

Amazons v.1.0

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

Oversplinter (1): Attacks from this weapon deteriorate the enemy's armour save by 1 more points than they normally would.

Octarion Gauntlet 10gc

Missile Weapon: Pistol:

Range: 6" Strength: 3

Oversplinter (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

Oversplinter (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

Armour

Light Armour
Shield
Nets

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
Bolas

Armour

Light Armour
Nets

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

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 priests 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.1.0

Tweaked equipment lists.

Added rules reminder text for Oversplinter.

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)