



Arabyan

Thieves

By Michael Yungbluth

Thieving in Araby is harsh. The quick and lucky survive and the rest suffer the harsh penalties of being a thief. Often thieves create guilds to ban together and increase the chance they may not be caught. Powerful guild often pay off the police force to insure that they are not caught but weaker ones are not so lucky. To limit the chance of getting caught but keep the safety of numbers membership is limited in numbers.

Due to an increased crack down on thieves many guild are forced to look for other signs of work or be caught. Many go to another trade that though dangerous is still profitable and even better more honest, tomb robbing.

Maximum warband number is 15

Warband and starting Experience

Heroes

1 Guild Master 20ex
0-1 Master Thief 8ex
0-3 Burglars 8ex

Henchmen

0-5 Thieves
Any number of Beggars

Special rules

Known thieves: Several member of the warbands are highly known thieves that are wanted by the law. If one of the thieves are captured then they can be sold for 1D6+ the model experience. Once sold roll a D6. On a 1-3 the model has one of his hands chopped off. On 4-5 They burn him with hot irons and branded him on the forehead. This counts as a deep chest wound so the model suffers -1T and now is at -3 to rolls to find items seeing they know he is a thief. On a 6 they execute him.

Knowing the trade routes: The warband knows how to find what they want and thus add +1 to rolls to find items.

All heroes in the thief warband may gain the Disarm/Spot trap skill.

Special skills

Sticky Fingers- Many thieves see no difference with stealing in the middle of battle or out on the streets. When a model is taken out of action do not remove him. If this model moves into base to

base it may attempt to steal something off it. The thief may steal one of their weapons on a roll of 5+. The 5+ represents the difficulty of prying it from their fingers and finding it on them. The thief may not perform any other action while attempting to rob a model. This takes one whole turn to do.

Infiltration- Like in the Mordheim book

Knife fighting- On the streets most fighting is done with knives. This model has grown so good at fighting with knives that he wields them with an unnatural skill at aiming for vital spots. Model adds +1 to injury rolls it causes with knives and +1WS when using knives (Only in hth). Enemies still get the +1 to armor save.

Hide in Shadows- The model can blend into the shadows so that his opponents will not see him. As long as he is within 1" of a wall or other linear obstacle (hedges, fence, well, etc) opposing models must pass an Initiative test in order to charge him. (This is the same skill that the Imperial Assassin can use)

Sheer Speed- This model is well versed in running from the law. He has learned much in the art of running as such he has gained +1 to his movement. Only the Guild Master and Master Thief may take this seeing they have had much more practice over the years.

Skill list

Guild Master- Combat, Shooting, Academic, Speed, Special

Master Thief- Combat, Shooting, Speed, Special

Burglars- Combat, Shooting, Speed, Special

Heroes

Guild Master 60 gold

The guild master is the head of the thieving guild. Though he is a master of a smaller guild he is not as great as some of the larger guilds master he is a skilled thief none the less. The guild master though spends more time running the guild then thieving though.

Profile	M	WS	BS	S	T	W	I	A	LD
Guild Master	4	4	4	3	3	1	4	1	8

Weapons- May have weapons from the thieves list

Skills- Leader, Counts as a known thief

Master Thief 40 gold

The master thief is second in charge under the Guild Master. He is the prime thief in the guild and an experienced fighter on when it comes to fighting. He has spend many years on the run and is a wanted thief.

Profile	M	WS	BS	S	T	W	I	A	LD
Master Thief	4	4	3	3	3	1	4	1	7

Weapons- May have weapons from the thieves list

Skills- Counts as a Known thief

Burglars 35 gold

Burglars are thieves that show potential as they rise through the ranks of the guild.

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

Weapons- May have weapons from the thieves list

Skills- none to start with

Henchmen

Thieves 25 gold

These are the common thieves that have joined the guild for protection. They are limited in numbers due to the dangers of large guilds.

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

Weapons- May have weapons from the thieves list

Beggars 20 gold

These are beggars that have allied with the guild in hopes of finding a warm place to sleep and a meal.

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

Weapons- May have weapons from the thieves list

Skills- Any time they are in a city or Oasis with a caravan (rolling for the after battle) they may stop and beg for money. Roll a D6 for each beggar. On a 2-6 they are given D3 gold. On a 1 they are beaten by some person and miss the next battle.

Equipment list

Thieves List

Jambiya	free/2 gold
mace	3 gold
Katar	5 gold
Scythe	5 gold
Sword	10 gold
Spear	10 gold
Ankus	13 gold
Scimitar	15 gold
Cutlass	15 gold
Missile Weapons	
Sling	2 gold
Short bow	5 gold
Bow	10 gold
Armor	
Buckler	5 gold
Shield	5 gold
Light armor	20 gold
Heavy armor	50 gold