

0-1 ANAKONDA'S AMAZONS

Amazons are fierce fighters. The warrior women, clothed in the flayed hides of Skinks, are a fearsome sight, and many wear animal-headed masks. Some dye their hair in myriad colors 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. These tails are awarded for feats of valor in battle. The more magnificent the tail, the higher the status of the warrior.

Amazons adorn themselves 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 treasures 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 that use the Lustria jungle-fighting rules. At other times, you must seek your opponent's permission before using this regiment.

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 hides (count as light armor).

SPECIAL RULES

Blades of the Ancients. The Amazons carry special weapons of unknown origin, which they call the Blades of the Ancients. These weapons are rare and much sought-after artifacts of the High Age. Despite their vast age, they are still powerful, and the gems set in them still blaze with the captured fires of a falling star.

The blades give the Amazons +1 Strength in close combat and project a shield of arcane energy around the wearer, which grants 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. Thus, each Amazon may make a missile attack with a range of 12" which causes a S3 hit. No penalties from range or movement apply when the Amazons use this attack.

Skirmishers. Amazons are accustomed to jungle warfare. As such, they are *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 the jungle-fighting rules from *Warhammer Realms: Lustria* are in effect, Amazons are immune to the same Encounters as the Lizardmen.



An Amazon Champion model is a good way to represent Anakonda