

ARABY

TO THE STRONGHOLD!
v5.0

Army Trait

Shifting Sands

All troops in the Araby army move in and out of sand dunes as an easy activation.



Army Characteristics

Sons of the Desert

Sons of the Desert ignore the command penalty of the Sandstorm spell

Magic Carpet Ride

Troops with this characteristic count as having successfully cast the Sunstrike spell when they shoot. Treat the casting result as if a 6 PIP card was drawn. This spell can be dispelled

The Sultan's Guards

Troops with this characteristic take 4 disruption markers before being destroyed, if in the same box as the Army Commander.

Spells

SAND STORM

Cast 8+

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

If cast successfully place a *Sand Storm token* on the table

Sand Storm token - all activations Command(+1) penalty

SUNSTRIKE

Cast 6+

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

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.

MIRAGE

Cast 7+

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

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.

CURSE OF THE DJINN

Cast 8+

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

This spell targets a single enemy unit within 2 boxes of the casting wizard. When successfully cast place as *Curse of the Djinn token*.

Curse of the Djinn token - Draw 2 cards when making a save, discarding the highest PIP card

ARABY

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Points

15

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted General or Senior General								+10	
Major Hero	0	4				+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Elephant	Monstrous Creature (I)				2	2	5 +	1		100

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Spearman	●	2	5	Spearman, deep	Extra missile weapons	Sons of the Desert		3	3	7 +	3		107
Bowmen	●	2	5	Bowmen		Sons of the Desert		2	2	8 +	2		75
Guards		0	1	Auxiliaries	Veteran	Sons of the Desert	The Sultan's Guards Fanatic	2	2	6 +	2		110
Knights		0	3	Cavalry, lance		Sons of the Desert		2	2	7 +	2		95
Desert Riders	●	1	5	Cavalry, bow		Sons of the Desert		2	2	8 +	2		95
Camel Riders		0	3	Camelry, bow		Sons of the Desert		2	2	8 +	2		95
Magic Carpets		0	2	Cavalry, javelin		Fly	Fleet Magic Carpet Ride	2	2	8 +	2		130
Elephants		0	1	Elephant (Indian - Escorted)				3	3	6 +	2		120
Djinn		0	1	Monstrous Creature (II)				2	3	5 +	1		140
Roc		0	1	Monstrous Creature (III)		Fly		3	4	6 +	1		230