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 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)

<table>
<thead>
<tr>
<th>Name</th>
<th>QUA</th>
<th>TYP</th>
<th>STR</th>
<th>RES</th>
<th>WOR</th>
<th>ARM</th>
<th>WEA</th>
<th>MOV</th>
<th>SAV</th>
<th>TER</th>
<th>BAD</th>
<th>PTS</th>
<th>UPG</th>
<th>MIN</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warrior Ave</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>Lt/Sh</td>
<td>Hд</td>
<td>20cm</td>
<td>no</td>
<td>no</td>
<td>night</td>
<td>3</td>
<td>&quot;+3Vet&quot;</td>
<td>5</td>
<td>30</td>
</tr>
<tr>
<td>Warrior Ave</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>Lt</td>
<td>2-Hd</td>
<td>20cm</td>
<td>no</td>
<td>no</td>
<td>night</td>
<td>3</td>
<td>&quot;+3Vet&quot;</td>
<td>5</td>
<td>30</td>
</tr>
</tbody>
</table>

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)

<table>
<thead>
<tr>
<th>Name</th>
<th>QUA</th>
<th>TYP</th>
<th>STR</th>
<th>RES</th>
<th>WOR</th>
<th>ARM</th>
<th>WEA</th>
<th>MOV</th>
<th>SAV</th>
<th>TER</th>
<th>BAD</th>
<th>PTS</th>
<th>UPG</th>
<th>MIN</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guard Vet.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>Lt</td>
<td>Sp</td>
<td>20cm</td>
<td>no</td>
<td>no</td>
<td>night</td>
<td>6</td>
<td>&quot;+4El&quot;</td>
<td>5</td>
<td>20</td>
</tr>
<tr>
<td>Halberdier Vet.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>Lt</td>
<td>Pol</td>
<td>20cm</td>
<td>no</td>
<td>no</td>
<td>night</td>
<td>7</td>
<td>&quot;+4El&quot;</td>
<td>5</td>
<td>20</td>
</tr>
</tbody>
</table>

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)

<table>
<thead>
<tr>
<th>Name</th>
<th>QUA</th>
<th>TYP</th>
<th>STR</th>
<th>RES</th>
<th>WOR</th>
<th>ARM</th>
<th>WEA</th>
<th>MOV</th>
<th>SAV</th>
<th>TER</th>
<th>BAD</th>
<th>PTS</th>
<th>UPG</th>
<th>MIN</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal Ave</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>Lt</td>
<td>2-Hd</td>
<td>20cm</td>
<td>no</td>
<td>no</td>
<td>night</td>
<td>15</td>
<td>-</td>
<td>5</td>
<td>10</td>
</tr>
<tr>
<td>Blood lust Vet.</td>
<td></td>
<td>+1</td>
<td>-1</td>
<td>2</td>
<td>&quot;</td>
<td>&quot;</td>
<td>25cm</td>
<td>7</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>-</td>
<td>&quot;</td>
<td>&quot;</td>
<td></td>
</tr>
</tbody>
</table>

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)

<table>
<thead>
<tr>
<th>Name</th>
<th>QUA</th>
<th>TYP</th>
<th>STR</th>
<th>RES</th>
<th>WOR</th>
<th>ARM</th>
<th>WEA</th>
<th>MOV</th>
<th>SAV</th>
<th>TER</th>
<th>BAD</th>
<th>PTS</th>
<th>UPG</th>
<th>MIN</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archer Ave</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>Lt</td>
<td>B/Hd</td>
<td>20cm</td>
<td>no</td>
<td>no</td>
<td>night</td>
<td>5</td>
<td>&quot;+3Vet&quot;</td>
<td>5</td>
<td>20</td>
</tr>
</tbody>
</table>
CAVALRY

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

<table>
<thead>
<tr>
<th>Name</th>
<th>QUA</th>
<th>TYP</th>
<th>STR</th>
<th>RES</th>
<th>WOR</th>
<th>ARM</th>
<th>WEA</th>
<th>MOV</th>
<th>SAV</th>
<th>TER</th>
<th>BAD</th>
<th>PTS</th>
<th>UPG</th>
<th>MIN</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rider</td>
<td>Ave</td>
<td>Trib.</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>Lt</td>
<td>Hd</td>
<td>37cm</td>
<td>7</td>
<td>no</td>
<td>night</td>
<td>16</td>
<td>&quot;+9Vet&quot;</td>
<td>3</td>
<td>20</td>
</tr>
<tr>
<td>with tiger</td>
<td>&quot;</td>
<td>&quot;</td>
<td>.+1</td>
<td>-1</td>
<td>3</td>
<td>&quot;</td>
<td>T&amp;C</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
</tr>
</tbody>
</table>

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)

<table>
<thead>
<tr>
<th>Name</th>
<th>QUA</th>
<th>TYP</th>
<th>STR</th>
<th>RES</th>
<th>WOR</th>
<th>ARM</th>
<th>WEA</th>
<th>MOV</th>
<th>SAV</th>
<th>TER</th>
<th>BAD</th>
<th>PTS</th>
<th>UPG</th>
<th>MIN</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archer</td>
<td>Ave</td>
<td>Trib.</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>Lt</td>
<td>B/Hd</td>
<td>37cm</td>
<td>7</td>
<td>no</td>
<td>night</td>
<td>18</td>
<td>&quot;+9Vet&quot;</td>
<td>3</td>
<td>20</td>
</tr>
<tr>
<td>with tiger</td>
<td>&quot;</td>
<td>&quot;</td>
<td>.+1</td>
<td>-1</td>
<td>3</td>
<td>&quot;</td>
<td>T&amp;C</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
</tr>
</tbody>
</table>

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)

<table>
<thead>
<tr>
<th>Name</th>
<th>QUA</th>
<th>TYP</th>
<th>STR</th>
<th>RES</th>
<th>WOR</th>
<th>ARM</th>
<th>WEA</th>
<th>MOV</th>
<th>SAV</th>
<th>TER</th>
<th>BAD</th>
<th>PTS</th>
<th>UPG</th>
<th>MIN</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guard</td>
<td>Elite</td>
<td>Trib.</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>Lt</td>
<td>Hd</td>
<td>37cm</td>
<td>6</td>
<td>no</td>
<td>night</td>
<td>44</td>
<td>-</td>
<td>4</td>
<td>10</td>
</tr>
<tr>
<td>with Tiger</td>
<td>&quot;</td>
<td>&quot;</td>
<td>.+1</td>
<td>-1</td>
<td>3</td>
<td>&quot;</td>
<td>T&amp;C</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>-</td>
<td>-</td>
<td>&quot;</td>
</tr>
</tbody>
</table>

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)

<table>
<thead>
<tr>
<th>Name</th>
<th>QUA</th>
<th>TYP</th>
<th>STR</th>
<th>RES</th>
<th>WOF</th>
<th>ARM</th>
<th>WEA</th>
<th>MOV</th>
<th>SAV</th>
<th>TER</th>
<th>BAD</th>
<th>PTS</th>
<th>UPG</th>
<th>MIN</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chariot</td>
<td>Ave</td>
<td>Trib.</td>
<td>.+1</td>
<td>-1</td>
<td>4</td>
<td>Lt/sh</td>
<td>T&amp;C</td>
<td>32cm</td>
<td>6</td>
<td>no</td>
<td>night</td>
<td>33</td>
<td>&quot;+16Vet&quot;</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>1°round</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>7</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
<td>&quot;</td>
</tr>
</tbody>
</table>

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 mammouth 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
--- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | ---
Mammouth | 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)*

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

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

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

<table>
<thead>
<tr>
<th>Name</th>
<th>QUA</th>
<th>TYP</th>
<th>STR</th>
<th>RES</th>
<th>WOR</th>
<th>ARM</th>
<th>WEA</th>
<th>MOV</th>
<th>SAV</th>
<th>TER</th>
<th>BAD</th>
<th>PTS</th>
<th>UPG</th>
<th>MIN</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enchantress</td>
<td></td>
<td>Vet</td>
<td>Trib.</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>none</td>
<td>Hd</td>
<td>20cm</td>
<td>7</td>
<td>no night</td>
<td>112</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

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

* * *