

# Legends of Araby Battle Report

## The Sultan's Dancing Girl

This was a playtest using the soon to be released Legends of Araby rules.

Our action starts in the capital city of Brigana where a group of Blackamoor Guards have been dispatched on a mission. As they enter the plaza, they see a unit of Temple Guards from the Temple of the Seven Gods. The Blackamoor Guards are the personal bodyguard of the Sultan of Brigana and are recruited from the jungle nations of Kurinthia. A hardy life in the jungles have raised these large men to be feared by many. Many but not all, as the fanatical Temple Guards hold no one as their equals. Having taken a solemn oath at a young age, these women warriors have sworn to defend and keep strong the honor of the Seven Gods. While the Blackamoors have the backing of the Sultan, the Templars answer only to the Caliph far way in the Barylitan capital.



Being made up solely of women is one cause of friction between the two elite groups. The Blackamoors believe that fighting is best left to men and not "glorified dancing girls" as they so loudly have pointed out in the past.

In this encounter the Temple Guards consisted of 1 Leader Rep 7 MA 5 (metal armor), sword, and 5 guardswomen Rep 7 and MA 5, spear.



The Blackamoors consisted of 1 Leader Rep 7 NA 3 (little or no armor) musket and sword although they were under orders not to use their muskets but to instead resolve this in a peaceful manner. It seems that the Sultan's Vizier caught wind of a new dancing girl arriving from Riata by caravan. Once in Brigana, she was to be escorted to the Temple. However, the Vizier thought that she would better serve the people by ending up in the Sultan's palace. This might also gain the Vizier some favor from the Sultan to be used in the near future. Persuading the Sultan to send out his guard to retrieve her was no problem and so the two groups met in the city plaza.



Things started off peacefully enough with the Blackamoors confronting the Templars. Both sides squared off as the two leaders met to parley in the city square. As the two talked (using the Talk the Talk rules), it quickly became evident that things were not going to work out. Especially when the Templar Captain unexpectedly slashed with her sword, wounding the Blackamoor commander and causing him to stumble back. Immediately he regained his balance and ordered a charge and soon the plaza was filled with the sound of steel on steel as the guards fought each other.



Recovering from the slash the Blackamoor leader slipped past the guard of the Templar Captain and skewered her with his sword. As she fell mortally to the ground two other Templars fell back wounded. Seeing his opening the Blackamoor leader dashed to the dancing girl, who was oblivious to the whole scene, and pulled her away as the three guards held the



Instead of being demoralized by the loss of their leader, the Templars attacked with a renewed fury. As one guard, normally a musician, chased after the dancing girl, the others fell upon the Blackamoors showing no quarter and killing two.



As the musician attacked from the rear, the Blackamoor leader ducked and wheeled around escaping her blow. But he could do little to postpone the inevitable as the banshee landed a sweeping sword slash to his head. Meanwhile, the last guard went down pummeled by the blows of two Templars.

Retrieving the girl, the musician ordered the body of the Templar leader to be carried back to the Temple, and the party made their way through the city. Final tally had 4 dead Blackamoor Guards (an extremely bloody result), 1 dead Templar (the leader) and two

wounded guardswomen.

The rules worked very well and flowed smoothly. I liked the uncertainty of the battle, first with the Talk the Talk rule where the two parties get together and try to resolve things in a non-violent manner (not in this case) then the Walk the Walk rule where one of the leaders starts the fight. During the battle, I thought the Blackamoors would win after they killed the Templar leader and had such a good start. I was surprised that they didn't, and this was because each time the Templars had a result of "kill dice", they scored big and caused wounds. So many Blackamoors dying was strange as most of my other playtestings haven't been quite so bloody. But then again I haven't used such high quality troops.

The battle took about twenty minutes. LOA will allow players to have multiple encounters each session, some violent, some not depending upon the interaction of them and the non-player characters. But if players go looking for trouble, it will be easy to find it. Things worked out rather well, and I'm looking forward to the Sultan's response.

