

OF GODS AND MORTALS

PRE-ISLAMIC ARABIAN PANTHEON

This pantheon list will allow you to build and play an Arabian force inspired by the gods and legends of the pre-Islamic Arabian Peninsula. As this is a much less widely known collection of characters, short descriptions have been added to the character information.

NEW TRAITS

EATER OF THE DEAD

Units with this rule have +1 to melee when attacking Undead units. (2 points).

CLOUDFORM

The unit may spend one action to turn into smoke or a cloud, gaining Flying and Long Move in the process. A creature in Cloudform is unaffected by all attacks performed by Mortals, and any casualties it inflicts are treated as a Recoil result. It always has Free Disengage, even against other Flying units. A God with Weather Control attacks a creature in Cloudform at +2. It takes one action for the unit to revert back into its physical condition. If the creature also possesses the Carrier trait, it may use it to carry a friend while in Cloudform. Melee combat between two Cloudform units is conducted as normal (casualties may be caused in melee). (15 points).

GODS

Hubal, God of War, Rain and Divination			328 points
Q2	C5	Lightning, Weather Control, Prophecy	
Hubal is commonly depicted as a bearded man, holding the seven arrows that were cast to foretell the future.			
Wadd, God of Friendship, the Moon and Snakes			260 points
Q2	C4	Shooter (Long), Fire into Melee, Good Shot	
Wadd appears as a warrior armed with bow, arrows, lance and sword. He is the sworn enemy of his brother Nakruh, the god of Hatred.			
Yaguth, the Helper			272 points
Q2	C4	Desert-Walk, Long Move, Dashing, Protection	
A god of strength, courage and protection, Yaguth appears as a large lion.			
Manat, Goddess of Fate, Time and Death			320 points
Q2	C4	Confound, Love Conquers All	
Hubal's wife, Manat appears as a stately old woman in a long black dress, holding the cup of death.			
Dhu'sh-Shara, God of Fertility and Vintage			192 points
Q2	C3	Culling of the Weak, Teleportation, Prophecy	
Dhu'sh-Shara appears as a man with flowing locks.			
Quzah, God of Thunder			324 points
Q2	C4	Lightning, Weather Control, Shooter (Long), Legendary Shooter	
A thunder god who shoots hail from his bow which, in peace, is then hung on the clouds as a rainbow.			

Nakruh, God of Hatred			300 points
Q2	C4	Ambusher, Flying, Confound, Illusions	
Wadd's brother and long-time enemy, Nakruh brings hatred and ill-fortune. He appears as a tall man in dark clothes, and displays demonic features, long fangs and wings.			

LEGENDS

Ifrit			102 points
Q2	C3	Huge, Cloudform, Carrier, Rare (1)	
Ifrit are gigantic, generally evil djinns who inspire great dread. They are connected to the element of fire.			

Jann			100 points
Q2	C3	Big, Flying, Rare (3), Shapeshift: Camel (Long Move, Desert-Walk), Water God	
Jann are desert djinns, and appear as whirlwinds or white camels. A force may not include both Jann and Ghuls, as these two races are bitter enemies.			

Nasnas			36 points
Q2	C3	Short Move	
Nasnas are lower-class djinn who look like a human body cut in half (half a head, only one arm and one leg), and move by hopping about on their single leg.			

Shaitan			72 points
Q3	C2	Plague, Poison	
The Shaitan are a class of evil djinn who spread disease. They take a humanoid form with monstrous facial features and hooves instead of feet.			

'Amir			52 points
Q3	C2	Stealth, Free Disengage	
The 'Amir is a good djinn who lives among mortals, often taking a role as a protector or guardian.			

Roc			102 points
Q3	C3	Gargantuan, Flying, Long Move	
Option: Two-headed Roc: add Combat Master for 10 points. A Roc is a giant bird of prey.			

Shafan			90 points
Q2	C3	Big, Flying, Shooter (Short), Unique	
A fire demon, Shafan is in charge of keeping the fires of hell burning.			

Marid			110 points
Q2	C3	Amphibious, Huge, Cloudform, Weather Control, Rare (1)	
Marids are blue-skinned djinn connected with the element of water.			

Ghul pack leader			76 points
Q2	C3	Desert-Walk, Dashing, Eater of the Dead	

Beggar King			72 points
Q2	C2	Free Disengage, Stealth, Trickster	
A force that includes the Beggar King must also include at least one unit of Beggars.			

The Ebony Horse			82 points
Q3	C2	Flying, Long Move, Carrier	

Talking Ape			56 points
Q3	C2	Amphibious, Prophecy	
Water-breathing baboons wearing scraps of human clothing and able to bring good or bad luck.			

Arabian Hero on Flying Carpet			102 points
Q3	C3	Flying, Long Move, Carrier	

Arabian Sorcerer			104 points
Q3	C2	Bard, Transfix, Illusions, Rare (1)	
The Illusions trait is normally restricted to Gods but is used here to represent a powerful sorcerer.			
Sorcerers performed their magic deeds through controlled djinns. A force including a Sorcerer should also include at least one djinn (Ifrit, Jann, Nasnas, Shaitan, 'Amir or Marid).			
Option: Flying carpet: Add Flying and Long Move for 36 points.			

MORTALS

Arabian Desert Warrior (OO or CO)			17 points
Q4	C2	Desert-Walk	

Arabian Fanatic Warrior (OO or CO)			21 points
Q4	C2	Desert-Walk, Fanatic	

Arabian Archer (OO or CO)			22 points
Q4	C2	Desert-Walk, Shooter (Medium)	

Arabian Mounted Archer (OO)			37 points
Q4	C2	Desert-Walk, Long Move, Mounted, Shooter (Medium)	

Beggar (OO)			11 points
Q4	C1	Stealth	

Eunuch Harem Guard (CO)			17 points
Q4	C2	Big, Rare (4)	

Harem Girls and Servants (OO)			10 points
Q4	C1	Rare (8)	

Palace Guard (CO)			30 points
Q4	C3	Steadfast, Armoured, Rare (8)	

Option: Bows: Add Shooter (Medium) for 5 points.			
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Seaborn, Mermen (CO)			18 points
Q4	C2	Amphibious	

Dwarfs of the Island of Zughb (OO)			21 points
Q4	C2	Amphibious, Free Disengage	

Ape-like, fast-swimming dwarves covered in black fur who attack ships by chewing off the rigging.

Ghul Ambusher (OO)			17 points
Q4	C2	Ambusher, Desert-walk, Greedy	

Ghuls are desert demons that manifest in the body of a hyena or as humanoid monsters with hyena-like features. Ghuls rob graves and feed on the flesh of the dead. They inhabit lonely places, especially graveyards, and lure travelers into the desert to devour them.

Ghul Warrior (CO)			35 points
Q4	C3	Desert-Walk, Greedy, Eater of the Dead, Rare (4)	

Hyena Ghul (OO)			27 points
Q4	C2	Desert-Walk, Long Move, Eater of the Dead	