OF GODS AND MORTALS

PRE-ISLAMIC ARABIAN PANTEHON

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 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 may use it to carry a friend while in Cloudform. 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. A God with Weather Control attacks 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 may use it to carry a friend while in Cloudform. It takes one action for the unit to revert back into its physical condition.

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
Manat is 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.

LEGENDS

Ifrit 102 points
Q2 C3 Huge, Cloudform, Carrier, Rare (1)
Ifrit are gigantic, generally evil djinns who inhabit great dead. 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 whirhinds 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 djinns who look like a human body cut in half (head a half, only one arm and one leg), and move by hopping about on their single leg.

Shaihan 72 points
Q3 C2 Plague, Poison
The Shaihan are a race of evil djinns 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 Gargantuana, Flying, Long Move

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
Q3 C2 Amphibious, Huge, Cloudform, Weather Control, Rare (1)
Marids are blue-skinned djinns 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.

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 (6)
Option: Bows: Add Shooter (Medium) for 5 points.

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