

**WARHAMMER**

# AMAZONS



**WARHAMMER ARMIES**





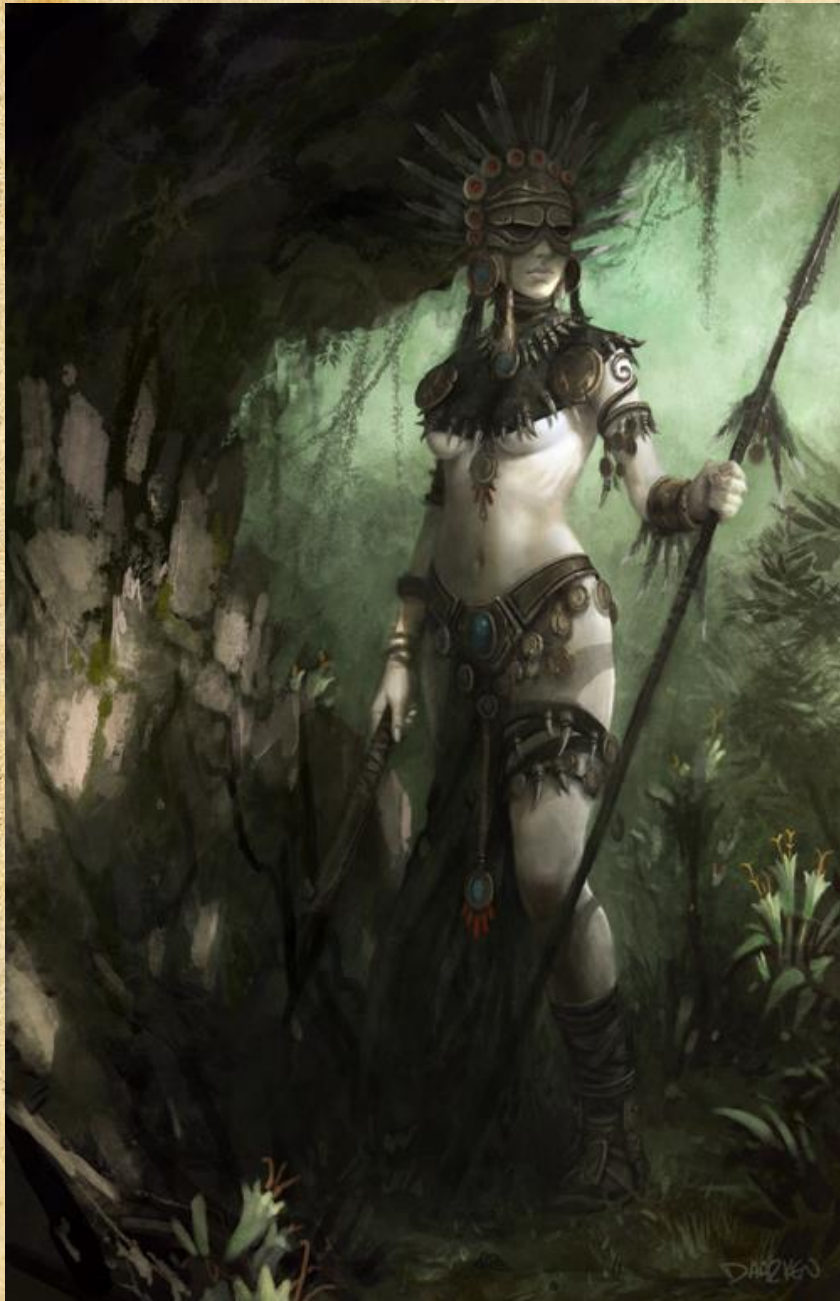








# AMAZONS



By Mathias Eliasson



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# INTRODUCTION

Welcome to *Warhammer: Amazons*, your indispensable guide to the Handmaidens of the Gods. This book provides all the information you'll require to play with an Amazon army in games of Warhammer.

## WHY COLLECT AMAZONS?

The jungles of Lustria hold many secrets. Explorers maintain dubious tales of ancient weapons of power and tribes of the deadly warrior women known as Amazons. Such stories, however mocked by the academics of the Old World, are not without truth. Deep within the Lustrian jungle, death comes in many forms. No surer way exists than to incur the wrath of the elusive tribeswomen that dwell within its darkest heart.

The Amazons prefer to strike from the cover of their densely overgrown homeland. They are extremely quick and able to hit hard in melee and in ranged combat, just to disappear and retreat to a safe position inside the jungle immediately afterwards and before the enemy can react.

## HOW THIS BOOK WORKS

Warhammer army books are split into sections, each of which deals with different aspects of the titular army. *Warhammer: Amazons* contains:

- **Handmaidens of the Gods.** This section introduces the Amazons and their part in the Warhammer world. It includes their society and history. You will also find information on Amazonia, the Heart of Darkness.

- **Mistresses of the Jungle.** Each and every troop type in the Amazon army is examined here. You will find a full description of the unit, alongside the complete rules for any special abilities or options they possess. This section also includes the Treasures of Amazonia – magical artefacts that are unique to the army – along with rules to use them in your games.
- **Amazon Army List.** The army list takes all of the characters, warriors, monsters and war machines from the Mistresses of the Jungle section and arranges them so that you can choose an army for your games. Units are classed as characters (Lords or Heroes), Core, Special or Rare, and can be taken in different quantities depending on the size of the game you are playing.



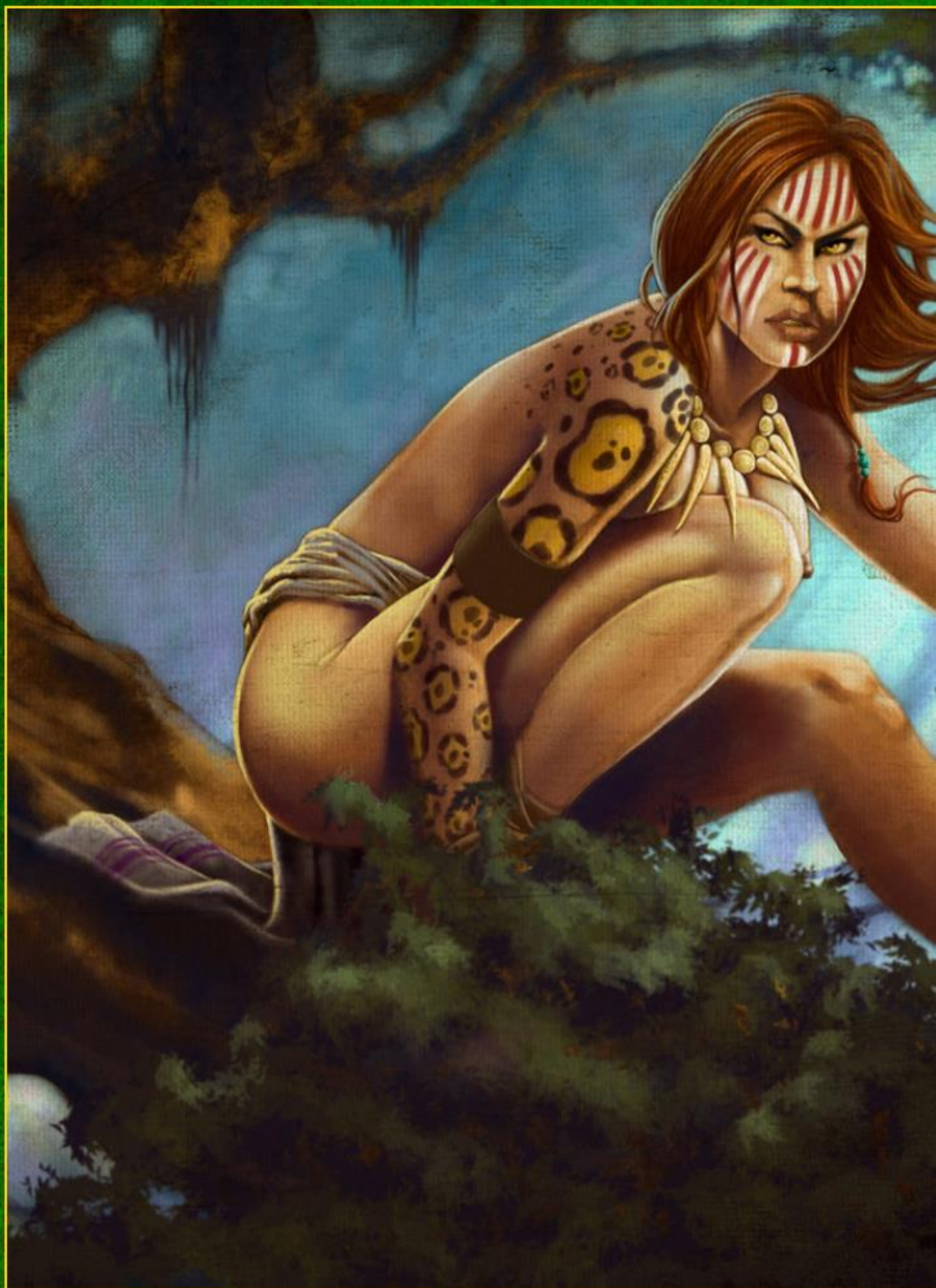
## FIND OUT MORE

While *Warhammer: Amazons* contains everything you need to play the game with your army, there are other books and updates to be found. For the other books in the series and the latest rules updates, visit:

[www.warhammerarmiesproject.blogspot.com](http://www.warhammerarmiesproject.blogspot.com)











## HAND- MAIDENS OF THE GODS

*Wild tales abound of a tribe of fierce warrior women living deep within the New World continent of Lustria. Recently the jungle has erupted into rivers of blood and many explorers and traders have been slaughtered apparently by wild, screaming female warriors. These savages are also claimed to be fearsome head-hunters who attack without quarter all that disturb their peace or trespass on their territory. It is reputed by the few lucky survivors that these lost maidens are as fair as they are ruthless. It is also claimed that many foolish men are easily enticed by these she-devils and end up with their heads upon poles in some grisly and bizarre pagan ritual. All are advised to kill these fell creatures and to avoid any islands on the Amaxon River. There is a new peril in Lustria and goes by the name of the Amazons...*



# THE AMAZONS

Amazons are perhaps the strangest of all humans. They are physically identical to Old Worlders, despite coming from an equatorial jungle region where the only other humans are dark skinned pygmies. An Amazon suitably dressed could walk the streets of any Old World town without appearing out of place. The strangest thing of all about Amazons is that their population is almost all female. Whether as a result of long forgotten magic or by natural means, Amazons are adapted to reproduce partheno-genetically. The process is controlled by the Amazonian Sisterhood, whose priestesses use various natural drugs to induce pregnancy and determine the gender of the child.

Amazonian culture is directly derived from that of the Old Ones - the powerful, mystical and technological race that once ruled the planet. The Old Ones seem to have favoured the Amazons, teaching them much about magic, science, and philosophy. To this day the knowledge of the Old Ones is guarded and utilised by the Amazonian Sisterhood. Amazons are very proud of their society, their culture, and their independence. They have little time for other humans, or other humanoid races.

Most of the brave Elf and Old World warbands that have dared to attempt a landfall at the island have been defeated on the beaches. The Amazons would pour forth from the dense jungle and attack all that tried to disembark. The survivors returned to the Old World recounting exaggerated stories of powerful women warriors. The Norse living in the Lustrian colony of Skeggi tells a tale that the Amazons are a group of widows that left Skeggi many years earlier.

The Norse knew them as Valkyries, just like the fabled female warriors of the Norse gods who come to collect the souls of the bravest Norse warriors that die in battle. Why have they flourished among the jungle denizens for so long? One story from Juan Cornetto suggests the Amazons have discovered a way of brewing this "elixir of youth". The more common tales suggest the Amazons are master herbalists. That they prepare distilled potions of tropical plants for use in their sacrificial ceremonies. For any reason, death among the Amazons is uncommon, occurring only from mortal wounds or natural disaster.

The Amazons are fierce hunters that stalk Skinks and game in the surrounding swamps. They use the hides of Skinks for clothes and it should therefore come as no surprise that the Amazons and the Lizardmen are bitter enemies. In addition they clothe themselves with animal skins of the forest and wear plumes of exotic tropical birds for headdresses.

The Amazons defend their island vigorously and bravely. They despise men, so often encountering them as would be conquerors or tricksters. Any man they

find lost, or wounded in the jungle ends up being sacrificed to their savage gods. From time to time though, they will venture forth into the ruins in search of more ancient Slann artefacts that they know still lie in the long-forgotten tunnels and caves. It is these artefacts that they use as weapons to defend their island. Weapons of such exotic nature that none in the entire world have seen before.

## THE HERITAGE OF THE OLD ONES

The Old Ones had seeded the world with various races and plants, carrying out some plans whose true objectives are lost in time and space. The Slann did not carry out their plans alone however, and they introduced other groups to the planet to assist their visionary projects. In Lustria, the site of the main Slann cities monitoring the progress of their projects, the Slann employed the ancestors of the Amazons as technicians and assistants. With the collapse of the Warpgates, the Amazons were left to their own devices and developed a strong and independent spirit, turning their backs upon their former masters.

The Amazons closely resemble humans, and may very well be from the same genetic stock. What is surprising to outsiders is that their society seems to be wholly composed of females! Although this led the chauvinistic Norse and other Old Worlders to initially underestimate the Amazons, the Amazons repeatedly beat back every incursion into their territory, and have earned the grudging respect and fear from the Old Worlders. The secret to Amazonian society lies in its history.







The Amazons today are still strongly influenced by the Slann culture of the past and its remarkable technology, technology that today still plays an important role in Amazonian society. It is believed that the Amazonians maintain a specific breeding program set out by the Slann, and they reproduce parthenogenically, through drugs or some Slann technology. Regardless of the method, it is a secret maintained by the priesthood. For the Slann and the Amazonians alike, the centuries have resulted in the loss of priceless knowledge and technology, yet this decline has been slowed amongst the Amazons. In fact the Amazons have maintained far more knowledge than have the Slann, whose decline has been accelerated by the incursions of the last two centuries.

Retention of this ancient knowledge can be attributed to the Amazonian sisterhood, a monastic order similar to Old World priesthods, which is responsible for the passing on of the knowledge. The Amazonian Sisterhood's powers are much broader than this, they control reproduction and form the foundation for all authority in Amazonia.

Every Amazon woman must serve in the military or some other capacity for seven years, formally starting at the age of eighteen, although their military training had begun years ago. Some women showing aptitude may enter some other form of special service. When an Amazon reaches twenty-five years of age, she is then given a great celebration by her peers, who festoon her with flowers and ply her with strong nectar alcohol.

After this celebration, she is expected to begin her pilgrimage to one of the holy sites, such as Rigg's Shrine or Temple of Karra in Genaina. It is here that the sisterhood inspects the sister's health and if healthy they are artificially impregnated by whatever means the sisterhood uses. This method of insemination has peculiar side-effects, and almost a quarter of Amazonian pregnancies are twins or triplets, although births of quadruplets and even more are not terribly uncommon. Twins are considered a boon from Rigg, and the more identical children the more the Amazon has been blessed. The mother is the primary caretaker but all the Amazons help in raising the children. At thirty, if a woman has raised her daughter or daughters well, she may be permitted to go on another pilgrimage and become pregnant a second time. Normally a mother cares for her daughter until she is five, after which she is given into the custody of the local noble or the Amazonian sisterhood where she is taught a vocation and indoctrinated into the Amazonian society. After her daughter leaves her care, an Amazon is expected to return to their duties as a warrior or is given a garden to care for and produce food. So nearly all Amazons between fifteen and eighteen serve in the military until they are twenty-five, after which some become mothers, and after being mothers return as officers, bodyguards, or tend the gardens.

## THE AMAZONIAN SISTERHOOD

Central to Amazon Society is the Amazonian Sisterhood. The Sisterhood is not only a religious order; it forms the core of the government, military, and the culture itself. As the Sisterhood overshadows everything else in Amazonia and although most Amazonians are blindly loyal to it, there is a small group of dissenters who abhor the power and control that the Sisterhood has over the society.

The Amazonian Sisterhood's most important role is its custodianship over their cultural and historical heritage. When the warp-gates collapsed the Sisterhood was formed as a religious order that cared for the ancient technology and transmitted the necessary knowledge down to the next generation in the form of mystical religious rituals. The Amazonian Sisterhood is essentially a religious technocracy. This technology that they preserved ensures that the Amazons can reproduce through the ancient methods developed long ago by the Slann. The Sisterhood resides in a number of ancient Old Ones pyramids, buildings that few outside the Sisterhood are allowed to enter. These ancient temples have vaults and complexes deep below them filled with Ancient Slann machinery that the Sisterhood carefully monitors. The Sisterhood does not understand most of this equipment, but they are capable of using some of it, and they have learned to master many of the weapons left behind by the Old Ones. The Sisterhood existed long before the collapse of the warp-gates and was set up by the Slann as a school in order to instruct the Amazons in the technical knowledge necessary for their work with the Slann. Of course today this organization has taken on other political and religious overtones as well.



The Sisterhood exercises considerable religious power, for the only recognized religion in Amazonia is the Cult of Rigg. Rigg is the deity of the Amazons, a goddess of war and ferocity in battle and the Amazonian Sisterhood instructs many in the finer forms of combat, as well as being able to occasionally use the Old Ones weapons to considerable effect. These Old Ones weapons are revered as religious artefacts left behind by Rigg. The temples themselves are guarded by the militant order of the cult, the Kalim. The Kalim embody the virtues of the Amazons, fierce relentless fighters who fear not even death. The Kalim are responsible for guarding all of the Sisterhood complexes. Many of the Kalim consume a drug created from local plants, and they are known as the Koka-Kalim who under the influence of this drug are even more edgy and violent than the Kalim! The Sisterhood has sole trusteeship over Amazonian religious sites and they act as the Priesthood in the Cult of Rigg.

Lastly the Amazonian Sisterhood dominates the politics of Amazonia. Although Amazons have a Queen and nobility, both are members of the powerful Sisterhood. Although nobility and the royalty are usually hereditary the Amazonian Sisterhood's refusal to accept the heir into their order would prevent that heir from ever assuming their hereditary title, and the Queen or the Sisterhood can then choose to award that position to a favoured member.

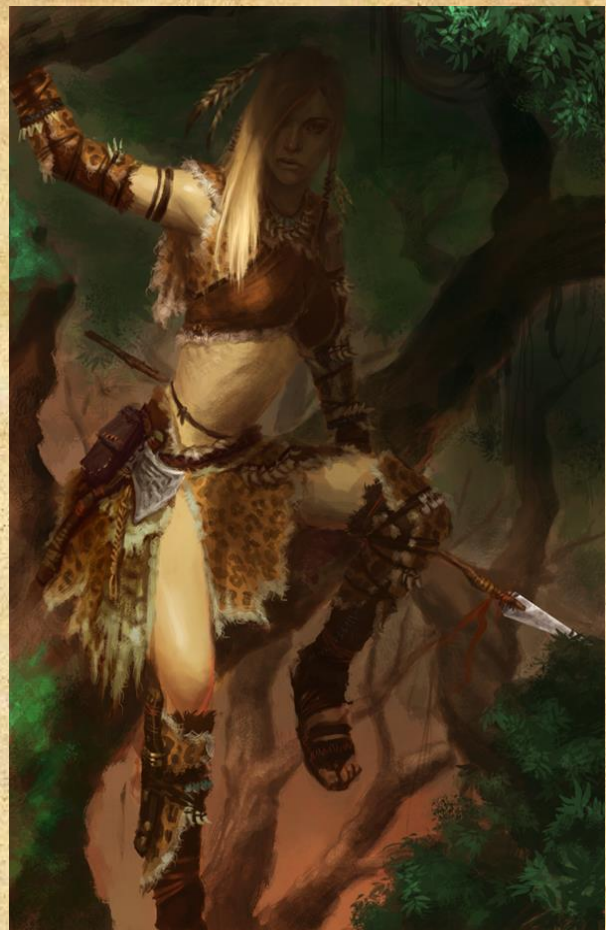
The membership of the Amazonian Sisterhood is carefully selected at birth, and once chosen they are cloistered away and gradually taught ritual, history, philosophy, metaphysics, and the doctrines of this quasi-religious order. From within this order, those of noble birth are chosen to lead, forming the nobility within the society, and the head of the order is the Queen of Amazonia.

## RELIGION

Rigg is the primary deity that the Amazons worship. She is depicted as a tall woman with a wild mane of long red hair and intense burning red eyes. She wears a few scraps of some animal skin and an intricately engraved bronze breastplate that is covered in images of her countless victorious battles, and she carries strange weapons of Old Ones origin in her hands, one a sword, the other some sort of projectile weapon. She is the Amazonian goddess of war and frenzy, and it is claimed that she patrols the borders of Amazonia killing Pygmies, Slann, and other intruders into Amazonia. It is believed that Rigg can also possess her warriors leading them to greater heights of valour.

This Cult is administered by the Amazonian Sisterhood who provides all the priestesses and care and maintain the shrines. The Amazonian Sisterhood also provides the Kalim or religious zealots who guard the temples to ensure their sanctity.

There are a number of skulls employed by the Cult of Rigg, mostly using the colour red. One is a highly



symbolized skull with a background or red stripes flaring out from the skull. Others include a large eye with red pupils, a Slann skull pierced by an obsidian dagger, and flint daggers.

The Old Ones pyramids that litter Amazonia are all holy sites and maintained by the order. There is a temple within half a day's walking distance from any point in Amazonia. The holiest shrine is Rigg's Shrine near Lake Lokka, while the Sisterhood has its main temple at the city of Genaina.

The Shrines are all Old Ones pyramids, and deep within the house the holy shrines and offerings of the skulls of enemies are offered here. The Amazons also quickly sacrifice captured foes on the shrines, although they do this far less often than the Slann. Some of the temples have secret vaults where artefacts from the past are kept and maintained by the Sisterhood. Some of the temples may have hidden vaults that the Sisterhood itself has not even discovered.

The Cult of Rigg is quite hostile to the Slann and the followers of Sotek. They have also learned to despise the Norse and Old Worlders, and their gods.

Each shrine has its own holy days based upon events related to that. On the equinoxes great festivities are held throughout Amazonia, usually feasting and the sacrifice of a few captives. On these days the Queen leads a pilgrimage to the Shrine of Rigg. The Queen's birthday is also a cause for celebration as well.



Rigg is revered and worshipped throughout the Amazon tribes. The tradition of the Amazon Queen states that the Queen is not the ruler of the Amazon Empire, merely its custodian until Rigg, the Once and Ever Queen returns to claim her throne. Rigg is the principal goddess of the empire, but after the First War of Chaos, the Amazon's have never truly been one tribe again. Kalith's daughter united them, but by this time each of the individual splinter tribes which fled the onslaught had developed independent of each other, and worshipped their own goddesses, and also had unique cultures. Rigg didn't try and cage these cultures, and allowed each of the tribes their own independence.

However, the way the Amazons appear to be scattered into individual tribes mask their true numbers and power from their enemies, particular the Lizardmen, and this has allowed them to thrive in secret. Most of the other Amazon minor goddesses are derived from jungle spirits and jungle lore. For example, the Amazons of Tia'ran Mutanbo (literally "high trees") worship the goddess Serena, the snake mistress and goddess of trickery.

## NOBILITY

Whether or not an Amazon is a noble is partially determined by their mother's status. Daughters are ascribed the status of their mothers. Normally mothers may choose which of their children should be their heirs, although traditionally the first born is. However the Sisterhood can block this appointment by rejecting the heir as a candidate for the Sisterhood, and then the noble must choose whichever of her daughters is selected. Essentially the nobility is drawn from the Sisterhood and the Sisterhood is capable of selecting who will rule where.



The Sisterhood controls all of the shrines in Amazonia. Those portions not directly under the control of temples, shrines and monasteries are controlled by the nobility, the noble members of the Sisterhood who are assigned a bodyguard and instructed to administer a particular area in the name of the Queen. Here the nobles are responsible for maintaining order, enforcing Sisterhood law and the Queen's edicts, and patrolling about to prevent any unwanted intrusions.

The nobles are surrounded by a personal bodyguard, as well as the local tribeswomen and any of the warrior societies that the noble or the community sponsors. These warrior societies are filled with berserkers, women utterly dedicated to the defence of Amazonia. This militarized society is necessary for the Amazonians to protect their highly valued independence, and their reputation for their ferocity has ensured that only fools or the hopelessly lost trespass into their territory.



## MILITARY

Amazonia is defended by its tribeswomen who tend many of Amazonia's gardens and maintain a vigilant watch, but its other forces are even more feared, the berserkers filled with a religious fervour, and the Sisterhood's militant order, the Kalim. The Kalim are also known as the Koka-Kalim due to their consumption of the local drug koka that provides not only spirit visions but heightens their senses. These Kalim represent the main defenders of the sisterhood and despite their perpetual strung-out state are incredibly fierce warriors. Within the Kalim there is an even more elite order, the Kalim Devouts who are given great privileges due to their loyalty, and they defend the inner sanctums of the Amazonian temples and monasteries, some of them wielding weaponry dating from the Old Ones High Age.

When the Amazons seized the Slann equipment they often retrieved considerable supplies of iron and even harder metals, which they fashioned into swords, arrowheads, and spear points. These remarkably strong metals gave the Amazons a considerable edge in defending Amazonia against the less sophisticated weapons of their enemies. When the Old Worlders and Norse invaded the Amazons had weapons of comparable strength as well and this allowed them to repel the invaders with more ease than other groups had.

The Amazons are very warlike and particularly hostile towards the Slann, but they have made a few alliances with the local Pygmy Tribes in their immediate area and the Amazons Warband venturing out from Amazonia is often guided by a small group of Pygmies.



## CLOTHING AND DRESS

The Amazonians take great pride in their appearance and their weaponry. Not only has the technology that they possess been passed down, but everything else as well is passed down and treasured by the following generations. The breastplates, helmets, and swords that they wear are often elaborate in design and detail, and the story and legends associated with them deepen the reverence that an Amazonian feels towards their equipment. An Amazonian cannot help but feel that to fail would be to shame the scores if not hundreds that had worn her armour before her. Of course most of the armour or weapons do not have this patina of fame and repute, but every Amazonian strives for the greatness that will continue on through the legends of their equipment.

The Amazons themselves have a quite astounding appearance. They take considerable pleasure in decorating and altering their bodies. Many Amazonians bear tattoos, some of them are covered from head to foot by them, a very mesmerizing sight. A few, mostly Kalim Devouts and berserkers practice ritual scarification, repeatedly scarring themselves in beautiful patterns, their bodies crisscrossed by intricate patterns and ridges of scarred flesh.

The Amazons are just as unique in what they do with their hair. Many have mohawks, with the sides shaved, others keep their hair short and spiky, and some wear their hair in long braids with items and objects weaved into the braids. Their clothes are often animal skins decorated with gold jewellery. They also wear leather, but due to the heat and humidity of the area the Amazons wear as little clothing as possible.

## AMAZONS AND THE OUTSIDE WORLD

Every account of the Amazons makes it clear that they are an overtly warlike people, but there are tales of them finding common cause with others. They appear to have a complex and ritualistic approach to their interactions with outsiders and none can be sure whether they will remain on even remotely friendly terms for long. This is particularly evident when it comes to relations with the Lizardmen.

It would appear that the Amazons occupy at least one, and possibly more, sites that outsiders would take for being sacred to the Lizardmen. The ruins of temples within which unknown Lizardmen gods were once worshipped now form the foundations of Amazon settlements. The High Priestesses of the Amazonian Sisterhood bear items of undoubtedly Lizardmen origin, yet the Lizardmen make no obvious move to retrieve these. Rather, it appears as if the Amazons are accepted by the Mage Priests as part of the natural order of things. This is not to suggest, however, that the two parties never come to blows, for it is known that they do. It has even been reported that an Amazonian Priestess was encountered by a merchant of the Empire adorned with the hide of a

white skinned Skink Priest, indication, if any were needed, that conflict exists between the two races.

Relations with other races are much simpler. The Norse, upon their first contact with the Amazons, attempted to plunder their treasures, beginning an age of conflict between the two that has lasted many centuries. Contact with other races is of a similar nature, and there have been some distinctly unpleasant instances of the warrior women themselves being the targets of raids sponsored by imperial nobles seeking to abduct them and ship them back to the Old World as curiosities for the Imperial Court.

But not all contact with other races has been made upon the basis of conflict. On occasion, one or more Amazons have appeared to guide, advice or even aid an army fighting within Lustria. In most instances, this has taken the form of a Priestess lending council and magical aid to an army, forming a temporary peace until the battle is resolved. Exactly why they choose to help some armies and not others is an utter mystery, though some believe the Amazons follow some arcane prophecy that leads them to offer assistance in the defeat of certain foes, or the defence of certain sacred sites.

Furthermore, there are several instances of Priestesses of the Amazonian Sisterhood aiding opposing armies. Though the Priestesses have not been observed to directly attack one another, they have aided their respective allies in the defeat of their foes. It is possible the Priestesses regard such battles as ritual combat, but with the blood of others shed in place of their own. Perhaps they seek the ruination both warring armies, guiding each towards inevitable and mutual destruction.

### THE FOUNTAIN OF YOUTH

*One of the most highly sought after treasures of the Amazons is the legendary Fountain of Youth in Genaina, whose magical waters can completely stop and reverse the aging process of any living being. More than a few adventurers from the Old World have travelled to Lustria searching for it, but none have been successful in this endeavour.*

*For the Amazons, being allowed to drink from the Fountain of Youth is the reward for faithful service to the Sisterhood. Anyone who performs their duty well is allowed this elixir of life, for without it, the Amazons would likely perish from extinction. The Fountain is guarded day and night by the Totem Guardians, and it is a strict ceremonial procedure for each member of the Sisterhood to sip from it once every year.*





Pradison



# HISTORY OF THE AMAZONS

Though the continent-spanning empire of the Lizardmen encompasses all the jungles of Lustria, these reptiles are not the only intelligent beings that dwell there. Those few explorers gifted, or lucky, enough to return from the interior tell all manner of tales. Many are dismissed as the ravings of men who have spent too long in the sun, such as those of diminutive, copper-skinned tribesmen akin to the Halflings of the Moot, or jungle spirits reminiscent of the Dryads of Elven lore.

But, of all the account of the denizens of Lustria, it is stories of the warrior women known as the Amazons that have proved the most enduring.

## BIRTH OF THE AMAZON TRIBES

The history of the Amazons begins millennia ago, when the Old Ones still surveyed the world from the star ships. According to legend, the Elven god of the sea, wealth and happiness, married Rigg, the Amazon goddess. The result of this marriage was the 'Mother of all Amazons', Kalith. Her prowess as a warrior was unmatched by anyone within the Amazon Realms, and she always went to battle with a strangely shaped sword in each hand, made of an unknown blue crystal. Where she came from, no one knows. But she wandered the jungle, righting wrongs and slowly united all of the scattered Amazon tribes together. Khalith was the first Amazon Queen, and was she who found the complex network of natural caves and caverns hidden behind the massive waterfall of Swallow Falls. She was the one which started the construction of the fortress-temple of Genaina.

The children of Kalith were given a special role in the creation of the world. Alongside their godly creators, they became the special, favoured servants, the viziers of the masters of creation - the handmaidens of the gods. The Amazons shared in an age where the forces of boundless creation were worked upon the surface of the world, and other beings raised up by the servants of the Old Ones.

This was a Golden age of science and technology. Even then, Amazonia was a wild and fiercely independent land. The technocratic and wise Slann accepted this and respected Amazon territory. While other humans were regarded as inferior, enslaved and treated little better than cattle, the Amazons retained their freedom.

Lizardman and Amazon were able to exist, almost entirely peacefully, side by side. There was even a measure of trade and cooperation between the two races. Amazons were particularly valued as Acolytes by the High Age Slann.

These Amazons were the ancestors of the present day Sisterhood. They were to gain, through their work and their studies, a close familiarity with the High Age sciences. Through this aeon of creation, the Amazons

stood at the right hand of the creators. They were possessed of tremendous wisdom; each was clean of limb and never grew old. They were exclusively female, for as long as they stood at the side of the creators, they were nigh immortal, and had no need of conventional reproduction. They also wielded the power of the creators, going out in the world and transforming it according to the Old Ones' plans.

Eventually the Old Ones fell, and with them fell the Amazons. Chaos was unleashed upon the world, and while the Old Ones fled or perished, their servants fought a desperate war against a veritable tidal wave of daemons. The Amazons, severed from their creators, found their powers much diminished, and retreated to the depths of the jungle. Here they established secret havens where they would defend against all others, until the very end of the world.

Modern day Slann regard any trace of the old times with fear and suspicion: the Old Sciences have been lost to them. Not so to the Sisterhood, who retained and preserved much of their knowledge. Whilst they could not hope to re-create the products of the High Age they could still use and maintain many of the artefacts which they had salvaged from its fall.

This knowledge became the basis of the Sisterhood's power and authority within Amazon society. The careful organisation, fanatic devotion, and above all, the secrecy of the Sisterhood ensure a continuing hegemony in the religious, political and scientific spheres of Amazon life.







## THE HEART OF DARKNESS

There are many versions of the tales of first contact with the Amazons, dating back to when the Norse made their first landings upon the shores of the New World. The Norse, led by the infamous Losteriksson, quickly realised the extent of the riches to be found there, and set to plundering it with all the abandon for which their kind are known. Whilst Losteriksson sought to establish the settlement that eventually grew into the colony known as Skeggi, other chieftains led their men south, following the Cactus Coast, past the islands of Yukka and Quelzl, and into the mouth of the river Amaxon. Amidst the strangling mangroves, stifling humidity and coiling vapours, they spied an island in the midst of the river. Upon its shores reared the indistinct form of a mighty statue. Though they could not determine its exact shape, it appeared human and female. The invaders explored no further, for their longship was assailed by a storm of arrows and other, more arcane projectiles. As men fell, those not killed by their wounds soon fell victim to the terrible effects of the bizarre weapons.

The chieftains reluctantly ordered their men back to the sea. As they retreated, it is said that the ships' crews saw behind them a mass of warrior women, stood defiantly upon the shores of their island, intense hatred burning in their eyes.

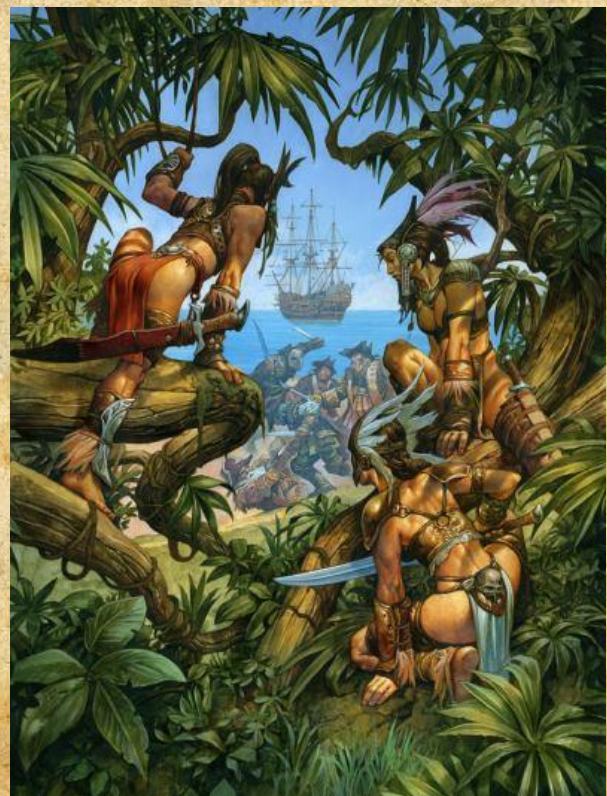
According to the sagas of the Norse, many battles have since been fought between the proud northmen and the fierce Amazons. Many descriptions of their appearance and society exist, but as ever, most accounts are contradictory.

The Norse maintain another tale of Amazon roots, linking them to the female warriors known as the Shieldmaidens. They believe the warrior women dwelling in the jungle are Norse outcasts – the remnants of a group of women who took to war whilst their menfolk were off plundering.

When large numbers of warriors deserted Losteriksson's settlement because they were impatient to go and find gold, they left their wives behind. When they did not return, these and many other Norse maidens who had come to Skeggi hoping to find a brave and wealthy warrior as a husband were bitterly disappointed. Furthermore, the number of warriors defending Skeggi was badly depleted.

These resolute Norse women became Shieldmaidens, by which name the dreaded Norse women warriors are known. Unfortunately, women warriors are not accepted by Norse warrior society which holds that 'axe wielding in battle is man's work and not for women!' After helping to drive off the foe, the Norse women warriors were in no mood to put away their weapons and go back to weaving breeches for the menfolk. The Shieldmaidens were forced to leave Skeggi. They were given a longship and sailed far along the coast and up the estuary of a great river.

The Shieldmaidens finally settled in a swampy island in the middle of the river, surrounded on all sides by impenetrable jungle. The island contained the deserted ruins of Lizardmen temples, and this place became the Shieldmaidens' stronghold. Many years later these same warriors were encountered by Elf and Dwarf adventurers who had sailed up the river and attacked the settlement thinking it to be a Lizardman city. They



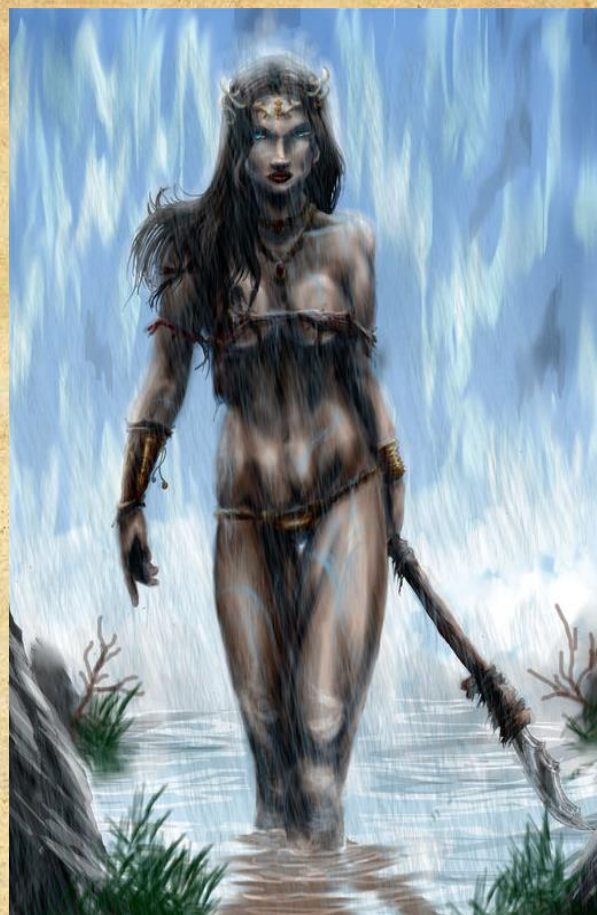


were driven off and fled, bringing back tales of strange warrior women worshipping Lizardmen gods. They called them the 'Amazons' after the name of the river. The island they called 'Heart of Darkness' because of the denseness of the surrounding jungle.

Needless to say, the Amazons now bear scant resemblance to proper Norse Shieldmaidens, having adopted the trappings of the Lizardman culture which they found in the ruins. Though plausible, this theory fails to address that tales of the Amazons go back as far as when the Norse first arrived In Lustria, suggesting very strongly that their presence there predates that of the invaders.

Furthermore, the fact that they are still there and their numbers have never been replenished and are never likely to be, lend credibility to the rumour that they have discovered a strange tropical drug which gives them everlasting youth and longevity. This rumour alone has attracted many would-be raiders to their stronghold, for such a potion would be more valuable than gold. The Amazons have never taken sides with the Lizardmen, nor have the Lizardmen ever sought their help. They remain invaders as far as the Lizardmen are concerned. The Amazons therefore are alone and never fight for anyone except themselves.

In more recent years, more and more invaders have assailed the once hidden, exotic homeland of the Amazons, notably the Tilean expedition of Juan Cornetto of 1997. Raiders have pillaged the arcane riches of the Amazon temples and enslaved much of the population, carrying them off across the sea to the courts and bazaars of the Old World. While the Tileans were driven off before they could assail Genaina itself, this was still a great blow to the Amazonian population, and they now have an even greater distrust for the Old Worlders across the sea.



## IN SEARCH OF THE TRUTH

Though there have been Old Worlders in Lustria for centuries, their interest in the continent has remained hugely financial. Though individual academics have set out on journeys of exploration, few officially sanctioned efforts have been mounted. This is perhaps due to the nature of the subject - Lustria is a savage land of mystery and enigma, and the world is full of more relevant and pressing challenges. Scholars have not studied the true nature of the denizens of Lustria – both reptilian and human - for fear of academic ridicule too. As a result the truth as to the actual roots of the Amazons, aside from these tales, is likely to remain hidden indefinitely.

Many stories suggest the Amazons were, at some point since the arrival of the Old Worlders in Lustria, in danger of dying out for lack of numbers. Since then, the frequency of contact with them has noticeably increased, and it has been postulated that their numbers were artificially swelled. Perhaps this explains the Shieldmaidens' disappearance - were they lured off into the jungle, to replenish the depleted numbers of the Amazons?

In so doing, were they granted the secrets of eternal youth and vitality that legend state, however unlikely it may sound, are enjoyed by the Amazons? Whatever the case, it is surely only a matter of time before outsiders go in search of the secrets of the Amazonian Sisterhood, and it is certain that when they do so, blood will flow.



# TIMELINE OF THE AMAZONS

- C-5900** The Old Ones arrive. The races of the world are raised up to inherit the world. The Amazons are created as their Handmaidens, and their Empire thrives. Kalith is born, and becomes the first Queen of the Amazons.
- C-5600** The Great Cataclysm. Chaos enters the world. Daemonic hordes burst into the material dimension and run rampant across the lands. The civilisations of the Lizardmen, Amazons and those of the new races created by the Old Ones are brought to their knees in the resultant catastrophe and the battles that follow.
- 4119** The first High Elf explorers venture into the jungles of Lustria.
- 1323** Amazons clashes with the newly emerged Skaven Clan Pestilens. The Amazons eventually manage to hold the virulent ratmen at bay, after suffering high losses due to sprawling diseases.
- 754** The founding of the first High Elf colony along the east coast of the New World.
- 215** The first Dark Elf raiders venture into Lustria to steal sacred artefacts. They try to raid some deserted looking Lizardmen ruins, only to be repelled by their vigilant Amazon inhabitants.
- 888** The Norse adventurer Losteriksson founds the settlement of Skeggi. Rumours of the Amazons begin to surface in the Old World. The Norse explorer Rothnikson claims to have been in contact with them more than a dozen times, never seeing a single male among their species.
- 890** Norse embark on the shores of Amazon Island before being assailed by a storm of arrows and arcane projectiles, forcing them to retreat. This is the first recorded conflict with Amazonian forces by the Old World.
- 891** Norse Shieldmaidens are expelled from Skeggi disappear into the Lustrian jungle, giving rise to the Legend of the Amazons.
- 1492** Marco Colombo discovers Lustria and tells of the great treasures to be found there. Hundreds of expeditions are launched from the world, resulting in increased contact with the Amazons.
- 1495** Rival expeditions from Magritta and Bilbali arrive in Lustria in search for the continent's many riches. Despite the Amazons' effort to drive off those intruding into their territory, a few Estalians manage to escape with many treasures and artefacts.
- 1583** Dark Elf raiders intent on finding slaves clash with Amazons on the Amaxon River. The Dark Elves are driven off after suffering heavy casualties.
- 1654** Seafaring Dwarfs from Barak-Varr sail up the Amaxon River, attacking Genaina thinking it to be a Lizardmen city. They are defeated by the Amazons in a great siege.
- 1729** The brilliant yet notoriously eccentric scholar Stilmensch travel to Lustria with an Imperial expedition. He writes of the Norscan origin of the Amazons in his "*Journeys to the Dark Heart*".
- 1847** Prince Rodrik of Bretonnia attempts an ill-advised assault upon Amazon Island – before being driven off by the Amazons.
- 1997** Tilean expedition of Juan Cornetto reaches Lustria. Many Amazons are enslaved and then sold in the Old World.
- 2000** Amazon slaves belonging to Count Steinhardt of the Empire escapes the city of Mordheim shortly before its destruction. The fugitives adapts well to the wilds of the Empire and their numbers increase swollen by more escapees Cutthroat's Den and the Black Pit.
- 2518** An ogre Maneater party reaches Lustria, keen to make themselves a name and all striving to become as great as their role model, Golgfag. The Amazon villages are ravaged by the band of Ogres until they are stopped in an epic fight by a tribe of Gorols.
- 2521** Francisco Cortez and his Conquistadors fight against Amazon warbands on their way towards Pahuax.
- 2522** The growing power of Chaos is evidenced by Marauder tribes striking into Lustria guided by Dark Elves. The Amazons prepare for war to defend their island against the incoming storm.



*I watched the battle, hidden from the carnage in a piece of ancient, collapsed building, deep in the long grass.*

*The thick, dense jungle had opened into a small glade, rather pleasantly shaded from the unforgiving and unremitting blazing of the sun. A serene, clear river washed past, quenching the thirst of the 56 strong mercenary detachment, sent inland from the main army commanded by Vidal Sitomige, the latest Estalian troubadour to sack the virgin shores of the New World.*

*A body fell heavily onto the masonry that I was hiding under, the body's arm falling over the gap I was using as a peep hole.*

*The man was dead, I knew before his body hit the ground. Nothing much survived a hit from those weapons the wild-women wielded so brutally.*

*I saw a foot, bare but from a circlet over the ankle, step down in front of the peep hole. I tried not to breath.*

*Beyond the foot, of which notifying the owner of my presence would leave me in a worst place than the corpse near me, the fight was raging.*

*The Exiled Lord Etienne L' Javier's Excellent Calvary were the first to fall during the Ambush. All but the lord himself and his trumpeter were killed by mysterious flames, shooting from beside them in the undergrowth. My pikeman regiment, lead by a captain I really didn't like, was the next, but a few quickly realised that pikes weren't this sort of fight so dropped them and got out their swords. A couple of others and I fled, but I was the only one to survive as far as I knew at the time.*

*Shamus MacMoriarty's Albion Berserkers, Santo Tancredo's Crossbowmen and Captain Adelino Pirates were the only ones to survive the initial Ambush, being the only ones to react quickly enough to the attack. The Crossbowmen were doing good at the moment, the Pirates stopping those trying to end their ranged support to the Berserkers, who were doing rather well considering their opponents.*

*At this point, I realised the foot had gone off to reveal an Amazon charging a Berserker. I breathed again.*

*I watched as the Amazonian, armed with one of these fire-staff things, hit an Albion Berserker in the stomach. He was launched backwards by the magical blast, chest burning, into the undergrowth. I nearly cheered when a Crossbowman shot her. The bolt thudded into a shoulder blade, and she fell to the ground. The shock and pain made her turn her back to another Berserker, who thankfully chopped he head off. Deserves her right, in my humble opinion. I believe she was the one who slew three of my friends in my regiment. I would have happily killed her myself, but the danger was too much. Let the insane and the unlucky handle it. Although, if I knew what would happen on the rest of this expedition I would of charged her naked, only armed with a blunt stick.*

*I watched in apprehension at another of the voluptuous, for they were rather attractive if not for their general objective to kill you, "charge" up her staff, for want of a better phase. It seems that the weapons they wielded, spiked golden quarterstaves, had some sort of reserve of power to make their already deadly weapons even more lethal. They must have been magical because I have never seen such a weapon combust their opponent in such a way, except when I was in the hire of Dwarfs and saw the mighty weapon that is the flame cannon of their Guild of Engineers. Not only, by pressing of a rune on the hilt of the weapon (I was able to look at one of their weapons later, after the immediate danger had gone), they could regulate the strength of their weapon in close quarters, it could unleash an equally fatal fire-ball at the will of the user. Or, at least, the press of a button. I learned later that these were known as "Sun-staffs" by those who had survived them and those who have observed them in action. Those who had survived them had felt they were under the attack of the very fire of the sun, and the observers had practically been blinded by them.*

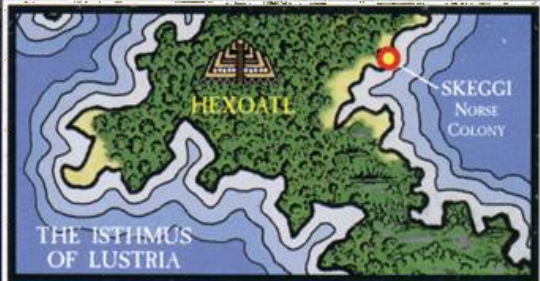
- Salvador Ximen, Chronicles of a Charlatan or 20 reasons not to go to Lustria.

*Inside his published book is also a map of his ill-fated journey. Although it's mainly the nasty bits of Lustria ("And here's where Rodrigo got eaten by a giant, flying snake with the head of a dragon. A cannon soon took care of that bugger.") many Mercenary Captains have used it to get a head start of what to expect in Lustria. Mainly death, as Ximen's book puts it.*





PAHUAX



CACTUS COAST

YUKKA  
QUETZL

XOCIBIKI  
TABAZCO  
ISLAND OF SACRIFICES  
COLUMBO'S ISLAND

AMAZON ISLAND

SCORPION COAST

THE WORLD POND

N



PIRANHA SWAMPS

TLAXTLAN

XAHUTEC

TARANTULA COAST

TLANXLA

RIVER OURVEZA

MOSQUITO SWAMPS

RIVER AMAXON

CHAQUA

TLAX

HUATL

LUSTRIA

XLANHUAPEC

CWAKAMOL CRATER

QULTZA

VAMPIRE COAST

CHASM OF THE CONDOR

XHOTL

ITZA

MARKS OF THE OLD ONES

AXLOTL

FUMING SERPENT

VOLCANIC ISLANDS

SPITTING SERPENT

SPINE OF SOTEK

RIVER LAMBADA

BATTLE OF THE ECLIPSE  
Lant Xlan defeats the Uxlatol

OYXLI

CULCHAN PLAINS

CULCHAN PLAINS

MANGROVE COAST



# THE REALM OF AMAZONIA

The dense jungles of Lustria are teeming with small tribes of Savage Orcs and Pygmies. These tribes in the main have failed to develop into sprawling civilizations like the men of the Old World. However, there is one unique tribe which has developed into a civilization deep in the jungle. While they are collectively called the Amazon's, their empire consists of small villages spread throughout the land of Lustria. Each village is led by a chieftain, each of which has pledged their allegiance to the Amazon Queen, who rules the Amazon Empire from her throne room in the secret fortress of Genaina, hidden on the small island known as Amazon Island. Only a select few tribal chieftains, and those in the court of the Amazon Queen, know the location of the fortress. To the casual observer, and in fact to even the mighty Slann Mage Priests, it appears that the Amazons are little more than a few isolated, savage tribes.

The dense tropical jungles of the Cadiz Basin are inhabited only very sparsely. Occasionally, primitive bands of nomadic hunters will pass through, or wary traders from the Norse settlement on the coasts will brave the treacherous rivers in order to ply their wares. By far the most populous of the native groups are the wild and matriarchal Amazons. These live in the hundreds of scattered villages throughout the jungle, and in the Amazonian city of Genaina. Genaina, although incorporating many stone buildings of considerable size, is mostly built of grass and mud in the same way as the smaller villages. Amazon villages can be easily recognised by the manner of construction,



for the builders nearly always erect their dwellings upon tall piles of solid wood, so as to raise the living areas away from the ground. In this way the Amazons avoid the worst excesses of periodic flooding.

## Amazon Locations

The Amazons live on an island in the centre of the great river Amaxon that penetrates the heart of Lustria. The island is heavily overgrown with vines and brush that make it difficult to view the interior of the island, save for the pyramidal ruins that can be seen over the treetops.

Amazonia straddles the Amaxon River shortly before it joins with the Amoco River. Their area is difficult to get into because there are a number of Pygmy tribes along the river isolating it from casual contact. Most of Amazonia is jungle interspersed with hundreds of gardens and small villages. Most of the population lives in these small villages ruled by the Amazonian nobility. Amazonian villages may comprise of one or more stone buildings, often of Old Ones construction, but the majority of Amazon buildings are grass and wood buildings placed on stilts to avoid the frequent flooding of the area.

Near the centre of Amazonia lies the beautiful Lake Lokka whose waters irrigates many of the nearby gardens, and next to Lake Lokka is the Amazon holy site known as Rigg's Shrine. A short distance from the Amaxon River is the only Amazon city, the city of Genaina. Genaina is the centre of the Amazonian Sisterhood and is also the residence of the Amazonian Queen.

## Genaina

Genaina is the only Amazonian settlement of considerable size. Here a few thousand Amazons live a short distance from the Amaxon River. The core of this city is a collection of Old Ones pyramids and buildings that extend deep into the earth creating a complex of linked underground vaults and bunkers, and this area is used by the Sisterhood as their central complex. The two largest pyramids tower over the city, one is the Queen's Palace and the other is the Temple of Karra, the main temple of the Amazonian Sisterhood and its centre for teaching and instruction.

Surrounding these stone buildings is a sprawling community of elevated grass huts and gardens and this area is exceptionally green and fertile, and this lush foliage continues into the Old Ones city. The layout of this city is somewhat similar to Lizardmen cities, except that the old spawning pools have been converted into gardens where the city dwellers get most of their food.

It is in Genaina where the Amazon Queen rules the empire, surrounded by the most powerful members of





the tribes. Only a select few elders from each village know the location of the temple. Initially founded just before the Coming of Chaos by the first Amazon Queen, Khalith, Genaina has never had a single man enter its sanctity.

### Rigg's Shrine

In addition to the many small village and way Temples dotted throughout Amazonia, there are two main cult centres, the Temple of Karra in Genaina and the Great Shrine of Rigg standing on the shores of Lake Lokka. It is said to commemorate the mythic union between Rigg, Amazon Goddess of War, and Amex the Sea Elf God of Wealth and Happiness. Here they brought into the world Kalith, Mother of all Amazons. This creation myth lies at the very centre of Amazon religious dogma.

Worshippers of Rigg amongst the Amazon tribes make regular pilgrimages to the Shrine. The administration of the centre is in the hands of the Amazonian Sisterhood.

This shrine has giant vaults going deep into the earth and houses not only the holy site of the shrine but also offices for the Sisterhood, a convocation hall for the Sisterhood and a library full of strange texts that the Amazons today are still attempting to translate and understand.

The sanctity of this place is jealously guarded and those Amazons who are not members of the Sisterhood may not enter. Like all Amazon holy places, the Shrine and its precincts are forbidden to non-Amazons, except those with special dispensation from the High Priestess. Even then, they would find themselves under constant guard. There have been rare occasions when outsiders have been permitted in but this required a personal invitation from the Queen of the High

Priestess, and these special guests have always been women, as no male is ever willingly permitted to enter a shrine to Rigg!

Although the main temple complex in Amazonia is in Genaina, the holiest shrine is Rigg's Shrine in central Amazonia at Lake Lokka. This is a rather large temple, one of the largest in Lustria and is fairly isolated. The Shrine itself is guarded by the most elite of the Kalim and the most devout of the Sisterhood worship here. Although the Temple of Karra in Genaina is the centre of the administration, Rigg's Shrine is the centre of the religion and this is as important a post as the Temple of Karra, and maybe even more important. The High Priestess of the Cult of Rigg spends most of her time here and nearly all of the Sisterhood's highest echelon has spent considerable time worshipping and serving Rigg's Shrine.

### Tia'ran Mutanbo

Literally meaning "the high trees", the village of Mutanbo is one of the largest Amazon villages. Its location is deep within the jungles of Lustria, and is a massive treetop settlement where the village has been built high into the trees. One of the features of Mutanbo is so high up that it is very difficult to capture in a siege. One of the favoured tactics of the villagers is to destroy the lower levels of the village to isolate attackers, and fire a rain of deadly arrows down onto them. The tribe of Mutanbo worship Serena, the Snake Goddess almost as much as Rigg herself. The tribe is also unique in that it is governed by the Sister-Sorceresses of the Priesthood of Serena, instead of the conventional warrior chieftains of the other settlements. Also, the tree top village is characterised by its wealth of scouts and bow warriors who guard its lofty heights and keep watch of the jungle paths.



## Morr'tebio

Morr'Tebio translates as the Swamps of Death. Located deep within impenetrable Swampland, Morr'Tebio is a dark and foreboding place.

The buildings of the settlement are built on tilled stilts to elevate them above the murky swamps. Those of Morr'Tebio are treated with the most trepidation by the other Amazons, as their dark surroundings have given them a reputation of being strange and unnatural. Close to the Swamp Of Death are the mysterious fungus patches of the Blue Stumps, home of the reclusive Curse Witch Lwaxana, a particularly old, scary, and reclusive individual. The Sage of Lilies, and old goddess from folklore, is prevalently worshipped in Morr'Tebio.

The legend says that Zerena was once a beautiful and powerful sorceress who tragically fell in love with a venerable Slann Mage Lord. The Slann cursed her into becoming a large toad, claiming it was a gift to make her beautiful. Cursed, Zerena made her way to the swamps and lived there with a broken heart and a bitter enmity towards the Slann. Although a somewhat unlikely tale, the legend of the Sage of the Lillies is, as the folklore goes, that the transformation also granted her a unique grasp of the machinations of the cosmos. The Sage supposedly hides in shame, fearing that anyone might see her in her froglike state, but is also regarded as a goddess of wisdom. The story is also used by the Amazon's as a warning of granting mercy to their hated foes.

The sorceresses of tribe of Morr'Tebio brew potions and poisons of varying degrees of potency and deadliness from the unique funguses and creatures that lurk in the deepest Swamps, some of which turn the tribal warriors into foaming psychopaths.

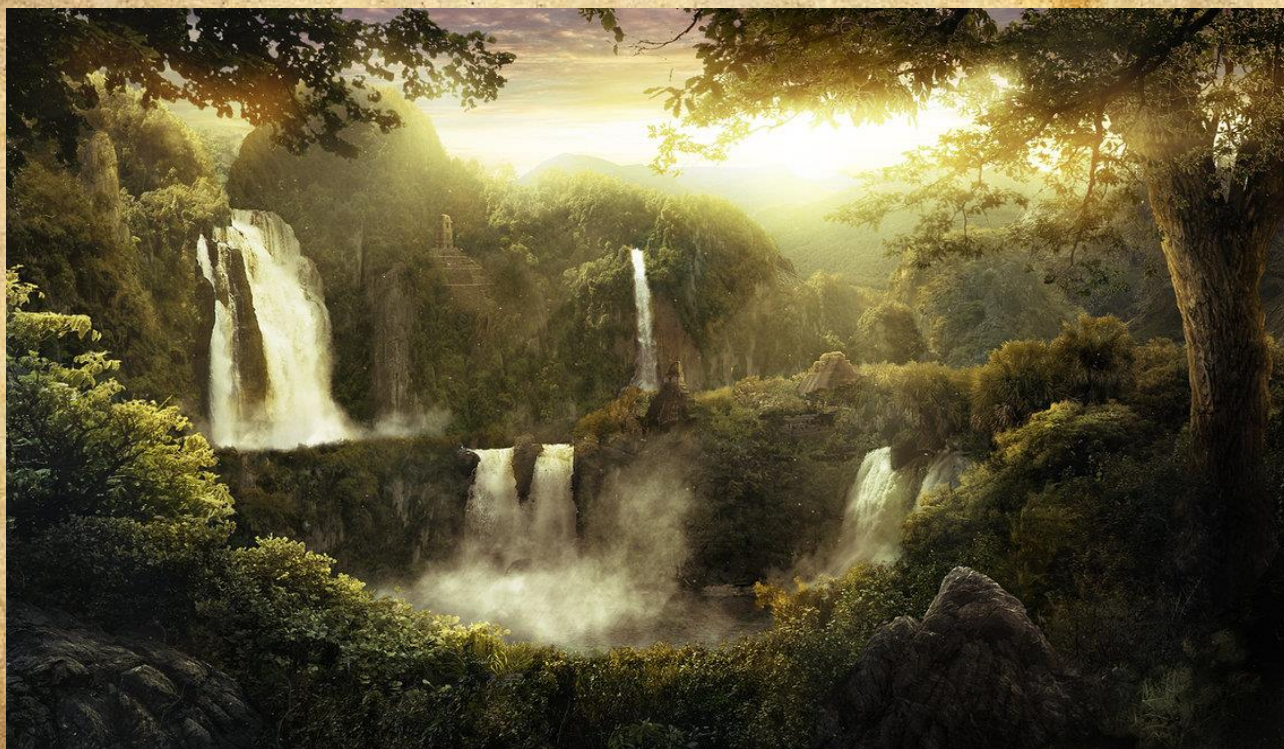
## Val'Ron Nubilar – The Lost Valley

The Lost Valley is one of the most closely guarded secrets of Lustria. Within the valley lie a massive enclave the Amazon's. The entrance the valley is nearly impossible to stumble onto, being hidden by a series of caves, waterfalls and dense jungle paths. However, the inhabitants of the Lost Valley are somewhat unique in the Amazon race. Whereas the rest of the Amazon tribes have a hatred of anything reptilian, those of the Lost Valley have actually learned how to train the indigenous Lizard life. The armies of tribes of Val'Ron Nubilar ride to battle on the backs of might Stegadons, Cold Ones and Terradons swooping high into the sky. The reason this has happened as these creatures are common to the valley.

The Amazons here long ago learnt how to master the mightiest of jungle dwelling creatures. This mastery has been taught to generations of Nubiliarian Amazons, and when the tribes of the Lost Valley send troops to fight in the Queen's armies, they frequently send their lizard riding warriors. On the rare occasions when the Nubiliarians are attacked themselves, entire armies based around Cold One Riders are common place.

## The Piranha Swamps

The Piranha Swamps consist of mile upon mile of stinking mire, drowned in the shadows cast by the jungle canopy high above. The dark waters are borne to not just one variety of piranha fish, but a staggering diversity of predatory water life. At the approach of likely prey, the brackish waters boil with the savage thrashing of the beasts within, and to attempt to navigate them by foot or by boat is to invite a certain, though mercifully quick, death.





*Abdul Meershariff stroked his oily black moustache and wiped copious amounts of drool from the side of his mouth, drying his hand with his sleeve.*

*"This one's new in today, all her own teeth..." with that the rotund, flamboyantly dressed Arabian grabbed the cowering, manacled girl by the arm and dragged her to her feet. With a filth-encrusted, stubby finger he forced her lips apart showing his potential customers a set of polished, ivory white teeth. The merchant smiled, showing his own teeth – they failed to compare...*

*"Fifty of your Imperial crowns." There was a long pause, "She can cook, clean, dress wounds and by his magnificence above can she fight!" bellowed the excited Arab, his foetid breath forcing his customers to gag. Despite the manacles and being paraded like a prize bull the girl stared back defiantly, her ice-blue eyes displaying obvious contempt for both her would-be new owners and the obese slave merchant.*

*Delicately placing a dainty, white silk handkerchief over his mouth the powdered fop observed his prospective purchase, slowly walking around her marvelling at the lithe, toned form before him.*

*"She's certainly a feisty little thing isn't she?" he said, a tinge of Marienburger creeping into his accent.*

*The Marienburger captain's comrades laughed haughtily as he reached for the bulging pouch at his belt and began to count out the money. The Arab's eyes widened at the sight of the gold and he began to perspire heavily with anticipation. Then four cloaked and hooded figures entered the merchant's tent.*

*"Whaddya want?" snarled the Arab, quickly pocketing the gold. The tall figure at the front pointed towards the manacled girl with a slender arm. The Marienburgers' hands were already at the hilts of their swords.*

*"You're too late, she's been sold." sneered the Arab as he positioned himself behind the Marienburgers.*

*In a blur of movement the interlopers cast aside their cloaks revealing themselves to be lithe, tanned women dressed in animal skins with bright feathers adorning their hair and strange weapons gripped in their fists. With a ringing of metal the Marienburgers unsheathed their swords and charged the warrior women. One of the women raised what looked like a cross between an ornate duelling pistol and a golden gauntlet. With a blinding flash it discharged. The lead Marienburger looked down at the smoking, fist-sized hole burned straight through his shield and likewise in his steel breastplate and then slumped to the floor. With the clash of weapons going on all around them the Marienburger captain and the tall leader of the women squared up against each other each gripping their weapons tightly.*

*"Another wench in need of learning her place." Spat the Marienburger as he expertly lunged with his sword. The tall warrior woman's sword glowed white hot as she parried the captain's attack, shearing his sword in half. The captain looked in horror at the remains of his expensive weapon as the tall woman's glowing sword swept downwards in a diagonal arc from his right shoulder to his groin. The fop stood motionless for a second staring blankly ahead and then fell to the ground in two perfectly cauterized halves. With the rest of the Marienburgers now dead or dying, the women freed their sister from her manacles as the tall leader dragged the shrieking Arab from the puddle he was now inhabiting at the back of the tent by his beard.*

*The women slapped the manacles upon the merchant and now the slaver had become the slave. They then slipped out into the night with their captive. The squealing Arabian knew that it had been the Marienburgers who were the lucky ones for he had heard tales of what the dreaded Amazons did with their captives...*









## ·MIST- ·RESSES OF THE JUNGLE

*The Amazons prefer to strike from the cover of their densely overgrown homeland. They are extremely quick and able to hit hard in melee and in ranged combat, just to disappear and retreat to a safe position inside the jungle immediately afterwards and before the enemy can react. They should avoid a direct encounter with the enemy though, as they will probably not get out of it unharmed.*

*This pride of Amazons has been perfectly trained for jungle combat and their surprise attacks have driven not a few opponents to despair. Dangerous warriors who were born for jungle combat and who sneak up on their enemies quietly only to suddenly pounce on them.*

*In this section you section you will find details for all the different troops, heroes, monsters, and war machines used by an Amazon army. It provides the background, imagery, characteristics profiles, and rules necessary to use all the elements of the army, from Core Units to Special Characters.*



# ARMY SPECIAL RULES

This section of the book describes all the different units used in an Amazon army, along with any rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the Warhammer rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' that apply to several Amazon units, and these are detailed here.

## GARLAND WARFARE

*When the number of sacrificial victims for rituals is low, the Amazons organize garland or flower wars for the purpose of increasing supply. The warriors go into these wars with enthusiasm, knowing this is their opportunity to win glory and status.*

All models with this rule may re-roll the distance they pursue a broken enemy from combat. For every unit successfully pursued down, the unit get +1 to its Combat Resolution in subsequent Close Combats.

## HIGH AGE ARTEFACTS

The Amazons carry many strange arcane items and weapons. The origin of these mystical and powerful weapons is unknown but they are believed to originate from during the time of the Old Ones.

### SUNSTAFF

*The Sunstaff is a long tubular stick that is made from a strange multi-coloured metal with one end hollow like a tube. Strange runes are carved along its length and a large gemstone is set into the pommel. Despite being extremely ancient, the wielder of the Sunstaff can discharge a beam of energy akin to the rays of the sun.*

Range	Strength	Special Rules
24"	4	Quick to Fire, Magical Attacks Armour Piercing

A Sunstaff does not suffer -1 To Hit for shooting at long range.

### CLAW OF THE OLD ONES

*This is a very ancient weapon made from a strange metal that is impervious to age and corrosion. The powers of this artefact can only be unleashed through a ritual known only to a handful of Amazons. The blade of this weapon glows white hot and can cut through armour as if it were paper.*

Range	Strength	Special Rules
Combat	+1	Magical Attacks

All attacks made by this weapon have an additional -2 armour save modifier.

### SUN GAUNTLET

*This, as with all strange arcane Amazon items, is made from an unknown multi-coloured metal that is impervious to damage or corrosion. It is covered in strange runes and a bright gemstone is set into the hilt. It can be held in one hand and when pointed at an enemy unleashes a blinding beam of energy like the Sunstaff.*

Range	Strength	Special Rules
12"	4	Quick to Fire, Magical Attacks Armour Piercing

### Sun Gauntlet (Combat)

Range	Strength	Special Rules
Combat	4	Extra Attack, Magical Attacks, Armour Piercing Requires Two Hands

A Sun Gauntlet does not suffer -1 To Hit for shooting at long range.

### AMULET OF THE MOON

*Once activated, this ancient device creates a shimmering aura around the wearer that makes it harder for enemies to see them.*

Any missile fire directed at a model equipped with the amulet suffers a penalty of -1 to hit. The amulet also confers a 5+ Ward save against missile fire.





# PRIESTESSES

Amazonia is administered by the religious organisation called the Sisterhood, which their Priestesses are part of. They are powerful sorceresses and their word is law. The Sisterhood is rather like a monastic order; as novices the young cult members live closeted lives, only acquiring responsibility as they get older and wiser.

The nature of the Amazonian Sisterhood is largely unknown to outsiders. Within Amazonian society, however, the Sisterhood operates as an extremely regimented and well-defined network of spiritual guides and healers that govern the daily lives of the Amazon people. Each Priestess of the Sisterhood is charged with interpreting the divine will of the goddesses and relating their wishes to society as a whole.

Priestesses are identified at birth through a series of signs and rituals. Once these chosen daughters have reached the age of five, they are taken from their mothers to be raised in their respective temples by the Sisterhood. Their lives will be ones of rigid magical training and divination practice, with each waking moment spent in service of their respective goddesses.



Upon reaching the age of fifteen, the neophyte priestesses are assigned to one of the military regiments of the Amazonian armada and charged with guiding the spiritual and military practice of the warriors in that regiment.

When a neophyte priestess has served for five years in this apprenticeship, she is granted the full blessings of her temple to join the ruling Sisterhood.

Amazon Priestesses are the masters of Serpent Lore and powerful magic users. Priestesses have a unique level of prestige in Amazon society - both respected and rightly feared by their peers.

Particularly warlike devotees are referred to as Serpent Priestesses. These warrior mystics are potent magic wielders, and wise in the ways of the jungle. The younger, more junior members of the Priestesshood often gather war parties to search for Slann artefacts and also conduct the ritual sacrifices of captured enemies.

	M	WS	BS	S	T	W	I	A	Ld
Serpent Priestess	4	4	4	4	4	3	4	2	9
Priestess	4	4	4	4	3	2	4	1	8

**TROOP TYPE:** Infantry (Character).

**MAGIC:** A Priestess is a Wizard that uses spells from the Lore of Light, Lore of Life, Lore of the Heavens or Lore of the Serpent.

**SPECIAL RULES:** Garland Warfare, Forest Strider.

*Twice during this stretch of our journey we come into contact with warrior women known as Amazons, and on both occasions I don't mind admitting they scared the living snot out of me. The first time, it was a drug-fuelled berserker, lithe and fast, yet gripped by the desire to shed blood. Purple and blue feathers hung from intricate plaits in her hair. Her body was splattered with the blood of three of my men who blundered into her on the path. My men retreated before her fury - a score of bold lads sent scurrying by a maid. The second time, it was one of their leaders, a woman of serene countenance who bore magical artefacts. She cut down a dozen foes in a single actinic blast. That time, the woman made common cause with us against Lizardmen ambushers, though I have no doubt she would have wielded her weapons against us had we given her reason.*

The journal of Johan Besksbein, day 48.



# COMMANDERS

The political and civil leaders of the Amazons are elected from the ranks of Amazon Warriors, seeing as they have been trained from a young age in the arts and tactics of war. Living in close proximity with the Lizardmen, the villages of the Amazons are on constant alert against raids. From the local village Mistress to the Matriarchs, which act as the hands of the Serpent Priestesses, an Amazonian general is no weak sister on the battlefield.

The Mistresses are usually the daughters of other Matriarchs, and all the daughters are brought up with the same training. Any Amazon could be considered Matriarch, but unless they are commissioned nobility, given a right to lead by the Sisterhood, they have little power in society. A commission-less Matriarch may stay on and help their commissioned sibling or mother, or funded by their family begin some expedition, or join the Sisterhood.

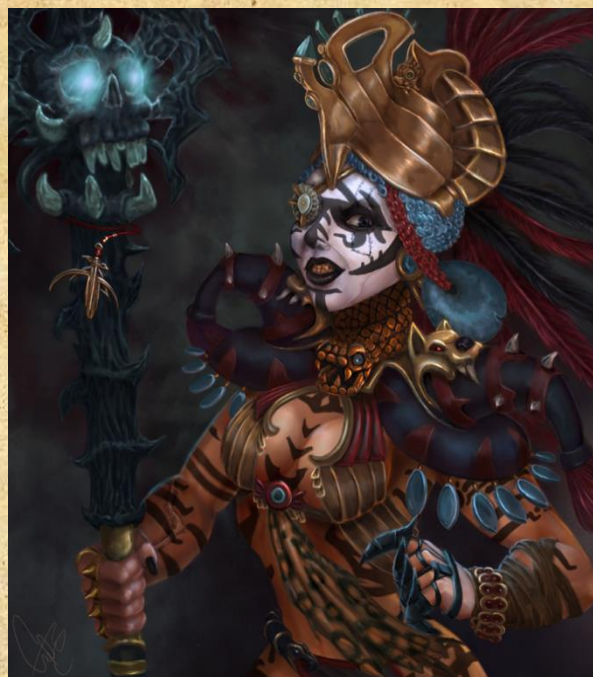
Mistresses are veterans that have participated in dozens of war parties over the years. They are the right-hand girls to the Priestesses and also act as their bodyguards. They are skilled in fighting with a variety of different weapons including the legendary claws of the Old Ones. These individuals are granted valuable relics to carry into battle; powerful artefacts, coming from a time immemorial and unimaginable valuable. Oftentimes, the exact extent of power of such an artefact is not even known to the Priestesses themselves but they prove nonetheless valuable tools in the battles between the Amazons and the various intruders of the Amazon realm.

Matriarchs and Mistresses are in charge of the defence of Amazon settlements, sacred places, frequently used paths and routes through the jungle, connecting major villages or a temple and of course, the borders of the Amazon empire. This duty ranges from the simplest task, like inspecting the camouflage and weapons of a departing patrol up to intricate planning of defensive strategies or raids. They are given free rein by the Sisterhood in achieving such smaller tasks. However, whenever there is a big operation, like an important raid to retrieve a stolen High Age artefact or the defence of a major ritual site, there will always be at least one Priestess around to monitor and guide to preparations, thus making sure that the will of the Goddess and that of the Sisterhood is fulfilled.

	M	WS	BS	S	T	W	I	A	Ld
Matriarch	4	6	5	4	4	3	6	4	9
Mistress	4	5	5	4	4	2	5	3	8

**TROOP TYPE:** Infantry (Character).

**SPECIAL RULES:** Garland Warfare, Forest Strider.



## HIGH AGE ARTEFACTS

The sacred places of the Lustrian jungles hide many strange and valuable artefacts. Invaders seek such items because they are made from gold or gemstones, others because they hold power that mages may draw upon. Some are covered in mysterious texts said to be the script of the gods themselves, and scholars covet these above all others. Of the utmost rarity are the weapons of the so-called High Age. These can be staves, rods, blades and various other shapes, and many are more deadly than any other weapon known to the world. Some High Age weapons project shimmering bolts of light, others propel small missiles many hundreds of metres that bury themselves within the flesh of their targets, only to explode, ripping it apart in a shower of gore. Such items are highly valued, more than the most potent of magical artefacts, and are the subject of legend among scholars. Entire armies have been raised at the mere hint that such a weapon may be found, and any cost will be paid just for the chance of acquiring one. To date, only the Amazons have been witnessed bearing such weapons, and it can only be hoped that no invader gains the power of a High Age artefact.



# AMAZON WARRIORS

Amazon Warriors form the core of the Amazon army. Every Amazon Women is trained in the ways of warfare in her village from a young age. Due to the unforgiving nature of their jungle environment, it is said that an Amazon is taught how to use a sword and shoot a bow before she is taught to walk.

With the exception of those exceptional individuals taken and trained by the Sisterhood, nearly all Amazons undergo military training by the local nobility and Warrior Societies, and must spend several years serving as Amazon Warriors. When these women are not serving in one military capacity or another they are working on the local gardens controlled by the noble, giving them experience for their future roles as horticulturists.

Once their military service has ended they usually begin working at a local tribal garden or if they served the noble with distinction, may be awarded land and a garden of their own for their meritorious service to the noble. A handful will continue on in their military service.

Amazons are fierce fighters. Clothed in the flayed hides of Skinks, many bearing animal-headed masks, they are a fearsome sight. Some dye their hair in myriad colours reminiscent of the exotic birds of the jungle, and raise it with resin and sap to mimic a Skink's crest.

The Amazons' skin is tanned from the tropical sun, and they wear animal tails and the long feathers of tropical birds from waist belts. Awarded for feats of valour in

battle, the more magnificent the tail, and the higher the status of the warrior.

Amazons are adorned with all manner of gold, bangles, anklets, rings and other trinkets that they have claimed from their enemies as battle trophies. Understandably, most of these are Lizardman in origin.

Should the need arise, every Amazon woman in Lustria could be mobilised and form an effective combat force. Amazon warrior women regiments are incredibly flexible - capable of fighting with a bow as well as with spear and sword. Being able to cover long distances in the jungle in a time where most intruders manage to march only a few miles, the Amazons are masters of setting up ambushes and then to vanish into the thick foliage only to choose their next field of battle.

	M	WS	BS	S	T	W	I	A	Ld
Amazon Warrior	4	3	3	3	3	1	3	1	7
Adept	4	3	3	3	3	1	3	2	7

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Garland Warfare, Forest Striders.

*"The more I learned of the gods of the lizard people, the more incredulous I became. Their pantheon was at that point nearly indecipherable to me, and appeared to include one whose place is said to exist outside said order, and to be worshipped by no "True Children of the Gods". Yet it is written that this outsider shall be tended to unto the end of time be her "Faithful Half-kin". Was this being one of the Old Gods, or a mortal chosen to bear their seed? The answer came after many long months of patient research, and even then, I would question everything I had come to believe..."*

Prelude to chapter 3,  
"In the Garden of the Gods",  
by the noted mage of the Jade College,  
Cyrston von Danling





# PIRANHA WARRIORS

Those of the Amazon Warriors who display particular affinity for the jungle may be selected by the local matriarch and trained in the ways of reconnaissance, taken from the natural hunters and jungle trackers in the Amazon villages.

Piranha Warriors are the eyes and ears of the Amazon Army. Using their superior skill they range ahead of main army, noting troop movements and making deadly sniper attacks with their javelins. These masters of guerrilla warfare prove invaluable to the Amazon army. Piranha Warriors are known for their exceptional speed and agility. They are just at home stealthily picking their way through the jungles of Lustria and hiding in the trees setting up ambushes.

These stealthy and resourceful women are organized into loose teams and maintain the perimeters of Amazon cities and outposts from their perches high in the jungle canopy. Able to respond quickly to any incursion, Amazon Scouts often form the first line of defence for an Amazonian village. These prized scouts are also dispatched far ahead of the vanguard of an Amazonian army to assess enemy combat strength and to harass supply lines and disrupt enemy communications.

They derive their name from the deadly fish which lives in the Amazon River. These creatures, growing to



the size of a human palm hunt in packs and are able of devouring prey that is ten or twenty times their size in mere seconds, leaving nothing behind than a clean skeleton. The Piranha Warriors try to copy this style of hunting, attacking their prey from multiple directions. The helpless victim will find itself assaulted by javelins from out of the undergrowth, as well as from the canopy foliage. The Piranha Warriors often craft their javelins by attaching Piranha teeth to them or by simply cutting barbs into the spear tips, thus mimicking the deadly wounds inflicted by the small fish. Some extreme members of the Piranha class go even that far and sharp their teeth to resemble their namesake even more. Foes that do not die immediately in an ambush suffer grievous wounds. The warriors then can easily follow the trail of blood through the jungle.

The Piranha Warriors prefer ranged weapons and are often found ahead of an Amazon war band. They are the only Amazons to use a great seashell horn to warn their allies of approaching enemies.

	M	WS	BS	S	T	W	I	A	Ld
Piranha Warrior	4	3	3	3	3	1	4	1	7
Tracker	4	3	3	3	3	1	4	2	7

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Garland Warfare, Forest Striders, Skirmishers, Scouts.

## BLOWPIPE

*A common weapon of the Amazons is the blowpipe. Shooting darts often tipped in lethal venom, it is a weapon able to take down the toughest of foes.*

Range	Strength	Special Rules
12"	3	Multiple Shots (2)

*Ahhuilia watched the soldier with a wary resignation. Apparently the men of these people did not have bigger brains than their own mounts.*

*The spirit of the jungle flowed inside her, the echoes of every jungle predator which had ever sunk its fangs into the warm, struggling body of its hapless prey. Her mind became like an arrow, existing only in the here and now. There was only her and her enemy, predator and prey, everything else had ceased to be of any relevance. She calmly prepared her blowpipe when he was three handfuls of steps away from her.*



# EAGLE WARRIORS

The Amazons prize fighting skills and soldiers earn increased status in society through distinction in combat and promotion in rank. One of the higher ranks is that of Eagle Warrior.

All Amazons, both free commoners and nobility, learn about weaponry and warfare as part of their basic education. Until the age of fourteen, their education is in the hands of their mother, but is supervised by the Priesthood. Periodically they attend their local temples, which test their progress. However, only the best students can progress to become Eagle Warriors.

At the age of seventeen, young Amazons became warriors and enter formal military training. The recruits are expected to be brave and noble. Those who are of noble lineage also receive training in religion, politics, or history by the priestesses. To achieve adult status, an Amazon has to capture her first prisoner. Amazon warriors can move up in ranking by capturing enemies. After capturing four enemies, they are eligible to become either a Jaguar or Eagle Warrior.

The emphasis is placed firmly upon taking live captives as dead enemies serve no purpose in Amazonian ritual sacrifice. The perceived worth of an enemy varies according to their military status; the capture of four highly esteemed enemy warriors was a notable feat, while a larger number of lesser captives is required for a warrior to become an Eagle Warrior.

Warriors gaining promotion into the ranks of the Eagle Warriors have previously specialized in one particular weapon type, as is the way of Amazonian training. It is likely that this favoured weapon remain a warrior's weapon of choice after promotion, though increased status may give greater access to more advanced weaponry, like High Age Artefacts of the Old Ones.

The Eagle Warriors are veterans that have participated in dozens of war parties over the years. They have adopted the totem of the great eagle that reflects their great might in combat. These fighters wear great colourful headdresses made of eagle feathers and costumes that enhance their military bearing. Because

*"The gods must have revised their opinions of our expedition, for surely they were with us this day. We are joined by a guide, a native it seems of this very jungle. She is a woman of tremendous presence and beauty, and she knows the jungle intricately. I only hope I can control the men, for their sake more than hers, for she is a devil with the spear..."*

they are lightly armoured and unencumbered, they are able to move quickly. They are the fast, light troops of the Amazon armies, quickly pouncing on enemies.

In times of relative peace, the Eagle Warriors are tasked, among the Piranha Warriors, to capture suitable subjects for sacrifice. Focused fully on this task, the Eagle Warriors often strike an encampment to gather designated victims and upon the completion set off into the jungle, leaving behind a few dazzled survivors.

Being trained on using an intricate language of bird cries, with each member of a war party having an individual pitch or type of shout, the Eagle Warriors are able to communicate literally right next to the enemy without being troubled of being spotted. Thus, an Eagle Spirit can nominate a victim and lay out an ambush plan. Many a foe has wondered about the heightened avian activity in his surroundings shortly before being ambushed by an Amazon war party.

	M	WS	BS	S	T	W	I	A	Ld
Eagle Warrior	4	4	3	3	3	1	4	1	8
Eagle Spirit	4	4	3	3	3	1	4	2	8

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Garland Warfare, Forest Striders, Swiftstride.





# JAGUAR WARRIORS

Another rank of Amazon fighter is the Jaguar Warrior, who is more heavily armed and armoured than the other warriors. The Jaguar Warriors are considered to be the all-out fighting troops and full time warriors. The brute force of the Amazonian army, they wear Jaguar skins over their heads with their faces peering out beneath the jaguar mouth. The jaguar was chosen as the totem for warriors because it is one of the fiercest predators in the Lustrian jungle. It is also the initiation rite for an aspiring Jaguar Warrior to hunt down a wild jaguar and to then work the prey's skin into her own armour – a task which casts a heavy toll on the lines of aspiring warriors, thus leaving only the strongest to join the Jaguar Warrior rank. Those who survived proudly wear the scars which tell of that fate-shaping encounter.

Jaguar Warriors are often placed at the forefront of a battle, and they are disciplined, reliable and feared by their enemies. Their role is to be the heavy infantry of the army and to engage the enemy main force. They often have the advantage in combat against lighter troops that are caught off-guard or foolish enough to engage the heavier Jaguar Warriors. In combat, they use an obsidian-bladed sword known as a macana. Although it lacks the penetration power of steel weapons, the macana is able to keep a razor-sharp edge.

The order of Jaguar Warriors is comprised mainly of hereditary nobles. However, these nobles are still required to prove themselves in battle before being promoted. Commoners can also be promoted to the Jaguar ranks, but such an achievement is exceptional. Commoners lack the typical Amazonian warrior training given to young nobles, making them less well equipped, both in terms of weaponry and skills, to excel in battle.

The Jaguar Warriors are known for their exceptional strength and combat prowess, and they are well respected for their vicious fighting style. They are the protectors of the Amazon tribes living far away and keeping any invaders at bay. They are especially adept at hunting Skinks and Sauruses, their most common foe. The Jaguar Warriors favoured method of attack is to steal away in the foliage becoming part of the jungle itself and waiting for the perfect moment to strike.

	M	WS	BS	S	T	W	I	A	Ld
Jaguar Warrior	4	4	3	3	3	1	4	2	8
Jaguar Prowler	4	4	3	3	3	1	4	3	8

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Garland Warfare, Forest Striders, Immune to Psychology.



*It was done. Macati had passed the challenge. She would become the tribe's next Jaguar warrior. All she had to do now was to cut up the corpse and bring the important parts back to the village. If found worthy, her body would accept the gift and transform into the shape feared by the Amazons' enemies. The jaguar head would be her helmet, its eyes improving her sight. Its skin would become her armour, protecting her from all but the heaviest blows. Her arms would end in sharp claws with keen edge, claws which would rend her foes with horrific speed and force. She would be a Jaguar Warrior. She was immensely proud of being able to serve her tribe like that.*



# KOKA KALIM

Amazon culture places a great emphasis on religious zealotry and courage in battle. The less well-adjusted or unbalanced of Amazonian society embrace these ideals with a frightening fervour and passion. There is a peculiar sect within Amazon society that attracts the most bloodthirsty, unhinged members of the population. These sisters are feared and revered in equal amounts.

Although nearly all Amazons are devout in their worship of Rigg, many of the more devoted or unbalanced are driven to even greater heights of dedication and seek to join the most militant order of the Sisterhood, who are known as the Kalim.

The Koka-Kalim are religious zealots; fanatically dedicated worshippers of the Goddess Rigg. Many of the Kalim consume a local drink known as Koka that are made from the various rare herbs that grow wild in the jungles of Lustria, becoming addicted to the substance. This Koka is considered a drug that brings one closer to Rigg and often gives mild hallucinations and strange dreams that have important roles in the worship of Rigg. Constantly within the grip of the drug's effects they eat, sleep, and say very little. Deprived of normal sensory functions they can overcome great pain, and have little natural aversion to blood, slaughter or death. Their state of mind makes them very edgy, unpredictable, irrational and strung out. They make ideal fanatic warriors.



Before they go into battle they imbibe large quantities of psychedelic herbs and enter a kill-frenzy, making them very ferocious opponents indeed.

The Sisterhood, with their monopoly of the theological establishment, maintain a small army of Koka-Kalim as servants, guards and fighters. Koka-Kalim serving the Sisterhood are known as Devouts. Many are issued by the sisterhood with Old Ones weaponry.

The Koka-Kalim are perhaps the most frightening warriors in the Amazon Army. These wild women drive themselves into such a mad frenzy of hatred and blood lust that they are both a threat to themselves, their own side and the foe. These mad women are banded together into an unruly mob - and then pointed in the direction of the enemy. These women are known as being as fierce and relentless as the Witch Elves of Naggarrond. The chilling yells of Koka-Kalim as they rush headlong into their enemies have driven many a shaken foe from the field of battle.

	M	WS	BS	S	T	W	I	A	Ld
Koka-Kalim	4	4	3	3	3	1	4	1	8
Kalim Devout	4	4	3	3	3	1	4	2	8

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Garland Warfare, Forest Striders, Frenzy.

*The story of Pirronna and Pierre is both tragic and beautiful. Pierre de Smithe was a brave Knight of the Realm, who had come to Lustria to perform his Quest for the Lady of the Lake. Whilst he was searching for wrongs to right, he ventured onto the Pirronna and her hunting party. Although the Bretonians and the Amazons are mistrustful of each other, they fell madly in love and eventually got married, despite objections from both sides. The Bretonians saw Pirronna to be a savage barbarian, whilst to the Amazons the Bretonians were more arrogant than most males.*

*Pirronna became an outcast from her village for daring to defy both her elders and the tradition that the Amazon women should not devote themselves to men. Pierre couldn't subject her to life back in Bretonian, as he knew that marrying a fabled Amazon would make her into something of a lab rat to society. They live a solitary life together, in their shrine to the Lady of the Lake deep within the Lustrian jungle. Whilst there Pierre has taught Pirronna something of the way of the knight, and while she has learned much she refuses to forget her Amazon roots. From time to time they ride from the jungle together, to protect her Amazon kin when they are most in need.*



# JUNGLE STALKERS

The Jungle Stalkers are famed warriors from the great tree top city, Mutanbo. While the Amazons do not have the technology possessed by other races, they have instead developed a great skill with the bow. Their skill at archery is unparalleled throughout Lustria. It was said that the best of them can shoot an arrow through three skinks in a row before they can properly walk. Their reputation as bow mistresses precedes them, and whenever they join the Amazon army, the other warriors will keep an eye on them during the battle, eager to know if their reputation is well founded. Few have been disappointed.

It is said that the young Amazons from Mutanbo learn how to track, catch and gather the poison from these deadly frogs before they span their first bow. This is true to some extent, for the tree frogs count among the deadliest creatures of Lustria; despite their size, most if not all predators evade them and the slightest slip in one's concentration while handling them leads to a painful death.

It is said that the Jungle Stalkers were inspired by an odd breed of Skins, which are capable of changing their skin colour according to their surroundings and which make use of deadly tree frog poison too. Moving swiftly through the jungle canopy, these well trained archers are able to kill enemies quickly and break enemy morale under a barrage of well-aimed arrows.



Those who are not killed instantly by the well-placed shots, suffer from the effects of the various poisons, which range from coughing one's lungs out, over the boiling of blood to numerous hallucinations, sometimes even leading to attacking one's comrades. There is no known cure against these poisons and the most merciful way to end the pain of a victim is by quickly cutting their throats.

	M	WS	BS	S	T	W	I	A	Ld
Jungle Stalker	4	3	4	3	3	1	4	1	7
Sharpshooter	4	3	5	3	3	1	4	2	7

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Garland Warfare, Forest Striders, Skirmishers, Poisoned Attacks, Multiple Shots (2).

*Priestess Dekala crept through the thick undergrowth. In her bronzed hands she clutched an arcane staff.*

*This was no ordinary weapon, but a gift from the gods which could bring their violent wrath down on the enemies of their jungle. With a sweep of her arm she ordered the Jaguar Warriors of the Pale Hide forwards. The three Amazon women crouched by the path-side, the light glinting off the jagged facets of the obsidian tips of their spears. They lay in wait once more, for the 'scaled artificers' to come, to fight and rebuild their monstrous cities.. The Scaled Ones must be culled for only then would the jungle remain the same Dekala could remember a hundred years before, when their toad-like leaders brought earthquakes down on Lustria, destroying its beauty for their own inscrutable plans. Now they reached out for Azemandu again, the Heart of Darkness, and they had to be repelled from the sacred land lest the jungle be ripped part once more.*

*Hidden about a hundred feet along the path, Remela watched the Scaled Ones go past. She waited for all to pass and then drew her crude bow. Notching a brightly-feathered arrow, she aimed at the one of the brutish Scaled Beasts. On the other side of the path, her sister-scout upholstered her shell horn. Blowing the horn unleashed a sound similar to the bellow of rival Stegadons clashing horns. At that signal the scout released the string. The arrow buried into the back of the head of a dimly scaled Saurus, which toppled to the ground like a rotten mangrove. The smaller Scaled Ones panicked and ran forwards, deeper into the ambush. With a ferocious cry to their gods, Dekala and the Pale Hide Jaguar Warriors vaulted onto the path, leaping like the poisonous frogs of Lustria. They swirled around the scurrying skinks, stabbing at the diminutive Scaled Beasts. The newt-like leader of the scaled ones drew a ceremonial knife and, parrying the club of a Jaguar warrior, sprang like a snake at the Amazon...*



# TOTEM GUARDIANS

The Totem Guardians is one of the most formidable units in Amazonia, one responsible for the safety of the Queen. What most Amazons are not aware of is the limits of their guardianship, for the Totem Guardians not only actively protects the Queen, but its agents work undercover in the society looking for those in the Kalim and Amazonian society that may be seeking to usurp it or gain power at the expense of the Sisterhood's and the Queen's expense. Acting as the Queen's bodyguard is simply cover for a large and secret force seeking out any dissent in Amazon society.

The Totem Guardians are made up of the strongest warriors from every village in the kingdom. They form the personal body guard of the Amazon Queen Thalestris herself. Some of the Totem Guardians will occasionally be assigned as bodyguards to important Priestesses or Matriarchs. Occasionally, Thalestris will send some of her elite guard to accompany the larger Amazon armies, to fight in her name. The Totem Guardians often wear ceremonial face masks, and always carry a two handed club or axe.

Other than forming the Queen guard, the Totem Guardians have the most sacred of duties, guarding the inner sanctums and hidden vaults of the Sisterhood Shrines and Temples. The most important of the Priestesses have escorts of Totem Guardians. The loyalty of these Totem Guardians is unquestionable, and because of this loyalty they are privy to secrets that few others are.

The Totem Guardians are given access, on a very restricted basis to using the ancient and revered Old Ones weapons. And although they are trained to use these weapons, this does not mean that a Totem Guardians will ever be permitted to actually use one in combat, since their use is carefully controlled.

The Totem Guardians are the most respected and prestigious Amazonian warrior rank. They form the elite of the Amazon armies, providing considerable strength to the Amazon's forces and defending the sacred shrines of the Sisterhood.

As powerful as they are in physical combat they are also expected to be educated, though most of this education is on the theories of strategy, tactics and improving combat technique. They paint their faces with vivid colours to show their ferocity and are renowned for not taking a backwards step in combat.

	M	WS	BS	S	T	W	I	A	Ld
Totem Guardian	4	5	3	4	3	1	4	1	8
Covenant	4	5	3	4	3	1	4	2	8

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Garland Warfare, Forest Striders, Stubborn.



*The Scaled One's onslaught drove the woman back down the path, but in doing so he turned his back to the others. A well-aimed thrust killed the Skink, driving through the tough hide of its back into its vital organs. Around him the Skinks scattered into the still pool, where they could pick off the warrior women one by one. But the battle was far from over. As they slipped into the vibrantly blue lake, Mandra the Piranha Warrior leaped at them from the shallow water, grinning wickedly. Slicing and bludgeoning with - her two vicious fang-lined clubs, the Amazon waded through the Skinks as easily as she did through water.*

*Dispatching the last of the smaller Scaled Ones, Dekala turned her attention to the hulking beasts. Only four Saurus remained. Back to back, arrows ricocheting off of their tough hides, the Saurus fended off the Amazons. In their close formation, the agility of the women was of no use. Readyng her Sunstaff with a prayer to the gods the Priestess twisted the haft. Like a bolt of incandescent lightning, a beam of melting energy spewed out of the staff. The Scaled Beast facing the Priestess raised its bronze shield, but the bolt ripped through it, the edges of the hole charred and burnt. The Saurus grunted with pain, and dropped to the ground, no blood emerging from the cauterised wound. In the space of a few seconds Dekala leapt into the gap, clubbing another Scaled Beast to the ground. The Amazons closed in. Tonight, the trophies on the head-poles would be renewed once more...*



# JAGUAR HUNTING PACKS

The Amazons live in harmony with the jungle - taking only what they need from it. Some of the women have a unique affinity with the jungle animals. Due to this unique bond, they can summon the jungle creatures.

The Jaguar is one of the Lustrian big-cats; others include animals such as the cougar. The powerful feline's muscles ripple beneath a golden coat covered in dark spots with smaller markings within those spots. The jaguar is a highly aggressive and ferocious great cat that makes its home in dense forests or swampy areas near a source of fresh water. Of all the big cats, the jaguar is the most at home in the water. They are excellent swimmers and stalk their prey through deep water where other cats won't go. They also excel at climbing and often spend time hunting tree-dwelling animals. The jaguar is highly territorial with its personal hunting ground often covering an area of several square miles. If hungry or its food supply is thin, jaguars have been known to attack prey much larger than itself - creatures as large as warhorses are known to have fallen victim to the powerful jaws of the jaguar. The jaguar has no rival among the other big cats.

Jaguars stalk their prey and prefer to attack from ambush, swooping in and felling prey with one swift stroke of their powerful jaws. Jaguars often lock their jaws on its prey, hanging on until their prey is dead. The kill is then dragged to a safe locale and devoured or carried back to the lair where the food is divided among the cubs.



If captured when young and carefully hand-reared they can be kept as pets, guards or animals of war. The Amazons are particularly skilled at this, and the Jaguar has become the companion animal to the Beastmasters.

Beastmasters will usually have only one or two pets. However, there are also those who are followed by entire packs, which is a very unusual sight; for Jaguars are solitary hunters in the wilds. This special symbiosis is at its height in battle, where the Beastmaster calls out the targets, usually enemy scouts or light troops, which are then ambushed and rendered to pieces by her Jaguar pets.

	M	WS	BS	S	T	W	I	A	Ld
Beastmaster	4	3	3	3	3	1	4	1	7
Jaguar	8	3	0	4	3	1	4	1	5

**TROOP TYPE:** Infantry (Beastmaster), War Beast, (Jaguar).

**SPECIAL RULES:** Garland Warfare, Forest Striders, Skirmishers.

**Unleash the Beasts:** The Beastmaster and any Jaguars she has under her control must deploy together as a Skirmish unit.

The animals may be released either when declaring charges or when attempting to pursue a fleeing foe. When releasing the animals, they become a separate unit from the Beastmaster for all purposes.

The Beastmaster can decide how many animals she wants to release at any point, and previously released animals may return to the unit by moving within 1" from it unless it is engaged in Close Combat.

If their Beastmaster is killed, any unengaged animals will immediately flee the battlefield. Victory Points are scored for each individual animal.

*The Jaguar shot forward in one smooth movement, like an arrow from a bow. Powerful muscles catapulted his death-dealing body into the undergrowth towards the unsuspecting Imperial. Its teeth sunk deep into his neck, blood gushing profusely. Yolanda slowly walked up to beast, standing proudly over its prey.*

*She had perfected her training methods, and this lot was at the height of their prowess, young enough to be spoiling for a fight, old enough to have the experience necessary to survive it. They would tear to shreds anything she told them to. She knelt down and nuzzled their heads, savouring what might be the last peaceful day for some time.*

*"Good girl", she said, stroking the Jaguar over the bloodied fur of its head.*

*"Keep this up, and you will have twice the feast next time."*



# HUNTRESSES



The Amazon Huntress is the mistress of the jungle, an Amazon who has spent years along the border ensuring that Amazonia remains safe. After years of distinguished work the Amazon has become a Huntress, and is accepted into one of the most secretive and important of Amazon warrior societies. This warrior society is comprised of a scattered group of individuals who although they have little contact with each other share an affinity that few warrior societies can equal.

The Amazon Huntresses have for years guarded the approaches to Amazonia, carefully monitoring the border and tracking down trespassers. They will track and notify the local authorities of those violating Amazonia's borders. Of great assistance to the Huntresses are the Jaguars that the Huntresses have trained and are their constant companions.

Before joining the ranks of the Huntresses, an Amazon is usually regarded as Beastmaster, having befriended one of the various great cats, most commonly a jaguar. Amazons who long for an animal companion seek out abandoned cubs or those, who have lost their mother for whatever reason. They care for them and act as their second mother, all the while honing their skill during the endless task of keeping the borders of

Amazonia safe. In the most extreme case only will an Amazon ambush a Jaguar den with the purpose of stealing a cub and, if possible, leaving the mother unharmed. This is a most dangerous undertaking, not uncommonly proving fatal for the Amazon.

As the Amazon continues her duty to protect the borders of Amazonia from any intruders, her Jaguar companion grows, learns and adapts to this new lifestyle of hunting and fighting along the woman. It occurs very rarely that a grown Jaguar departs from his Amazon companion other than in battle. The motives behind such a move lie beyond the comprehension of even the oldest Huntresses. Nevertheless, it is a terrible event for a Beast Mistress. The resulting pain and grief will eventually lead her to plunge into death from a high cliff or tree or to take on an enemy force on her, no matter how big it is – any deed that ends her suffering is welcomed.

Eventually, when the Jaguar is full grown and the bond between the Amazon and her companion has reached a depth only perhaps experienced by the Wood Elves and their steeds and falcons, the Jaguar would let her mount on its back. This very special event ties these two entities together forever and only death can part this bond. From now on, the Amazon has reached the status of a Huntress. The Amazon will now patrol Amazonia's borders, hunt and fight from the back of the Jaguar, the two becoming more accustomed to this new way of living together each day. When the time for war comes, the Huntresses will gather together to fight alongside their kin, riding to battle on top of their trusted companions. This creates a powerful shock force.

The Huntresses get their name from the legendary Beastmaster Velmna, who always used to charge to battle riding on the back of a Jaguar and gave other Beast Mistresses the idea of frowning wild cat riding cavalry. Amazons riding Jaguars are a frequent sight on the battlefields of Lustria. They ride swiftly into battle, their long hair flowing behind them like the tails of a fiery comet, as their mounts surge forwards at blistering pace. With great strides they advance toward the enemy, elegantly dodging arrows and other incoming projectiles, to then commence the slaughter with fang, claw and spear.

	M	WS	BS	S	T	W	I	A	Ld
Huntress	4	4	3	3	3	1	4	1	7
Jungle Prowler	4	4	3	3	3	1	4	2	7
Jaguar	8	3	0	4	3	1	4	1	5

**TROOP TYPE:** Cavalry.

**SPECIAL RULES:** Garland Warfare, Forest Striders, Fast Cavalry.



# CULCHAN RIDERS

To the south of the temple-city of Oyx1, the jungles give way to, a vast and fertile plain stretching many hundreds of miles to the southern-most extent of the continent of Lustria. Called the Culchan Plains, this vast expanse of land has only been visited by a handful of explorers, and none can say what mysteries it has yet to reveal. The plains are named after their primary inhabitants called Culchan which, some explorers have claimed, provide vicious mounts for the warriors of the Amazon people. If any other peoples dwell upon the endless plains, they have yet to be encountered by explorers.

The Culchan is a huge flightless, carnivorous bird that lives on the pampas grasslands of Lustria. It is prized by the Pygmies and Slann for its multi-collared plumes and for its flesh, which is considered a delicacy by humans and Slann alike. The creatures are extremely fierce, but can be used as riding beasts if hand-reared. Consequently eggs or hatchlings are very valuable. They nest in immense mounds made of sticks, branches, leaves, and whatever else they can scavenge, with each nest used by a large group of Culchan. This makes it the more difficult for any Amazon party to snatch away some eggs because there is always at least one bird near the nest mound, casting a watchful eye on the nest, ready to let out a cry of alarm as soon as any would-be egg thief might dare to approach. This circumstance makes the Culchan eggs the more valuable and Matriarchs are readily summon big war parties to gather just a few eggs.

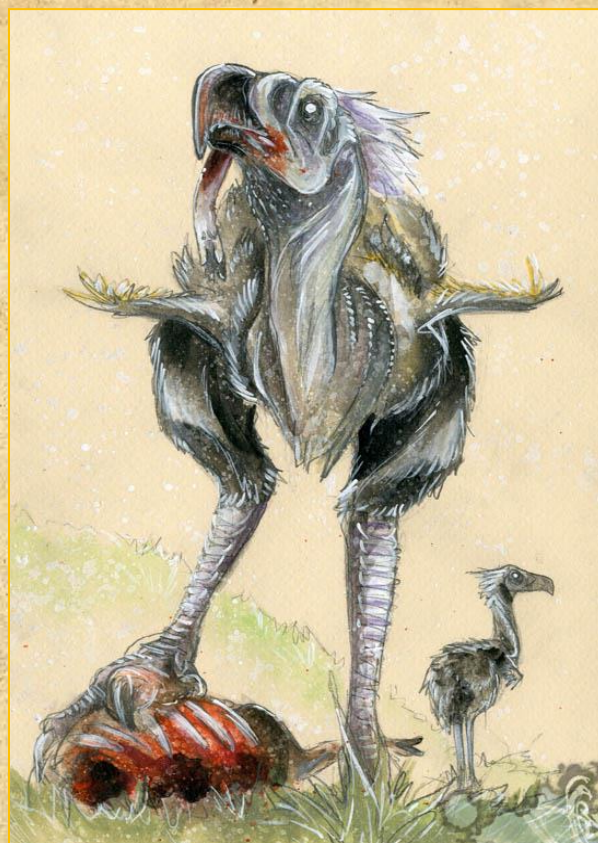
These unusual birds have strong legs and necks, whilst their head is similar to that of a parrot. This stout flightless bird stands upon two long, taloned legs, but it is its axe-shaped beak that looks the most ferocious. Their beaks are exceptionally strong, and can easily crack a man's skull. Plumage is usually brown, but males in good condition grow a completely new set of colourful red and blue plumage, as well as long tails and crests.

Keen-witted and powerful avian predators, Culchan compete with hunting cats and the multiple other predators for prey upon vast, open steppes and prairies. Although feared for their boldness and territorial natures, these giant birds prove eminently tameable, making useful guardians, hunters, and even steeds when kept well fed.

	M	WS	BS	S	T	W	I	A	Ld
Culchan Rider	4	4	4	3	3	1	4	1	7
Feather-foot	4	4	4	3	3	1	4	2	7
Culchan	9	3	0	4	3	1	4	1	4

**TROOP TYPE:** Cavalry.

**SPECIAL RULES:** Garland Warfare, Forest Striders, Fast Cavalry.



*"On the third day of our journey, just before dawn one miserably humid morning, our Skink guide stopped suddenly in his tracks. He stared about the trees as if searching for something, sniffing the air. Von Magnusberg approached to discern the cause of such trepidation, but alas, an arrow pierced his neck just below the helmet, and he was dead before he hit the ground. The men were thrown into a panic as, from all around and above, slender arrows rained from the trees. I scrambled into a small alcove at the base of a nearby tree and covered my head for fear.*

*When I emerged from the alcove not ten minutes, every one of Von Magnusberg's men lay dead or dying. The skink had been virtually pinned to the ground with arrows. From above, I could faintly hear the sound of laughter - a sort of feminine giggling and chortling. 'T'was unnerving, that, and I should never hope to hear it again. The sound of that laughter shall haunt my nights all the rest of my life."*

page from the diary of the explorer  
Heinrich Deitersson



# TERRADON RIDERS

Terradons are large flying reptiles that have haunted the skies above the jungles of Lustria since the prehistory of the world. They are dangerous predators with sharp claws and long beaks filled with needle-like teeth. Terradons have a wide wingspan and cast an ominous shadow over their prey as they soar overhead, their huge, leathery wings propelling them at great speeds. They are surprisingly agile, able to fly at full speed through the thick jungle while avoiding branches, vines and trees.

Some of the Amazons of the Lost Valley have learned how to ride on the back of flying Terradon's. It is an art difficult to master, and so they are very rare. Terradon Riders are often used as aerial scouts to patrol the areas around the valley, and drop their rocks to deter any unwelcome intruders. Terradon Riders do occasionally find their way into the Amazon armies when the Amazon Queen asks for assistance from the Lost Valley.

Terradons dwell in the high crags and the jungle canopy, hundreds of metres above the ground. Their keen eyesight can pierce the gloom of the jungle, enabling them to spot their prey at great distances. In the wild, Terradons drop rocks onto the eggs of gigantic reptiles or creatures with horny shells such as giant turtles to crack them open and get at the soft flesh beneath. The Amazons have exploited this ability by training the Terradons to glide into battle clutching rocks in their talons to drop onto the foe. The strongest and largest of these winged beasts have been known to pluck enemies from the battlefield in a similar way. Descending with mighty beats of their powerful wings, the Terradons latch onto their foes with iron-hard talons, lifting them into the air before dropping them to plummet to their doom.

Terradons are more intelligent than Cold Ones and more easily trained. They are reared from hatchlings by Skinks who have mastered the skill of riding the swift creatures. They carry the Skinks as messengers and scouts, alerting the Slann to the presence of intruding forces. These Terradon Riders fly ahead of the main army, reporting the position of the enemy, and striking from above. The Skinks launch their poisoned javelins from the backs of the Terradons, as large boulders and slabs of masonry plummet from the skies and crush those beneath. The mournful cry of a distant Terradon is enough to make the blood of even the boldest of enemies run cold.

These Terradon riders are exceptionally useful in battle, flying ahead of the main army, scouting the position of the enemy, and striking suddenly and silently from above. The Amazons launching javelins, and the creatures themselves attacking with their long beaks filled with razor sharp teeth.



	M	WS	BS	S	T	W	I	A	Ld
Terradon Rider	4	4	3	3	3	1	4	1	7
Hawk Wing	4	4	3	3	3	1	4	2	7
Terradon	2	3	0	4	3	3	2	1	3

**TROOP TYPE:** Monstrous Cavalry.

**SPECIAL RULES:** Garland Warfare, Forest Striders, Flying Cavalry, Fast Cavalry.

**Drop Rocks:** Once a game, during the Remaining Moves segment of the Movement phase, a unit of Terradon Riders may drop rocks on an enemy unit at least one of its models has moved over during that phase. All Terradons in the unit must drop their rocks at the same time. D3 Strength 4 hits are inflicted on the enemy unit for each Terradon.

*Lucille is the Warrior-Princess of the Lost Valley, and ruler of the Sisterhood of The Old Ones, the secret council which knows of the existence of the Savage Slann Temple-City hidden deep within the Valley. Due to her position of power, she has access to a variety of left over Old One Technology she has been given by the Savage Slann. When she goes to battle with her armies she rides aloft a mighty palanquin, msounted on the back of a Stegadon. She does try and take a lower profile when fighting for her Queen, and has to leave her Old One Technology at home.*



# COLD ONE RIDERS



Cold Ones are rapacious predators, fuelled by a savage blood-lust that drives them to attack any warm-blooded creature that comes near. Cold Ones hunt in packs, and are perfectly capable of bringing down creatures many times their own size. As soon as they become aware of their prey the pack will surge forth, some of their number harrying and snapping at their quarry, while the rest of the packs swings forwards to left and right. Once surrounded, the unfortunate victim will quickly be dragged down and consumed.

Cold Ones have superior senses to help them track their prey. A superior sense of smell and taste allows them to detect the scent of warm-blooded prey, even over the powerful stench of their mounts. Drawn to the scent of blood, packs of Cold Ones can spend days trailing the enemy, keeping downwind of their quarry.

Cold Ones can be broken to the saddle, and are used cavalry mounts by the Amazons. However, breaking them in this way tempers their normally savage nature, and although still ferocious compared to most mounts, it leaves them dull-eyed and sullen compared to their wild cousins.

The Amazons ride these vicious beasts into battle, where the Cold Ones' natural aggression and hunting instincts are well served. The Amazons' cavalry are the holy nobility of their society, often forming an elite guard to the many temples to be found on Amazon Island and scattered throughout the jungles. They are skilled warriors, well versed in the rites of war and

supremely knowledgeable of the ways of the jungle. When the Amazon Queen demands it, they will send their forces to join the fight.

Cold One Riders have an innate aptitude for mounted warfare. When the Cold One Riders charge they come crashing through the thick undergrowth, smashing into enemy regiments with a force sufficient to slay even the mightiest of foes. Wholesale butchery quickly ensues as the Cold Ones alike revert to their more bestial nature.

The Cold One Riders are amongst the deadliest of cavalry, as they bound forwards into combat. When they charge, the mount leaps forwards, imbedding their deep and razor sharp claws into their unfortunate prey, as the rider tries to aim her spear to maximise the impact.

When the Amazon army is fully arrayed for battle, the Cold One Rider will often take position at the extreme flanks. As the enemy advance upon the main body of the Amazon army, the Cold One Riders begin a wide flanking manoeuvre. As the enemy close on the Amazons' main battle line the cavalry will burst forth, smashing into the foe's exposed sides.

	M	WS	BS	S	T	W	I	A	Ld
Noblewoman	4	4	3	3	3	1	4	1	8
Headwoman	4	4	3	3	3	1	4	2	8
Cold One	7	3	0	4	4	1	2	1	3

**TROOP TYPE:** Cavalry.

**SPECIAL RULES:** Garland Warfare, Forest Striders, Fear, Stupidity.

**Thick-skinned:** Cold Ones give their riders +2 to their armour saves in place of the usual +1 for mounted troops.

*The jungle had spoken, had given a sign and revealed the young girl's fate. Yolcameh had grown into a muscular, broad-shouldered woman, wearing her Saurus-hide armour with apparent ease. Every inch of her bulky frame radiated powerful solidity and an energetic restlessness. This was a warrior in her prime, the terror of her enemies, the guarantor of the Amazon's freedom.*

*"Sisters!" Yolcameh bent forward and continued in an urgent stage whisper, just loud enough to be heard by everybody. "The fate of our people rests in our hands."*



# GOROLS

Deep in the jungles of Lustria, among the ravenous Carnosaurs and powerful Stegadons, intelligent primates roam the leafy canopy of the jungle. Ranging in size approximating humans to the massive giants that compete with Carnosaurs for food and territory, the Gorols of Lustria are a force to be reckoned with. Like many of the Lustrian mammals, Gorols have been pushed from the eastern jungle lands deeper into the western mountain areas by the cold blooded lizards that dominate the continent. This puts them in natural proximity to Amazonia, and contact between the intelligent primates and the Amazons are inevitable. Many a Totem Warrior has chosen the mighty Gorol as a spirit guide.

An adult male Gorol is eight feet tall and can weigh as much as four hundred pounds. While generally shy and peaceful creatures when left to their own business, Gorols are territorial and become highly aggressive when provoked. They typically make a large show of force before actually attacking, thumping their chests with their palms, stamping their feet, and roaring loudly. Any opponents who refuse to flee after this display are attacked. Troops of apes fight together in a frenzy, tearing opponents to pieces with their hands and teeth.

Gorols live in structured societies, with a male dominating over a group of his kin. The dominating Gorol, called a Silverback, is usually an old, grizzled veteran of countless skirmishes against the carnivorous predators of the Lustrian jungles. He also has to defend his position at the top against any young would-be successor; a practice well known to him, for a Gorol gets to the top position solely through the display of power against any competitor. However, anyone or anything who thinks that an old silverback is a weak foe is terribly wrong. Years of experience and with the capability to unearth small trees with just a flicker of his massive wrists make a Silverback a match for a small fighting force.

*Grotfang stared in horror as the thing crashed out of the jungle and lowered its shoulder. With a bellow that reverberated off of the surrounding trees, it slammed full force into the side of the giant. The giant flew off of its feet, sailing through the air and smashing into the trees, slumping to the ground. In an instant, the massive Gorol was on top of it, hammering down blow after blow and battering it senseless.*

*With seeming ease, the Silverback lifted the giant and flung it into the Orc ranks, crushing a dozen screaming Arrer Boyz in the process and scattering the rest into the underbrush.*

*Pounding its chest vigorously and screeching, the Silverback turned its eyes toward Grotfang and his Wyvern, and the old Orc's heart was filled with terror.*

Amazon and Pygmy legends and even some of the golden plates of the Lizardmen tell of a Silverback of titanic proportions. The story-tellers have named him King Kang but until now there is no record of him having joined a battle. Sometimes there can be found proof of his existence, though, or what the fanatic followers of such mystic rumors would call proof: uprooted trees, found hundreds of meters away from the place they used to stand; massive clearings, obviously caused through sheer strength and brutality and now and then completely devastated patrols and raiding parties of all kind of races: Lizardmen, Dark Elves, Norse but never Amazons. Of course this all could also be the doings of some great jungle beast, like a Stegadon or Carnosaurus. On the other hand, those creatures are not really known for uprooting trees only to toss them around the jungle.

Amazons have been befriending Gorols for as long as the society has existed. In times of great distress, the Gorols can be roused to fight for the Amazons, defending them from incursion from the outside world. In these cases, the Amazons adorn the Gorols with thick brass armour and jewelled helmets and bracers. The Gorols fight alongside the regimented ranks of Amazon warriors, and are a fearsome sight to behold.

	M	WS	BS	S	T	W	I	A	Ld
Gorol	6	4	0	5	4	3	4	3	6
Silverback	6	4	0	5	4	3	4	4	6

**TROOP TYPE:** Monstrous Infantry.

**SPECIAL RULES:** Forest Striders, Fear.





# MEDUSAS

Medusas are mostly akin to a normal woman in appearance. However, rather than a head of fine hair, instead a multitude of small snakes grows from her head, each seemingly intelligent with its own pair of eyes and a deeply venomous bite. Their upper body is that of a beautiful woman, whereas from the waist down, it is that of a snake. They can become very long, easily able to crush or strangle almost any foe they encounter. In addition to this, each Medusa is equipped with fine needle-like claws instead of fingernails, which do nothing to hamper their dexterity. However, it is their eyes which mark their greatest departure from humanity, for like the Basilisk and Cockatrice, the gaze of a Medusa can turn their victim's flesh to stone. Some enjoy creating intricate decorations out of their victims, using their petrified remains as accents to their swampy lairs, but most medusas take care to hide the evidence of their previous conflicts so that new foes won't have advance warning of their presence.

Medusas are avaricious, lustful, and driven by the need for vengeance. They make their lairs in either labyrinthine cave systems or neglected structures in remote marshes and jungles, and often construct underground passages that link both such realms in order to bolster their mobility. Though they reside in places of squalor, medusas take pride in how they ornament their abodes, filling each room with

resplendent jewels, masterfully crafted works of pottery, and unique pieces of beautiful art.

Despite their savage appearance, Medusas are highly intelligent. Most seem solitary by nature, scavenging for what they need whilst others live in small communities involved in hunting. Some even set themselves up as Priestesses of Serena the Snake Goddess around Amazonia, depending upon local communities of Amazons to shower them with gifts in exchange for charms, potions and divine favour.

To the Amazons, the Medusas are seen as blessed creatures, enjoying the favour of the Snake Goddess. As such, a form of symbiotic relationship has formed between them. The Amazons revere them, whereas the Medusas treat them as allies rather than foes, and sometimes might even turn up to battle alongside them in order to protect their lairs.

Medusas favour heavy bladed large spears dripping with poison of their own making in combat, impaling their foes only to joyfully watch them die from the venom. Another weapon of choice is the long bow, which they use with deadly accuracy and power.

	M	WS	BS	S	T	W	I	A	Ld
Medusa	7	4	5	4	4	3	5	3	7
Medusa Queen	7	4	5	4	4	3	5	4	7

**TROOP TYPE:** Monstrous Beast.

**SPECIAL RULES:** Forest Striders, Fear, Poisoned Attacks.

**Strong Pull:** All shooting attacks a Medusa makes with long bows are resolved at Strength 4.

**Petrifying Gaze:** Petrifying Gaze is a magical shooting attack with the following profile:

Range	Strength	Special Rules
12"	2	Sniper, Heroic Killing Blow

Hits from the Petrifying Gaze are magical. When rolling To Wound, with this Shooting attack, substitute the targets Toughness with its Initiative value. No armour or Regeneration saves are allowed against Petrifying Gaze.

*"For time immemorial the sole venom on our lips has been the name Serena and our sole hunger for the sweet juices of revenge. Flee this place mortal, and cease your questions on matters that concern you not, lest I gift you with stony immortality and a place forever within our gardens."*





# COATL.

One of the most rare and enigmatic creatures to be found in Lustria is the Coatl. Sporting a long, sinuous, snake-like body, a Dragon's head and massive feathered wings, the Coatl is more than just an unlikely accident of evolution. The Coatl are powerful mages, and are said to have the power to after the jungle around them to draw invaders away from the sacred places in which they dwell, and into the leech-infested swamps surrounding them.

The Coatl are believed by those few scholars and mages who have even the vaguest knowledge of such things to be related to the Lizardmen deity Tepok. It is thought this being is venerated by the Lizardmen as the god of the air, of magic and of sacred places. As such, the Coati is worshipped by some as a manifestation, messenger or even an avatar of the deity, and is beseeched by Skink Priests whenever a particularly important holy place is under threat from invaders.

It is known that the Coatl will fight to aid a Lizardmen army, particularly in the defence of a sacred site. However, it has been noted that the creatures do not live in such harmony with the diminutive, copper-skinned tribes-people that inhabit many regions of the continent. Actually, it seems that these natives are somehow able to exist higher up the Lustrian food chain than the Coatl, and are experts at hunting them down. It is said that these tribes view the Coati as a choice delicacy, and are able to feed an entire clan on one of the larger specimens.

It is known that the Amazons like to wear Coatl feathers, devising all manner of ritualistic decorations and headdresses. It is highly unlikely they hunt the beasts themselves, preferring instead to allow the native Pygmies to do all the hard work for them.

Sometimes, a few lucky hunters might come across a nest of Coatl eggs in the jungle. Whenever possible, these eggs are brought back to Amazonia and the hatchling Coatl is trained as a beast of war. Although they never become truly tamed, an Amazonian Coatl will at least do their bidding well enough to not attempt to eat its mistresses.

When the Coati makes an appearance, it generally leaves few witnesses, but those few fortunate who have lived to tell the tale mention a terrible force of nature that is able to call upon the ancient mystical power that permeates the jungle. The Coatl is said to appear from the skies upon a thunderous wind, churning the jungle canopy and stirring the undergrowth to a frenzy. The skies darken and the jungle shifts, and the invaders are soon helplessly disoriented, lost within a swirling maelstrom of magical aspect. At this point, the Amazons invariably launch their own attack, and it's normally all over pretty fast for the foolhardy invaders.



	M	WS	BS	S	T	W	I	A	Ld
Coatl	5	4	0	5	5	5	2	4	8

**TROOP TYPE:** Monster.

**SPECIAL RULES:** Forest Strider, Fly, Terror, Large Target, Ward save (5+), Scaly Skin (4+).

**Cold-blooded:** A Coatl rolls 3D6 for all Leadership tests and discard the highest.

**Magical Storm:** A Coatl appears upon an eldritch storm, and the skies darken as it soars above the jungle canopy. All missile fire directed at a Coatl suffers a -1 penalty to hit.

**Master of the Sacred Places:** Coatl are guardians of the most secret and sacred areas of the jungle, and are able to control their environment so invaders soon become hopelessly lost, finding the jungle working against them. A Coatl has the following innate Bound Spell, Power Level 5. If cast, the Amazon player may reposition D3 pieces of forest terrain by D6", rolling the distance for each piece at a time.



# AVATAR OF RIGG

In times of great need, the Amazon Serpent Priestesses will sometimes summon the Avatar or Rigg in her Great Temple. This Avatar stands over nine feet high, with fiery red hair and eyes, spreading terror into the hearts of its foes. It is a direct manifestation of Rigg's divine will, and like the Goddess herself, it has the same taste for war.

No one, not even the Amazons, except the Priestess who conduct the ritual of summoning the Avatar, knows where that mighty being comes from. Guesses range from a magnificent statue which is granted the gift of life by Rigg herself, located in the heart of the temple where the ritual is performed to a being from beyond this world, which enter this reality through a smaller portal of the Old Ones. Others claim that it is a young Amazon or even a Priestess, who is first sacrificed only to be reincarnated as an Avatar of Rigg.

Whatever the truth is matters little, for the Avatar crushes the Amazons' foes while instilling in them the courage of Rigg herself and pushing them to even greater deeds in battle. Enemy troops are crushed under the blows delivered and few fortifications can withstand the strength of the Avatar. After a battle, the Avatars dematerializes and returns to the celestial spirit realm, only to return again when the Amazon people is in dire need and the help of the Avatar is needed again.



	M	WS	BS	S	T	W	I	A	Ld
Avatar of Rigg	6	6	5	5	5	4	6	5	10

**TROOP TYPE:** Monstrous Infantry.

**SPECIAL RULES:** Terror, Ward save (4+), Unbreakable, Unstable.

**Blessings of Rigg:** At the start of the Amazon turn, the Avatar of Rigg may choose one of the following Blessings to bestow. Each blessing affects all friendly units within 12", and lasts until the start of the next Amazon turn.

- **Warfare:** The units may re-roll all failed charge distances.
- **Blood:** The units are subject to Frenzy. If the unit is already subject to Frenzy, it becomes subject to Hatred instead.
- **Violent Death:** The units gains the Killing blow special rule.

## THE TALE OF ANAKONDA

*Tales of Anakonda first reached Old Worlders on Lustria when a band of Tilean explorers became lost in the depths of the jungle and were set upon by Skinks. Deadly poison darts spat out of the trees, taking a heavy toll upon the hapless men, but when death seemed assured, the Skinks scattered. Out of the darkness the Amazons emerged.*

*As a charged calm descended, it wasn't clear whether the Tileans had been saved or were destined for a much worse fate. The quick-witted leader of the band, Enrico Baggio, recognised the delicacy of their predicament and persuaded the Amazons to help them out of the jungle with the promise of gold and some cheap beads! It cost Enrico and his band their entire haul of loot for their safe passage. They got to their boats and Enrico vowed never to return.*

*Recently, the Tilean captain El Baddo claimed to have procured the services of Anakonda and her Amazons to ambush a band of Dwarf adventurers. The unscrupulous Tilean wanted to prevent the Dwarfs reaching the lost temple of Toca before he did. This required much gold, and was a mere taster of the true cost. For after the Dwarfs were betrayed and ambushed, the Amazons treacherously attacked El Baddo. Although he miraculously survived, the price of Amazonian help was dear in both coin and blood.*



# THALESTRIS

## Queen of Amazonia

Thalestris is the current queen of the Amazon Empire. It is she which rules all of the Amazon towns and villages in her realm, from her golden throne in the great fortress of Genaina, set deep within the rocky cliffs of Amazon Island. Thalestris has ruled her realm wisely. The courtiers of Genaina all say that Thalestris has great wit and humour, and is among the wisest of her kind. Despite the fact she spends a great deal of time in her mountain fortress, to class Thalestris as an incapable warrior is a great injustice.

Thalestris, like all the warrior queens of Amazonia before her, has been trained by the greatest weapon mistresses in the realm. Thalestris has gained a reputation of ferocity and is known for leading her forces into battle from the front. She earned the title Lion Queen for her ferocity in battle, for it is rumoured that she rivals any lion in the jungle realm for ferocity and strength. Like the Lion, she is proud, courageous and regal. She goes into battle wielding the magical Sword of Rigg above her head in a glittering arc.

Thalestris's coronation was the greatest spectacle the Amazons have known. Great celebrations were held in even the furthest reaches of her realm, the whole Lustrian jungle alive with sound of music and dancing. Such was the spectacle and uniqueness of the event, that the Curse Witch, Lwaxanna came out of isolation for a rare public appearance. She gifted Thalestris with a unique and powerful magic item, which she personally enchanted for the Queen: The Pendant of Delamair. The pendant is powerful beyond thought, gifting Thalestris with the powers of partial lycanthropy. Thalestris's feelings of battle rage are made manifest by the pendant. The stone set in the pendant grows and glows blood red. This is followed by an unworldly roar, as Thalestris's body is ripped asunder and reforms in the visage of a raging lion, with deadly claws. The only thing is Thalestris has little control over the pendants power.

	M	WS	BS	S	T	W	I	A	Ld
Thalestris	4	7	5	4	4	3	6	5	10

**TROOP TYPE:** Infantry (Special Character).

**SPECIAL RULES:** Garland Warfare, Forest Strider.

*"In the pure rapture of triumph the Amazons charged, and with anguished groans and shrieks, the Tileans perished, their manhood withered by the women from the fierce and untamed jungle."*

- Antonio the Chronicler

**Queen of the Amazons:** All friendly Amazon units within 12" of Thalestris are Immune to Psychology. However, due to her importance as the leader of all Amazons, all Amazon break tests are taken at -1 for the rest of the game, should she die.

### MAGIC ITEMS:

#### Sword of Rigg (Magic Weapon)

*This sword is made from carefully folded steel. The blade glistens with powerful runes, and has many precious gemstones set in its gilded gold hilt. The Sword of Rigg is a prized treasure to the Amazons. It is said to be the last remaining sword of the Amazon warrior goddess Rigg, who set off North to fight the great evil and never returned. She is said to have lost it in a titanic battle. The blade was found by an Amazon adventuress, Melandra Hawkeye, buried at the bottom of a deep ravine. She presented the blade to Queen Arabelina I, and it has since been passed on from Amazon Queen to Amazon Queen. Whether it is truly Rigg's blade or not is dubious, but its power is undisputed.*

No armour saves are allowed against the Sword of Rigg. In addition, it has the Multiple Wounds (D3) special rule. If the opponent carries a magic weapon, roll a D6 for each hit caused by the sword. On a 4+, the enemy's magic weapon is destroyed.

#### Crown of the Amazon Queens (Talisman)

*The crown of the Amazon Queens is wrought from pure gold and burnished with precious gemstones from all around the Warhammer World. It has been enchanted by some of the most powerful sorceress' in Amazon history. The crown is passed down from generation to generation, and is a powerful status symbol.*

The crown gives Thalestris a 4+ Ward save. In addition, she is Immune to Psychology.

#### Pendant of Delmair (Enchanted Item)

*This magical pendant was wrought by the powerful curse witch Lwaxanna for Thalestris's coronation. It consists of a large opal with a shard of obsidian mysteriously lodged inside the gemstone. The pendant resembles the eye of a beast, held on a gold chain around Thalestris's neck. In battle this pendant measures her state of mind, and when her mind is clouded with rage, she is transformed into a were-jaguar.*

If Thalestris loses a round of combat she is transformed into a were-jaguar for the duration of the next turn. While in Were-jaguar form Thalestris is subject to Hatred and Frenzy. Her Strength and Toughness are increased by 1 and she will now cause Fear. While in were-jaguar form she cannot use The Sword of Rigg.







# PRINCESS AZURA

## The Ice Maiden

Princess Azura is the daughter of the Amazon Queen Thalestris. Azura is said to be the fairest in the entire Amazon kingdom. Despite the fact that she is only eighteen years old, she has become a formidable foe. She has been trained from an early age by the finest weapon mistresses in the kingdom.

Azura gains the title Ice Mistress from her unnatural cool in the heat of battle. She is a distinctive sight on the battlefield, robed in her blue cloak, with her piercing blue eyes burning through the souls of her opponents. Azura stands firm, her look not flickering once as the warriors around her flee in terror.

	M	WS	BS	S	T	W	I	A	Ld
Azura	4	6	5	4	4	3	6	3	9

**TROOP TYPE:** Infantry (Special Character).

**SPECIAL RULES:** Garland Warfare, Forest Strider, Stubborn.



**Mesmerising Dance:** Azura have developed her fighting motions into a graceful dance that can transfix their foes.

Any model fighting in base contact with Azura must take a Leadership test at the start of each close combat phase. If they fail they cannot attack.. This has no effect on units Immune to Psychology.

### MAGIC ITEMS:

#### Azure Fire (Magic Weapon)

*Azure fire is a potent magical blade fashioned entirely out of cut azure. The blades edge has been cut to razor sharpness. When held aloft, the light glistens beautifully, although despite its beauty it is a truly deadly weapon. Azure Fire was presented to Azura on her eighteenth birthday.*

Claw of the Old Ones. The glistening of light refracted off the blade causes any enemy attacking her in close combat to suffer -1 to Hit.

In the shooting phase, Azure Fire follows the rules for Sunstaves with the following profile:

Range	Strength	Special Rules
24"	5	Quick to Fire, Magical Attacks, Multiple Shots (D3)

#### The Talisman of Rendar (Talisman)

*The Talisman of Rendar is a bronze disc with an image of the warrior goddess Rigg etched on it. It has been enchanted by a powerful sorceress to protect the bearer.*

The Talisman of Rendar gives Azura a 5+ Ward save. Against Flaming Attacks, this is increased to a 2+ Ward save.

*Azura's vine snapped taught and swung her upside down toward the back of the sergeant. She twisted just before impact, ramming her shoulder into his spine, driving the air out of his lungs and sending him tumbling. Before the man had hit the ground, Azure had untwisted her leg from the vine and let the swing carry her to land kneeling on his back.*

*"Too easy", she said to herself as she swiftly stabbed her foe through the shoulders with her blade. Hopefully her next target would prove more of a challenge.*



# LWAXANA

## Curse Witch of Blue Stumps

Where Lwaxana came from remains a mystery to every Amazon in Lustria. Lwaxana, the curse witch, lives alone in her cave, hidden deep within the swamp of Blue Stumps. Although she is not too far away from the Amazon village of Mutanbo, she very rarely enters in it. It is a rare and brave Amazon who goes anywhere near her cave. She lives the life of an isolated hermit, and she shows no signs of yearning to join Amazon society.

She is unnatural to the Amazons, and they fear her immensely. Those few that do dare to defy her do not live for long. They suddenly find they have pains in the back, and keel over very dead. Although Lwaxana is happy to brew her potions in her cave, when her home is threatened, she has been known to venture from her cave, and bring her formidable Voodoo magic with her onto the battlefield.

	M	WS	BS	S	T	W	I	A	Ld
Lwaxana	4	4	4	4	4	3	4	2	9

**TROOP TYPE:** Infantry (Character).

**MAGIC:** Lwaxana is a Level 4 Wizard. She uses spells from the Lore of Shadows, Lore of Death or Lore of the Serpent.

**SPECIAL RULES:** Garland Warfare, Forest Strider.

### MAGIC ITEMS:

#### Blue Nightshade Dagger (Magic Weapon)

*Blue Nightshade is a potent poison distilled from the Blue Stump fungus by the Amazon sorceresses of the swamp of death. It has been used to create a small and deadly dagger which can be concealed, and used to make a deadly strike on an unsuspecting victim.*

This dagger gives Lwaxana Poisoned Attacks. These attacks automatically Wounds on a 4+ rather than a 6 when rolling To Hit.

#### Staff of Retribution (Arcane Item)

*Lwaxana enchanted this staff from a crooked branch she found on her travels, granting it a powerful spell. Wherever she walks, the Staff of Retribution is the crook for the withered old crone.*

Bound Spell, Power Level 4. The Staff of Retribution contains a magic missile. Target one model within 24". The target takes D6 Strength 5hits. Roll a D6 each time the Staff has been used. On a roll of a 1 the staff's power is dissipated, and it can no longer be used for the rest of the battle.



#### Voodoo Dolls (Enchanted Item)

*Lwaxana never fought without her collection of Voodoo dolls and, of course, her very large pins. The Voodoo Dolls can only be used on an opponent who the bearer has taken a lock of hair from.*

Instead of attacking normally, the caster may opt to pluck the hair of her opponent. Roll to hit as normal, if successful, she quickly takes a hair from an enemy model in base contact. She may then use her Voodoo Doll to curse the enemy model in the beginning of each her Magic phases. The enemy model must take a Strength test or suffer D3 Wounds, with no saves of any kind allowed.

#### Amulet of the Great Toad (Talisman)

*Lwaxana found this powerful artefact from the tomb of a long dead Slann Mage Lord during her youth. She named it simply "The Amulet of the Toad" because it had a glyph of a toad engraved upon its purest gold. However, it is probably a more significant artefact.*

Any spell cast at the wearer of this Amulet or any unit she is with is dispelled on a 4+.





# MELANDRA HAWKEYE

## Amazonian Adventuress

Melandra, even from birth, was noted for the grace of her movements, and her outstanding agility. Melandra had always been a quick learner and a skilful climber. She was also intensely curious, which got her into no end of trouble pretty much all of the time when she was young. She would always want to go where she wasn't supposed to and there was almost no way of stopping her, she was just too quick and agile. The old women in her village used to say she should have been born with a tail, the way she behaved. Melandra fights on the battlefield like an electric spark, bouncing and leaping from enemy unit to enemy unit, causing horrendous damage wherever she lands.

Melandra Hawkeye is undoubtedly the greatest adventuress in Amazon history. She roamed the jungles, gorges and lost valleys of Lustria in search of Adventure, wealth and magical items.

Melandra took particular interest in the old pyramid temples of the Slann – abandoned or not, she didn't care! She had desecrated many of their temples and venerable ancestor tombs in her time. Occasionally huge Lizardman armies would come storming into the Amazon villages they could find, if they thought she was hiding out, claiming they would raise it to the ground, should Melandra not surrender herself to them to be dragged back to the pyramid cities in chains. However, with her natural cunning, Melandra seemed to be able to outwit even the greatest Slann mage priests and escape with her life intact.



Melandra's greatest exploit was discovering what is believed to be the fabled Sword of Rigg, the weapon of the Amazon's warrior goddess. She presented this to Amazon Queen Thelastri on her coronation - a rogue and an outcast's gift outdoing the most powerful and respected sorceresses in the Amazon realm.

The fate of Melandra Hawkeye is unknown even to this day. Some say that she still roams the jungles of Lustria to this day. Others say that she was killed in battle fighting a huge Emperor Dragon in a cave deep underground. Some say that she tried her luck with one booby trapped Slann temple too many. The truth, no one knows apart from Melandra Hawkeye herself, though some Amazon warriors have sworn that Melandra Hawkeye have come flying out of the jungle onto the field of battle to light the Amazons darkest hours. Maybe it is her spirit raised from rest at Rigg's side when she is most needed, maybe she never died, and maybe it's an imposter claiming to be this outcast who has transcended to folklore. On the occasions she has turned up, the tides of battle always seemed to sweep Melandra away before anyone could thank or talk to her.

	M	WS	BS	S	T	W	I	A	Ld
Melandra	4	5	5	4	4	2	6	3	8

**TROOP TYPE:** Infantry (Special Character).

**SPECIAL RULES:** Garland Warfare, Forest Strider, Scout.

**Evasion:** Melandra Hawkeye has a reputation for being able to get out virtually any scrape. At the end of each combat she is in, before break tests are taken, she may choose to move out of combat. Place her anywhere within 1" of the enemy unit she was fighting. She may move as normal in her next turn.

### MAGIC ITEMS:

#### **Blade of the Hawk (Magic Weapon)**

*The blade of Melandra leaps and dances around her foes, striking them when they least expect it.*

This blade gives Melandra +1 Attack and +1 to Hit.

#### **Pendant of the Old Ones (Enchanted Item)**

*With the arrival of the Old Ones to the world they gave many gifts. One of these gifts was a pendant blessed with the power of teleportation.*

This pendant allows Melandra to teleport anywhere on the battlefield once during each game at the start of her movement phase. If she teleports into contact with an enemy unit, she counts as charging.



# PENTHESILEIA

## The Mark of the Serpent

Penthesilea is known as one of the greatest Amazon warriors and is a legend amongst her people. The Amazons were outraged by the oafish menfolk of the Norse settlement of Skeggi when they captured some Amazons in a raid planning to keep them as slaves.

Penthesilea led a warband on a night raid against the timber halls of the Norse settlement. Her silent warriors slew the guards and they liberated their captured sisters. Before she could make good her escape, however, Penthesilea was set upon by the Norse Jail Sigursen the Irnpaler, he who had led the raid to enslave her sisters. She slew this giant of a man in single combat and held his severed head high causing the rest of the Norse to flee. To further quench her thirst for revenge she kidnapped Sigursen's entire family to be used as slaves and sacrifices to the Serpent God. The battle of Skeggi was a milestone battle for the Amazons. None had accomplished what Penthesilea had. For it was her and her small band of Amazon warriors that had taken the fight straight to the supposedly invulnerable Norse stronghold and rescued their sisters slaying many men in the process. It was her brilliant guerrilla tactics and her ruthlessness that won the day.

Since then, the men of the New World settlements live in fear and shudder at the mention of her name. Tales have it that no man has survived an encounter with her and many a mighty warrior's head hangs from her belt its mouth sewn shut as a sign of obedience.

	M	WS	BS	S	T	W	I	A	Ld
Penthesilea	4	6	5	4	4	2	6	3	8

**TROOP TYPE:** Infantry (Special Character).

**SPECIAL RULES:** Garland Warfare, Forest Strider.

**Savage Fury:** The Amazon has learned to channel her anger and aggression making her a veritable animal while attacking her foes. Penthesilea has the Devastating Charge special rule and is immune to Fear.

**Man-Hater:** Having seen so many of her sisters captured or killed by raiders who are predominantly men she has developed a loathing for these uncouth, primitive creatures. Penthesilea is subject to *Hatred* of all human males (I'm sure we can work out which figures are male here!) and has many of their heads hanging from her belt.

*"I am the hunter and you are my prey"*

**Mark of the Serpent:** The High Serpent Priestesses have blessed the warrior prime with the greatest gift any warrior can bear in the name and glory of their race, the mark of the serpent. This magical tattoo is only given to the worthiest of Amazon warriors. Penthesilea has the Always Strike First rule. Enemy models attacking her must re-roll successful rolls to Hit in Close Combat.

### MAGIC ITEMS:

#### Fleshcutter (Magic Weapon)

*Of the many strange weapons the Amazons possess, the Fleshcutter is built like an Amazonian dagger forged from Obsidian. Throughout its history the weapon has been blessed by some of the most powerful sorceresses in Amazon history, and coated with deadly poisons. It is painted exotic colours and contains magical properties that enhance the fighting prowess of the wielder.*

Additional hand weapon. This dagger gives the wielder +1 To Wound and the Killing Blow special rule. In addition, the first attack directed against the wielder each Close Combat phase automatically misses.





# LYSIPPE

## The Mounted Avenger



Lysippe is one of the chieftains of the village of Tia'na'dom ("The Tree of The Damned"). When Lysippe was a young girl of fifteen years, the village was attacked by a large Lizardman raiding party. When the Amazon scouts had come to the village warning of the Lizardmen force's march towards the village, Lysippe's mother, Slyvina, had instructed Lysippe to lock herself in the hut and not to try to look out. Lysippe was a curious girl, and peeked through a hole in the wall of the hut. As she looked out she saw the horrific battle raging around her, changing her for life. She saw her mother surrounded by brutal Saurus warriors, hacking and slashing wildly at them with her spear. Lysippe then saw a Skink sneak up behind her mother and slit her throat, just as she was hacking down the last of the Saurus. Lysippe hid speechless and motionless in her hut until the last of the Lizardmen left her village.

In the aftermath of the battle, Lysippe was the sole survivor. She sat alone in the smouldering ruins, tears streaming down her troubled face. As she cradled the lifeless body of her mother, she saw a large black Jaguar prowl through the remains of the village, one of the slain Huntresses'. She raised her tear stricken eyes heavenward, and vowed to hunt down and kill every last Lizardman in Lustria. Picking up her mother's spear, she vaulted into the saddle of the Jaguar and set out to exact her revenge on all things cold blooded, shrieking a blood curling cry into the uncaring night

air. In battle Lysippe rides ahead of the army on her Jaguar, jumping at her foes while screaming her famous blood curdling war cry.

Since then, she has roamed the vast expanse of Lustria, aiding not only her Amazons sisters in battle against the Lizardmen but also any outlandish expedition party. In battle Lysippe rides ahead of the army on her Jaguar, jumping at her foes while screaming her famous blood curdling war cry. Not only her foes are intimidated by it – her allies fear that lone hunter too and more often than not cast a prayer to their respective gods after Lysippe departs into the jungle once again to continue her endless task.

	M	WS	BS	S	T	W	I	A	Ld
Lysippe	4	5	5	4	4	2	5	3	8
Blackfang	9	4	0	4	3	1	4	2	7

**TROOP TYPE:** Infantry (Special Character).

**SPECIAL RULES:** Garland Warfare, Forest Strider, Hatred (Lizardmen).

**Lysippe's War Cry:** As Lysippe charges into battle, she shrieks a loud and shrill cry. The cry's high frequency attacks the foes ears in such a way that they are more occupied with protecting their ears than they are about defending against Lysippe. Whenever Lysippe charges, she causes Fear. In addition, any unit charged suffer -1 to their Weapon Skill and Ballistics Skill when being charged by her. This does not apply to Undead or Daemons.

### Lizard Bane (Magic Weapon)

*This spear has been enchanted by a powerful sorceress so that when Lysippe charges into battle with it, the spear wails like her tortured soul. As well as singing the ballad of Lysippe, it also hits with unnerving accuracy.*

**Spear.** All attacks with this weapon always Hits on a 2+. Against Lizardmen, she always Wounds on at least a 3+.

### Lysippe's Horned Helmet (Magic Armour)

*This helmet was once a great Norse Berserker's Lysippe claimed it off a Norse raider, Erik Thorsen, who she killed in single combat.. Ever since then, Lysippe had an unnatural ability to cheat death. This Berserker's unreasoning rage was so powerful that some of it seeped into the helmet, giving the wearer of the helmet some of that rage.*

The Helmet increases Lysippe's armour save by 1. In addition, she becomes subject to Frenzy.







# THE LORE OF THE SERPENT

## Spirit Walk (Lore Attribute)

*Jungle Spirits are drawn to the unit, blessing them with unnatural swiftness, guiding them through the jungle.*

Whenever a spell from the Lore of the Serpent is successfully cast on a friendly unit, the gains +D6 to their Movement value and do not need to take any tests for Dangerous Terrain until the start of the caster's next magic phase.

## SERPENT'S STRENGTH Cast on 5+ (Signature Spell)

*Calling wildly to the ancients, the Priestess calls forth the strength of the jungle, its essence filling her with primal fury.*

*Serpent's Strength* is an **augment** spell that is cast on the Priestess and any unit she is with. The unit gains +1 Strength until the start of the caster's next Magic phase. The caster can choose to extend the range of the spell to cover all friendly units within 12". If she does so, the casting value is increased to 10+.

## 1. SINGING WIND Cast on 5+

*The Priestess calls to her the spirit of the divine wind, whipping the jungle into a frenzy and lashing her foes without mercy.*

*Singing Wind* is a **direct damage** spell that is cast on the Wizard herself. It enables the user to unleash a Strength 3 Breath Weapon attack. The caster can increase the power of the spell to Strength 4. If she does so, the casting value is increased to 8+.

## 2. WENDALA'S MAELSTROM Cast on 7+

*The Priestess is surrounded by a swirling tropical storm, the harsh winds protecting her from enemy shooting.*

Remains in Play. *Wendala's Maelstrom* is an **augment** spell that affects all friendly units within 12". All missile fire aimed at these units will suffer a -1 to Hit penalty. The caster can choose to extend the range of the spell to cover all friendly units within 18". If she does so, the casting value is increased to 11+.

## 3. SHIELD OF THORNS Cast on 8+

*Calling upon the very plants of the jungle to protect her, the Priestess is surrounded by a wall of writhing undergrowth.*

Remains in Play. *Shield of Thorns* is an **augment** spell that is cast on the Priestess and any unit she is with. Any model that charges into base contact with the Priestess and any unit she is with will be struck by a single Strength 4 Impact Hit, as long as her charge reaction was Hold or Stand and Shoot. The caster can choose to extend the range of the spell to cover all friendly units within 12". If she does so, the casting value is increased to 16+.

## 4. THE LIVING JUNGLE Cast on 8+

*In a whirl of graceful motion, the Priestess calls forth the denizens of the jungle and binds them to aid her against her foes.*

*The Living Jungle* is a **magic missile** with a range of 18" that causes 4D6 Strength 2 hits. The caster can choose to extend the range of the spell to 36". If she does so, the casting value is increased to 11+.

## 5. EMBRACE OF THE SERPENT Cast on 9+

*An unworldly hiss precedes the attack. A huge spectral snake materialises around the foe, slowly crushing them to death.*

Remains in Play. *Embrace of the Serpent* is a **direct damage** with a range of 18". All models in the unit take a Strength 2 hit. For every turn (friend and foe) the spell is active, all models in the unit suffer another Hit each at the start of the Magic phase, with the Strength of the Attack increasing by 1 every turn. The caster can increase the range of the spell to 36". If she does so, the casting value is increased to 8+.

## 6. SIREN'S DREAM Cast on 11+

*The Priestess sings in haunting tones, mesmerizing all who hear her voice.*

*Siren's Dream* is a **hex** spell that affects all enemy units within 12". Until the start of the caster's next turn, these units suffer -1 to their Attack, Strength, and Movement value, down to a minimum of 1. This has no effect on units that are Immune to Psychology. The caster can choose to extend the range of the spell to cover all enemy units within 18". If she does so, the casting value is increased to 15+.





# TREASURES OF AMAZONIA

This section contains the rules and background for some of the most iconic and powerful magical artefacts used by the Amazons. These may be used in addition to the magic items found in the Warhammer rulebook.

## STAR SWORD 80 points Magic Weapon

*The Star Sword is a gleaming blue blade of pure energy which burns with the heat of a sun. It cleaves through even the thickest plate mail as if it wasn't even there. The handle is made from the finest gold and carved with ancient inscriptions. This is an ancient and legendary sword that can cut through armour as if it were a leaf. This sword has been enchanted by a powerful Serpent Priestess to grant its wielder the quickness of the totem animal. It seems to dart out with preternatural speed, blocking incoming attacks.*

The Star Sword gives the wielder the Always Strikes First and Parry special rules. In addition, no armour saves are allowed against wounds caused by it.

## BRIGHT STAFF 50 points Magic Weapon

*The Bright Staff is a long staff which requires two hands to carry. The haft is crafted of gilded gold, inscribed with potent and ancient runes and hieroglyphs. The top of the staff is carved into the shape of a Cobra. Its two eyes are made of amethyst crystals, and a much larger gem is set in the cobra's mouth. When the potent artefact is activated, beams of purple light fire forth from the eyes and central gem stone, converging at a central point before firing out beams of purple fire, as hot as suns.*

The Bright Staff works just like a Sunstaff, but uses the following profile:

Range	Strength	Special Rules
30"	4	Quick to Fire, Multiple Shots (D6)

## SKYCLEAVER 45 points Magic Weapon

*Skycleaver was crafted out of the finest timber, and then enchanted by a powerful sorceress, Verona, after Willa saved her daughter from a Dark Elf raiding party by shooting them down using her long bow. The black quarrelled arrows catch fire as soon as they leave the bow.*

Skycleaver is a bow with the following profile:

Range	Strength	Special Rules
30"	5	Magical Attacks, Flaming Attacks

If the wielder of the bow Hits, the arrow strikes all models within its range in a straight line.

## CRYSTALLINE ARMOUR 35 points Magic Armour

*This suit of armour is made from an incredible Azure like crystal that is only found in the middle of the jungle. It was actually a meteorite that fell from the sky. It's as hard as iron, while as light as a feather. The crystal has the ability to change its molecular form around the wearer. This makes it really flexible to move in, but when it is hit the crystal turns rigid. The crystals also act as a maze of magical prisms which bounce and channel the winds of magic out of them.*

Heavy armour. For every spell successfully cast upon the bearer or the unit she is with, the Amazon player gains an additional Power Dice or Dispel dice to their current pool.

## SHIELD AMULET 40 points Talisman

*The origins of this enigmatic magic artifact have been lost over the centuries; suffice to say that it is extremely old and very valuable. A beautiful amulet worn around the wrist, made of gold and adorned with various precious gem stones blessed with great insight from the gods, it has more than just aesthetic effect. It has an uncanny ability to protect the bearer from harm; when a projectile or blow comes near to the amulet, a glowing blue energy shield appears around the wearer, which absorbs the energy of the attack.*

For every Wound the wearer suffers, roll a D6. If this number is equal to or higher than the Strength of the Attack, the Attack is nullified.





**MAGIC FEATHERS OF NATALINA** 50 points  
**Talisman**

*The magic feathers is a headdress which Natalina, the famed Warrior-Princess of the village of Arachania used to wear into battle. It is a powerful artefact which has great significance to the Amazons. The feathers from this headdress are from a wide range of tropical birds, from macaws to peacocks. In amongst the headdress' immense plumage is the feather of a wild Coatl, captured by Natalina who bested it in combat. The feather was enchanted by the Sorceress Melina of the village of Arborlenia as a mark of respect for her fighting prowess. This has imbued the headdress with magical properties. It gives the person wearing it extra quick reflexes, allowing her to escape possibly fatal confrontations. When Natalina moved, the cloak transformed her image into a thousand shards of flickering colours.*

Enemies must re-roll successful rolls To Hit in close combat and with missile weapons against the wearer. In addition, she gains a 6+ Ward save.



**THE COBRA STAFF** 30 points  
**Arcane Item**

*This staff has been crafted out of mahogany in the shape of a coiled serpent. It is a gleaming golden rod carved with hieroglyphics as old as time. The Cobra Staff was made by the followers of the Sisterhood of Serena, the snake goddess. Incorporated in the ceremonial staff is a powerful spell. After a bit of work, most magic users learn to channel excess magic into powerful enchanted poison that can destroy even to the toughest opponents. When used in battle, a stream of deadly cobra venom shoots from the tip of the wand, corroding through the enemy's flesh.*

Bound Spell, Power Level 3. The Cobra Staff contains a magic missile with a range of 18" that causes 2D6 hits. These hits always Wound on at least a 4+ with a -2 armour save modifier.

**WATER OF ETERNAL YOUTH** 50 points  
**Enchanted Item**

*After years of service among her tribe an Amazon is granted access to the waters that make the Elixir of Life. The Elixir is said to heal wounds and make the Amazons immortal. This rare item can cure even the most powerful illness: time.*

The Bearer of the Elixir of Life gains a 6+ Regeneration roll and automatically heals one Wound suffered earlier in the game at the start of each turn.

**BLUE STUMP BREW** 20 points  
**Enchanted Item**

*The Blue Stump Brew is a potent concoction of herbs and fungus from around the Swamps of Death, mixed with the spores of the rare Blue Stump. These massive funguses can have powerful properties, but in quantities it is highly poisonous. The brew is prepared by the Amazon sorceresses, and each sorceress has her own special recipe.*

One use only. The brew may be drunk at any time. Roll a D6; this is the number of points the character may increase her characteristics. She may freely divide them between several different characteristics if she wishes. The effects of the brew last until the start of the character's next turn.

**JAGUAR STANDARD** 50 points  
**Magic Standard**

*The Jaguar Standard is made of the hide from a ferocious Jaguar that once stalked the jungles. Upon it is a scene of two jaguars stalking their prey. In battle this enchanted standard roars like a Jaguar as the banner flutters in the wind. Blessed by Serena, the Serpent Goddess, this banner imbues her warriors with her strength and courage.*

The unit carrying the Jaguar Standard is subject to Frenzy. In addition, take their Break Tests on 3D6, discarding the highest result.











# THE AMAZON ARMY LIST

*The Amazons are a force of graceful yet deadly females. They have a very close link to their natural surroundings, a special bond with nature. For all their grace and poise, they pack a hefty punch, however. Their specialty is guerrilla warfare from the cover of the jungle, both in close combat as well as at range. They are, however, well-advised to melt away again before the counter-attack materialises.*

*As leader of the Amazon war bands, it is by your leadership and skillful tactics in battle that the Amazons will go into battle to protect their secrets and technology from outsiders.*

*This section of the book helps your turn your collection of Amazon miniatures into an army of brave warriors, ready for a tabletop battle. At the back of this section, you will also find a summary page, which lists every unit's characteristics profile, for quick and easy reference during your games of Warhammer.*



## USING THE ARMY LIST

The army list is used alongside the 'Choosing an Army' section of the Warhammer rulebook to pick a force ready for battle. Over the following pages you will find an entry for each of the models in your army. These entries give you all of the gaming information that you need to shape your collection of models into the units that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and their points costs.

## UNIT CATEGORIES

As described in the Warhammer rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core Units, Special Units and Rare Units.

## ARMY LIST ENTRIES

Each army list entry contains all the information you need to choose and field that unit at a glance, using the following format:

AMAZON WARRIORS 1											4 points per model
Profile	2	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Amazon Warrior		4	3	3	3	3	1	3	1	7	Infantry
Adept		4	3	3	3	3	1	3	2	7	Infantry

### 5 Unit Size: 10+ 7 Special Rules: 8 Options:

- 6 **Equipment:**
- Hand weapon
- Garland Warfare
- Forest Strider
- May upgrade one Warrior to an Adept.....10 points
- May upgrade one Warrior to a musician.....10 points
- May upgrade one Warrior to a standard bearer.....10 points
- The entire unit may be armed with one of the following:
- Additional hand weapons.....2 points per model
  - Spears.....½ point per model
  - Bows.....2 points per model
  - Slings.....2 points per model
- The entire unit may take shields.....1 point per model

1. **Name.** The name by which the unit or character is identified.

2. **Profiles.** The characteristic profiles for the model(s) in each unit are provided as a reminder. Where several profiles are required these are also given, even if they are optional (such as unit champions).

3. **Troop Type.** Each entry specifies the troop type of its models (e.g. 'infantry, monstrous cavalry' and so on).

4. **Points value.** Every miniature in the Warhammer range costs an amount of points that reflects how effective it is on the battlefield. For example, an Amazon Warrior costs 4 points, whilst the powerful Thalestris costs a whopping 300 points!

5. **Unit Size.** This specifies the minimum size for each unit, which is the smallest number of models needed to form that unit. In some cases units also have a maximum size, or can even comprise just a single model.

6. **Equipment.** This is a list of the standard weapons and armour for that unit. The cost of these items is included in the basic points value.

7. **Special Rules.** Many troops have special rules that are fully described earlier in this book or in the Warhammer rulebook. The names of these rules are listed here as a reminder.

8. **Options.** This is a list of optional weapons and armour; mounts, magic items and other upgrades for units or characters, including the points cost for each particular option. Many unit entries include the option to upgrade a unit member to a champion, standard bearer or musician. Some units may carry a magic standard or take magic items at a further points cost.



# LORDS

## THALESTRIS, QUEEN OF THE AMAZONS

300 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Thalestris	4	7	5	4	4	3	6	5	10	Infantry (Special Character)

### Equipment:

- Bow
- Light armour

### Magic Items:

- Sword of Rigg
- Crown of the Amazon Queen
- Pendant of Delmair

### Special Rules:

- Garland Warfare
- Forest Strider
- Queen of the Amazons

## LWAXANA, CURSE WITCH OF BLUE STUMPS

345 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Lwaxana	4	4	4	4	4	3	4	2	9	Infantry (Special Character)

### Magic Items:

- Blue Nightshade Dagger
- Staff of Retribution
- Voodoo Dolls
- Amulet of the Great Toad

### Special Rules:

- Garland Warfare
- Forest Strider

### Magic:

Lwaxana is a Level 4 Wizard who uses spells from the Lore of Shadows, Lore of Death or Lore of the Serpent.

## MATRIARCH

95 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Matriarch	4	6	5	4	4	3	6	4	9	Infantry (Character)

### Equipment:

- Hand weapon
- Light armour

### Options:

- May be armed with one of the following:
  - Additional hand weapon (unless mounted).....3 points
  - Spear (mounted only).....3 points
  - Great weapon.....6 points
- May be armed with any of the following:
  - Claw of the Old Ones.....30 points
  - Sunstaff.....15 points
  - Sun Gauntlet.....15 points
  - Amulet of the Moon.....10 points
- May take a bow.....5 points
- May take a shield.....3 points
- May be mounted upon one of the following:
  - Jaguar.....20 points
  - Culchan.....22 points
  - Cold One.....30 points
- May take magic items up to a total of .....100 points

## SERPENT PRIESTESS

215 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Serpent Priestess	4	4	4	4	4	3	4	2	9	Infantry (Character)

### Equipment:

- Hand weapon

### Magic:

A Serpent Priestess is a Level 3 Wizard who uses spells from the Lore of Light, Lore of Life, Lore of the Heavens or Lore of the Serpent.

### Options:

- May be upgraded to Level 4 Wizard.....35 points
- May be armed with any of the following:
  - Claw of the Old Ones.....10 points
  - Sunstaff.....10 points
  - Sun Gauntlet.....10 points
  - Amulet of the Moon.....10 points
- May take magic items up to a total of .....100 points

### Special Rules:

- Garland Warfare
- Forest Strider



# HEROES

## AZURA, THE ICE MAIDEN

255 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Azura	4	6	5	4	4	3	6	3	9	Infantry (Special Character)

### Magic Items:

- Azure Fire
- Talisman of Rendar

### Special Rules:

- Garland Warfare
- Forest Strider
- Stubborn
- Mesmerising Dance

## MELANDRA HAWKEYE, THE ADVENTRESS

170 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Melandra	4	5	5	4	4	2	6	3	8	Infantry (Special Character)

### Equipment:

- Bow
- Amulet of the Moon
- Light armour

### Magic Items:

- Blade of the Hawk
- Pendant of the Old Ones

### Special Rules:

- Garland Warfare
- Forest Strider
- Evasion

## PENTHESELIA, THE MARK OF THE SERPENT

185 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Penthesilea	4	6	5	4	4	2	6	3	8	Infantry (Special Character)

### Equipment:

- Light armour

### Magic Items:

- Headslicer

### Special Rules:

- Garland Warfare
- Forest Strider
- Savage Fury
- Man-hater
- Mark of the Serpent

## LYSIPPE, THE MOUNTED AVENGER

145 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Lysippe	4	5	5	4	4	2	5	3	8	Cavalry (Special Character)
Blackfang	9	4	0	4	3	1	4	2	7	-

### Equipment:

- Light armour

### Magic Items:

- Lizard Bane
- Lysippe's Horned Helmet

### Mount:

- Blackfang

### Special Rules:

- Garland Warfare
- Forest Strider
- Hatred (Lizardmen)
- Lysippe's War Cry

## CHARACTER MOUNTS

215 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Jaguar	8	3	0	4	3	1	4	1	5	War Beast
Culchan	9	3	0	4	3	1	4	1	4	War Beast
Cold One	7	3	0	4	4	1	2	1	3	War Beast

### Special Rules:

- *Culchan*: Fast Cavalry
- *Cold One*: Fear, Stupidity



# HEROES

## MISTRESS

55 points

### Profile

Mistress

M WS BS S T W I A Ld  
4 5 5 4 4 2 5 3 8

### Troop Type

Infantry (Character)

### Equipment:

- Hand weapon
- Light armour

### Special Rules:

- Garland Warfare
- Forest Strider

### Options:

- May be armed with one of the following:
  - Additional hand weapon (unless mounted).....2 points
  - Spear (mounted only).....2 points
  - Great weapon.....4 points
- May be armed with any of the following:
  - Claw of the Old Ones.....30 points
  - Sunstaff.....15 points
  - Sun Gauntlet.....15 points
  - Amulet of the Moon.....10 points
- May take a bow.....5 points
- May take a shield.....2 points
- May be mounted upon one of the following:
  - Jaguar.....14 points
  - Culchan.....16 points
  - Cold One.....20 points
- May take magic items up to a total of .....50 points

### ARMY BATTLE STANDARD

One Mistress in the army may carry the Battle Standard for +25 points. The Battle Standard Bearer can have a magic banner (no points limit). A model carrying a magic standard cannot carry any other magic items.

## PRIESTESS

85 points

### Profile

Priestess

M WS BS S T W I A Ld  
4 4 4 4 3 2 4 1 8

### Troop Type

Infantry (Character)

### Equipment:

- Hand weapon

### Special Rules:

- Garland Warfare
- Forest Strider

### Magic:

A Priestess is a Level 1 Wizard who uses spells from the Lore of Light, Lore of Life, Lore of the Heavens or Lore of the Serpent.

### Options:

- May be upgraded to Level 2 Wizard.....35 points
- May be armed with any of the following:
  - Claw of the Old Ones.....5 points
  - Sunstaff.....10 points
  - Sun Gauntlet.....5 points
  - Amulet of the Moon.....10 points
- May take magic items up to a total of .....50 points





# CORE UNITS

AMAZON WARRIORS											4 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Amazon Warrior	4	3	3	3	3	1	3	1	7	Infantry	
Adept	4	3	3	3	3	1	3	2	7	Infantry	

- Unit Size:** 10+
- Special Rules:**
- Garland Warfare
  - Forest Strider
- Equipment:**
- Hand weapon
- Options:**
- May upgrade one Warrior to an Adept.....10 points
  - May upgrade one Warrior to a musician.....10 points
  - May upgrade one Warrior to a standard bearer.....10 points
  - The entire unit may be armed with one of the following:
    - Additional hand weapons.....2 points per model
    - Spears.....1/2 point per model
    - Bows.....2 points per model
    - Slings.....2 points per model
  - The entire unit may take shields.....1 point per model

PIRANHA WARRIORS											8 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Piranha Warrior	4	3	3	3	3	1	4	1	7	Infantry	
Tracker	4	3	3	3	3	1	4	2	7	Infantry	

- Unit Size:** 10+
- Special Rules:**
- Garland Warfare
  - Forest Strider
- Equipment:**
- Hand weapon
  - Javelin
- Options:**
- May upgrade one Piranha Warrior to a Tracker.....10 points
  - May upgrade one Piranha Warrior to a musician.....10 points
  - May upgrade one Piranha Warrior to a standard bearer.....10 points
  - The entire unit may swap their javelins for blowpipes.....free
  - The entire unit may have Poisoned Attacks (missile weapons only).....2 points per model

EAGLE WARRIORS											7 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type	
Eagle Warrior	4	4	3	3	3	1	4	1	8	Infantry	
Eagle Spirit	4	4	3	3	3	1	4	2	8	Infantry	

- Unit Size:** 10+
- Special Rules:**
- Garland Warfare
  - Forest Strider
  - Swiftstride
- Equipment:**
- Spear
- Options:**
- May upgrade one Eagle Warrior to an Eagle Spirit.....10 points
  - May upgrade one Eagle Warrior to a musician.....10 points
  - May upgrade one Eagle Warrior to a standard bearer.....10 points
    - One Eagle Warrior unit with a standard bearer may take a magic standard worth up to.....25 points
  - The entire unit may be armed with one of the following:
    - Javelins.....2 points per model
    - Sunstuffs.....5 points per model
  - The entire unit may wear light armour.....1 point per model
  - The entire unit may wear Amulets of the Moon.....2 points per model
  - The entire unit may take shields.....1 point per model



# CORE UNITS

## KOKA-KALIM

9 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Koka-Kalim	4	4	3	3	3	1	4	1	8	Infantry
Kalim Devout	4	4	3	3	3	1	4	2	8	Infantry

**Unit Size:** 10+

**Special Rules:**

- Garland Warfare
- Forest Strider
- Frenzy

**Options:**

- May upgrade one Koka-Kalim to an Kalim Devout .....10 points
- May upgrade one Koka-Kalim to a musician.....10 points
- May upgrade one Koka-Kalim to a standard bearer.....10 points
- A Koka-Kalim unit with a standard bearer may take a magic standard worth up to.....25 points
- The entire unit may be armed with Sun Gauntlets.....5 points per model
- The entire unit may wear Amulets of the Moon.....2 points per model

**Equipment:**

- Two hand weapons

## HUNTRESSES

15 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Huntress	4	4	3	3	3	1	4	1	7	Cavalry
Jungle Prowler	4	4	3	3	3	1	4	2	7	Cavalry
Jaguar	8	3	0	4	3	1	4	1	5	-

**Unit Size:** 5+

**Special Rules:**

- Garland Warfare
- Forest Strider
- Fast Cavalry

**Options:**

- May upgrade one Huntress to an Jungle Prowler.....10 points
- May upgrade one Huntress to a musician.....10 points
- May upgrade one Huntress to a standard bearer.....10 points
- The entire unit may swap javelins for bows.....1 point per model
- The entire unit may take shields.....2 points per model

**Equipment:**

- Hand weapon
- Javelin

## JAGUAR HUNTING PACKS

8 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Beastmaster	4	3	3	3	3	1	4	1	7	Infantry
Jaguar	8	3	0	4	3	1	4	1	5	Infantry

**Unit Size:** 5+ Jaguars and 2 Beastmasters.

**Equipment (Beastmaster):**

- Two hand weapons
- Javelin

**Equipment (Jaguar):**

- Fang and claws

**Special Rules:**

- Garland Warfare (Beastmaster only)
- Forest Strider
- Skirmishers
- Unleash the Beasts





# SPECIAL UNITS

## JAGUAR WARRIORS

10 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Jaguar Warrior	4	4	3	3	3	1	4	2	8	Infantry
Jaguar Prowler	4	4	3	3	3	1	4	3	8	Infantry

**Unit Size:** 10+

**Special Rules:**

- Garland Warfare
- Forest Strider
- Immune to Psychology

**Equipment:**

- Hand weapon
- Shield

**Options:**

- May upgrade one Jaguar Warrior to a Jaguar Prowler.....10 points
- May upgrade one Jaguar Warrior to a musician.....10 points
- May upgrade one Jaguar Warrior to a standard bearer.....10 points
  - A Jaguar Warrior unit with a standard bearer may take a magic standard worth up to.....50 points
- The entire unit may swap their hand weapons for Claws of the Old Ones.....4 points per model
- The entire unit may wear light armour.....1 point per model
- The entire unit may wear Amulets of the Moon.....2 points per model
- The entire unit may Ambush.....1 point per model

## TOTEM GUARDIANS

11 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Totem Guardian	4	5	3	4	3	1	4	1	8	Infantry
Covenant	4	5	3	4	3	1	4	2	8	Infantry

**Unit Size:** 10+

**Special Rules:**

- Garland Warfare
- Forest Strider
- Stubborn

**Equipment:**

- Hand weapon
- Great weapon
- Light armour

**Options:**

- May upgrade one Totem Guardian to a Covenant.....10 points
- May upgrade one Totem Guardian to a musician.....10 points
- May upgrade one Totem Guardian to a standard bearer.....10 points
  - A Totem Guardian unit with a standard bearer may take a magic standard worth up to.....50 points
- The entire unit may swap great weapons with one of the following:
  - Claws of the Old Ones.....2 points per model
  - Sun Gauntlets.....2 points per model
- The entire unit may take Sunstaves.....5 points per model
- The entire unit may wear Amulets of the Moon.....2 points per model
- The entire unit may take shields.....1 point per model

## JUNGLE STALKERS

14 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Jungle Stalker	4	3	4	3	3	1	4	1	7	Infantry
Sharpshooter	4	3	5	3	3	1	4	2	7	Infantry

**Unit Size:** 10+

**Special Rules:**

- Garland Warfare
- Forest Strider
- Skirmishers
- Poisoned Attacks
- Multiple Shots (2)

**Equipment:**

- Hand weapon
- Bow

**Options:**

- May upgrade one Jungle Stalker to a Sharpshooter.....10 points
- May upgrade one Jungle Stalker to a musician.....10 points
- The entire unit may wear Amulets of the Moon.....2 points per model
- The entire unit may Scout.....1 point per model



# SPECIAL UNITS

## CULCHAN RIDERS

17 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Culchan Rider	4	4	4	3	3	1	4	1	7	Cavalry
Feather-foot	4	4	4	3	3	1	4	2	7	Cavalry
Culchan	9	3	0	4	3	1	4	1	4	-

**Unit Size:** 5+

**Special Rules:**

**Options:**

- Garland Warfare
- Forest Strider
- Fast Cavalry
- May upgrade one Culchan Rider to a Feather-foot .....10 points
- May upgrade one Culchan Rider to a musician.....10 points
- May upgrade one Culchan Rider to a standard bearer.....10 points

**Equipment:**

- Hand weapon
- Bow

## TERRADON RIDERS

30 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Terradon Rider	4	4	3	3	3	1	4	1	7	Monstrous Cavalry
Hawk Wing	4	4	3	3	3	1	4	2	7	Monstrous Cavalry
Terradon	2	3	0	4	3	3	2	1	3	-

**Unit Size:** 3+

**Special Rules:**

**Options:**

- Garland Warfare
- Forest Strider
- Flying Cavalry
- Fast Cavalry
- Drop Rocks
- May upgrade one Terradon Rider to a Hawk Wing .....10 points

**Equipment:**

- Hand weapon
- Javelin

## COLD ONE RIDERS

18 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Noblewoman	4	4	3	3	3	1	4	1	8	Cavalry
Headwoman	4	4	3	3	3	1	4	2	8	Cavalry
Cold One	7	3	0	4	4	1	2	1	3	-

**Unit Size:** 5+

**Special Rules:**

**Options:**

- Garland Warfare
- Forest Strider
- Fear
- Stupidity
- Thick-skinned
- May upgrade one Noblewoman to a Headwoman .....10 points
- May upgrade one Noblewoman to a musician.....10 points
- May upgrade one Noblewoman to a standard bearer.....10 points
- A Totem Guardian unit with a standard bearer may take a magic standard worth up to.....50 points
- The entire unit may swap spears with Claws of the Old Ones.....3 points per model
- The entire unit may wear Amulets of the Moon.....3 points per model
- The entire unit may wear light armour.....2 points per model

**Equipment:**

- Hand weapon
- Spear
- Shield





# RARE UNITS

## GOROLS

50 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Gorol	6	4	0	5	4	3	4	3	6	Monstrous Infantry
Silverback	6	4	0	5	4	3	4	4	6	Monstrous Infantry

**Unit Size:** 3+

**Special Rules:**

**Options:**

- Fear
- Forest Strider

- May upgrade one Gorol to a Silverback .....10 points

**Equipment:**

- Great weapon
- Heavy armour

## MEDUSAS

60 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Medusa	7	4	5	4	4	3	5	3	7	Monstrous Beast
Medusa Queen	7	4	5	4	4	3	5	4	7	Monstrous Beast

**Unit Size:** 3+

**Special Rules:**

**Options:**

- Fear
- Forest Strider
- Poisoned Attacks
- Strong Pull
- Petrifying Gaze

- May upgrade one Medusa to a Medusa Queen .....10 points

**Equipment:**

- Halberd
- Long bow
- Light armour

## COATL

265 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Coatl	5	4	0	5	5	5	2	4	8	Monster

**Unit Size:** 1

**Special Rules:**

**Equipment:**

- Fangs

- Forest Strider
- Fly
- Terror
- Large Target
- Ward save (5+)
- Scaly Skin (4+)
- Cold-blooded
- Magical Storm
- Master of the Sacred Places



## 0-1 AVATAR OF RIGG

275 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Avatar of Rigg	6	6	5	5	5	4	6	5	10	Monstrous Infantry

**Unit Size:** 1

**Equipment:**

- Hand weapon

**Special Rules:**

- Terror
- Ward save (4+)
- Unbreakable
- Unstable
- Blessings of Rigg



# SUMMARY

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- Adept	4	3	3	3	3	1	3	2	7	In	-
Beastmaster	4	3	3	3	3	1	4	1	7	In	38
- Jaguar	8	3	0	4	3	1	4	1	5	WB	-
Eagle Warrior	4	4	3	3	3	1	4	1	8	In	33
- Eagle Spirit	4	4	3	3	3	1	4	2	8	In	-
Huntress	4	4	3	3	3	1	4	1	7	Ca	39
- Jungle Prowler	4	4	3	3	3	1	4	2	7	Ca	-
- Jaguar	8	3	0	4	3	1	4	1	5	-	-
Koka-Kalim	4	4	3	3	3	1	4	1	8	In	35
- Kalim Devout	4	4	3	3	3	1	4	2	8	In	-
Piranha Warrior	4	3	3	3	3	1	4	1	7	In	32
- Tracker	4	3	3	3	3	1	4	2	7	In	-

SPECIAL UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Culchan Rider	4	4	4	3	3	1	4	1	7	Ca	40
- Feather-foot	4	4	4	3	3	1	4	2	7	Ca	-
- Culchan	9	3	0	4	3	1	4	1	4	-	-
Jaguar Warrior	4	4	3	3	3	1	4	2	8	In	34
- Jaguar Prowler	4	4	3	3	3	1	4	3	8	In	-
Jungle Stalker	4	3	4	3	3	1	4	1	7	In	36
- Sharpshooter	4	3	5	3	3	1	4	2	7	In	-
Noblewoman	4	4	3	3	3	1	4	1	8	Ca	42
- Headwoman	4	4	3	3	3	1	4	2	8	Ca	-
- Cold One	7	3	0	4	4	1	2	1	3	-	-
Terradon Rider	4	4	3	3	3	1	4	1	7	MC	41
- Hawk Wing	4	4	3	3	3	1	4	2	7	MC	-
- Terradon	2	3	0	4	3	3	2	1	3	-	-
Totem Guardian	4	5	3	4	3	1	4	1	8	In	37
- Covenant	4	5	3	4	3	1	4	2	8	In	-

RARE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Avatar of Rigg	6	6	5	5	5	4	6	5	10	MI	46
Coatl	5	4	0	5	5	5	2	4	8	Mo	45
Gorol	6	4	0	5	4	3	4	3	6	MI	43
- Silverback	6	4	0	5	4	3	4	4	6	MI	-
Medusa	7	4	5	4	4	3	5	3	7	MB	44
- Medusa Queen	7	4	5	4	4	3	5	4	7	MB	-

MOUNTS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Culchan	9	3	0	4	3	1	4	1	4	WB	40
Cold One	7	3	0	4	4	1	2	1	3	WB	42
Jaguar	8	3	0	4	3	1	4	1	5	WB	39

**Troop Type Key:** In = Infantry, WB = War Beast, Ca = Cavalry, MI = Monstrous Infantry, MB = Monstrous Beast, MC = Monstrous Cavalry, Mo = Monster, Ch = Chariot, Sw = Swarms, Un = Unique, WM = War Machine.















## AMAZONS

Deep within the Lustrian jungle, death comes in many forms. No surer way exists than to incur the wrath of the elusive tribeswomen that dwell within its darkest heart. Explorers maintain dubious tales of ancient weapons of power and tribes of the deadly warrior women known as Amazons. Such stories however, are not without truth. Some are so old they pass into legend, becoming part of jungle lore. The Amazons excel at ambushes and hit and run attacks, where they can use their manoeuvrability to its fullest to attack and then quickly disappear again. Those that do not perish to their arrows will soon find themselves attacked by fierce warriors who want nothing higher than to sacrifice their foes to their Goddess.

A supplement for

**WARHAMMER**

The Game of Fantasy Battles

### Inside you will find:

- A bestiary describing every unit, monster, hero and war machine in your army.
- An army list to arrange your collection of miniatures into a battle-ready force.
- A comprehensive section that details the Amazons, their culture and their history.

*Warhammer: Amazons is one of a series of supplements for Warhammer. Each book in the series describes in detail an army, its history and its heroes.*