

# Araby



M<sup>2</sup> - Monsters and Magic

Point Build v6.0

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Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?	Characteristics				VM	Hits	Save	VP	Pts		
General	0	4	General on foot		×	-	-	-	-	<b>2</b>	<b>0</b>	<b>2+</b>	2	40		
Wizard Level 1	0	3	General on foot		×	Wizard : Level 1	-	-	-	<b>3</b>	<b>0</b>	<b>3+</b>	2	90		
Wizard Level 2	0	3	General on foot		×	Wizard : Level 2	-	-	-	<b>4</b>	<b>0</b>	<b>3+</b>	2	140		
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	-	-	-	<b>5</b>	<b>0</b>	<b>3+</b>	2	190		
Detached General or Mounted General or Senior General													+10			
Major Hero	0	4									<b>+1</b>			0		
Brilliant	0	1											+1	+40		
Minor Heroes	2	4												+10		
Camp	1	1 - Per Command											+1	+10		
Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts
<i>Elephant</i>		0	1	Monstrous Creature (II)	Regular		-	-	-	-	-	<b>2</b>	<b>3</b>	<b>5+</b>	1	140
Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts
<i>Spearmen</i>	✓	2	5	Spearmen, Deep	Regular	Extra Missiles	Sons of the Desert	-	-	-	-	<b>3</b>	<b>3</b>	<b>7+</b>	3	105
<i>Bowmen</i>	✓	2	5	Bowmen	Regular	-	Sons of the Desert	-	-	-	-	<b>2</b>	<b>2</b>	<b>8+</b>	2	73
<i>Guards</i>	×	0	1	Auxiliaries	Veteran	-	Sons of the Desert	Guards	Fanatic	-	-	<b>2</b>	<b>2</b>	<b>6+</b>	2	108
<i>Knights</i>	✓	0	3	Cavalry, lance	Regular	-	Sons of the Desert	-	-	-	-	<b>2</b>	<b>2</b>	<b>7+</b>	2	93
<i>Desert Riders</i>	×	0	0	Cavalry, bow	Regular	-	Sons of the Desert	-	-	-	-	<b>2</b>	<b>2</b>	<b>8+</b>	2	93
<i>Camel Riders</i>	✓	1	5	Camelry, bow	Regular	-	Sons of the Desert	-	-	-	-	<b>2</b>	<b>2</b>	<b>8+</b>	2	93
<i>Magic Carpets</i>	✓	0	3	Cavalry, javelin	Regular	-	Fly	Magical Cohorts	Fleet	-	-	<b>2</b>	<b>2</b>	<b>8+</b>	2	135
<i>Elephants</i>	✓	0	2	Elephant (Indian - Escorted)	Veteran	-	-	-	-	-	-	<b>3</b>	<b>3</b>	<b>5+</b>	2	150
<i>Djinn</i>	✓	0	1	Monstrous Creature (II)	Regular	-	Fly	Magical Cohorts	Bangstick	-	-	<b>2</b>	<b>3</b>	<b>6+</b>	1	190
<i>Roc</i>	✓	0	1	Monstrous Creature (III)	Regular	-	Fly	-	-	-	-	<b>3</b>	<b>4</b>	<b>6+</b>	1	230

Army Trait		Pts
<b>Shifting Sands</b>	All troops in the army move in and out of sand dunes as an easy activation.	20
Army Characteristics		
<b>Sons of the Desert</b>	Sons of the Desert ignore the command penalty of the Sandstorm spell	
<b>Fly</b>	Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy). Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on Troops with Fly have a -1 PIP modifier when making saving rolls.	
<b>Guards</b>	Troops with this characteristic take an extra disruption marker before being destroyed, if in the same box as the Army Commander.	
<b>Fanatic</b>	As per TtS! Rules	
<b>Magical Cohorts</b>	Troops with this characteristic count as having successfully cast the Sorcerous Blast spell when they shoot. Treat the casting result as if a 6 PIP card was drawn. This spell can be dispelled	
<b>Fleet</b>	Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead.	
<b>Terror</b>	When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless	
<b>Bangstick</b>	Troops with this characteristic can shoot as if they were Handgunners	
Spells		
<b>Sorcerous Blast</b>	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.	7
<b>Sand Storm</b>	If cast successfully place a Sand Storm token on the table Sand Storm token - all activations Command(+1) penalty	8
<b>Curse</b>	This spell targets a single enemy unit within 2 boxes of the casting wizard. When successfully cast place as Curse token. Curse token - Draw 2 cards when making a save, discarding the highest PIP card	7
<b>Mirage</b>	This spell can be cast on a friendly unit within 3 squares of the Wizard. The Wizard must be able to see his target to use this spell and visible to any enemy unit. The target unit is removed and placed into a vacant box not adjacent to the enemy. The target unit keeps its original orientation. The destination box must also be within 3 boxes of the Wizard.	7