

# AMAZONS

## Allies:

- Amazons armies can have one Allied Command from any of the following races:
  - Barbarians, Dwarves, Elves, Men-at-Arms, Orcs.
- See in the special rules, those scheduled for the Allied Commands.

## Mercenaries:

- Amazons armies can have one Mercenary Command of warriors and creatures from any of the following races:
  - Dragons, Giants, Orcs, Ogres & Trolls and those Mercenaries that can be recruited by the Amazons or their Allies, but not Ratmen.
- See in in the special rules, those scheduled for the Mercenary Commands.

## General rules:

- An amazons army can have any talismans, costing 100 points each.

## INFANTRY

### **Amazon warriors** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	Ave	Trib.	-	-	1	Lt/Sh	Hd	20cm	no	no	night	3	"+3Vet"	5	30
Warrior	Ave	Trib.	-	-	1	Lt	2-Hd	20cm	no	no	night	3	"+3Vet"	5	30

#### Notes:

- They can have a medium armor to the cost of +1 point for each model; in such case the movement (Mov) will be of **15 cm**.

### **Amazon guard** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Guard	Vet.	Trib.	-	-	1	Lt	Sp	20cm	no	no	night	6	"+4EI"	5	20
Halberdier	Vet.	Trib.	-	-	1	Lt	Pol	20cm	no	no	night	7	"+4EI"	5	20

#### Notes:

- Maximum one unit of Guards or Halberdiers every 1000 army points.
- They can have a medium armor to the cost of +1 point for model; in such case the movement (Mov) will be of **15 cm**.

### **Amazon berserkers** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Normal	Ave	Fan.	-	-	1	Lt	2-Hd	20cm	no	no	night	15	-	5	10
Blood lust	Vet.	"	.+1	-1	2	"	"	25cm	7	"	"	"	-	"	"

#### Notes:

- Max one unit of amazon berserkers every 2000 army points.
- See the Special Rules: "**Berserker**".

## UNITS WITH MISSILE WEAPONS

### **Amazon archers** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Ave	Trib.	-	-	1	Lt	B/Hd	20cm	no	no	night	5	"+3Vet"	5	20

## CAVALRY

### Amazon big cat riders *(base size 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Rider	Ave	Trib.	-	-	1	Lt	Hd	37cm	7	no	night	16	"+9Vet"	3	20
with tiger	"	"	.+1	-1	3	"	T&C	"	"	"	"	"	"	"	"

**Notes:**

- They can have Save Throw 6+ to the cost of +7 points for every model.
- They can have a shield to the cost of +6 points for every model.
- They can have a medium armor to the cost of +1 point for every model, in such case their movement (Mov) will be of 35 cm.
- They can replace the Hd weapon with a Lance to the cost of +2 points for every model.

### Amazon big cat archers *(base size 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Ave	Trib.	-	-	1	Lt	B/Hd	37cm	7	no	night	18	"+9Vet"	3	20
with tiger	"	"	.+1	-1	3	"	T&C	"	"	"	"	"	"	"	"

**Notes:**

- They can have a medium armor to the cost of +1 point for every model, in such case their movement (Mov) will be of 35 cm.

### Amazon big cat guards *(base size 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Guard	Elite	Trib.	-	-	1	Lt	Hd	37cm	6	no	night	44	-	4	10
with Tiger	"	"	.+1	-1	3	"	T&C	"	"	"	"	-	-	"	"

**Notes:**

- Maximum one unit for every 2000 army points; they have to depend from the Warchief's command.
- They can have a shield to the cost of +6 points for every model.
- They are can have a medium armor to the cost of +1 point for every model, in such case their movement (Mov) will be of 35 cm.
- They can replace the Hd weapon with a Lance to the cost of +2 points for every model.

### Amazon big cat attack chariots *(base size 5 x 10 cm)*

Name	QUA	TYP	STR	RES	WOF	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Chariot	Ave	Trib.	.+1	-1	4	Lt/sh	T&C	32cm	6	no	night	33	"+16Vet"	2	5
1°round	"	"	"	"	7	"	"	"	"	"	"	"	"	"	"

**Notes:**

- See the special rules: "War Chariots", "Special profile 1° Round" and "Linebreaker".

## TERRIBLE CREATURES

### Amazon half giantess *(base size 5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Half giantess	Ave	Trib.	.+3	-3	4	Lt	2-Hd	20cm	5	yes	night	66	-	1	6

**Notes:**

- See the special rules: “Giant Creatures” and “Linebreaker”.

### Amazon war giantess *(base size 10 x 10 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Giantess	Vet.	Fan.	.+13	-8	17	Med	2-Hd	30cm	4	yes	night	702	-	1	1

**Notes:**

- See the special rules: “Giant Creatures” and “Linebreaker”.

### Amazon war mammoth and crew *(base size 7.5 x 10 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Mammoth	Ave	Trib.	.+8	-6	12	Med	H&H	20cm	4	yes	night	397	-	1	1
Archers	Ave	Trib.	-	-	1	Lt	B	-	-	-	night	-	-	3	3

**Notes:**

- See the special rules: “Giant Creatures” and “Linebreaker”.

## INDIVIDUALS

### Amazon warchief and battleleader *(base size: on foot 2.5 x 2.5 cm - on tiger 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
On foot	Elite	Trib.	.+1	-	2	Med/Sh	1m	20cm	7	no	night	28+Ldr	-	-	-
On tiger	Elite	Trib.	.+2	-1	5	Med/Sh	T&C	35cm	6	no	night	74+Ldr	-	-	-

### Amazon individuals *(base size: on foot 2.5 x 2.5 cm - on tiger 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Heroine	Elite	Trib.	.+1	-1	5	Med	2-Hd	20cm	7	no	night	75	-	-	-
on tiger	Elite	Trib.	.+1	-2	8	Med/Sh	Hd	35cm	6	no	night	141	-	-	-
Courier	Vet.	Trib.	-	-	1	Lt	Hd	30cm	7	no	night	17	-	-	-
Scout	Vet.	Trib.	-	-	1	Lt	Hd	20cm	7	no	night	64	-	-	-
Herald	Vet.	Trib.	-	-	1	Lt	Hd	20cm	7	no	night	38	-	-	-
on tiger	Vet.	Trib.	.+1	-1	3	Med	Hd	35cm	7	no	night	55	-	-	-
Banner	Vet.	Trib.	-	-	1	Lt	Hd	20cm	7	no	night	48	-	-	-
on tiger	Vet.	Trib.	.+1	-1	3	Med	Hd	35cm	7	no	night	65	-	-	-

### Amazon destroyer *(base size 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Destroyer	Elite	Fan.	.+1	-1	10	Lt	2-Hd	20cm	5	no	night	162	-	-	-

**Notes:**

- see the rules for the Destroyer Hero in the F.W. Companion of Nick Lund, page 36.
- Marksman.** Use the profile of the relevant figure you wish to turn into a marksman; the Quality is always the highest (that is, uprated). Points costs are the cost of the figure outlined above, multiplied by 10.

**Witches, priestesses, soothsayers** (*base size: on foot 2.5 x 2.5 cm - on tiger 2.5 x 5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Witch	Vet.	Trib.	-	-	1	Lt	Hd	20cm	7	no	night	11+M	-	-	-
on tiger	Vet.	Trib.	-	-1	3	Lt	Hd	37cm	6	no	night	31+M	-	-	-
Priestess	Vet.	Trib.	-	-	1	Lt	Hd	20cm	7	no	night	86	-	-	-
Soothsayer	Vet.	Trib.	-	-	1	Lt	Hd	20cm	7	no	night	55	-	-	-

**Notes:**

- The witch covers the normal functions of the wizard of the other armies.

**Amazon enchantress** (*base size 2.5 x 2.5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Enchantress	Vet	Trib.	-	-	1	none	Hd	20cm	7	no	night	112	-	-	-

**Notes:**

- *see the rules for the Amazon enchantress in the F.W. Companion by Nick Lund, page 37.*

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