturally slow to react to psychology, if they react at all. To other races the Serpent Warriors seem incapable of emotion, bloodthirsty and little

more than heartless killers. This is not necessarily true, for the Cazorgh simply view the world from a very alien perspective. For all Leadership tests Cazorgh units roll 3 dice and choose the lowest 2 scores.

SCALY HIDE

All Cazorgh – Senkhmeti, Raetos and Kada-Hakim - are reptilian and have tough, burnished scales from years of living in the desert. They receive a 6+ saving throw, modifiable by high strength. This save can be increased by armour as normal.

STING OF THE COBRA

Kada-Hakim are the fighting elite of Sesseemkanoon, they are vicious fighters and their armament has been selected to maximise their fighting potential in close combat. As well as their well-designed weapons, they make use of their long claws, powerful jaws and venomous fangs.

However, this instinctive fighting style – the sting of the cobra – works best at close range, so Kada-Hakim armed with spears may only make a single attack, rather than two, if they are positioned where they can attack in the second rank.



The Art of the Desert

LORE OF THE KARIM

To randomly generate a Karim spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again. A Wizard may substitute one spell for *Shimmering Sand* if he does not generate it randomly.

D6	Spell	Casting Value
1	Shimmering Sand.....	5+
2	Karim's Curse.....	7+
3	Howling Wind.....	9+
4	Mana From Heaven.....	8+
5	Dust Storm.....	9+
6	Destiny of Kadda.....	10+

Shimmering Sand

When the spell is cast the Karim transforms into a pillar of sand, which is immediately scattered to the four winds. The sand contains the Karim's essence, and may reform anywhere on the battlefield. The Karim counts as charging if moving into combat. Monster mounts are not affected by this spell, but any horse the Karim is riding also turns to sand and is moved with him.

Karim's Curse

The Karim summons the power of the ancestry of Araby, drawing power from the dead lords of Araby who brought their terrible vengeance upon their enemies. The Karim's face twists into the contorted visage of a long-dead Sheikh, and he utters a powerful curse. All enemies within 6' of the Karim take 1 S5 hit, with no armour save.

Howling Wind

The Karim summons the power of the element of air, harnessing the spirits to do his bidding. A wind whips up around him, and he can direct the fierce wind devils onto 1 regiment within 24'. The model or regiment affected by the Howling Wind may not move or shoot missile weapons, and no missile weapons may be targeted at the them. The spell continues until it is dispelled, if the caster takes a wound or discontinues the spell.

Mana From Heaven *Remains In Play*

This spell was first devised by adventuring Karim to aid them during long periods of communion at Jaalus Coil, when fresh water became a problem in the hot sands. The spell creates a pool of clear water 6' by 6' and bottomless, anywhere on the battlefield. The pool is impassable, and any models entering it due to forced movement or spells must roll



under their **S** to escape each turn or drown, and movement is reduced to half. This spell cannot be cast in an area that is already occupied by troops. It can be dispelled as normal, but once cast the Karim cannot cancel it without the use of a Dispel.

Dust Storm

The Karim channels the magic of the desert through himself, and summons a dust storm *magic missile* of high lashing winds and hot sand. He can direct the dust storm in a straight line anywhere within 18', and it strikes the first model or regiment in its path. The dust stings like hot knives, causing 2D6 S4 hits. As the dust enters rents in armour, there is no armour save unless the armour is magical.

Destiny of Kadda

The Karim with this spell has scanned the spirit worlds for the essence of Ali Kadda, and has read the legends and scrolls inscribed by the founder of Ravenna. Kadda has touched the Karim, who can extend his

influence onto the battlefield. The spell affects one regiment within 24' for the next turn, and all blows struck by the regiment hit automatically.



LORE OF THE SENKHMETI

To randomly generate a Senkhmeti spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again. A Wizard may substitute one spell for *Blood Chant* if he does not generate it randomly.

D6	Spell	Casting Value
1	Blood Chant.....	5+
2	Pyramid Ritual.....	7+
3	Tribute to the Sun.....	10+
4	Lash of the Senkh.....	10+
5	Fires of Warning.....	11+
6	Coils of Crushing.....	11+

Blood Chant

Before battle, the Raetos warrior elite daub themselves in the blood of their enemies. In battle, this blood can be charged with magic by a Senkhmeti, making the Raetos fight ferociously. For one turn, Raetos within 24' of the Senkhmeti gains +1S.

Pyramid Ritual

The Kada-Hakim believe fervently in the power of pyramids, and are often buried in three sided stone mausoleums. This belief can be used as a spell by the Senkhmeti, who channel pyramid power into the bodies of Kada-Hakim warriors. The regiment of Kada-Hakim led by the Senkhmeti, or any one regiment of Kada-Hakim within 12' gains +1S for the duration of the next turn only.

Tribute to the Sun

The sun is the Senkhmeti's to command, raining the gift of heat down on any Cazorgh troops on the battlefield. The card should be placed near the affected regiment. Roll for the effect of the Tribute:

1 Magical Power - D3 extra Magic dice delivered to the caster.

2-3 Fighting Spirit - all Cazorgh on the battlefield gain +1 to hit for the next turn only.

4-5 Command - all Cazorgh on the battlefield gain Ld 10 for the next turn only.

6 Divine Speed - one Cazorgh regiment may move again, including marching or charging.

Lash of the Senkh

The Senkhmeti rolls out its long reptilian tongue, scintillating with magical energy. The tongue extends into a whip of raw purple fire, which lashes out across the battlefield. The lash hits the first single model within 24' and causes 2D6 S4 hits, armour saves as normal. In addition, the affected model's magic items are manipulated by the magic of the Senkh. Roll D6 for each magical item - on a roll of 1-2 the item ceases to function as magical (it still can be used as non-magical weapon or armour),



and only begins functioning again when the Senkhmeti dies.

Fires of Warning *Remains in Play*

This spell is the source of the purple fire that the Cazorgh use as warning beacons along the Sesseemkanoon border. On casting the spell, a purple fire erupts anywhere on the battlefield (use a standard circular template to represent it). Any model caught in the fire is hit on a roll of 4+ on a D6, and receives burns equivalent to D3 S5 hits. The fire will continue to burn as long as the spell remains

in play, and on a successful recasting per turn, may be moved D6' in any direction nominated by the caster.

Coils of Crushing

The Senkhmeti's tail extends and grows, distending to many times its normal size. The tail wraps around any creature within 12', and squeezes. The creature takes 2D6 W minus the creature's T. This damage cannot be saved against, not even for magic armour. Any creature surviving this attack will black out and cannot perform any actions for D3 turns afterwards.



LORE OF JAALUS COIL

To randomly generate a Jaalus Coil spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again. A Wizard may substitute one spell for *Rainbow Armour* if he does not generate it randomly.

D6	Spell	Casting Value
1	Rainbow Armour.....	7+
2	Channel Elements.....	7+
3	Constrict Soul.....	7+
4	Eye of the Spirit.....	9+
5	Elemental Might.....	10+
6	Children of Jaalus.....	15+

Rainbow Armour *Remains in Play.*

The Wizard casting this spell immediately witnesses his scales change to the swirling colours of the rainbow, and this gives some defence against magical attacks. Any spell targeted at the Senkhmeti or the regiment he is leading will be dispelled on a roll of 4+. In addition, the Senkhmeti gains an armour save of 2+ against magical weapons (non-magical weapons strike as normal).

Channel Elements *Remains in Play.*

The Wizard draws strength from the elemental forces on the battlefield, and the power he draws is dependant on the natural elements in play. If more than one element is present, the Wizard may choose which power to use:

Fire: +2S, Water: +1T, Air: +3M, Earth: +1T

Earth and Air will always be present on the battlefield if there are no Genies in play. Fire will be present if there are siege weapons in

play or anyone uses a fire-related spell. The spell remains in play until dispelled.

Constrict Soul

The Wizard reaches into the spirit of one model in base to base contact and inserts a spirit snake, which begins to constrict the soul of the creature. The Wizard may continue this spell over many turns, if not damaged in combat. While in base to base contact, no Wizard can use magical abilities, and any creature affected by the soul constriction take D3 S4 hits per turn.

Eyes of the Spirit

This spell is only entrusted to a Wizard faithful to Ptah the Creator, the greatest of the Gods of Araby. To gain the spell, the Wizard had to live for forty days and nights in the deep desert, surviving from his magic. The spell may be cast while the Wizard is in close combat, and his eyes are immediately transformed into the God Ptah's, reflecting the eternity of the universe. One unit within 12" must make a **Ld** Test on 3D6 or be mesmerised, lost in the whirling void. The Wizard may add power dice to this spell on



top of its casting cost to add 1 die to the **Ld** Test (IE: If the Wizard cast the spell with 3 power dice, all models in base to base contact must test on 4D6 instead of 3). Mesmerised models cannot move or fight, and any blows struck against them hit automatically. The effects last until the start of the next Magic Phase.

Elemental Might

The Wizard communes with the Genies and gains the special powers of a Genie. The Genie giving the powers is unknown, so the Wizard must roll on the following table:

D6

- 1** Fire Genie
- 2** Water Genie
- 3-4** Air Genie
- 5-6** Earth Genie

The Genie powers can be dispelled at any time, or stopped by the caster. The special

powers include the Genie Ward Save and Elemental Negation.

Children of Jaalus

The Children of Jaalus are the spirits of the great sandworms, called forth by great magicks by the powerful Wizard. This is a very dangerous spell and its casting requires great concentration of the part of the Wizard. Once cast, one ethereal Sandworm appears at the side of the caster. It has all the abilities of a normal Sandworm, and may be treated as such. Each turn the Wizard maintains this spell, he must roll 1D6. On the roll of a 1, the effort of holding the spirits costs him **1W**. In addition, the Wizard cannot move, fight or perform any other action while maintaining the spell. The spell can be dispelled as normal or cancelled by the caster. The Sandworm may also be killed as normal, and once it is killed the spell is dispelled automatically.

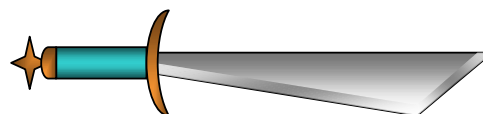


Treasures of the Sands

In this section the common magic items are listed first (see page 154 of the Warhammer rulebook for a complete description). They are followed by lists of 'Araby Only,' and 'Spectramancers Only' magic items. There are also some specific rules for certain more powerful or racially sensitive items. Genies of any sort can never use magic items. Note that all the rules for magic items presented on pages 152-153 of the Warhammer rulebook apply to the magic items listed below.

COMMON MAGIC ITEMS

SWORD OF STRIKING Weapon; +1 to Hit.	30 pts
SWORD OF BATTLE Weapon; +1 Attack.	25 pts
SWORD OF MIGHT Weapon; +1 Strength.	20 pts
BITING BLADE Weapon; -1 armour save.	10 pts
ENCHANTED SHIELD Armour; 5+ armour save.	10 pts
TALISMAN OF PROTECTION Talisman; 6+ Ward save.	15 pts
STAFF OF SORCERY Arcane; +1 to dispel.	50 pts
DISPEL SCROLL Arcane; automatically dispel a spell.	25 pts
POWER STONE Arcane; +2 dice to cast a spell.	25 pts
WAR BANNER Banner; +1 Combat resolution.	25 pts



MAGIC WEAPONS

Scimitar of the Dervish - 50 pts.

This scimitar, crafted on the iron forges of the Desert Nomads, leaps and plays in the bearer's hands, eager to quench its thirst for blood.

The bearer of this blade gains +2 Attacks.

Sword of the Nine Hells - 60 points.

Wrought of the darkest ebon and carved with the twisting serpents of death and disease, the blade of Ch'a'rrusk'an still exists, carving its bloodthirsty way through all that is righteous in Araby.

The Sword of the Nine Hells was the blade of the Daemon God Ch'a'rrusk'an, and its blade houses the venom of the Daemon's own jaw. This venom may be sprayed three times per battle, soaking all who stand before it in acid. In the Magic Phase, use the teardrop-shaped dragon's breath template to work out hits. Any model wholly under the template sustains an automatic S4 hit from the venom, with no armour save. Models partially under the template are hit on a D6 roll of 4-6.

Sword of the Seven Heavens - 35 points.

This blade, forged of ivory and blessed with the spirit of the sun, is said to have been the bane of



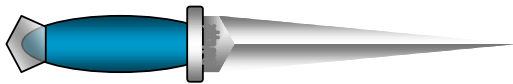
the daemon god Ch'a'rrusk'an. The wielder of this sword is blessed with the goodly might and warmth of the sun to smite the enemies of right.

The Sword of the Seven Heavens was the weapon that slew the daemon god Ch'a'rrusk'an, and its blade stores the blinding power of pure sunlight. This light may be released three times per battle, bathing all who stand before it in curative power. In the Magic Phase, when the wielder decides to use the power, all creatures within 6' who have sustained a **W** gain it back. This power does not apply to unliving creatures, such as Daemons and Undead. In addition, the searing heat of the blade causes double wounds to all creatures it wounds.

Solar Spear – 30 pts.

Only the armies of Araby have the sun fighting for them. When the Solar Spear sings then all is laid waste before it, and vengeance is taken by the righteous followers of Ormazd.

Each turn during the Shooting Phase the Solar Spear may fire a *magic missile* 24" and causing D3 S3 hits. A unit taking at least one casualty must take a *Panic* test. The red hot Spear inflicts double wounds in combat and counts as fire against *Flammable* creatures.



Blade of Holy War – 60 pts.

Forged during the great Crusades, this blade has been passed from generation to generation until one day when the Holy War against Khemri will be joined.

No armour saves against this blade. +1 to hit and to wound against Undead.

Kris Knife – 40 pts.

This foul weapon, steeped in the blood of untold innocents. Its wavy-bladed edge and handle of polished bone glint in the sun, as the weapon falls and the blood spills on the dusty ground.

The Kris Knife is the Senkh sacrificial dagger, but may also be wielded in combat. It cries for the taste of blood, and when a Senkhmeti causes a **W**, the Kris Knife sucks an additional **W** from the unfortunate victim. This dramatic loss of blood causes the victim to black out on a D6 roll above their **S**. When unconscious, All blows hit automatically and they may not defend themselves. The darkness wears off after D3 turns, and creatures without blood (Undead, Daemons, genies etc.) are not affected by the blacking out rule.

MAGIC ARMOUR

Winds of Change – 45 pts.

This robe whips a buffeting wind up around the wearer when it senses he is in peril.

All blows against the wearer are at –1 to hit.

Cloak of Sun Protection - 20 points.

Also known as the Cloak of the Sandworms, this masterpiece of weaving was created from the silk of the giant Sandworms of Jaalus Coil, and magically bound with the heat of a thousand suns.

This magical cloak protects the wearer against the powerful rays of the sun by converting all heat into light. The wearer can suffer no damage from fire-based attacks, including Dragon's breath. In addition, the light glimmering off the white fabric of the cloak means that all combat and missile fire directed at the character suffers a penalty of -1 to hit.



Amethyst Armour – 30 pts.

Imagine armour carved from pure purple amethyst, then blessed with the strength of the desert so it slithers like a snake and bonds to the wearer's form.

1+ armour save. This cannot be modified by any means.

Tattoos of Ghodan – 50 pts.

Ghodan is the giver and taker of life is an old, revered yet vengeful God. His followers decorate their bodies with magical tattoos, which swirl and eddy about their bodies with minds of their own.

The shield confers a +1 armour save just like a normal shield. Enemy models must re-roll all rolls to hit against the bearer.



TALISMANS

Anklet of Ormazd – 30 pts.

The might of the sun is watching over the bearer of this sacred religious artefact.

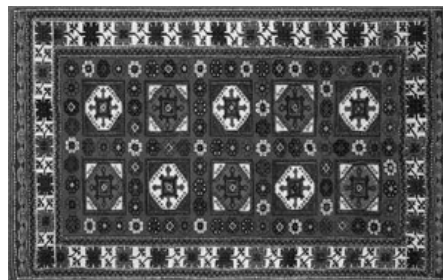
Bearer gains a 5+ Ward save.

Flying Carpet – 30 pts.

The magic of old Arabia and the customary transportation of the old Sheikhs, the magic carpets still exist and are the most romantic way to travel.

The magic carpet gives the user the ability to **Fly**, as described in the Warhammer Rulebook. Each time the carpet is used, roll

1D6. On a roll of 1, the magic of the carpet has elapsed for the remainder of the battle.



Key to Riches – 20 pts.

Within the burnished bronze of this ancient key there dwells a powerful elemental spirit, a minor Genie bound for all time to do its master's bidding. When the command words – “Open Sesame” are uttered, the magic of the key is unleashed.

The bearer of this key may unlock any door and pass any obstacle. One nominated unit within 12” of the bearer may fire or charge over and around obstacles as if they do not exist (in both shooting and close combat cases distance measurements still apply).



Genie Bottle – 400 pts.

One Use Only.

A mystical adventurer once discovered this bottle in the hellish Pits of Atum. In battle, its swirling gases create the elemental lord of fire, who wreaks his vengeance for being imprisoned so long.

This bottle houses Genie of some form from the element of fire. Once per battle, the holder may open the bottle, summoning



forth the Genie under his command. Once the bottle is opened, roll on the table below:

- 1-5 Genie
- 6 Genie Lord

The Genie Bottle can be held until needed, thus surprising the enemy of the Ravennans when an elemental lord appears in their midst.

Ebony Camel - 50 pts. One Use Only.

The steed of Ali Kadda when he rode the desert, this statue shines like the dark side of the moon and can travel swiftly on its obsidian hooves. Beware the camel of darkness!

This magic item is a statue of a camel carved from the blackest of ebony. It is full-sized and will animate to bear its master into battle. The statistics for the ebony Camel are:

	M	WS	BS	S	T	W	I	A	Ld
Camel	8	4	-	4	4	2	3	1	8

Because of its stone hide, the Ebony Camel has an armour save of 4+. Such a dark and exotic beast also causes **Fear**, thus rendering its rider immune to **Fear**.



The Amethyst Throne - 60 pts. Sheikh Only.

A Sheikh of Ravenna may ride into battle on the Amethyst Throne itself. The throne is carved from pure gemstone and glistens darkly in the noonday sun. Arcing lightning crackles within its surface as it imparts wisdom to its rider and death to the enemies of Ravenna.

The Amethyst Throne confers a 4+ Ward save against magic weapons for the Sheikh. In addition, the Sheikh's Leadership radius is extended from 12" to 18".

ARCANE ITEMS

Necronomicon - 50 pts.

This foul tome, written aeons ago at the forming of the world by the mad Arab Abdul Alharazed, is a treatise on all that is evil in the world. The text spans prehistory before the coming of civilised time, when the Great Old Ones walked the earth before the Slann met them in combat and forced them down to the bottom of the depthless seas.

In battle, the Necronomicon automatically detects the crossing of planar gulfs, and gives the bearer an arcane strength against Ethereal and Daemonic creatures. Once per Magic Phase the Necronomicon may cast its dispelling power on one Daemonic or Ethereal unit or character (or both, if there is a character with a unit). The target gets to roll under its Leadership to resist the spell, on a failure the creature is banished to the void forever. Roll a die every turn for the awesome power of the book, on a roll of 1 it is dissipated until the next battle.

Wand of Holy Fire - 40 pts.

The symbol of the old Cazorgh regime, and the foul rod of the evil monarch Slaag. The wand summons fires of hate, but if un-sated can also turn its hate back onto its owner.

This wand was fashioned to create the purple fires along the Sesseemkanoon and Ravenna border, at the behest of High King Slaag. Once per Magic Phase, the Wand can cast a Fires of Warning exactly the same as the Senkhmeti spell of the same name, with no Magic dice expenditure. Each time the spell is cast, roll 1D6. On a roll of 1-2, the



Wand's power has been exhausted from the remainder of the battle.

Coil of the Sandworms - 35 pts

'Bow to me, dwellers of the desert. Bow to the power of the Coil, and be captured by its majestic radiance. I will ride thee, and thee will do my bidding. By the power of Jaalus, I command thee!'

The wielder of the Coil of the Sandworms may command all the Sandworms on the table to do his bidding, even if they are on the side of the enemy. In addition, no Sandworm will attack the holder of the Coil, or the regiment he is leading. This even applies to magical summoned Sandworms. The 'Children of Jaalus' Jaalus Coil spell may not be cast without the holder of the Coil's consent while he is still alive.

A Hero **must** be carrying the Coil of the Sandworms to be able to ride a Sandworm on the battlefield.

Rod of the Sun - 50 points.

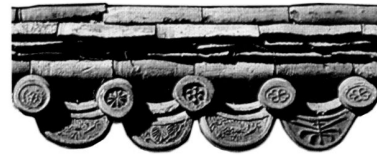
A rod of sparkling white crystal, multifaceted and as long as a man's arm. Some say the rod holds the power of a rainbow, others believe it is the channelling device of the Gods.

The Rod of the Sun can be used by a Senkhmeti to harness the powers of the Sun for greater power. At the beginning of the game, the Senkhmeti chooses a spell to enter the rod in the normal way. At the start of each Magic Phase, the Senkhmeti gains an additional D3 Magic dice on top of his normal quota, for use in casting the spell held within the rod only. The spell in the rod does not count toward the Senkhmeti's magic level, nor can the rod dispel magic. For the purposes of dispelling the rod's spell, it counts as a Level 1 Senkhmeti. If not enough Magic dice are used to power the spell, it may not be cast and the Senkhmeti cannot use his magic dice to supplement its casting.

Scarf of the Sand Curtain - 40 pts. Bound Spell Level 3.

The Wizard raises a hand where he holds an innocuous scarf. The sand does his bidding. It writhes and forms, as if alive.

This item creates a gale force wind which lifts a huge amount of earth or sand and shapes it in the air. The curtain of sand is 12" long by 1" wide, and may be placed anywhere within 24" of the caster. The curtain blocks LOS and any models wholly or partially within the curtain take an automatic S4 hit. The curtain remains in play until dispelled, and may be moved 6" every Magic Phase by the caster, as long as he remains within 24".



ENCHANTED ITEMS

Jewel of Kadda - 50 points.

This glowing sphere of amethyst shone in the turban of Ali Kadda during his time in Araby, leading the Empire of Ravenna into a golden age. It is said that one who bears the stone can see all, even the thoughts of others.

The telepathic powers of this jewel gives the wearer the ability to read all minds within 12'. When the wielder is within 12' of a Wizard, the Wizard must show him all his spells and magic items. This also applies to Heroes, unless they can roll under their Ld on 2D6. Wizards cannot test like this because they are more susceptible to the scrying powers of the jewel.



Eye of the Panther – 50 pts.
One Use Only.

This glowing jewel sits in the treasuries of the Sheikh, awaiting the day when it is borne forth once again in the lead of the triumphant armies of Araby. The Eye is conscious, a living thing, and remembers back to its carving by Ali Kadda himself.

At the turn that of the turn when it is activated, all Human troops gain +1 to hit for that entire turn as righteous fervour courses through their veins. The Eye is then returned to the treasury to recharge for another couple of centuries.

The Feathered Shaft – 30 pts.

When the arrows of Araby are unleashed, they fly with a grace and speed rarely seen.

The character with this item and the unit he is with may add +1 to hit with any missile weapons they have.

MAGIC STANDARDS

Banner of Passing – 20 pts.

The unit carrying this banner may pass into the elemental world of the Genies and appear easily on the other side. Physical obstructions mean little.

The unit associated with this banner ignore all scenery for purposes of movement (not LOS).

Standard of the Beggar Princes – 50 pts.

Looks can be deceiving, the Beggar Princes of Al-Haikk are some of the richest men in Ravenna! Illusion is an art, they say.

The unit equipped with this standard counts double their normal rank bonus, from the shimmering illusions that coruscate around them and create the impression of many more warriors.

Banner of the Jewelled Oasis – 45 pts.

This beautiful banner rides at the head of the Army. It was once the banner of Gilgaresch the God-King, he enchanted it himself. Gilgaresch was always in the vanguard of the army, charging into battle.

The unit gains +D3 to combat resolution when it charges.

Hooved Banner – 45 pts.

This banner is imbued with the elemental life essence of the Arabian horse, the great steed of the plains.

The unit with this banner adds +D6 to their charge move. Charges must be declared before the dice is rolled and charges are measured.

SPECTRAMANCER MAGIC ITEMS

These magic items can only be used by Spectramancers.

Empty Soul Gem – 5 pts

Most Spectramancers like to keep a supply of spare Soul Gems on their persons when they go to battle, because of the rich pickings to be found there.

Minor Orb of Kadda –20 pts

There are several of these ancient orbs, and they are sometimes leant to Spectramancers leaving for battle by the Greymancer of Spectra. This is a great honour for the Spectramancer.

The Orb may contain as many Spectres as the Spectramancer can harvest on the battlefield. It works in exactly the same way as normal Soul Gems – only one Spectre may be released from the Orb at a time.



Book of the Mancer - 50 points

Scribed by the founder of the Eye of the Panther, the Book of the Mancer is the most valuable object in Araby, and its power in the wrong hands could be disastrous. Spectramancers would move heaven and earth to catch the slightest glimpse of this tome of wisdom.

The Spectramancer holding the Book of the Mancer has mastered his craft, and may control it in new and deadly ways. He may take an additional Soul Gem, after paying the appropriate points cost. This increases the level of the Spectramancer, and the Soul Gem may take the Spectramancer over his normal magic item tally. This additional Soul Gem may be absorbed with another, with the bonuses cumulative, or absorbed by itself. Only the additional Soul GM may be absorbed as part of two, so this may only be performed once.

Soul Jewel of Al-Haikk - 30 pts

The shimmering surface howls with the demented chorus of a thousand lost souls, entrapped within the crystal prism of eternity. Hear them, and pray for their spectres, torn to pieces within the orb of souls.

The Soul Jewel is a double strength Soul Gem, able to entrap Spectres more effectively. A Spectramancer carrying this item may capture Spectres during battle in the same way as if he had an empty Soul Gem. Using the Soul Jewel, the Spectres captured add +2 to every characteristic of the Spectramancer absorbing them, instead of the usual +1. Like normal Soul Gems, once the Soul Jewel has a Spectre in it, the Spectre must be used before another is captured.



Dragon Ogre Soul Gem - 25 pts

With a roar, the creature sprouted scales and claws, the tail wrapped around, the chest expanded and talons extended. There was a low growl as the creature flexed its titanic muscles, pulsing with the power of thunder and lightning.

The Spectramancer gains an armour save of 5+, and lightning attacks have no effect. His profile is incremented thus:

M	WS	BS	S	T	W	I	A	Ld
+2	-	-	-	+1	+1	-	+1	-

Troll Soul Gem- 20 pts

A reptilian green washed over the creature, accompanied by an odour - the smell of the marsh and the swamp. Feet and hands became webbed, red spittle gathered about the fanged maw. The creature grinned stupidly.

The Spectramancer is subject to **Stupidity**. In addition, he is able to **Regenerate** wounds, and may make a troll **Vomit** attack. His statistic increases are:

M	WS	BS	S	T	W	I	A	Ld
+1			+2	+2	+1		+1	-1

Raetos Cazorgh Soul Gem - 15 pts

Colour drained from the creatures face as its blood went cold. The reptilian tail snaked out and lashed savagely. The eyes became yellow slits, and a venomous tongue slipped between thin lips.

The Spectramancer gains the 5+ armour save of the Cazorgh. His statistics are upgraded thus:

M	WS	BS	S	T	W	I	A	Ld
-	+1	-	+1	-	-	-	+1	-

Sphinx Soul Gem - 50 pts

The mightiest of all the monsters of Araby, the Sphinx reared its huge head, black wings stretching out behind it. Such a monster,



combined with the cunning intelligence of humanity. Woe to the foes of Araby!

A Spectramancer absorbing a Sphinx Spectre causes **Terror**. In addition, he can **Fly** and inherits a **Sandblast** breath weapon. He is treated as a **Large Target**. His statistic upgrades are:

M	WS	BS	S	T	W	I	A	Ld
+2	+2	-	+2	+1	-	-	+2	-

Orc Soul Gem - 10 Points

Tough as old boots, green and reeking, the Orc combines the worst traits of many races. Minor Spectramancers only absorb Orcs - major users of the craft cannot bear the smell or the humiliation.

His statistics are modified thus:

M	WS	BS	S	T	W	I	A	Ld
-	-	-	+1	+1	-	-	-	-

Sandworm Soul Gem - 50 points

The massive bulk of the Sandworm, coupled with an ancient and instinctive min. Chitinous yellow plates cover a body that is all but impenetrable. The sands are their home, and one has come to feed on the lives of men.

The Sandworm Spectre is immune to psychology and cannot rout. The Spectramancer gains a **Crush** attack in the same way as a Sandworm. Any Senkhmeti within charge reach of a Spectramancer with a Sandworm Spectre absorbed will charge into close combat and fight to the death, even if they are on the same side.

M	WS	BS	S	T	W	I	A	Ld
+2	-	-	-	+3	+2	-	-	-



Armies of the Arid Wastes

The purpose of an army list is to allow players with vastly different armies to stage games which are as fair and as evenly balanced as possible. The army list gives each individual model a points value, the better it is in one or more respects: stronger, tougher, faster, better leadership, and so on.

As well as providing points costs, the list also divides the army into its constituent units. The list describes the weapons and optional equipment that troops can have and occasionally restricts the number of very powerful units an army can include. It would be very silly indeed if an army were to consist entirely of Genies. The resulting game would be a frustrating and unbalanced affair, if not a complete waste of time. We employ army lists to ensure this does not happen!

USING THE ARMY LIST

The army list enable two players to field armies equal points values to fight a battle, as described in the main body of the Warhammer rules. The following list has been constructed with this purpose in mind.

The list can also be used when playing specific scenarios, either those described in the Warhammer rulebook, or others, including ones invented by the players. In this case, the list provides a framework the players can adapt as required. It might, for example, be felt necessary to increase or decrease the number of characters or units allowed, , or to restrictor remove options in the standard list such as magic items or monstrous mounts. If you find to the Scenarios section of the Warhammer

rulebook (pages 196-213), you'll find some examples of this kind.

ARMY LIST ORGANISATION

The army list is divided into four sections.

CHARACTERS

These represent the most able, skilled and successful individuals in your army: extraordinary leaders like the Sheikh of the Amethyst Throne or a Genie Lord of Fire. These form a vital and potent part of your forces.

CORE UNITS

These units are the most common warriors. They often form the bulk of the army and will often bear the brunt of the fighting.

SPECIAL UNITS

Special units are the best of your warriors and include the more unusual troop types. They are available to your army in limited numbers.

RARE UNITS

So called because they are scarce compared to your ordinary troops. Rare units represent unique units and unusual monsters.

CHOOSING AN ARMY

Both players choose armies to the same agreed points value. Most players find that about 2000 points is enough for a battle that will last over an evening. Whatever value you agree, this is the maximum number of points available to you. You can spend less



and will probably find it impossible to use up every last point. Most 2000 point armies will therefore end up something like 1998 or 1999 points, but they are still '2000' point armies for our purposes.

Once you have decided on your total points value it is time to choose a force.

CHOOSING CHARACTERS

Characters are divided into two broad categories, Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below:

Army Points	Max. Total Characters	Max. Lords	Max Heroes
Less than 2000	3	0	3
2000 or more	4	1	4
3000 or more	6	2	6
4000 or more	8	3	8
Each +1000	+2	+1	+2

An army does not have to include the maximum allowed characters, it can always include fewer than indicated. **However an army must include at least one character: the General.** An army does not have to include Lords, it can include all the characters as Heroes if you prefer. At the start of the battle, choose one of the characters to be the General and make sure you let your opponent know which one it is.

For example, a 2500 point army could include A Cazorgh High King, a Genie, a

Spectramancer and a Raetos Cazorgh (ie, four characters, one of which is a Lord).

CHOOSING TROOPS

Troops are divided into Core, Special and Rare units. The number of each unit available depends on the army's point value, indicated on the chart below:

Army Points	Core Units	Special Units	Rare Units
Less than 2000	2+	0-3	0-1
2000 or more	3+	0-4	0-2
3000 or more	4+	0-5	0-3
4000 or more	5+	0-6	0-4
Each +1000	+1 min.	+0-1	+0-1

In some cases other restrictions apply to a particular kind of unit. This is specified to the unit entry. For example the Sheikh's Guard Special Unit entry is accompanied by a note (0-1) explaining that a maximum of one unit of this kind can be included in the army. In the case of Sheikh's Guard further rules explain that a Sheikh of the Amethyst Throne must be taken (a Lord character) to be able to field the Sheikh's Guard Special Unit. Read every unit entry carefully.

ALLIES

In the same manner as the Kislevites army list (WD 286), the Arabians may be used as allies in other armies -

Friendly Allies: Empire, Bretonnia, Estalia, Dwarves.

Unfriendly Allies: High Elves.



Army Points	*Allied Char.	Allied Core	Allied Special	Allied Rare
Less than 2000	-	-	-	-
2000 or more	1-2	1-3	2	-
3000 or more	1-3	2-4	3	1
4000 or more	2-4	3-5	4	2
Each +1000	3-5	4-6	5	3

* If the army is 3,000 points or more one allied character may be a Lord for every 1,000 or part over 3,000 points.

UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops of each unit are given in each unit entry. Where several profiles are required, these are given even, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In the case of Core units this is usually ten models. In the case of other units it is usually less. There are exceptions as you will see. In some cases units will also have a maximum size.

Weapons and Armour. Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

Options. List the different weapons, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member into a Champion. See the appropriate section of the Warhammer rulebook for details (pages 108-109).

Special Rules. Many troops have special rules which are fully described elsewhere in the book. These rules are summarised for your convenience in the army list.

It would be a long and tedious business to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where special rules apply and, where space permits, we have provided notes in the list as 'memory joggers.' Bear in mind that these descriptions are not necessarily exhaustive or definitive and players should refer to the main rules for a full account.

DOGS OF WAR

Dogs of War are troops of other races prepared to fight in return for money, food or some other reward. The most common types of Dogs of War units are the Regiments of Renown. Although the two terms are used to describe mercenary units, both work in the same way as the army list.

A selection of such regiment is available as part of the Dogs of War range of models. The descriptions and rules of these units can be found in White Dwarf magazine and are compiled in the Warhammer Annual and Warhammer Chronicles books.

The rules for individual Regiments of Renown detail exactly which armies may take them and which army list choices they take up. Most Dogs of War units take up a Rare choice, but some count as Special choices, or may take up more than one choice. This is detailed in the individual rules for the unit itself.



LORDS

The Sheikh of All Ravenna, ruler from the Amethyst Throne, sometimes deigns to lead his Caliphs and Sharifs into battle. Usually astride a mighty skiff, wielding the sacred treasures of the Eye of the Panther in titanic battle, he is a proud and resplendent sight on the battlefield.

A Sheikh or Karim Lord may ride into battle on a Sphinx. Spectramancers and Cazorgh cannot ride Sphinx. Riding a Sphinx takes up an extra Hero choice.

Sphinx.....360 points.

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

6	6	-	6	6	6	3	6	8
---	---	---	---	---	---	---	---	---

Unit Size: 1

Weapons & Armour: None

Special Rules

Large Target, Cause Terror, Sandblast, Fly, Scaly Hide (3+)

When the true might of Sesseemkanoon must sally forth to defend the sandy realm, at the head of the army rides the High King himself. Down the generations from the first spawning, the High King is borne to rule the desert wastes of the Serpent Warriors kingdoms.

SHEIKH OF THE AMETHYST THRONE.....110 points.

	M	WS	BS	S	T	W	I	A	Ld
Sheikh	4	6	3	4	4	3	6	4	9

Weapons & Armour: Scimitar.

Options:

- May choose Light Armour (+3 pts), a Shield (+3 pts), a Spear (+6 pts), a 2nd Scimitar (+6 pts) or a Great Weapon (+6 pts).
- May ride a Warhorse (+2 points), a Sphinx (+360 pts, see sidebar) or in a Sand Skiff (+50 pts, see entry in the Special Units section of the army list), displacing both crew.
- May choose magic items from the Common or Arabian magic items list to a maximum total value of 100 pts.
- May be accompanied by a unit of Sheikh's Guard. The Guard must be mounted as he is. The Sheikh's Guard are bought from the Regiments allowance as normal.

CAZORGH HIGH KING.....145 points.

	M	WS	BS	S	T	W	I	A	Ld
High King	4	6	2	5	5	3	3	5	8

Weapons & Armour: Scimitar.

Options:

- May choose a either a Great Weapon (+6 pts), a Halberd (+6 pts), a Spear (+6 pts), or a 2nd Scimitar (+6 pts).
- May choose a Shield (+3 pts).
- May ride a Giant Scorpion (+50 pts)
- May choose magic items from the Common or Arabian magic items list to a maximum total value of 100 pts.

Special Rules

Cold-Blooded, Scaly Hide



The mightiest of the Spectramancers who walk the Eye of the Panther, the iridescent bulbs containing his kills swinging from the belt about his waist. Sinister, hooded, cloaked, yet capable of unimaginable savagery when provoked, the Greymancer rules his Arabian army minions with a combination of reverence and fear.

General

Your army must include at least one General, which may be a Lord in armies of 2000 pts or more.



GREYMANCER.....95 points.

	M	WS	BS	S	T	W	I	A	Ld
Greymancer	4	5	3	4	4	3	4	3	9

Weapons & Armour: Scimitar, Morphispike.

Magic: A Greymancer is a Wizard. He uses Soul Gems.

Options:

- May choose either a Great Weapon (+6 pts), a Spear (+6 pts), a or 2nd Hand Weapon (+4 pts)
- May choose magic items from the Common, Spectramancer, or Arabian magic items list to a maximum total value of 100 pts.

Special Rules

*Art of the Spirit, Fear (when a Spectre is absorbed),
Others as per Spectres absorbed*

0-1 MORPHISPIRE.....100 points per model.

Any Greymancer or Spectramancer may be accompanied by the Morphispire. Choosing the Morphispire also uses up a Rare unit choice.

	M	WS	BS	S	T	W	I	A	Ld
Morphispire:	4	-	-	-	6	6	-	-	-

Unit Size: 1

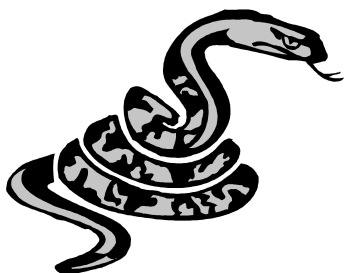
Weapons & Armour: None.

Special Rules

*Captured Souls, Immune to Psychology,
Releasing Souls*



Whispered to be able to commune with the spirits of the Sandworms, the demigods who patrol the sands of Jaalus Coil, the Senkh Lord is the High Priest of Sesseemkanoon. Any warrior, chief, or commoner would gladly sacrifice their lives and that of their families in the service of the Snake Priests, who wield the very power of the Sun in their woven magicks.



With a roar the power of the spirits is brought to bear on the battlefield. A blast of sand is the only warning enemies get before the awesome might of the elements blasts them from the sacred grounds of Araby.

Every Genie fielded in an army must be of the same elemental type as the Genie Lord.

SENKH LORD.....180 points.

	M	WS	BS	S	T	W	I	A	Ld
Senkh Lord	4	3	3	4	4	3	2	1	8

Weapons & Armour: Scimitar.

Magic: A Senkh Lord is a Level 3 Wizard. He may use either the Lore of the Senkhmeti or the Lore of Jaalus Coil.

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May ride a Giant Scorpion (+50 pts)
- May choose magic items from the Common or Arabian magic items list to a maximum total value of 100 pts.

Special Rules

Cold-Blooded, Scaly Hide

GENIE LORD.....400 points.

	M	WS	BS	S	T	W	I	A	Ld
Genie Lord	6	8	-	6	6	8	4	6	9

Weapons & Armour: None.

Options:

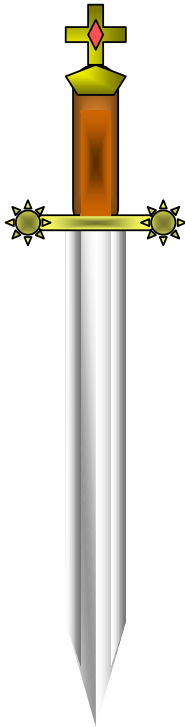
- Must be associated with an element - Fire, Water, Air or Earth.

Special Rules

Genie Save, Elemental Negation, Terror, Elemental Abilities, Large Target



Whipping the sands around him and summoning the elemental powers forth to smite his foes, the Karim Lord cuts a spectacular and dangerous figure as the fires, winds and earth of the battlefield dances to his command. For which enemy would stand long against the vary might of nature itself?



KARIM LORD.....175 points.

	M	WS	BS	S	T	W	I	A	Ld
Karim Lord	4	3	3	3	4	3	3	1	8

Weapons & Armour: Scimitar

Magic: A Karim Lord is a Level 3 Wizard. He may use either the Lore of the Karim or the Lore of Jaalus Coil.

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May ride a Warhorse (+2 points), a Sphinx (+360 pts, see sidebar) or in a Sand Skiff (+50 pts, see entry in the Special Units section of the army list), displacing both crew.
- May choose magic items from the Common or Arabian magic items list to a maximum total value of 100 pts.



HEROES

In times of peace the rulers of the Caliphates bicker and squabble, lobbying for power under the Sheikh's watchful gaze. In war, the Caliphs compete with one another, their tales of heroics in the face of the enemy have become legendary in their harems on battle's end.

Snarling and clawing, the huge Raetos caste of snake warriors stand at the heads of the Cazorgh legions, licking their venomous lips with forked tongues in anticipation of the bloodshed ahead.

BATTLE STANDARD BEARER

One Hero of the same race as the army's General may carry the army's Battle Standard for +25 pts.

The Battle Standard Bearer cannot choose any extra non-magical weapons, nor may he use a shield.

The Battle Standard Bearer may have any magic banner (no points limit) but if he carries a magic banner he cannot carry other magic items.

The total number of Heroes you can field in your army can be found on page 35.

CALIPH.....50 points.

	M	WS	BS	S	T	W	I	A	Ld
Caliph	4	5	5	4	4	2	5	3	8

Weapons & Armour: Scimitar

Options:

- May choose Light Armour (+2 pts), a Shield (+2 pts), a Spear (+4 pts), a 2nd Scimitar (+4 pts) or a Great Weapon (+4 pts).
- May ride a Warhorse (+6 points) or in a Sand Skiff (+50 pts, see entry in the Special Units section of the army list), displacing both crew.
- A Caliph may select magic items from the Arabian magic items list to a maximum total value of 50 pts.

RAETOS110 points.

	M	WS	BS	S	T	W	I	A	Ld
Raetos	4	5	2	5	4	2	3	4	8

Weapons & Armour: Scimitar.

Options:

- May choose a either a Great Weapon (+6 pts), a Halberd (+6 pts), a Spear (+6 pts), or a 2nd Scimitar (+4 pts).
- May choose a Shield (+3 pts).
- May ride a Giant Scorpion (+50 pts)
- May choose magic items from the Common or Arabian magic items list to a maximum total value of 50 pts.

Special Rules

Cold-Blooded, Scaly Hide



With a grin and a flick of his wrist, the Corsair can have your purse and your life and be back amongst the main masts before you know it! Fleet of foot, and fleeter of steel, the Corsairs who ply the trading routes of the Arabian coast combine the cunning of merchants with the tactical sense of ruffians and rogues like to getting their own way.



Cloaked and distant, drifting on the edges of society, whispering in the ears of the Sheikhs and the Caliphs, Spectramancers are distrusted by the greater populace. Then they disappear into the hot, baking wilderness for months on end, armed only with those shining, glittering daggers they carry. When they return the ordinary men know that it is a time for war, and that the Spectramancers will take their dangerous art to the enemies of Araby.

0-1 CORSAIR CAPTAIN.....62 points.

Your army may recruit a Corsair Captain only to lead a regiment of Lashiek Corsairs.

	M	WS	BS	S	T	W	I	A	Ld
Captain	4	5	5	4	4	2	5	3	8

Weapons & Armour: Scimitar, Eye Patch, Two Pistols

Options:

- May choose Light Armour (+3 pts), a Shield (+3 pts), a Spear (+6 pts), a 2nd Scimitar (+4 pts) or a Great Weapon (+6 pts).
- May choose magic items from the Common or Arabian magic items list to a maximum total value of 50 pts.

Special Rules:

Booming Voice, Pirate's Code, Swashbuckler

SPECTRAMANCER.....65 points.

	M	WS	BS	S	T	W	I	A	Ld
Mancer	4	4	3	4	4	3	4	2	8

Weapons & Armour: Scimitar, Morphispike.

Magic: A Spectramancer is a Wizard. He uses Soul Gems.

Options:

- May choose either a Great Weapon (+6 pts), a Spear (+6 pts), a or 2nd Hand Weapon (+4 pts)
- May choose magic items from the Common, Spectramancer or Arabian magic items list to a maximum total value of 50 pts.

Special Rules

Art of the Spirit, Cause Fear (with Spectre)



The loyal guards and vassals on the elemental planes, the guardians at the doors and the dwellers within bottles, Genie Masters wish to prove themselves in battles between mortals, both as sport and to prove to their masters they are soon to rise to the rank of Lord themselves.



The Karim are selected young from the Arabian peasant villages, and brought to the grand temples of Ravenna when still infants to be groomed for their powers of the future. They enjoy the thrill of battle because it gets them away from their book-learning and the harsh gaze of their masters. Young Karim are popular with the men, their laidback attitude concealing fiery and dangerous – if untapped – power.

Note that Karim may not take the Lore of Jaalus, this secret magick is reserved for the Karim Lords.

0-1 GENIE.....180 points.

	M	WS	BS	S	T	W	I	A	Ld
Master	6	6	-	5	5	5	4	4	8

Weapons & Armour: None.

Options:

- Must associate with an element - Fire, Water, Air or Earth.

Special Rules

Genie Save, Elemental Negation, Cause Terror, Elemental Abilities, Large Target

KARIM.....60 points.

	M	WS	BS	S	T	W	I	A	Ld
Karim	4	3	3	3	3	2	3	1	7

Weapons & Armour: Scimitar

Magic: A Karim is a Level 1 Wizard. He may use the Lore of the Karim.

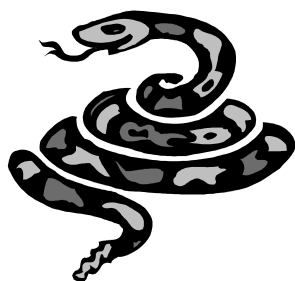
Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May choose a 2nd Scimitar (+4 pts) or a Great Weapon (+6 pts).
- May ride a Warhorse (+2 points) or in a Sand Skiff (+50 pts, see entry in the Special Units section of the army list), displacing both crew.
- May choose magic items from the Common or Arabian magic items list to a maximum total value of 50 pts.



The Senkh are a ruthless cult and need new blood constantly for their secret rituals out past Jaalus Coil. The Senkhmeti cultists in training must harvest blood to fuel the frenzied chanting of their masters, and the best place to find fresh blood is the field of battle ...

Note that Senkh may not take the Lore of Jaalus, this secret magick is reserved for the Senkh Lords.



SENKHMETI.....65 points.

	M	WS	BS	S	T	W	I	A	Ld
Senkhmeti	4	3	3	3	4	2	2	1	7

Weapons & Armour: Scimitar.

Magic: A Senkhmeti is a Level 1 Wizard. He may use the Lore of the Senkhmeti.

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May ride a Giant Scorpion (+50 pts)
- May choose magic items from the Common or Arabian magic items list to a maximum total value of 50 pts.

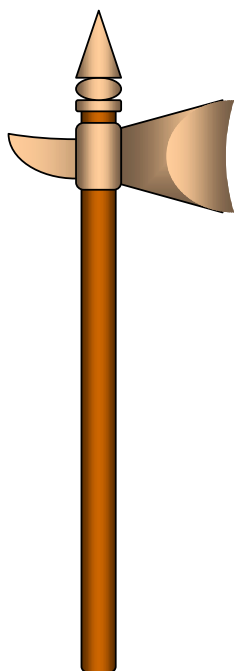
Special Rules

Cold-Blooded, Scaly Hide



CORE UNITS

The bravest and best of the Kahied Desert Nomads can outrun the fleetest of all other cavalry. They live in the saddle, hunting both man and beast with lethal accuracy and an instinct passed down over generations of practice.



KAHIED DESERT NOMADS.....17 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Nomad	4	3	3	3	3	1	3	1	7
Champion	4	3	3	3	3	1	3	2	7
Warhorse	8	3	-	3	3	1	3	1	5

Unit Size: 5+

Weapons & Armour: Scimitar, Spear, Bow, Warhorse

Options:

- Upgrade one Nomad into a Musician for +8 pts.
- Upgrade one Nomad into a Standard Bearer for +15 pts.
- Promote one Nomad to a Champion for +10 pts.

Special Rules

Tribe Rules: Kahied



The colourful tent cities of the Bedouin very rarely stray near the larger human settlements. Although they are loyal to the Sheikh they prefer the wide open lands and the freedom of the ride. Their weapons and armour glint in the hot sun under the weight of gold and silver, for the Bedouins' wealth is uncounted, and many think there are great treasure hoards buried out in the deep desert.

The Malaluks grunt and charge, theirs is a martial code, long tested on the battlefields of Araby, and respected by Arabian foes. The Malaluk are surly and grim-faced, preferring the hard training of the desert to the soft decadence of the cities.

The scimitars of the Dervishes fly with abandon, weaving sacred sigils in the air as the pace becomes frenetic – a veritable dance of death. When the Dervishes march to war they bless their bejewelled scimitars and polish the rubies set in their turbans, for the only way to quicken the pace of the Dervish sword is with blood.



DESERT NOMADS.....7 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Nomad	4	3	3	3	3	1	3	1	7
Champion	4	3	3	3	3	1	3	2	7
Warhorse	8	3	-	3	3	1	3	1	5

Every unit of Nomads must choose a tribe: Dervish, Bedouin or Malaluk.

Unit Size: 10+

Weapons & Armour: Scimitar

Options:

- Any unit of Malaluk Nomads be equipped with Great Weapons (+3 pts per model).
- Any unit of Dervishes be equipped with a 2nd Scimitar (+2 pts per model).
- Any unit of Bedouin may be equipped with Shields (+2 pts per model), Bows, (+3 pts per model), Light Armour (+1 pts per model) and Halberds (+2 pts per model).
- Upgrade one Nomad into a Musician for +5 pts.
- Upgrade one Nomad into a Standard Bearer for +10 pts.
- Promote one Nomad to a Champion for +10 pts.

Special Rules

Tribe Rules: Malaluk, Dervish, Bedouin



When the lords of the Arabian cities go to war, the poor peasants are dragged from tilling the fields for military service. All Ravennans receive basic military training, and each Caliph attempts to outdo his fellows with the swordsmanship and archery skills of his city militias. Enlisted against their will, driven forward to the thud of drums and the snap of whips, the slaves have only one chance in battle, to distinguish themselves for their Caliph so maybe ...just maybe ... they can earn their freedom. It is a wish more than anything, as most slaves are born into service, and are destined to die in service under the weapons of the Caliph's enemies. It is truly an accursed life.

The core of a united Ravennan or singly Sesseemkanoon army, the Kada-Hakim are the deathly ones, locking shields and storming in as arrows ping off their tough hides and their eyes glaze red. When they charge the Kada-Hakim are eerily silent, so dedicated are they to the coming onslaught. Only the rasp of scales and the faint slither of snakelike feet betray their advance ... that is, before the death begins.

RAVENNAN SLAVE MILITIA.....4 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Slave	4	2	2	3	3	1	3	1	6
Overseer	4	3	3	3	3	1	3	2	7

Unit Size: 10+

Weapons & Armour: Scimitar, Shield

Options:

- Any unit may be equipped with Spears (+2 pts per model).
- Any unit may be equipped with Bows (+3 pts per model).
- Upgrade one Slave into a Musician Drummer for +5 pts.
- Upgrade one Slave into a Standard Bearer for +10 pts.
- Promote one Slave to an Overseer for +10 pts.

CAZORGH KADA-HAKIM.....12 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Kada-Hakim	4	3	-	4	4	1	1	2	8
Champion	4	3	-	4	4	1	1	3	8

Unit Size: 10+

Weapons & Armour: Scimitar, Shield.

Options:

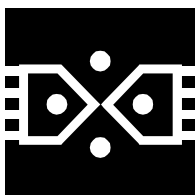
- Any unit may be equipped with Spears (+2 pts per model).
- Upgrade one Kada into a Musician for +6 pts.
- Upgrade one Kada into a Standard Bearer for +12 pts.
- Promote one Kada to a Champion for +12 pts.

Special Rules

Cold-Blooded, Scaly Hide (6+), Sting of the Cobra



Arcing across the desert in phalanxes of burnished steel and bronze, the ships of the desert slice through the swirling sand like water. Sometimes the heroes of Araby step aboard the skiffs, their thrill of battle is so great they wish to engage and feel their steel meet sinew and bone. The skiffs are the vanguard of the Arabian army, white metal glinting in the sun as they break up the enemy lines, and provide easy pickings for the cavalry to sweep up later.



SAND SKIFF.....40 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Skiff	6	-	-	4	4	3	-	D3	-
Crew	4	3	3	3	3	1	3	1	7

Unit Size: 3+

Weapons & Armour: Crew (2) have Scimitar and Bow.

Options:

- Any unit may be equipped with Spears (+2 pts per model).
- Any unit may be equipped with a Shield (+1 pt per model).
- Upgrade one Crew into Musician for +5 pts.
- Upgrade one Crew into Standard Bearer for +10 pts.
- May choose a Magic Standard up to a value of 50 pts.
- Add a Champion for +10 pts.

Special Rules

Fast Cavalry, Light Chariot, D3 Impact Hits



SPECIAL UNITS

Wily old sea dogs, daring cut-throats, burly ruffians, gap-toothed old salts, filthy cutpurses, the sailors of the Arabian seas certainly cut a diverse range of figures. But when boarding a rich merchantman or fleecing a wealthy trader, all the smiles and rum turn to the deadly business of gold. There is much treasure to be found on a battlefield, great picking from the gold of the dead. And so the feared Corsairs come ... for a hefty price of course!

"We protect the Amethyst Throne. That is all." Then the Guardsman, massively armed and armoured from the Sheikh's own armoury, slices down and brutally slays his enemy. He steps over the body and slays another, then another, because every less enemy is one less potential threat to his lord. No retreat, no surrender, live and die for the Amethyst Throne.

CORSAIRS OF LASHIEK.....9 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Corsair	4	4	3	3	3	1	4	1	7
Buccaneer	4	4	3	3	3	1	4	2	7

Unit Size: 8+

Weapons & Armour: Scimitar, Pistol

Options:

- Any unit may be equipped with Buckler (+1 pt per model).
- Any unit may be equipped with Throwing Knives (+2 pts per model).
- Upgrade one Corsair into a Musician for +5 pts.
- Upgrade one Corsair into a Standard Bearer for +10 pts.
- Promote one Corsair to a Buccaneer for +10 pts.

Special Rules

Swashbuckler, Skirmish

0-1 UNIT OF SHEIKH'S GUARD.....8 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Guard	4	4	3	3	3	1	4	1	7
Bodyguard	4	4	3	3	3	1	4	2	7

Unit Size: 15

Weapons & Armour: Scimitar, Light Armour

Options:

- Any unit may be equipped with Flail (+1 pt per model).
- Any unit may be equipped with 2nd Scimitar (+2 pts per model).
- Any unit may be equipped with a Great Weapon (+2 pts per model).
- Any unit may be equipped with a Shield (+1 pt per model).
- Upgrade one Guard into a Musician for +5 pts.
- Upgrade one Guard into a Standard Bearer for +10 pts.
- May choose a Magic Standard up to a value of 50 pts.
- Promote one Guard to a Bodyguard for +10 pts.

Special Rules

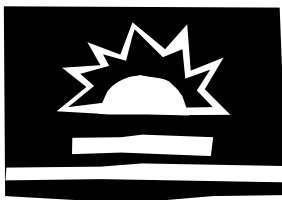
Bodyguard, Hatred



The clattering shells and snapping mandibles are the first thing the enemy hear. Then the riders are on them, but riders like no cavalry seen elsewhere in the world. A nightmare of flesh tearing, war cries and ghastly feeding, and the Scorpion Riders break the enemy line.

Remember that Kada-Hakim Scorpion Riders have a Unit Strength of 3 per model.

Summoned by the calling of the wizards of the desert, the great flocks of giant carrion-eaters descend on the enemies of the sand in black clouds. They feed on the decaying corpses of the slain.



KADA-HAKIM SCORPIONEERS.....82 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Kada-Hakim	4	3	-	4	4	1	1	2	8
Champion	4	3	-	4	4	1	1	3	8
Scorpion	7	4	-	5	4	4	2	3	8

Unit Size: 3+

Weapons & Armour: Scimitar, Shield.

Options:

- Any unit may be equipped with Spears (+4 pts per model).
- Any unit may be equipped with Great Weapons (+6 pts per model).
- Upgrade one Kada into a Musician for +20 pts.
- Upgrade one Kada into a Standard Bearer for +20 pts.
- May choose a Magic Standard up to a value of 50 pts.
- Promote one Kada to a Champion for +12 pts.

Special Rules

Kada-Hakim: Cold-Blooded, Scaly Hide (6+)
Scorpion: Chitinous Shell (4+), Cause Fear, Sting

GIANT VULTURES.....14 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Vulture	2	4	-	3	3	1	5	1	7

Unit Size: 5+

Weapons & Armour: None

Special Rules

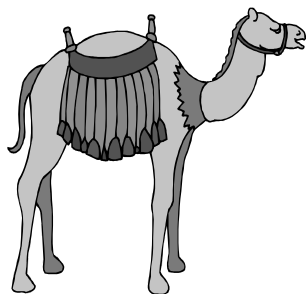
Flying Unit



RARE UNITS

Deep in the hottest deserts, beyond Jaalus Coil and beyond even the telepathic probing of the Senkh Lords, there the Sandworms dwell. Great horrific, alien beasts, their like has never been seen elsewhere in the world of men. Some say that the desert is the worm, the worm is the desert, but when they come to the field of battle, all must quake in terror.

Dread is the battle when the feared Spectraguard take the field. The shape-changing madness of the Spectramancer cult is bad enough, but these fearsome warriors seem somehow permanently changed, creatures somewhere between beast and man, unnatural. They are the soul feeders, the keepers of the Morphispire.



SANDWORM.....200 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Sandworm	6	-	-	5	6	6	1	-	10

Unit Size: 1

Weapons & Armour: None

Special Rules

Crush Attack, Immune to Psychology, Cause Terror

SPECTRAGUARD.....38 pts/model.

	M	WS	BS	S	T	W	I	A	Ld
Spectra	6	3	-	5	4	2	1	3	7
Novitiate	6	3	-	5	4	2	1	4	7

Spectraguard are the only unit that may be led by a Spectramancer or Greymaner.

Unit Size: 4-12

Weapons & Armour: Great Weapon, Morphispike

Options:

- Promote one Spectraguard to Novitiate for +20 pts.

Special Rules

Worthy, Spire Energy, Cause Fear

DOGS OF WAR

Dogs of War are mercenary units you can hire to supplement your army.

You may opt to choose a unit of Dogs of War as a rare unit choice, unless otherwise stated in the Dogs of War unit's special rules.

The exceptions are *Al Muktar's Desert Dogs* and *Long Drong's Slayer Pirates*, which may be fielded as Special unit choices.



Mighty Heroes of the Oases

This section of the book is devoted to the mightiest Lords of Araby there have been powerful Kings and Lords , but the names of only a few have become the stuff of famous legend. The following list includes the most famous of these feared individuals.

Feel free to expand on what is detailed in Araby's rich history section earlier in the book, if you want to include other special characters in your games. The following pages include the full details for five characters – Gilgaresh the God-King of El-Kalabad, Amarok Talik the ghost Caliph of Al-Haikk, High King Slaag of the Cazorgh, First Greymancer Angron Zuk, and L'Changka Kouros, Senkh Lord of Jaalus Coil. You may use any of these characters in your games by paying their points cost as normal.

You do not need to agree with your opponent about using any of the characters listed here, they are balanced for normal games. However, if you wish to use any new characters of your own devising, or want to use expanded versions of the ones on these pages, then you must agree with your opponent before the battle.

GILGARESCH, GOD-KING OF EL-KALABAD

In the early years of Ravennan civilisation, a mighty king rose up out of the depraved city-state of El-Kalabad. He ruled the citizens with an iron fist, turning a quiet mercantile trading community into a militarist dictatorship, with Gilgaresh as only and omnipotent ruler. The El-Kalabad naval fleets, with their black sails were feared in the whole Gulf, and even the Corsairs gave them a wide berth. Gilgaresh soon conquered all of the other city-states, and was turning his eyes northward at the rich pickings of the Eye of the Panther.

Gilgaresh's armies were eventually defeated at the Cobra Pass, thanks to the crucial intervention of the Senkh and their Sandworms. A horde of the gigantic beasts, the likes of which has never been seen since, arose from the sand and wreaked havoc on the Gilgareshian armies, crushing men and skiff under their vast bulks. The Karim had

read a prophecy in the entrails of a great worms that Gilgaresh would be victorious and rule supreme for a thousand years, destroying Ravenna and creating a new empire in his image. Luckily for the citizens of Araby, the self-proclaimed God-King died when Senkh Lord Kouros smote him a mortal blow with the magical Sword of the Seven Heavens.

In life, Gilgaresh could easily be mistaken for a demigod. He never wore a tunic, and his skin was the colour of burnished bronze. The muscles in his arms were like knotted cords, and his chest was said to be as hard as iron. He was master of all forms of combat, and many said that he moved like a dancer in melee, his pantaloons flowing about him and bald head shining in the sun as twin blades of curved steel destroyed his foes.

Gilgaresh, God-King of El-Kalabad

M	WS	BS	S	T	W	I	A	Ld
4	7	3	5	5	3	4	5	10

Gilgaresh counts as a Lord and a Hero choice, and must be your army's General.



Gilgaesch must be fielded as presented here and no extra equipment or magic items may be bought for him.

Points: 330

Weapons: Twin Scimitars of El-Kalabad

Armour: None

Magic Items: Circlet of the God-King

Mount: Gilgaesch rides to battle in a gilded, bejewelled Sand Skiff with scythed wheels.

These two blades function as hand weapons, thus giving Gilgaesch an additional attack in close combat. In addition, the blades are smote from burnished bronze and still hold the heat of their forging. Any hit from either Scimitar does double wounds, and the fire of forging adds +1 to the wielder's S.

IMMUNE TO PSYCHOLOGY

As the God-King of all Araby, Gilgaesch fears nothing, and is immune to psychology.

SPECIAL RULES

TWIN SCIMITARS OF EL-KALABAD

Standing on the crest of the hill, gazing down, was Gilgaesch, cleaver of shining metal at either side. His steely grey eyes and bushy black beard silhouetted him against the burning sun. He was Gilgaesch, and he had come to conquer.

CIRCLET OF THE GOD-KING

Gilgaesch, like Sigmar Heldenhammer, is on his way to Godhood. He has few weaknesses and is further protected by his holy circlet, said to be handed down from Ormazd himself. Gilgaesch receives a Ward Save of 4+.



AMAROK TALIK, GHOST CALIPH OF AL- HAIKK

The tale of the righteous Amarok Talik is a tragic one, for he was well-loved by his people. Amarok Talik was the Caliph of Al-Haikk when Ali Kadda took the Walk into the Bardouk Mountains, and the title of Sheikh fell to him. The land was fraught with danger as raiders took advantage of the turmoil of Kadda's passing, and assassination attempts were rife. Talik, a peaceful, educated scholar, had not the fighting qualities or the psychological strength to restore order to his inherited lands.

The enemies of the Sheikhs became aware of this, and sabotage and mutinies became commonplace. Talik fled from the world of men, shutting himself in the Ivory Tower of Al-Haikk with his tomes of lore and allowing the Eye of the Panther to fall into open rebellion. Talik never returned from the Tower, but died up there, a lonely and broken man. His ghost now haunts the world of men, seeking forgiveness for letting down his people and betraying them. Talik can accompany your army as a character, battling the enemies of Araby in atonement for his sins. His ethereal form strikes fear into the enemies of Araby, allowing Talik a little more peace in his quest for the grave.

Amarok Talik

M	WS	BS	S	T	W	I	A	Ld
6	4	-	3	4	3	2	3	9

Talik counts as a Hero choice.

Talik must be fielded as presented here and no extra equipment may be bought for him.

Points: 195

Weapons: Scimitar

Armour: None.

Magic Items: None.

Spells: Talik is Level 2 wizard and may take spells from the Karim or Jaalus Coil Lore.

SPECIAL RULES

ETHEREAL

Talik is an Ethereal spirit and may not lead a regiment, but may be associated with one. Ethereal beings are insubstantial creatures which can move through solid objects. Talik therefore suffer no movement penalties for moving over difficult terrain or obstacles, or from other reductions in movement (such as the Pit of Shades spell). He can move through buildings just as easily as he can move through other units. Talik cannot, however, end their movement within impassable terrain nor see through anything that would block line of sight of normal units. Talik blocks line of sight normally.

Because he is insubstantial, Talik can't be harmed in combat except by magical weapons, Daemons or other Ethereal creatures, though he can be harmed by spells as normal. Talik can still be beaten in close combat and suffer extra wounds as a consequence because combat results are not wholly dependant on casualties.



CAUSE FEAR

The apparition of a ghost like Amarok Talik floating across the battlefield is enough to cause *Fear* in the opposing troops.



HIGH KING SLAAG

King Slaag was a brutal tyrant of a Cazorgh King during the time of Ali Kadda, and you may choose him as your Army's General if you wish. Slaag was responsible for much hostility between the Cazorgh of Sesseemkanoon and the humans of Ravenna. Slaag devised the Warning Fires along the Sesseemkanoon border, and frequently attempted to annexe large tracts of human desert. This earned him the human title 'Slaag the Destroyer,' and the mention of his name in Araby still inspires fear in some human traders.

High King Slaag reputedly met his doom at the hands of the Demon God Ch'a'rrusk'an, in a battle across the Sesseemkanoon desert that lasted for many weeks. It was Slaag that sliced the Horn of the Diak from the brow of Ch'a'rrusk'an, signalling the end of the Demon God's time in Araby. Unfortunately Slaag perished from the phenomenal wounds he sustained during the battle, the Horn of the Diak being lost in the shifting sands for centuries. King Slaag is known for lighting the Fires of Warning, massive signal beacons that can be seen across the Sesseemkanoon Wastes. Slaag cast many of them himself, with his symbol of office and most treasured possession, the fabled Wand of Holy Fire.



High King Slaag

M	WS	BS	S	T	W	I	A	Ld
4	6	2	5	5	4	3	5	8

Slaag counts as a Lord choice. If selected he must be your army's General.

Slaag must be fielded as presented here and no extra equipment may be bought for him.

Points: 315

Weapons: Spear.

Armour: None.

May Ride: King Slaag rides his Giant Scorpion 'Winged Serpent.'

Magic Items: Slaag carries the Wand of Holy Fire (see description elsewhere in this book) and the Horn of the Diak (described below).

SPECIAL RULES

KING SLAAG IN BATTLE

Due to King Slaag's hatred of humans, and especially traders, he will not fight a battle with them unless the number of Cazorgh on the battlefield outnumber humans. This only applies at the beginning of the battle, and may change at any time after then.

HORN OF THE DIAK

One Use Only.

This is the actual horn of the Daemon God, hacked from him during the titanic struggle with Slaag. When ground down and thrown on the ground, the horn transmutes into D3 Giant Scorpions, which form a unit around the High King.

HATRED

King Slaag is subject to *Hatred* of all humans.



FIRST GREYMANCER ANGRON ZUK

You may include in your army the greatest Spectramancer that ever lived, and the creator of the fabled Morphispire - Angron Zuk. Zuk's origins are unknown, but he is also known as being the holder of the Book of the Mancer. Angron Zuk led the Spectramancers from the militarist grip of the Caliph in El-Kalabad, and created a new home for them in the Eye of the Panther. He forged the way to the Spectramancers' spiritual home of Spectra, and presided over the city of Spectra for over twenty years,

In that time wrote the Four Laws of Spectramancy, the strictures to which all Spectramancers still adhere. He is the greatest of all Spectramancers, and his presence on the battlefield is of dire consequence to both Araby and their enemies.

First Greymancer Angron Zuk

M	WS	BS	S	T	W	I	A	Ld
4	6	3	4	4	4	4	4	9

Zuk counts as a Lord and a Hero choice.

Zuk must be fielded as presented here and no extra equipment may be bought for him. He may buy Soul Gems as detailed below.

Points: 275 + Soul Gems cost

Weapons: Morphispire

Armour: None.

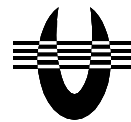
Magic Items: Angron Zuk carries the Book of the Mancer and the Soul Jewel of Al-Haikk (details given elsewhere in this book). He has 100 pts to spend but they must all be spent on Soul Gems. He has as many empty Soul Gems as he needs for the battle.

SPECIAL RULES

SPECTRE ABSORPTION

Angron Zuk need never make a test when absorbing a Spectre - he is powerful enough to cope with the most vicious of Spectres. Unlike other Spectramancers, Zuk has the unique ability of being able to absorb more than one Spectre at a time. If he chooses to absorb two Spectres in the same turn, his characteristic bonuses are cumulative for that turn. Even Zuk cannot contain more than two Spectres per turn.

Zuk enters the battlefield with one Spectre of your choice already absorbed



TERROR

The power of Angron Zuk is unrivalled as a Spectramancer, and when he has a Spectre that causes *Fear* absorbed, his appearance is so horrific that he causes *Terror* instead of *Fear*. This also means that he is immune to *Terror* when he has a Spectre absorbed.

UNIT STRENGTH

Talik understands the psychology of being met by a deformed half-man with slashing talons, unexpectedly in the flank, and he uses it to his advantage. Zuk therefore has a Unit Strength of 5 when calculating combat resolution. This is reduced to 1 if he has no Spectres absorbed, so he must have a Spectre absorbed to gain the benefit.

LARGE TARGET

When he has absorbed a Spectre he grows to enormous size. He is fielded on a large monster base and is counted as a *Large Target*.



L'CHANGKA KOUROS, SENKH LORD OF JAALUS COIL

L'Changka Kouros was once a simple Senkhmeti devoting his life to the careful study and contemplation of the great Sandworms of Jaalus Coil. It was during one meditative cycle in the deep desert that a mammoth Sandworm, one of the thousand year old elder worms, rose up out of the sand before him. In its huge maw there lay a sword of white majesty, glimmering with the light of a hundred and one suns. The mysterious Sandworms had chosen Kouros as the bearer of the Sword of the Seven Heavens, one of the twin swords of awesome power that existed in Araby. Kouros realised that he had been chosen for a reason, and that reason could only be the enemy of the Sandworms, the tyrant-king of El-Kalabad, Gilgaresh.

Kouros led an army of Cazorgh, each riding one of the Sandworms, on the trail of the armies of Gilgaresh, who were on their way to the Eye of the Panther. He met Gilgaresh in single combat, wielding the fearsome weapon to such effect that even the God-King was overwhelmed. Kouros defeated Gilgaresh, saved Sesseemkanoon, and turned back the armies of El-Kalabad, destroying the city as a military power for centuries.

After this titanic victory, Kouros was hailed as the new saviour of Sesseemkanoon. He declined the throne of High King, returning to Jaalus Coil to commune with his beloved Sandworms. Like most magic items of Araby, the Sword of the Seven Heavens disappeared again from the world of men, being reclaimed by the desert sands.

L'Changka Kouros.....256 points.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	2	3	1	7

Kouros counts as a Lord and a Hero choice.

Kouros must be fielded as presented here and no extra equipment or magic items may be bought for him.

Points: 566 (366 pts for Kouros, 200 pts for his Sandworm)

Weapons: Sword of the Seven Heavens

Armour: None.

Magic Items: Coil of the Sandworms

Spells: Kouros is a Level 5 Wizard and may take spells from the Lore of Jaalus Coil only.

SPECIAL RULES

WORM LORE

No Sandworm on the battlefield will ever attack Kouros or the unit he is with.



Smite the Infidel

Here are some suggestions for tactics when using the Arabians, and three main ways the army could be used. They are fairly diverse in nature, but all are well worth trying out. After a few games, you might find that one suits the way you play better, or that a mix of the three works well.



BASIC RULES FOR REGIMENTS

The Sheikh stood on the battlements of his tower, pulling the royal sash across his face to protect against the coarse, constant wind. Below the armies of the Caliphs were amassing, and in the distance, the clouds of dust of the Serpent Warriors were visible shimmering like a mirage. It was time for battle, the scimitars were sharp, the Spectres were captured, the Skiffs were charged and ready. The time had come ...

Your troops are not as tough as the hard close combat armies available, like Chaos or Lizardmen, your troops don't all cause *Fear*, like Undead, they aren't overly impressive at missile fire, like Elves, and they have no war machines, like the Empire or Dwarves.

So why bother?

Speed! Speed is the friend of the Arabian General. You have at your disposal some seriously fast troops in the Kahied Nomads, who can pepper the opposition with bow fire while they stomp up the battlefield to try to engage your units. You also have some seriously hard hitting units and monsters, beasties that can stack up against anything else the Warhammer World has to offer.

Deft feints from the Nomads can support high impact combinations of Sand Skiffs, Scorpioneers, Sandworms, Spectramancers and Genies. Any one of these troop types could break a typical line in moments, but used to smash through the flank of an army there will be little to stand in their way. So as you do not get outmanoeuvred it is worth harassing the war machines and large units of your enemy with Giant Vultures. They won't last long and their Leadership is not up to much, but just as your enemies are driving them off a great Sandworm plunges into them and the tide turns back to the Arabians.



Supporting the fast attack are some quality infantry types – the Corsairs, Kada-Hakim, Spectraguard and Sheikh's Guard provide the centre of your line, usually with a couple of heroes to support them, and rank upon rank of poor indentured Slaves provide the fodder whose rank bonus wears down the opposing player's quality troops. A couple of units of archer Desert Nomads can protect your flanks and provide obstacles to being flanked by fast enemy cavalry.

At the end of the fighting day the key to an Arabian army is to bog the enemy troops down with your cheaper deep-ranked units, as this enables you to mount awesome single model flank and rear attacks with characters, Genies, Spectramancers and Sandworms. These troops cannot win a combat against large units by themselves as they will always be defeated by combat resolution – the presence of unit standards and rank bonus will force them back, break them and destroy them. But coming in from the flanks or rear



while a large unit is soaking up Slaves, will cause panic in the ranks of the opposition and allow you to turn the tide and roll up the enemy line. This is supported by some devastating magic, especially if you can access the fearsome high level spells of the Lore of Jaalus Coil.



WALL OF THE SERPENT

The other rule to boost your army is to select a more focussed army rather than the versatile combination that is very tempting to take. Most players' first reaction with the Arabian army list is to cherry pick one each of all the 'fun' and unique units and characters, without having a concept of overall strategy in mind. Another method of utilising this army is to stay focussed. Fielding a majority Cazorgh suddenly turns the army into a hard-hitting, strong magical unit with some of the most powerful cavalry that can be brought to the battlefield in the form of the Scorpioneers.

This tactic relies on the solidity of the Kada-Hakim to win the day. This force consists of a good leader and solid blocks of Kada-Hakim on foot with some other troops to protect the flanks of your blocks (maybe Sandworms if you want to be 'pure' Cazorgh). The basic idea is to move forward with a 'wall' of Kada-Hakim, keep the enemy off your flanks, and walk over anyone in front of you. Take three or four blocks of Kada-Hakim armed to the teeth, ranked up for maximum bonuses and packing unit standards. The

In this configuration I would go straight for the Lord choices if possible. If the army is too small (under 2000 points), then you will want a Raetos for his increased Leadership, and probably a second one to carry the army

standard. High Leadership and an army standard are rather important to this army design, so don't skimp! The General should be planted firmly in the centre of the blocks to maximise his Leadership radius, while the Senkhmeti Wizards should also be hidden in blocks where they can pepper the enemy with spell fire. The rest of your points should be in as many Scorpioneers as you can field. These are awesome cavalry and used in combination with Sandworms and Giant Vultures should seriously damage the enemy lines before your 'wall' arrives.



HAMMER OF THE SUN

The complete opposite army is of course 'pure' Human Arabians, scorning their reptilian neighbours. This army would be fast, really fast, with maximised units of Kahieds and Giant Vultures to harass the enemy. It relies on speed of attack, assaulting the foe's vulnerable spots and fading before the enemy's strengths. Corsairs are useful in this role also because they can charge in and out of combat almost by whim, which is insanely frustrating for an enemy bent on hacking them to pieces. The rest of your army should be fast-moving shock troops – Kahied Nomads, Sandworms, Sand Skiffs. A Lord on a Sphinx or (the cheaper option) on a Flying Carpet can be very useful, as he will have the speed you require, can hit the enemy hard, and can rob them of precious ranks if he gets into their flank. Genies in this army would unquestionably be Air Elementals to make use of their *Fly* special ability.

Depending on your points, you should probably use at least one Spectramancer,



preferably more. Give them great weapons, they can move forward behind your lines, giving units a chance to hold where you need them to, and then threatening the enemy with multiple S7+ attacks (after absorbing a Spectre) should they get too close. Magic should come in the form of the Spectramancers and maybe a Karim, although points will be tight in armies of 2000 points.

The army should be deployed with screens of Slaves in front of everyone else. It is quite cheap to buy an Overseer for each unit so you don't waste characters holding them in line. The General should naturally be as close to the centre of the line as possible, either in a unit of his Sheikh's Guard or in a Sand Skiff. It is sometimes a good idea to concentrate your heavies on a flank, so you can quickly move up that side of the board and refuse the other; not many enemy armies can deal with a Sandworm and a Genie suddenly appearing on one flank! The Slaves and Corsairs harass the enemy and attempt to dictate their movement, setting up the charges of the hitters.



Overall summary of Arabian tactics :

- 1) Experiment with combination and pure armies, but don't spread yourself too

thin. Even though a troop type is 'cool' it may not fit into your overall battle plan.

- 2) Kada-Hakim blocks can survive a charge from most things, even enemy cavalry, especially when the army standard is near.
- 3) Keep your foot troops compact together; this will enable your characters and attacking regiments to do their work.
- 4) Do not let your combat units take missile casualties if possible. Protect them with cheap screens of Slaves.
- 5) Big stuff is fun! And versatile. Always try to field at least one big thing – a Sphinx, Sandworm, Genie etc. – because they are going to win the game for you by taking it large nasties like Vampires, Manticores, Daemons or Stegadons.
- 6) Support your units. Always have a mobile single model on hand to slam into the flanks or rear of the enemy.
- 7) Be cunning. The Araby army list is a great list for trying tricks and sly tactics – make good use of your Spectramancers alone and in combination. Make good use of your Magic Phase, use the range of useful magic items and try out the various troops at your disposal. Most of all, have fun with them!



Legions of the Southern Empires

This appendix offers players some interesting alternatives to the basic army list. It must be clear that the lists presented here are for fun and are in no way as balanced as the main list. Players should therefore agree with their opponent before the game whether or not they can make use of these lists. Of course, should you wish to field a Sesseemkanoon army, you can always field an army based on the main list in the book and use the units you feel are most appropriate to a Sesseemkanoon army (as described in the prior appendix), you don't have to use this appendix.

Each of these armies is based roughly around 2000 points, and would have to be scaled accordingly for larger games.

RAVENNA

Armies of the human Empire of Ravenna in western Araby are fielded without Cazorgh on numerous different occasions – during skirmishes between separate Caliphates, against mutinous Cazorgh raiders, to put down popular uprisings by slaves (as was the case with the famous Slave Chief Sparlacos), to destroy incursions of Chaos or Orcs, or to keep the Corsairs of the Pirate Coast in check!

LORDS

0-1 Sheikh of the Amethyst Throne, Karim Lord, Greymancer

HEROES

Karim, Caliphs, Corsair Captains, Spectramancers, Morphispire

CORE UNITS

Kahied Nomads, Desert Nomads, Corsairs of Lashiek, Sand Skiffs, Slaves, Ravennan Militia:

	M	WS	BS	S	T	W	I	A	Ld
Militia	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

The inhabitants of the Empire of Ravenna are primarily human, organised into a hierarchy of royalty and commoners. When the gong in Al-Haikk strikes for the populace to go to war, the Caliphs assemble their personal armies to confront the foes of Ravenna. The male civilians of Araby were often called upon to bulk out the professional military in order to fight the infidel. They are nowhere near as well disciplined as soldiers.

Unit Size: 10+, **Points:** 5 pts per model.

Options:

- Any unit of Militia may be equipped with a 2nd Scimitar (+2 pts per model).
- Any unit of Militia may be equipped with Bows, (+3 pts per model).
- Upgrade one Militiaman into a Musician for +15 pts.
- Upgrade one Militiaman into a Standard Bearer for +15 pts.
- Promote one Militiaman to a Sergeant for +15 pts.

SPECIAL UNITS

Giant Vultures, 0-1 Sheikh's Guard, Spectraguard.



RARE UNITS

0-1 Sphinx, Sandworms, Dogs of War

SESSEEMKANOON

In the same way as the humans of Ravenna, occasionally the Serpent Warriors are forced to defend their empire against incursions from the neighbouring Khemri, or unchecked bands of Nomad raiders, or insurgents within their own ranks. A Serpent Warrior army is a sight to behold, rang upon rank of shining scales and ornate shields, with only the thin slithering rustle of their movement to be heard.

LORDS

0-1 Senkh Lord, Cazorgh High King

HEROES

Raetos, Senkhmeti

CORE UNITS

Kada-Hakim, Kada-Hakim Scorpioneers

SPECIAL UNITS

Sandworms, Giant Scorpions (50 pts each, 3-8 unit size)

RARE UNITS

Sphinxes, Dogs of War



SPECTRA

The battle forces of Spectra, dating back thousands of years when they were still vassals of El-Kalabad. They have rarely needed to muster an army since, and such a sight is truly bizarre. But occasionally the doors of the Citadel of Spectra will swing wide and the soul master will sally forth to protect their own.

Note: This is a horrifically powerful and truly strange army, and it is suggested that anyone opposing it has an extra 500 pts for every 2000 pts the Spectramancer fields. So a balanced battle would be 2000 pts Spectra versus 2500 pts opponent. This army also requires a lot of different models for and a lot of bookkeeping.

LORDS

0-2 Greymancers (one of these must be Angron Zuk)

HEROES

Spectramancer

CORE UNITS

Spectraguard, Soul Vassals (as *Ravennan Militia*), Soul Pledges (as *Slaves*).

SPECIAL UNITS

Spectral Monks (same statistics as *Spectraguard*, 45 pts per model, unit size 3-12, Options: up to +20 pts per model may be used to purchase Soul Gems, +45 for Unit Standard, +20 for Musician.

RARE UNITS

0-1 Morphispire (must be taken, +4 *Spectraguard* to accompany the Spire for basic cost and options given in their entry).



DESIGNER'S NOTES

(v1.5) by Damien Kennedy.



I've been playing Warhammer and other Games workshop products for nigh on twenty years. In that time I think I have fielded all the various Warhammer armies (including original Slann!) and most 40K armies, in both campaign and tournament play. *Warhammer Armies: Araby* is the first time I've attempted to write an army list, and was originally completed for 5th edition several years ago. Between then and now the army list has been extensively playtested in both 5th and 6th editions, but this is the first time I have submitted it to the public domain. I am keen on receiving any questions, comments, errata, special characters, new units, winning and losing armies that you may field, so I can improve the list. I have tried to be as true to the

current state of the Warhammer World as possible, integrating the new details of the Arabian deserts from *Tomb Kings* and utilising all the information I can glean from other army lists.

A big thank you to the legions of players who still continue on with the Undead games system, Warhammer Fantasy Roleplay, and the cornucopia of material that is available for the Araby region on the web. I have harvested some of this to flesh out this army list – if you recognise your work please email me and you will score an acknowledgement.

I can't paint or convert miniatures to save my life, nor can I draw, so if you are an artist or miniature painter and feel suitably inspired to throw me some public domain artwork, I will see it is definitely included and complete acknowledgement given.

Miniature suggestions for Araby – 40K Imperial Guard Tallarn Desert raiders and Al Muktar's desert raiders (Dogs of War) make good conversions because they have the cool wraparound scarves, Tomb King scorpion constructs can be repainted as living scorpions, and Lizardmen make good Cazorgh with some conversions. Genies are tricky, and you may need to stray outside the Citadel set of miniatures for them (Heretic! Repent!).

My email addresses are dpken@newwebcity.com and dpken@yahoo.com. Please attention with 'Araby' in the title line because I get a chronic amount of spam.

- Damien Kennedy, 27/04/04.

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Robert Singers, Craig Wyton, the guys at NWA Melbourne, the load of WHFRP information available on the web.

