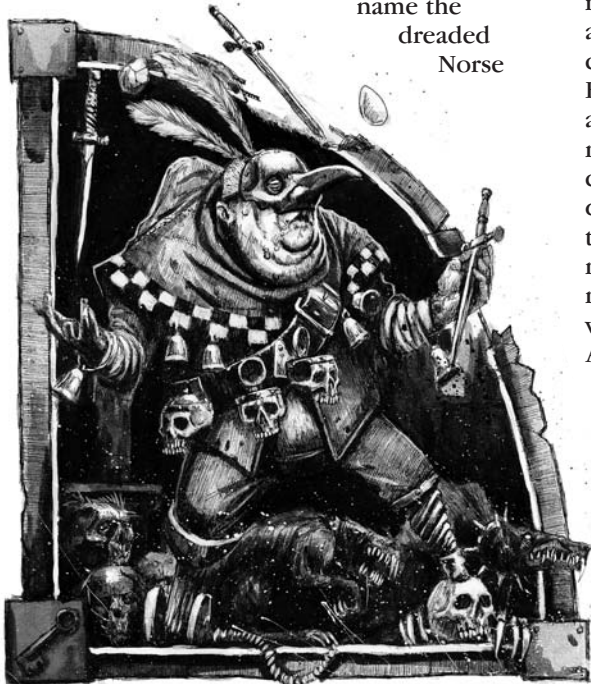


Amazons

Most of the cutthroats and scum that risk their lives daily scouring the ruins of Mordheim are drawn there by the lure of Wyrdstone and the riches that it brings. For a few, such as the Sisters of Sigmar, there are other more powerful motivating factors like redemption. However, for a certain other group of exclusively female warriors, Mordheim has no such attractions. For the mysterious Amazons that have been brought to the damned city in chains, escape is all that they seek.

Very little is known about these strange warrior women from far across the Great Western Ocean. According to Norse saga they originate from the colony of Skeggi founded by Losteriksson long ago on the eastern coast of Lustria. 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 Valkyries, 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 beat 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 Valkyries 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 Valkyries 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 Valkyries' 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 beaten 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 Valkyries, having adopted the trappings of the Lizardman culture which they found in the ruins. Furthermore, the fact that they are still there and their numbers have never been replenished and are never likely to be, lends 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 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

New Amazon warband adapted from *Lustria – Cities of Gold* by Stephanus Harburgh

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. Before the comet struck doomed Mordheim, Count Steinhardt purchased several hundred Amazons from Tilean slavers. These he used either as exotic gifts to snivelling, sycophantic courtiers or as his own personal concubines. It is said that during lavish parties held just before the city of sin was cleansed with fire, the depraved Count instructed his Amazon harem to perform an exotic dance for his noble guests. Most of the guests were so overcome by the mesmerising dance that many of the Amazons were able to escape the the palace and city into the surrounding countryside. These fugitives have adapted well to the wilds of the Empire and their numbers have been swollen by more escapees from travelling shows and the fairs of Cutthroat's Den and the Black Pit.



Of particular interest are the weapons and equipment carried by the Amazons. To those Old Worlders who liberated them these items just appear as fanciful 'mock' swords, amulets and staffs to be put on display as status symbols. Once activated by the rituals of the Amazons however, they are fearsome arcane devices from an age of great magical power.

So, the Amazons find themselves trapped in a very alien environment far from home but this doesn't stop them trying to return. These fiercely independent ladies form warbands to recover the green stones that the brutish men covet so greedily. They then sell these in an attempt to make sufficient gold to perhaps pay for safe passage back to their homeland.

Special Rules

Sacrifice: The Amazons are quick to sacrifice any captive to their gods. The Amazons follow the rules for Possessed in the Rulebook when it comes to captives.

Not one of us: Due to the Amazons' isolationism and suspicions about other races they never side with anyone else. For this reason, the Amazons may not have any *Hired Swords* or *Dramatis Personae* unless they are actually Amazons themselves.

Choice of Warriors

An Amazon warband must include a minimum of three models. You have 500 gcs to recruit your initial warband. The maximum number of models in the warband is 15.

Heroines

Although outsiders consider the Amazons to be immortal, the maximum characteristics for each type will be the same as any other human warband.

Priestess: Each Amazon warband must have one Priestess to lead it – no more, no less.

Champions: Your warband may include up to two Champions.

Totem Warriors: Your warband may include up to two Totem Warriors.

Henchwomen

Amazon Warriors: Purchased in-groups of 1-5 (You must have at least 1 Warrior in your Warband).

Scouts: Your Warband may include up to three Scouts.

Starting Experience

Priestess starts with 20 experience.

Champions start with 8 experience.

Totem Warriors start with 8 experience.

Henchwomen start with 0 experience.



Amazon equipment lists

The following lists are used by Amazon warbands to pick their weapons:

HEROINES EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	.3 gc
Sword	10 gc
Spear	10 gc
Claw of the Old Ones	30 gc

Missile Weapons

Sunstaff	50 gc
Sun Gauntlet	40 gc

Armour

Helmet	10 gc
Buckler	.5 gc

Special Equipment

Amulet of the Moon	50 gc
Healing Herbs	35 gc



HENCHWOMEN EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	.3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	.5 gc
Bow	10 gc

Armour

Helmet	10 gc
Buckler	.5 gc

SCOUT EQUIPMENT LIST Hand-to-hand Combat Weapons

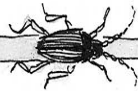
Dagger	1st free/2 gc
Club	.3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	.5 gc
Javelins	.5 gc
Bow	10 gc

Armour

Helmet	10 gc
Buckler	.5 gc



Amazon skill tables

	Combat	Shooting	Academic	Strength	Speed
Priestess	x	x	x	x	x
Champion	x	x			x
Totem Warrior	x			x	x



Amazon Special equipment

The Amazons carry many strange arcane items and weapons, which originate from their homeland in Lustria. The origins of these mystical and powerful weapons is unknown but they are believed by High Elf scholars to originate from during the time of the Old Ones.

CLAW OF THE OLD ONES

(30 gcs Rare 12)

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: Close Combat

Strength: +1

Special: No save, parry

SPECIAL RULES

No save: The blade of the Claw can literally cut through anything. A warrior wounded by a Claw receives no armour save whatsoever.

SUNSTAFF (50 gcs Rare 12)

The Sunstaff is a long tubular stick that is made from a strange multicoloured 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 (Elf Loremasters of the White Tower of Hoeth claim to have found a similar device that they surmise is more than 20,000 years old – older than the Elven race itself), the wielder of the Sunstaff can discharge a beam of energy akin to the rays of the sun.

Maximum Range: 24"

Strength: 4

Special: Accurate, no save

SPECIAL RULES

Accurate: The Sunstaff does not suffer the usual -1 modifier to hit for long range.

No save: The beam from a Sunstaff can literally cut through anything. A warrior wounded by a Sunstaff receives no armour save whatsoever.

SUN GAUNTLET(40 gcs Rare 12)

This, as with all strange arcane Amazon items, is made from an unknown multicoloured metal that is impervious to damage or corrosion. It is covered in strange runes and a bright gemstone is set into the hilt. In many ways this weapon resembles a blackpowder pistol. It can be held in one hand and when

pointed at an enemy unleashes a blinding beam of energy like the Sunstaff.

Maximum Range: 12"

Strength: 4

Special: Accurate, no save, hand-to-hand

SPECIAL RULES

Accurate: The Sun Gauntlet does not suffer the usual -1 modifier to hit for long range.

No save: The beam from a Sun Gauntlet can literally cut through anything. A warrior wounded by a Sun Gauntlet receives no armour save whatsoever.

Hand-to-hand: The Sun Gauntlet can be used with another close combat weapon in hand-to-hand combat with Strength 4 and no armour save. Because it does not require prepared shot, this bonus attack may be used in each turn of combat.

JAVELINS (5 gcs Common)

Javelins are short throwing spears specially weighted to travel quite a distance. Although they have a much reduced range when compared to an arrow they can cause quite considerable damage when thrown by a person of great strength.

Maximum Range: 8"

Strength: As user

Special: Thrown weapon

SPECIAL RULES

Thrown weapon: Javelins are thrown weapons and the warrior suffers no penalties for moving and shooting.

AMULET OF THE MOON (50 gcs Rare 12)

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 special save of 5+ against missile fire.

HEALING HERBS (35 gcs common)

The Amazons are master herbalists and may buy Healing Herbs as common items, instead of rare items.

Heroines

1 Priestess

70 Gold Crowns to hire

Priestesses are part of the religious sisterhood that rules Amazon society. They are powerful sorceresses and their word is law. The younger, more junior members of the Priestesshood often gather war parties to search for Slann artifacts and also conduct the ritual sacrifices of captured enemies.

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

Weapons/Armour: The Priestess may be equipped with weapons chosen from the Heroine's equipment lists.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Priestess may use her Leadership instead of their own.

Wizard: The Priestess is a Wizard and may use Amazon Rituals. She starts with one ritual chosen at random from the list.



0-2 Champions

35 Gold Crowns to hire

Champions 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.

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

Weapons/Armour: Champions may be equipped with weapons chosen from the Heroines and special equipment lists.

0-2 Totem Warriors

30 Gold Crowns to hire

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. They are the Totem Warriors – Amazons that follow animal totems like the Eagle, Pirahna, Jaguar, etc, and adorn themselves in the skins and feathers of their patron gods. Totem warriors are addicted to dangerous narcotic substances that are made from the various rare herbs that grow wild in the jungles of Lustria. Before they go into battle they imbibe quantities of psychedelic herbs and enter a kill-frenzy – making them very ferocious opponents indeed.

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

Weapons/Armour: Totem Warriors may be equipped with weapons chosen from the Heroines and special equipment lists.

SPECIAL RULES

Frenzy: Totem Warriors are utterly fanatical, blood crazed individuals. They are also totally out of their heads on dangerous, psychedelic, herbal concoctions prepared by their sisters. Totem Warriors are mad berserkers who care little about danger or the prospect of death. They are subject to the rules for *Frenzy*.



Henchwomen (must be bought in groups of 1-5 models)

Amazon Warriors

25 Gold Crowns to hire

Every Amazon woman is trained in the ways of warfare from birth and is hardened by a life in the unforgiving nature of their jungle environment. On the shattered streets of Mordheim, things are hardly that different as they have just traded the dense jungle undergrowth for broken buildings and rubble.

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

Weapons/Armour:

Amazon Warriors may be equipped with weapons chosen from the henchwomens equipment list.



0-3 Scouts

30 Gold Crowns to hire

Scouts are known for their exceptional speed and agility. They are just at home stealthily picking their way through the rubble strewn streets of the City of the Damned and hiding in the ruins setting up ambushes.

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

Weapons/Armour: Scouts can be armed with weapons and armour chosen from the Scout Equipment list.

SPECIAL RULES

Stealthy: A Scout may deploy twice the distance onto the battlefield than other warriors and may start the battle *Hiding*.



Amazon Rituals

Little is known about Amazon magic beyond their island home. It is said that the immortal Amazons learn their magic from the very gods themselves.

D6 Result

- 1 Singing Wind** **Difficulty 8**
The priestess calls upon the power of Sbaekal the Wind Goddess to enter the battlefield.
 The goddess appears in the form of singing motes and dancing lights that will entrance and 'hold' any model within 10" until the start of the Amazon player's next turn. The model cannot move, shoot, or cast spells, but may defend itself in hand-to-hand combat. Models affected by this ritual automatically go last in combat.
- 2 Serpent's Strength** **Difficulty 9**
The priestess begins the ritual by dancing wildly and screaming in an ancient tongue.
 All friendly models close to the Priestess will be charged with a frantic energy until the end of their next turn. During this time any model within 8" of the Priestess (including herself) will add +1 to their Strength. The ritual cannot be cast if the Priestess is in close combat during her Shooting phase. The effects will continue after the ritual is cast if the Priestess enters combat.
- 3 Wendala's Maelstrom** **Difficulty 7**
The priestess summons harsh tropical winds to protect the Amazons from enemy ranged attacks.
 The storm extends out from the Priestess 18". All attempts to shoot missile weapons by the enemy will be at -1 to hit. The ritual lasts up until the start of the Amazon player's next turn.
- 4 Shield of Thorns** **Difficulty 7**
Moving her arms about in a weaving motion, the priestess calls upon the plants to protect her.
 The ritual produces a cocoon of thorns all about the Priestess, making her immune to ranged or magical attacks. Any models wishing to charge the Priestess can do so but the thorns negate any strikes by the Priestess and her enemies in the first round of combat. The Priestess cannot cast this ritual while in hand-to-hand combat.
- 5 The Living Jungle** **Difficulty 6**
Drawing upon her will, the Priestess reaches out to the denizens of the jungle, seeking their aid.
 Pick one model within 12". The model is suddenly swarmed by a savage mix of snakes, spiders and insects, most of them poisonous. The afflicted model takes 1D6 Strength 2 hits with no armour saves allowed apart from Ward saves. You cannot use a dodge save against a swarm.
- 6 Siren's Dreams** **Difficulty 7**
The priestess starts to sing with a wondrous voice and all the Amazons join in with her.
 The song is so beautiful and mesmerising that it momentarily distracts the Amazon's enemies within 12" such that all Ld tests for the opposing warband are made at -1 until the end of the opposing player's next turn. Lizardmen and Undead are immune to the effects of this ritual.

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 cauterised 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...

