

# ADDITIONAL NON-OFFICIAL AMAZON RULES

These rules are an addition to the Amazon rules as published in *White Dwarf* 307 and 308.

They are in no way official and are purely the result of having a friendly games developer nearby.

Thanks Andy!



## SPECIAL UNIT

*Those Amazons steeped in the mysteries of the Sisterhood are on occasion initiated into the ranks of the Koka-Kalim. These women pass from the mainstream of Amazon society and take on the aspect of one of the beasts of the jungle. Their minds addled by potent concoctions that allow them to maintain their animal-state for days, these warriors are fearsome and deadly, and totally uncontrollable.*



## By Andy Hoare

**W**riting the rules for the Amazon Serpent Priestess and Amanconda's Regiment of Reknown for recent *White Dwarf* articles seems to have caused a bit of a surge of interest in scantily-clad jungle-women (can't think why...). Peter recently showed me his Cold One Riders and his Totem Warriors, and asked me what rules he could use to represent them on the tabletop. He wanted to field them with the two Amazon entries already written, so they could form a small army in their own right. A cunning plan, and one I was happy to be part of.

The simplest thing to do in this instance is to find an existing unit that fulfils a similar function and use this as a quick starting point. So, you'll see from these entries that the rules for Totem Warriors bear a passing resemblance to those for Witch Elves, and the cavalry to Cold One Knights. I did this deliberately, as I wanted to convey the point that it's easy to come up with a unit or two to fit a cool conversion you've made, and as long as you aim for character over blatant game-winning power, it's all good.

Just to answer the inevitable question – no, these aren't official rules! They're just for fun, but, if your opponent is OK with you using them then hang on to that person, treat him well and always offer him the last beer because he's an opponent worth keeping!

Anyway, enough of my rambling – on with the rules.

## TOTEM WARRIORS

Points/model: 13

	M	WS	BS	S	T	I	A	Ld
Totem Warrior	5	4	3	3	3	4	1	7
Devout	5	4	3	3	3	4	2	7

**Unit Size:** 10+

**Weapons and Armour:** Two hand weapons.

**Options:**

- Upgrade one Totem Warrior to a Musician for + 6pts.
- Upgrade one Totem Warrior to a Standard Bearer for + 12 pts.
- Promote one Totem Warrior to a Devout for + 12 pts.

### SPECIAL RULES

Poisoned Attacks; Frenzy; Skirmishers; Hate Everyone!

**Natives:** The Amazons are native to the darkest depths of Lustria, and the jungles hold no peril for them. When using the Jungle Fighting rules presented in *Warhammer Realms: Lustria*, they are immune to the same encounters as Lizardmen.

## AMAZON COLD ONE RIDERS

Points/model: 21

## RARE UNIT

	M	WS	BS	S	T	I	A	Ld
Noblewoman	4	4	3	3	3	3	1	8
Headwoman	4	4	3	3	3	3	2	8
Cold One	7	3	0	4	4	3	1	3

**Unit Size:** 5+

**Weapons and Armour:** Spear, hand weapon, shield.

**Mounts:** Cold Ones.

**Options:**

- Upgrade one Rider to a Musician for + 7 pts.
- Upgrade one Rider to a Standard Bearer for +14 pts.
- Promote one Rider to a Headwoman for +14 pts.

### SPECIAL RULES

**Natives:** The Amazons are native to the darkest depths of Lustria, and the jungles hold no peril for them. When using the Jungle Fighting rules presented in Warhammer Realms: Lustria, they are immune to the same encounters as Lizardmen.

**Cold Ones:** Cold Ones are subject to Stupidity, cause Fear, and are Thick-skinned (+2 Armour Save).

**Fast Cavalry:** Those Amazons that have mastered the riding of Cold Ones employ them as light cavalry; their only concession to their own safety being the carrying of a light, animal hide shield. This combines with their natural guile and knowledge of the their jungle environment to make them as deadly as they are fast. Cold One riders are Fast Cavalry.

*The Amazons' cavalry are the holy nobility of their society, often forming an elite guard to the many temples to be found on Amazon Island and scattered throughout the jungles. They ride to battle mounted upon the mighty Cold Ones – dull-witted but vicious beasts each noblewoman rears from its hatching. They are skilled warriors, well versed in the rites of war and supremely knowledgeable of the ways of the jungle.*

