

Snake Charmer

by Terry Maltman

In the fairs and markets of Araby small crowds will gather. In the center of the crowd an old man will sit playing a flute. Mesmerized by the music or some say by his rhythmic swaying is a deadly venomous snake. The crowd leave him coins for the show he put on. Very few realize that the snake charmer has the ability to control snakes by the force of his will. For anyone who has the money he will bring his snakes to fight for them.

Skills and Experience

Snake charmers start with 0 experience.

Snake charmers use the Skill Tables for Academic and Speed.

Hire Fee: 40GC

Upkeep: 10GC + 5GC per snake

May be hired: Any human warband may hire a snake charmer.

Rating: A snake charmer increases the warband rating by 5 points +1 point for each experience point he has and +5 for each snake.

Profile	M	WS	BS	S	T	W	I	A	Ld
Snake charmer	4	2	2	3	3	1	4	1	7
Snake	3	3	0	3	2	1	1	5	5

Equipment: The snake charmer is equipped with a dagger and a scimitar he also has a flute which doubles as a blowpipe. He starts with 3 snakes.

SPECIAL RULES

Snake charmer: The snake charmer can control up to 5 snakes provided they remain within 6 inches of him. If the snakes move further than 6 inches he loses control. In that case they will move D6 inches in a random direction (use a scatter die). If that takes them into contact with a model, either friend or foe it will attack as if charging.

Immune to poison: The snake charmer has been bitten so many times he is immune to poisons.

Venomous: The snakes are venomous which adds +1 to their strength against living targets. Models immune by poison are unaffected.

Animals: Snakes are animals and do not gain experience.

Snake hunter: After each game the snake charmer may attempt to catch another snake provided he did not go out of action. He must roll under his initiative to catch a snake. He may only attempt to catch one snake after each game. If he fails to catch the snake then on a D6 roll of 1 it bit him and he takes 1 S3 hit.

Frankain Mercenary

30 gold crowns to hire + 15 gold crowns upkeep

The Franks are the remnants of invading bretonnians that couldn't settle themselves in the new land and took up a life as mercenaries. They are distinguished by their foreign weapons and armour and fight only on foot. Many of them hide their faces beneath cloth or chainmail and many are former knights or have committed crimes such as plunder or rape. Some of these have forsaken all that they used to fight for while others still cling to some knightly code.

May be hired: The Frank Mercenary may be hired by any warband except Bretonnians.

Rating: A Frank Mercenary increases the warband's rating by +21 points plus 1 point for each Experience point he has.

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

Weapons and armour: The Frank Mercenary is armed with light armour, shield and helmet. In addition he may have two of the following weapons: a sword. An axe, a morning star or a hammer/mace.

Skills: The Frank Mercenary may choose from Combat and Strength skills when he gains a new skill.

Lazar

20 gold crowns to hire + 10 gold crowns upkeep

After the defeat of Sultan Jaffar, the Skaven turned against Araby, hoping to capture territory so they could reopen their now dwindling supply of Warpstone. In their war on the Arabian peninsula, they released some of their most horrific plagues. Thousands died in the cities and towns and the people that survived fled inland. The plague is a wasting disease, with the body and limbs slowly decaying. Outbreaks of the plague continue to this day, and those showing symptoms are condemned to life in dilapidated colonies. With no feeling in most of their body the Lazars, as they are known, can withstand a tremendous amount of abuse.

May be hired: The Lazar may be hired by any warband that dare to approach him.

Rating: A Lazar increases the warband's rating by +12 points plus 1 point for each Experience point he has.

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

Weapons and armour: The Lazar is armed with a dagger, a sling and either a club or a staff.

Skills: The Lazar do not gain skills instead his disease advances and he becomes even more terrible to look upon and people will turn and run in fear of catching the dreaded diseases. Any model within 1" of the Lazar must pass a Psychology test or flee away from the Lazar, this range increases by +1" per subsequent skill advance that you roll.

SPECIAL RULES

Fear: Lazars are recognized on sight for what they are, and therefore cause *Fear* in all living races. Followers of Nurgle or Clan Pestilen are not affected by his appearance and are not afraid to catch his diseases.

No pain: The Lazars have no feeling in most parts of their body and can ignore injuries that would have sent an ordinary warrior to the ground stunned by the pain. Lazars treat a *stunned* result as *knocked down*.

Nomad Guide

15 gold crowns to hire + 10 gold crowns upkeep

The guides of the nomad tribes are at best uncouth and uncivilized. However they are good warriors, living a life of almost constant battle within the deserts they call their home. An Old Worlder warband is advised to hire a guide to lead them to the Nehekharan ruins.

May be hired: The Nomad Guide may be hired by any warband that can afford him.

Rating: A Nomad Guide increases the warband's rating by +12 points plus 1 point for each Experience point he has.

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

Weapons and armour: The Nomad Guide is armed with a scimitar sword and a recurve bow (counts as long bow).

Skills: The Nomad Guide may choose from Shooting and Speed skill when he gain a new skill.

Professional Tomb Raider

30 gold crowns to hire + 10 gold crowns upkeep

While the ruins and tombs of Nehekhara have claimed the lives of many robbers some have survived using their wit and excellent reflexes. Some of these found that the thrill and excitement of overcoming the traps far outweigh the pleasure that they could sustain from their riches. They hire them out to other raiding bands and get by living like the nomads.

May be hired: The Tomb Raider may be hired by any warband that can afford him with the exception of Undead and El-Saurim warbands as he has raided their tombs a few times too many.

Rating: A Tomb Raider increases the warband's rating by +21 points plus 1 point for each Experience point he has.

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

Weapons and armour: The Tomb Raider is armed with a sword and crossbow pistol. He also carries a rope and hook.

Skills: The Tomb Raider may choose from Combat, Shooting or Speed skills when he gain a new skill.

SPECIAL RULES

Tomb explorer: The Tomb Raider allow your warband to modify a dice roll on the Exploration chart by -1/+1.

Excellent reflexes: The Tomb Raider has a special save of 5+ against any attack made against him, be it shooting, close combat, traps or spells. If the Tomb raider gain the Dodge skill his save increases to a 4+ special save.

Genie Hired Sword

By Tommy Punk and Steven Gibbs

Genies are magical spirits that reside in the desert, they may be summoned, a ritual similar to that of daemon summoning. The more powerful genies have names. Genies come in many sizes and forms they are all independent spirit and have their own name, as with daemons knowing a genie's name give the person great power over it. The genies are ancient and know many forgotten secrets, many sorcerers and priests summon genies to answer their questions, Sultan Jaffar was known to have been in prolonged contact with the mightiest of them. Araby sorcerers use genies as guardians, they also use lesser genies as servants. If an araby sorcerer has a familiar this will usually be a small genie, the priests don't use genie familiars but rather a serpent. Priests shun the genies due to the rituals needed to invoke them, this doesn't mean they don't use their knowledge they just don't summon them to do their fighting.

Common forms of genies are a whirling column of wind, a small sand storm, a pillar of fire, a fat harem guard or just an insubstantial haze. Genies are also called Efreet, Djinn, elemental, spirit, jinn, jann or sand/wind/fire daemon.

May hire: Any warband may hire a Genie

Cost to hire: Genie 80 gold crowns.

Upkeep cost: Genie 30 gold crowns.

Profile	M	WS	BS	S	T	W	I	A	LD
Genie	6	4	0	4	3	2	4	2	10

SPECIAL RULES

Fear: The Genies naturally radiate an aura of strength and courage. Therefore Genies cause fear in their enemies.

Elemental Magic: Genies tend to be related to one of the magical elements of water, fire, earth or air. To find out what type of genie he is roll on the following chart he may also choose spells from this list. They may start with one spell and one genie skill when they are hired. And may gain a new one when they advance.

Roll a 2D6.

2-4 water

5-6 Fire

7-8 Air

9-11 Earth

12 is your choice

Genie Powers / skills

Genies have special powers which are a part of their magical nature. You may use one of these two powers at the start of your turn, the power lasts till the end of your opponents turn.

Whirlwind: The Genie has the power to turn into a whirlwind to move around faster. This can take many forms E.G. a pillar of sand, a blazing fire or a hazy movement in the air. The Genie can run at triple his move but may not charge or be charged. The Genie can make no attacks of any kind while using this power and is at -1 to hit with missile weapons.

Genie's Curse: A Genie with this ability attracts and controls a host of mischievous sprites. These interfere with all of the Genie's enemies within 4" causing them to have a -1 penalty to their hit rolls and all saves. This power is active throughout the entire battle.

Lucky: The Genies are very lucky and by summoning his luck he can avoid being harmed. This power confer an unmodifiable save of 5+ against all hits.