

Amazons

The Amazons are a race of fierce, independent warrior women who lived on the periphery of the known world. They are described as *antianeirai*—"the equals of men"—for their extraordinary physical strength, tactical brilliant, and courage in battle. Living in magnificent cities on the edge of the great steppes, they are viewed by the other races a ferocious, wild and exotic. Amazon society runs on an entirely matriarchal basis, focused heavily on military prowess, hunting, and freedom. Men were strictly banned from living within their borders. To prevent their society from dying out, the Amazons would periodically visit neighbouring tribes to mate. Only female infants were kept and raised. They were trained from early childhood in horse riding, archery, and tracking. Male infants were either sent back to their fathers, abandoned, or killed. The Amazons are led by warrior Queens and are guided by powerful Priestesses who can summon up the powers and support of Amazon deities such as Ares: the god of war, who is revered as the ancestral father of the Amazons. Their first queen, Otrera, was said to be the daughter of Ares and the nymph Harmonia. The Amazons inherited his aggressive, martial spirit and fight under his divine lineage; and Artemis: the virgin goddess of the hunt, wildlife, archery, and childbirth.

Units	CP/MP	MT	MV	SH	RA	ML	PR	MO	Pts	Notes
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Commander unit (1)

Queen	1d6+2	2	1			2	2	5	85	
	1d6+1	2	1			2	2	5	75	

Magic user unit (0-1)

Priestesses	1d6+2	2d6	1			1d6	1d6	4	82	Magic
	1d6+1	2d6	1			1d6	1d6	4	73	Magic

Core units (200pts+)

Mounted archers		2d6	2	2d6	3	1d6	1d6	4	55	Skirmish, Swift, Parting Shot
Foot archers		2d6	1	2d6	4	1d6	1d6	4	40	
Crossbows		2d6	1	2d6	3	1d6	1d6	4	36	Powerful, Slow shot
Warband		2d6	1	1		2d6	1d6	4	24	

Optional units (0-200pts)

Scouts		2d6	1	1d6	4	1d6	1d6	3	32	Skirmish
Hoplites		2d6	1			2d6	2d6	4	38	Formed, Resolute, Shield wall
Guards		4d6				2d6	2d6	4	83	Formed, Resolute, Shield wall, Regenerate
Herds		2d6	3			2d6	2d6	3	35	Swift
Serpents of Ares		3d6	4	1d6	2	4d6	3d6	4	129	Fear, Flyer, Powerful

Options

- The Queen can be upgraded to Skirmish @ +5pts, and Swift @ +5pts and Parting Shot @ +5pts; or any combination of these abilities
- The Queen and any Horse Archers can be upgraded to riding 'Terror Birds' by replacing Skirmish ability with Fierce, at no extra points
- Warband units can be upgraded to Fierce @ 5pts on an all or none basis
- Warband units can be Impetuous for free, on an all or none basis
- Any Scout unit may have Parting Shot @ 5pts
- One unit of Mounted Archers can be upgraded to include a Hero at +10pts

Magic Spells

- **Fly True** - (1MP, Shooting phase). All Amazon shooting units, within 2BW of the Priestess unit, gains the ability to reroll any shots that fail to hit first time. This applies for just one turn.
- **Like the Wind** - (2MP, Movement phase). All mounted Amazon units that start their turn within 2BW of the Priestess units, gain an additional BW of movement, as long as this does not take them into combat with any enemy units.
- **You wouldn't hit a Girl, would you?** - (3MP, Initiative phase). The enemy Command unit loses 1CP this turn if it is in Melee or attempts to Melee, or attempts to Command any other units into Melee.
- **Magical War Belt** - (4MP, Melee phase). As the ultimate symbol of the power of the Amazon queen, this belt (or zoster) bestows upon its wearer the fearsome power of Ares in combat. If within 2BW of the Priestess unit, the Amazon Queen gains Hero status (adding +1d6 to her CP) for one turn, that she can spend either on herself or on another Amazon unit, within 1BW of her, who is already in combat.
- **Curse of the Steppes** - (6MP, Protection and Moral phase). All enemy units, not engaged in melee become overwhelmed and disorientated by the vastness of the Steppe. All enemy units within 4BW of the Priestess units, drop by 1d6 of PR (to a minimum of 1d6) and suffer 1 Moral loss this turn.
- **Rage of Ares** - (8MP, Initiative Phase). The Priestess unit and all friendly units may choose to gain either Melee +1d6 (or if they already have Shooting ability Shooting +1d6) and Protection +1d6 and the Impetuous and Powerful special abilities this turn.

Unit descriptions

- Generals are **Amazon Queens**, who are skilled in the arts of war and leadership. They come from a hereditary caste but are chosen to lead through their individual marshal prowess, dignity and diplomatic skills.
- **Priestesses** are the gateway to the gods. Through them the forces of nature and the Amazon deities are channelled to support the Amazon's military endeavours.
- **Mounted Archers** make up the main strength of the Amazon armies, riding both swift Steppe bred ponies or fearsome Terror Birds, they are the ultimate mounted warriors.
- **Foot Archer** units are often formed from the younger Amazon warriors and will also act as **Scouts**, for the army, as well as formed and formidable missile formations
- **Crossbows** are the dismounted shooting capability of the army, designed to counter the Amazons greatest enemies, the armoured Classical Greek hoplites.
- **Warband** make up the bulk of the foot units with the Amazon forces, they are Fierce in their attack and in support of their mounted sisters.
- **Amazon Hoplites** are drawn from the citizens of the great Amazon cities. They are enrolled in units representing the quarters of the cities they live in and are devoted to these units, defending themselves and their comrades to the bitter end.
- **Guards** are a rarity in the Amazon forces. They act primarily as either the personal bodyguards of the Amazon Queen, if they are female or as border guards, if they are male. The male guards spend the day time defending the Amazon frontier, whilst at night they retire to barracks just outside the border of Amazon territory. They are most usually recruited from the sons of Amazons, that have been sent away at birth, but who are drawn back to serve their mothers.
- Herds represent the savage untamed power of the Great Steppe, in the shape of herds of wild steppe horses and ponies, guided and driven by the combined will of the Amazon Priestesses and their herd instinct.
- Serpents of Ares are the most prominent sacred animals of Ares. He is associated with the Colchian Dragon guarding the Golden Fleece and the Ismenian Dragon protecting its sacred spring. They represent raw, deadly, vengeful power.