

Mistresses

A band of deadly warriors for hire

The jungles of Lustria hold many secrets. Explorers maintain dubious tales of ancient weapons of power and tribes of the deadly warrior women known as Amazons. Such stories, however mocked by the academics of the Old World, are not without truth. Some are so old they pass into legend, becoming part of jungle lore, like Anakonda and her Amazons. Here, Andy Hoare presents rules and background for them in your games.

WHAT IS WARHAMMER CHRONICLES?

Warhammer Chronicles takes a look at the Warhammer game and its rules, introducing new scenarios, rules and army list entries of all types. It also acts as a forum for dedicated players of Warhammer who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles then write to us at the address given here.

Note: Please don't include rules queries with your letters, as the volume of mail means that in most cases we won't be able to send individual replies.

Warhammer Chronicles
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Anakonda and her Amazons are warrior women of the savage, yet noble Amazonian Sisterhood. The origins of the warband and how many of these warriors exist is unknown for they have remained hidden for many years in Lustria's jungles.

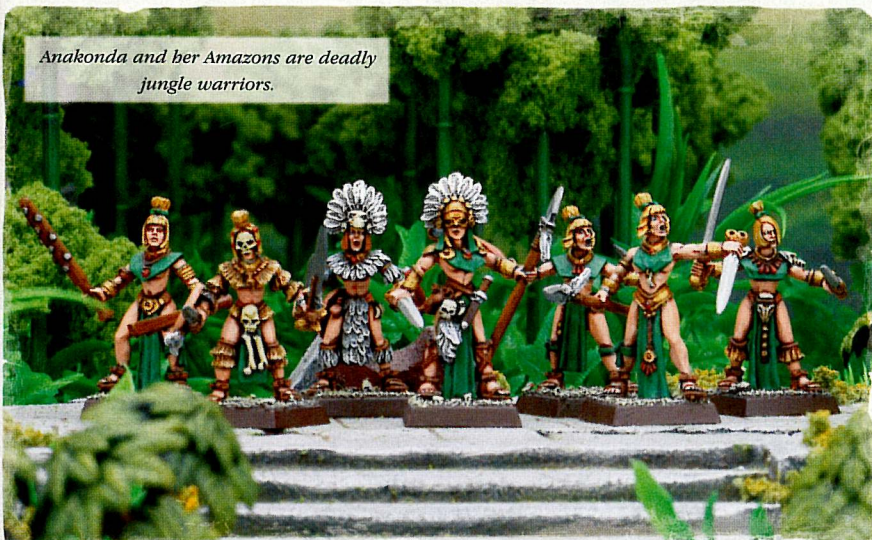
What is known from the collected journals and rambling testimonies of various explorers lucky enough to have survived prolonged contact with them, is scant. It is believed they take their names from the jungle beasts with which they share their lands. These names are tied into strict ritual and one scholar has theorised that totemic

identities are granted after a physical trial akin to a rite of passage. Anakonda, their leader, is known as such after she wrestled a huge snake, slew it and flayed its skin to wear as a trophy and record of her deed. Other warriors in the warband have performed similar feats and are named accordingly.

Humming Bird has the honour of bearing the standard of the Amazons, an unusual banner adorned with plucked feathers. These decorations are taken from exotic birds held sacred by the Lizardmen. While no single deed distinguishes Humming Bird, her general prowess is second only to Anakonda herself and the special banner she carries is a proclamation of this.

Pirrana, another of Anakonda's closest sword-sisters, was so named after she was captured by a band of Skinks. The diminutive Lizardmen planned to sacrifice the brave Amazonian in a pond in which a giant piranha fish dwelled. A furious battle ensued in which the water in the pond ran red with the giant fish's blood. Like her leader, Pirrana took the skin of the dead fish as a trophy and now wears it like armour. She also gutted the beast as a warning to the other denizens of the jungle. In so doing she found a large conch shell in its stomach. This giant conch shell now acts as Anakonda's Amazons' war horn, which Pirrana, as the band's musician, blows in battle to warn her sisters of the approach of enemies.

Anakonda and her Amazons are deadly jungle warriors.



of the Jungle

for generals in Lustria!

0-1 ANAKONDA'S AMAZONS

Amazons are fierce fighters. Clothed in the flayed hides of Skinks, many bearing animal-headed masks, they are a fearsome sight. Some dye their hair in myriad colours reminiscent of the exotic birds of the jungle, and raise it with resin and sap to mimic a Skink's crest.

The Amazons' skin is tanned from the tropical sun, and they wear animal tails and the long feathers of tropical birds from waist belts. Awarded for feats of valour in battle, the more magnificent the tail, the higher the status of the warrior.

Amazons are adorned with all manner of gold, bangles, anklets, rings and other trinkets that they have claimed from their enemies as battle trophies. Understandably, most of these are Lizardman in origin.

	M	WS	BS	S	T	W	I	A	Ld
Anakonda	4	5	5	3	3	2	5	3	8
Humming Bird	4	4	3	3	3	1	3	1	7
Pirrana	4	4	3	3	3	1	3	1	7
Amazon	4	3	3	3	3	1	3	1	7

For Hire: Any Warhammer army can hire Anakonda's Amazons as a Dogs of War choice for games using the Lustria jungle-fighting rules. At other times you must seek your opponent's permission before using them.

Points cost: Anakonda and 4 Amazons, including Humming Bird the standard bearer and Pirrana the musician, cost a total of 125 points. This is the minimum unit you can hire. The regiment may be increased by adding more Amazons at 11 points each up to a maximum of 20 models.

Equipment: Blades of the Ancients and Skink hide (counts as light armour).

SPECIAL RULES

Blades of the Ancients: The Amazons carry a special kind of weapon of unknown origin, which they call the Blades of the Ancients. These weapons are rumoured to be rare and much sought after High Age artefacts. Despite their vast age they are still powerful, the gems set within them said to blaze with the captured fires of a falling star.

The blades give the Amazons +1 Strength in close combat. Furthermore, they project a shield of arcane energy around the wearer, granting her a 6+ Ward save.

In addition the Amazons can point the Blades at the enemy and unleash the very flames of the sun itself in the shooting phase. This grants each Amazon a missile attack with a range of 12" which causes a Strength 3 hit. No penalties from range or movement apply when the Amazons use this attack.

Skirmishers: Amazons are well accustomed to jungle warfare and as such they are regarded as Skirmishers. Should they be required to rank up in order to fight in a melee, Anakonda, Humming Bird and Pirrana must be positioned in the front rank.

Native: The Amazons are native to 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 the Lizardmen.



An Amazon Champion model is perfect to represent Anakonda

THE TALE OF ANAKONDA

Tales of Anakonda first reached Old Worlders on Lustria when a band of Tilean explorers became lost in the depths of the jungle and were set upon by Skinks. Deadly poison darts spat out of the trees, taking a heavy toll upon the hapless men, but when death seemed assured, the Skinks scattered. Out of the darkness the Amazons emerged.

As a charged calm descended, it wasn't clear whether the Tileans had been saved or were destined for a much worse fate. The quick-witted leader of the band, Enrico Baggio, recognised the delicacy of their predicament and persuaded the Amazons to help them out of the jungle with the promise of gold and some cheap beads! It cost Enrico and his band their entire haul of loot for their safe passage. They got to their boats and Enrico vowed never to return.

Recently, the Tilean captain El Baddo claimed to have procured the services of Anakonda and her Amazons to ambush a band of Dwarf adventurers. The unscrupulous Tilean wanted to prevent the Dwarfs reaching the lost temple of Toca before he did. This required much gold, and was a mere taster of the true cost. For after the Dwarfs were betrayed and ambushed, the Amazons treacherously attacked El Baddo. Although he miraculously survived, the price of Amazonian help was dear in both coin and blood.

It seems that the Amazons have not quite grasped the idea of being mercenaries. They fight for themselves and care little for anyone else. If anyone pays them gold to fight, it just shows the Amazons how weak they are! So be warned, if the Amazons accept your gold, it doesn't mean that they won't come back and sacrifice you later...

CONVERTED TO THE CAUSE

Make your army the envy of the New World – give it a Lustrian theme!

In preparation for this summer's Conquest of the New World activities, we asked four veteran hobbyists to convert and paint some models and create Lustrian-themed forces. Here, we show you the fruits of their labours and share with you their tips for creating unique miniatures for games and campaigns set in the steaming jungles of the Warhammer World.

Amazonian Warrior-Women *by John Shaffer*

My conversions use components from the Mordheim Amazon range in conjunction with bits taken from plastic sprues.

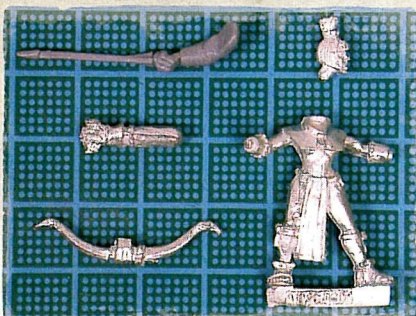
Although the conversions require a fair amount of work, the end result makes the Amazons tie in with the look and feel of their Lizardmen neighbours.

The Spearwomen wield Lizardmen shields and spears. Perhaps the

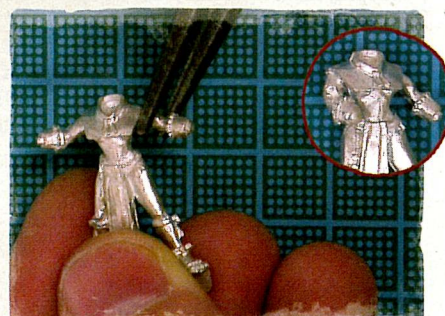
Amazons procured this gear by trading or by scavenging the corpses of fallen Skinks and Saurus Warriors. It's up to you to decide whether your Amazons will be allies or enemies of the Lizardmen and to model your conversions appropriately.

Rules

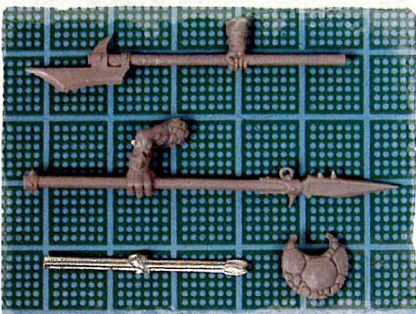
Don't forget – there are rules for Amazons in WD307 on page 32, and in this issue on page 44.



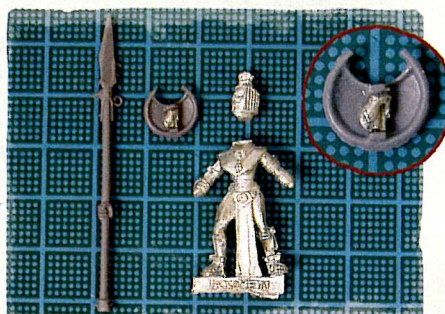
For the archer conversions, I used the plastic arm holding the arrow from the Empire Free Company sprue as well as the Amazon bits shown above.



I wanted the Amazons to look as though they were nocking arrows so I bent the arms into new positions with round, needle-nose pliers. I then glued the components into place.



I made the spears from Bretonnian balberds and Saurus spears. I used the Amazon hands with the bundles of javelins to hold the Skink shields.



I combined Saurus spearheads with Bretonnian balberd shafts. I then clipped the javelins from the hands and glued them to the shields.

Serpent Priestess

The crone-like Serpent Priestess was the most involved conversion. I started with a Ghoul body and extended the loincloth around the legs with Green Stuff to make a torn dress. Then I modelled her chest and bikini top out of Green Stuff.

I removed the Ghoul arms and head, cut replacements from the Amazon Priestess model, and pinned them into place. Then I sculpted hair over the shoulders. To finish, I added some plastic Tomb King and Kroot bits.



John used Green Stuff to add hair to the Amazon Priestess, adding many flowing locks down the model's back and a few wisps down the front.

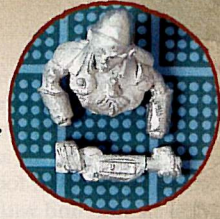
Totem Guardians

To field a unit that there may not currently be any official rules for, simply adopt the rules from a similar unit. I field my Totem Guardians 'counting them as' Empire Greatswords in an army based on the Empire list.

The Totem Guardians were complicated conversions that required a lot of cutting and repositioning. I wanted the warriors to wield their weapons with two hands, which was the hard part. I cut sections from several weapons and glued them together to make their great weapons. I finished the models with Saurus shoulder pads and Malus Darkblade's cloak.



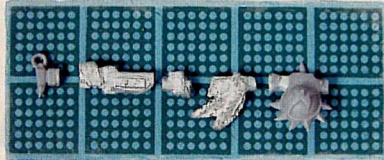
1 I bent the Amazons' arms so that the hands would match up with the weapons.



2 I cut the bodies at the waist and also bent the Amazons' legs to give them more dynamic poses, like they were running.



3 To the right you can see how I used Green Stuff to finish the scaly cloaks.



Here are the bits I used for the weapons. I made sure to pin the pieces together to avoid having the weapons break every game.



Go to www.games-workshop.co.uk/store/amazons for a full range of models!