

Ever since I mentioned an Araby fleet, I've been ruminating upon their composition. The results of which are below, comments and criticisms are welcome.

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Araby Fleet

The Arabs dispute the Bretonnian claims that they are the best human sailors in the world. Their nimble dhows match the Bretonnian fleet in both speed and maneuverability. Equipped with catapults, their fleet is technologically inferior to their old world neighbors, but they make up for it by firing naptha fill pots to burn their enemy ships to the waterline.

Araby Fleet

A Araby Fleet may consist of:

Men O'War 1+

The fleet must have at least one Floating Palace to be your Admiral's Flagship.

An Araby fleet can't have more Floating Palaces than it has Ship of the Line squadrons.

Cost: 150 points per Floating Palace.

Ship of the Line Squadrons: 2+

At least one squadron of three War Dhows

Cost: 225 points per squadron.

At least one squadron of three Dhows.

Cost: 75 points per squadron.

For every Floating Palace or War Dhow squadron, you may have two Dhow squadrons.

Vizier: 1

Cost Variable - See Wizards and Magic

Djinn: 0-1

Cost: 25 pts

Admiral: 1

Cost: Free

Rukh Riders: 1 per Ship of the Line Squadron

Cost: 75 points per Rukh Rider

Magic Carpet Riders: 1 squadron of 3 per Ship of the Line Squadron

Cost: 50 points per Magic Carpet Squadron

Men O'War Cards: 1+

Cost: 1st card free with the Admiral, subsequent cards at 25 points per card.

Men O'War

The Araby fleet has the following Man O'War.

Floating Palace

The first floating palace was built by the Mad Sultan Tureq in an attempt to protect his harem from a "love starved" Djinn he claimed visited them nightly. The very same vessel was later used to break the Blockade of Copher erected by a combined Imperial and Bretonnian fleet during the crusades. Since then, several more of these huge vessels have been constructed.

The name comes from the tall minarets found upon the ship, which make them appear to be a palace floating upon the waves. These same minarets give the ships cannons & catapults a sturdy platform in which to fire upon their enemies.

Unfortunately, due to it's size, these vessels are not as nimble as the smaller dhows employed by the Araby Navy. To compensate for this, they are the only Arab vessel which uses oars.

Araby

Floating Palace

Man O'War

150 points

Crew: 5

High:

4 - Save 5,6 - Fore Sail (2" (3") movement)

5 - Save 5,6 - Main Sail (2" (3") movement)

6 - Save 5,6 - Aft Sail (2" (3") movement)

Mid:

2 - Save 4,5,6 - Fore Minarets 2 hits (2 for cannons)

3 - Save 4,5,6 - Aft Minarets 2 hits (2 aft catapults)

Low:

4 - Save 4,5,6 - Bows (1 naptha tank)

5 - Save 5,6 - Palace 3 hits (3 broadside catapults, 1st hit also destroys oars)

6 - Save 4,5,6 - Stern (1 naptha tank)

Below Waterline 4 hits Save 4, 5 or 6

Sails: 6"(9")

Oars: 6"

Battle Honours: 6

Ships of the Line

The Araby fleet has the following Ships of the Line

Dhows

Dhows are a common sight on the trade lanes between Araby and the old world. When the great war fleets of Araby set sail many dhows are refitted for battle.

Dhows mount a single catapult to the fore. They keep a great tank of naptha onboard which they use to fire flaming clay pots of the substance at their foes. Many an enemy has scoffed at the catapult armed dhows, only to discover their sails set ablaze.

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Dhow

Ship of the Line

75 pts for Squadron of 3

Crew: 2

4 - Mast Save 5 or 6 Mast lost. Cannot move under sail, any further hits do not cause critical damage.

5 - Catapult Save 5 or 6 Catapult destroyed. May not fire.

6 - Naptha Tank Save 4, 5 or 6 Naptha tank destroyed. Catapult no longer uses special Naptha rules. Place a blaze marker on this location.

Below Waterline Save 5 or 6 First hit sinks ship.

Sails: 9"

Battle Honours: 1

War Dhows

War Dhows are ships built by the Caliphs for one purpose ... war. These vessels are as swift and maneuverable as their smaller cousins, while packing much more fire power and stronger hulls.

The captains of these vessels are hand picked by the Caliphs for bravery and faith. They do not flinch when it comes time to sail into the enemies guns.

They also mount even more catapults, one to the fore, and two on either broadside. Like the small dhows, these vessels also fire clay pots full of naptha which rain fire down upon their enemies.

In addition, some War Dhows have had their catapults removed and been refitted with captured cannons. When this occurs, they mount a broadside which is almost equal to the Bretonnian Corsair.

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War Dhow

Ship of the Line

225 pts for Squadron of 3

Crew: 3

High:

4 - Fore Mast Save 5 or 6 Mast lost, ship speed reduced by 3". Any further hits do not cause critical damage.

5 - Main Mast Save 5 or 6 Mast lost, ship speed reduced by 3". Any further hits do not cause critical damage.

6 - Aft Mast	Save 5 or 6	Mast lost, ship speed reduced by 3". Any further hits do not cause critical damage.
2 - Fore Minaret	Save 4, 5 or 6	Fore catapult is destroyed.
3 - Naptha Tank	Save 4, 5 or 6	Naptha tank destroyed. Catapult no longer uses special Naptha rules. Place a blaze marker on this location.
4 - Bows	Save 4, 5 or 6	
5 - Main Deck	Save 4, 5 or 6	Each hit destroys 1 broadside catapult.
[2 hits]		
6 - Stern	Save 4, 5 or 6	
Sail: 9"		
Battle Honours: 3		

Flyers

Magic Carpet Riders

Flitting between the ships of the Araby fleet fly Magic Carpets. Woven by the Araby's Viziers through magic, these nimble carpets provide a stable platform for men armed with bows and javelins. Although not as robust as many of the flyers found upon the sea, the carpet riders make up for it by being extremely difficult to hit.

Special Attack

Carpet riders do not have a special attack. They go straight into a boarding action or close combat. If the target gets defensive fire, this is resolved before the riders attack.

Boarding Actions and Close Combat

A Carpet Rider get 1 dice +1 in boarding actions and close combat, as it has 1 wound.

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Magic Carpet

Point Cost: 50 for 3

Battle Honours: 1

6 - Rider No Save

5 - Magic Carpet No Save

Close Combat - get +1 combat modifier in close combat as it has 1 wound

Move: 24"

Wound Track: 1 Wound

Rukh Rider

The Rukh is only bested by the Dragon's of Ulthuan as the largest creature to fly through the air. These huge vultures can be found flying high above the Araby fleet, waiting for the moment to dive into action.

Special Attack

A Rukh huge talons can tear masts from the deck with surprising ease. As such, a Rukh may make a 2 dice attack to any high location, ships without a high location the Rukh may attack any location, representing each of it's huge a talons.

Boarding Actions and Close Combat

A Rukh gets 1 dice +4 in boarding actions and close combat, as it has 4 wounds.

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Rukh Rider

Point Cost: 75

Battle Honours: 3

6 Rider Save 6 If Rider is killed, remove the model from the table.

4,5 Rukh Save 5 or 6 Each it causes 1 wound.

Attacks:

Make 2 dice attack versus the high location (if no high location, may attack any location).

Close Combat:

Gets +4 modifier in close combat as it has four wounds.

Move: 24"

Wound Track: 4 wounds

Anti-Flyer Weapons

Araby Archer Regiment

Like the Bretonnian ships, Araby vessels may pack their vessels with archers to bring down flyers before they can strike.

Araby Archers have a range of 3" and make a 3 dice attack.

Special Rules

The following rules apply to the Araby fleet.

Movement

Because of the nimbleness of their vessels and experience of their crews, Araby dhows move 9" during their Battle Phase whether the wind is astern or coming from the side. Only sailing against the wind makes any difference to them.

Naptha Catapults

Araby vessels are armed with catapults which fire naptha filled clay pots upon their enemies. These heavy pots are coated with naptha as well and lit before firing, so that when they strike the enemy vessel they burst and light all about them on fire. Due to the heavy nature of these pots, they often do not burst immediately (or at all).

Treat these catapults the same as Bretonnian catapults, with the following exception. If the shot is stopped before it damages a waterline location, place a blaze marker on the last damage box taken. This represents the clay pot bursting and coating that area in flames.

If all of the Naptha Tanks are damaged aboard a vessel, then ignore the Naptha Catapults special flame rules.

Naptha Grenades

When being boarded, Araby sailors throw small clay pots full of naptha at the boarders. As such, if a ship retains a Naptha Tank, when being boarded the Araby player may add +1 to his boarding dice.

Captured Cannons

War Dhows may be equipped with captured cannons. If you choose to equip a squadron of War Dhows with captured cannons, they cost an additional 75 points. All catapults in that squadron are replaced with cannons. Damage to the Naptha Tank has no special effect (since it is empty in this particular vessel).

These vessels are the pride of the Araby fleet, as such, each are worth an additional battle honour each.

Araby Magic

Like the Old World, Araby has been in contact with the High Elfs for millenia. Although no colleges have been formed in Araby, the Viziers may act as if from any Old World College. In addition, a Vizier may purchase a Djinn to aide them in their spell casting and dispelling.

Djinn (25 pts)

A Djinn is a creature of smoke and fire. Needless to say, they are not too comfortable on board ship. As such, their power is greatly weakened by being surrounded by so much water. Regardless, they are often employed by Araby Viziers to aide them in their spellcasting.

A Vizier who has a Djinn adds +1 to his spellcasting or dispell roll. However, should the Vizier ever roll a natural 1 on his spellcasting or dispell roll, the Djinn has grown unpredictable roll on the Djinn Blunder Table

Djinn Blunder Table:

- 1 - The Djinn is angry at its master, and causes the spell to go awry.
The spell is still cast successfully, but your opponent picks the target of the spell. No effect on dispells.
- 2 - The Djinn is bored, and causes the spell to go awry.
The spell is still cast successfully, but it effects a random ship (or spot) on the board. No effect on dispells.
- 3 - The Djinn has found a way to break it's contract. It leaves the Vizier in order to escape the watery surroundings.
- 4 - The Djinn argues with its master. The Vizier may not cast a spell on his next round.
- 5 - The Djinn laughs at the feeble attempts of the Vizier. No effect.
- 6 - The Djinn puts all his effort in aiding the Vizier, the spell still goes off (or is dispelled) as planned.