

# Amazons v.0.9

## Warband Special Rules

### Human Sacrifice (+3")

Warriors with this rule add +3" to the maximum distance charged when charging *fleeing* enemies, up to a maximum of 12".

### Stubborn

Warriors with this rule may re-roll failed fear and panic tests.

### Sprint (+2")

Warriors with this rule add +2" to the maximum distance moved while running, up to a maximum of 10." (*This ability has no effect on charging.*)

### Jaguar Prowl (+1 S)

Warriors with this rule have +1 Strength the turn they charge.

### Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

### Swiftstrider

Warriors with this rule roll 3D6 instead of the normal 2D6 when determining the random distance added to his charging moves. (*I.e. they rolls 3D6 and adds the highest result to their base Movement.*)

## Special Equipment

### Bolas 5gc

#### Missile Weapon

**Range:** 12" **Strength:** -

**Entrap (-1 to hit, -1 M):** A warrior that is hit by a Bola suffers -1 to hit (*in both shooting and close combat*) and -1 Movement, down to a minimum of 3, until the *beginning* of your next Shooting phase (*this effect stacks*).

**Quick to Fire:** No -1 to hit for moving and shooting.

**Ignores saves of any kind.**

## Special Equipment

### *Background Lore: Octarion*

*Octarion is a mysterious metal left behind by the Old Ones that tears through other metals.*

### Octarion Claw 5gc

#### Close Combat Weapon

**Armour Splinter (1)**

### Octarion Gauntlet 10gc

#### Missile Weapon: Pistol:

**Range:** 6" **Strength:** 3

**Armour Splinter (1)**

**Assault:** May Run and Fire.

#### Stand and Shoot

**Multiple Shots x2:** May fire twice at the same target with -1 to hit on both shots if armed with two Octarion Gauntlets.

### Sunstaff 10gc

#### Missile Weapon

**Range:** 24" **Strength:** 3

**Armour Splinter (1)**

**Multiple Shots x2 (Quick Shot):** May fire twice at the same target with -1 to hit on both shots if wielder has the 'Quick Shot' Shooting skill.

### Jaguar Cloak 5gc

**Suit of Armour:** Prevents Wizards from casting spells. May be combined with Light Armour.

**Wearer gains a 6+ armour save vs. shooting attacks.** (*No effect vs. spells / prayers.*)

### Crystalline Armour 25gc

Same as Heavy Armour (*including Initiative penalty*), but wielder also gains a 4+ ward save vs. the effects of Hostile Spells (*not prayers*). Can be used by anyone who can use Heavy Armour.

### Dagger of Rigg 10gc

**Special Equipment:** Whenever owner takes an enemy *out of action* with a close combat attack, she gains +1 Power Dice. Can only be carried by Priests.

# Amazon Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Captain	V	V	V	V	V
Guardian	V	V		V	V
Priestess	V		V	V	(+10gc)
Mage	(+10gc)		V		V
Novice	V	(+10gc)	(+10gc)	V	V

# Amazon Equipment Lists

## Captain and Guardian

### Close Combat

Hand Weapon  
Great Weapon  
Spear  
Flail  
Ostarion Claw

### Shooting

Sling  
Throwing Axes  
Bow  
Javelins  
Ostarion Gauntlet

### Armour

Light Armour  
Heavy Armour  
Shield

## Priestess

### Close Combat

Hand Weapon  
Great Weapon  
Ostarion Claw

### Shooting

Sling

### Armour

Light Armour

## Mage

### Close Combat

Hand Weapon  
Great Weapon  
Ostarion Claw

### Shooting

Sling  
Sunstaff

### Armour

None

## Novice, Warrior, Eagle Warrior

### Close Combat

Hand Weapon  
Great Weapon  
Spear

### Shooting

Sling  
Bow  
Javelins  
Net

### Armour

Light Armour  
Shield

## Jaguar Warrior

### Close Combat

Hand Weapon  
Great Weapon  
Flail  
Ostarion Claw

### Shooting

Sling  
Bow  
Throwing Axes  
Javelins

### Armour

Light Armour  
Shield  
Jaguar Cloak

## Stalker

### Close Combat

Hand Weapon

### Shooting

Sling  
Blowpipe  
Bow  
Javelins  
Nets  
Bolas

### Armour

Light Armour

# HEROES

## 0-1 Amazon Captain

40gc to hire

Starting Experience: 18

Race: Human

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

### SPECIAL RULES

Leader (6"), Human Sacrifice (+3")

## 0-2 Amazon Guardians

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

### SPECIAL RULES

Human Sacrifice (+3"), Stubborn

## 0-1 Priestess of Rigg

35gc to hire

Starting Experience: 12

Race: Human

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

### SPECIAL RULES

Human Sacrifice (+3")

Priest (Prayers of Rigg): Start with 1 prayer.

## 0-1 Sisterhood Mage

30gc to hire

Starting Experience: 6

Race: Human

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

### SPECIAL RULES

Human Sacrifice (+3")

Wizard (Light, Beasts, Heavens, or Life): Start with 1 spell.

## 0-3 Sisterhood Novices

15gc to hire

Starting Experience: 0

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

### SPECIAL RULES

Human Sacrifice (+3")

# HENCHMEN

## Amazon Warriors

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	7

### SPECIAL RULES

Human Sacrifice (+3")

## 0-4 Amazon Stalkers

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	4	3	3	3	3	1	6

### SPECIAL RULES

Stealth

## 0-4 Jaguar Warriors

40gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

### SPECIAL RULES

Human Sacrifice (+3"), Jaguar Prowl (+1 S)

Heirloom: Light Armour, Jaguar Cloak

## 0-4 Eagle Warriors

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	4	1	7

### SPECIAL RULES

Human Sacrifice (+3"), Sprint (+2")

## 0-4 Jaguars

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

### SPECIAL RULES

Swiftstriders

Animals (*Cannot Climb; Cannot Hide; Flee 3D6*"; *Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

# Prayers of Rigg

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## **Sig: Serpent's Prowl D6+ / D10+**

*An otherworldly hiss precedes the appearance of a huge spectral snake which lunges forth.*

**Range:** 18"

**Effect:** D3 *poisonous* Strength 2 hits.

**Augment (D10+):** Hits have +1 Strength.

## **1 Serpent's Strength D3+ / D6+**

*The priestess calls forth the strength of the ancient serpent, imbuing an ally with fearsome power.*

**Range:** 6" or Caster

**Effect:** Target has +1 Strength.

**Augment (D6+):** All of target's close combat and shooting attacks will also be *poisonous* (except where they could not be poisoned, such as with slings).

**Remains in Play.**

## **2 Spirit Walk D7+**

*The priestess calls upon ancient spirits, which allow her to walk on air.*

**Range:** Caster

**Effect:** Caster may immediately *fly* to anywhere within 8". She *may* use this ability to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks as normal.

## **3 Wendala's Maelstrom D7+**

*The priestess conjures up a tropical storm to protect an ally from harm.*

**Range:** 6" or caster.

**Effect:** All attacks to hit this warrior that roll 'to hit' (whether shooting or close combat) suffer -1 to hit.

**Remains in Play.**

## **4 The Living Jungle D9+ / D12+**

*A tidal wave of magical spiders, snakes, and gnats lurch forth at the enemies of the priestess.*

**Range:** Flame Template.

**Effect:** All warriors under, or partially under, the template take 1 *poisonous* Strength 3 hit.

**Augment (D12+):** Hits have +1 Strength.

## **5 Shield of Thorns D5+ / D7+**

*The priestess engulfs herself in a shield of thorny undergrowth.*

**Range:** Caster.

**Effect:** Caster gains 'Scaly Skin (6+).

**Augment (D7+):** All enemies striking at this warrior in close combat suffer 1 Strength 4 hit whenever they roll a natural or modified 1 'to hit.'

**Remains in Play.**

## **6 Siren's Dream D6+**

*The priestess sings in haunting tunes, mesmerizing an enemy to commit foolhardy acts.*

**Range:** Range: 18"

**Effect:** Target must take a Leadership test: If failed, you may immediately move target up to its twice Movement in inches, though he will *not* charge, climb up or down, or jump off buildings. (*This movement may be intercepted as normal.*)

**v.0.9**

Jaguar Warriors have Heirloom: Light Armour, +5gc price.  
Corrected type (Hat tip to UnionJack1989)

**v.0.8**

First Release! (Hat tip to Warhammerarmiesproject)