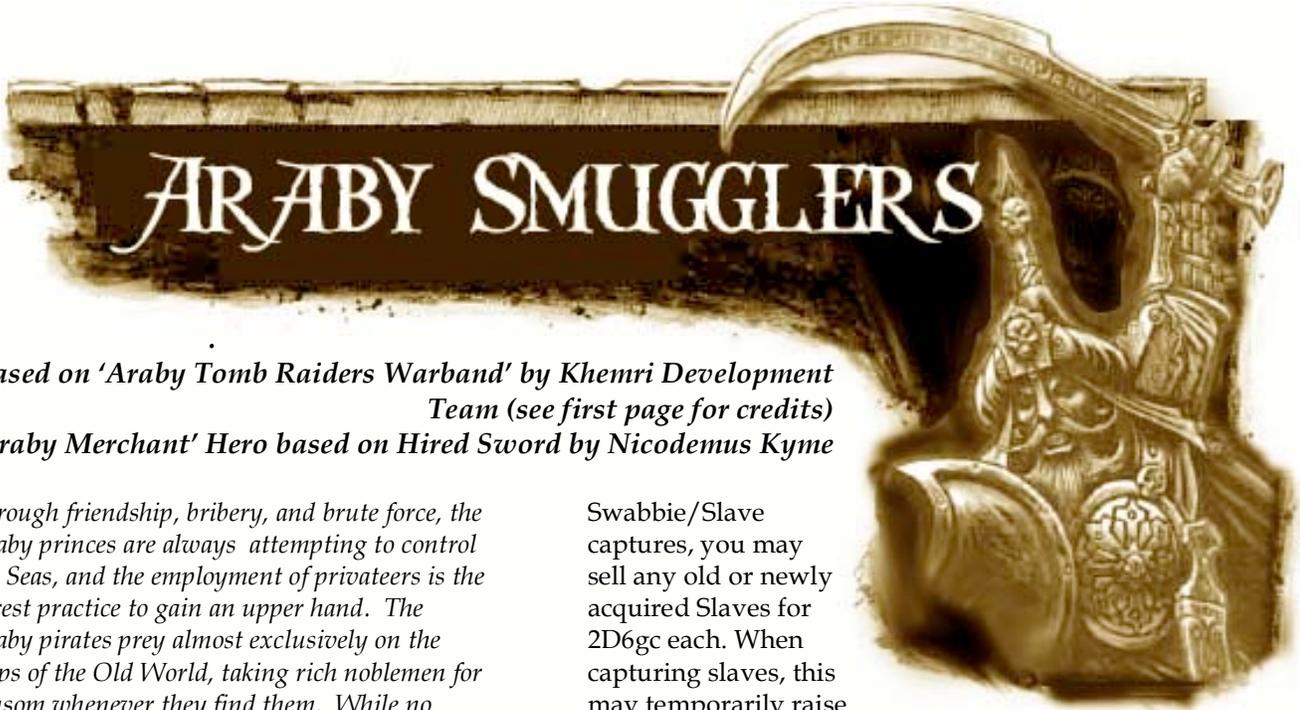


# ARABY SMUGGLERS



*Based on 'Araby Tomb Raiders Warband' by Khemri Development Team (see first page for credits)  
'Araby Merchant' Hero based on Hired Sword by Nicodemus Kyme*

*Through friendship, bribery, and brute force, the Araby princes are always attempting to control the Seas, and the employment of privateers is the surest practice to gain an upper hand. The Araby pirates prey almost exclusively on the ships of the Old World, taking rich noblemen for ransom whenever they find them. While no more underhanded or ruthless than any other pirates, the Arabians are often the less favored and ostracized of any pirates, even on the 'open minded' country of Sartosa.. Considering they are roughest, toughest corsairs on the sea, striking with lightning-fast galley ships that outmaneuver in any weather, perhaps the anger towards them comes from jealousy. Armed with scimitar and musket, the Smugglers are feared throughout the world. Ironically, once harbored in town, they are often the most well-behaved guests in any shop. They pay what is expected (never more, never less), talk quietly to themselves, and bow politely to new faces. They never start fights, though they have been known to finish them. When they make a deal, they honor it. And should a man break his end of the bargain, he often awakens in the middle of the night with a cold Araby blade on his throat. The next morning, he has one of two futures ahead of him: a few endless days of agonizing torture, or a lifetime of servitude in a far off Araby land.*

## **SPECIAL RULES**

**Slavers:** Whenever a captured hero or henchmen willingly joins the warband, they become members of the Crew. Whenever they unwillingly join, they become Slaves, which do not follow the normal rules for Swabbies. In addition, in the Postgame after any battles after rolling for any

Swabbie/Slave captures, you may sell any old or newly acquired Slaves for 2D6gc each. When capturing slaves, this may temporarily raise your warband size larger than 15 members and over five slaves, so long as any extra members are sold or fired before selling cargo.

## **Choice of Crew**

An Araby Smuggler warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of Crew in the warband may never exceed 15.

## **Heroes**

**Rais:** Each Araby Smuggler warband must have one Rais: no more, no less!

**Mates:** Your warband may include up to three Mate.

**Merchant:** Your warband may include a single Merchant.

## **Henchmen**

**Janissaries:** Your warband may include up to five Janissaries.

**Crew:** Your warband may include any number of Crew.

**Slaves:** Your warband may include up to five slaves.

## **Starting Experience**

A Rais starts with 20 Experience.

A Mate starts with 8 Experience.

A Merchant starts with 0 Experience.

Henchmen start with 0 Experience.

**ARABYAN SMUGGLERS**

	Combat	Shooting	Academic	Strength	Speed	Pirate	Special
Rais	✓	✓	✓	✓	✓	✓	✓
Mate	✓	✓			✓	✓	✓
Merchant			✓		✓	✓	✓

**CORSAIR EQUIPMENT LIST**

*Hand-to-hand Combat Weapons*

- Dagger (Jambiya) . . . . .1st free/2gc
- Hammer/Mace . . . . .3 gc
- Axe (Katar) . . . . .5 gc
- Boat Hook . . . . .8 gc
- Cat O' Nine Tails . . . . .8 gc
- Scimitar (Sword) . . . . .10 gc
- Spear . . . . .10 gc
- Double-handed weapon . . . . .15 gc

*(Heroes only)*

*Missile Weapons*

- Belaying Pin . . . . .3 gc
- Short Bow . . . . .5 gc
- Bow . . . . .10 gc
- Pistol . . . . .15 gc (30 Brace)
- Handgun . . . . .35 gc

*Armour*

- Buckler . . . . .5 gc
- Toughened leathers . . . . .5 gc
- Helmet . . . . .10 gc
- Light armour . . . . .20 gc

**JANISSARY EQUIPMENT LIST**

*Hand-to-hand Combat Weapons*

- Dagger (Jambiya) . . . . .1st free/2gc
- Hammer/Mace . . . . .3 gc
- Axe (Katar) . . . . .5 gc
- Scimitar (Sword) . . . . .10 gc

- Spear . . . . .10 gc
- Halberd . . . . .10 gc
- Double-handed weapon . . . . .15 gc
- Flail . . . . .15 gc

*Missile Weapons*

- Short Bow . . . . .5 gc
- Bow . . . . .10 gc
- Handgun . . . . .35 gc

*Armour*

- Buckler . . . . .5 gc
- Shield . . . . .5 gc
- Helmet . . . . .10 gc
- Light armour . . . . .20 gc

**SLAVE EQUIPMENT LIST**

*Hand-to-hand Combat Weapons*

- Dagger (Jambiya) . . . . .1st free/2gc
- Hammer/Mace . . . . .3 gc
- Axe (Katar) . . . . .5 gc
- Boat Hook . . . . .8 gc
- Cutlass (Sword) . . . . .10 gc

*Missile Weapons*

- Belaying Pin . . . . .3 gc

*Armour*

- Buckler . . . . .5 gc
- Shield . . . . .5 gc





### 1 RAIS

60 gold crowns to hire

The fit and proper Captain of the vessel. He is often a privateer, with secret backing from a sultan or nobleman. He makes a steady profit from slaves, but if he wants to keep on top in the tumultuous Sartosa market, he'll have to score something bigger. Riches await, or cold grave at the bottom of the sea.

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

**Weapons and Armour:** A Rais may be equipped with weapons and armour chosen from the Corsair Equipment list.

#### SPECIAL RULES

**Skills:** Leader.

### 0-3 MATES

25 gold crowns to hire

Skilled seaman who support the Captain through thick and thin, and take charge in the few hours that he sleeps. Most are Araby sailors, but a few are Old World seafarers who have sworn themselves to Ormazd. Having 'turned turban', they will never be welcomed back, and devote themselves wholly to the glory of their adopted home.

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

**Weapons and armour:** A Mate may be equipped with weapons and armour chosen from the Corsair Equipment list.

### 0-1 MERCHANT

25 gold crowns to hire

A shrewd minded seller with a tender smile and a firm handshake, a merchant accompanies nearly every smuggler ship.

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

**Weapons and armour:** A Merchant may be equipped with weapons and armour chosen from the Corsair Equipment List.

#### SPECIAL RULES

**Fine Craftmanship:** A Merchant saves the highest quality items for himself, meaning his equipment seldom misfires or betrays him. Once per turn, you may reroll any dice roll made by the Merchant. In addition, if the Merchant is not taken out of action, he may roll two exploration dice and pick either dice as the result.



### CREW

25 gold crowns to hire

Loyal and hardworking pirates and sailors, dedicated to the Rais through thick and thin. Outside of the holy day of rest each week, the Crew work dawn to dusk unceasingly, and still find the energy to fight tirelessly in battle.

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

**Weapons and armour:** Crew may be equipped with weapons and armour chosen from the Corsair Equipment list.

### 0-5 JANISSARIES

35 gold crowns to hire

Janissaries are land-based soldiers who travel with sailors and pirates in order to acquire loot. They answer only to their military commander back home, and never help with the day to day needs of the ship. They are paid to fight, and if they do not, they receive no share of the plunder, (which proves a powerful motivator in combat!)

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

**Weapons and armour:** A Bedouin may be equipped with weapons and armour chosen from the Janissary Equipment list.

#### SPECIAL RULES

**Not Pirates:** Janissaries may not use the Leader's Leadership on tests. Also, any Janissaries who become heroes may not learn a 'Pirate' Skill nor become warband leader.

### 0-5 SLAVES

15 gold crowns to hire

Galley slaves and forced servants from all over the Old World. The high-classed slaves will be sold at a high price back in Al-Haik, while the lower class slaves will often find their deaths behind an oar, with a hundred lashes on their back.

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

**Weapons and armour:** Slaves may be equipped with weapons and armour chosen from the Slave Equipment List.

#### SPECIAL RULES

**Life of Slavery:** A Slave may gain experience but if he rolls Lad's got Talent the leader executes the Slave and he is removed from the roster. The rest of the group may then re-roll their advance, rerolling any further 'TLGT' rolls this advancement.

## ARABY SMUGGLER SPECIAL SKILLS

### Hit and Run

The warrior can run and shoot but suffer -2 to hit instead of the -1 to hit for moving.

### Slave Driver

If the Hero is armed with a Cat o' Nine Tails or similar whip weapon, all Slaves within 4" pass all leadership tests they are required to take. Only applies when the Slave Driver is not in Combat.



### Pious Fury

The Hero feels the call of the One in his soul, vowing to cleanse the lands and seas of evil. The model hates all Skaven, Undead, or Chaos warbands (including Possessed, Carnival, Khorne Raiders, Maruders) and all models in them. This will never drink alcohol of any kind nor use drugs.

**Pawnbroker: (Merchant Only)** The Merchant is skilled in finding the best price for sold items and as such gains an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken out of action in the battle.

**Black Market: (Merchant Only)** The Merchant has many useful contacts in the black market. The player may choose any 6 different items from the Araby Smuggler Equipment List or the Campaign Equipment list. These items are numbered 1-6, and make up the 'Black Market List'. After each battle (if the Merchant wasn't taken out of action), instead of looking for items, the Merchant can roll 1D6 on his personal 'Black Market List'. The player may choose to

immediately buy the rolled item without rolling for rarity, and at base cost (ex. ignore the +XD6gc for poisons, wardogs, and similar.) The Merchant may change the items on his list each time he receives an experience upgrade. A player may choose a Pistol or a Brace of Pistols to be added to his Black Market list, but he can only buy the number selected (no more, no less), and may NOT choose both a single pistol and a brace of the same type of pistols on the same list at the same time. A player may add "Ithilmar Weapon" and "Gromril Weapon" (setting permitting) to the Black Market list, choosing which specific weapon after the special metal is rolled.

**Man of the World (Merchant Only)** If the Merchant was not taken out of action this battle, you may attempt purchase in the Postgame any item from any Campaign setting or any item from any other warband list (Experimental or fan-based items must be approved by all of your gaming group.) You may only own at any time only one of each items bought in this fashion. Pistols and other paired weapons (weeping blades, fighting claws) may be bought in pairs/braces, but may not be split up between different warriors. These items are purchased using the normal Rarity rolls for the warband/Campaign Setting. This skill may be used with 'Black Market', and 'foreign' items may be added to the Black Market List the next time the Merchant upgrades. If a player rolls a foreign item they currently own one of, they may not purchase a second nor reroll the result, and their Black Market roll is wasted this turn. Weapons may still require 'Weapons Training' or "Weapons Expert" before they can be used.