

# MORDHEIM - CITIES OF GOLD

## Amazons III (Old Style)

By [Tommy Punk](#)

Amazons are physically identical to Old Worlders, despite coming from an equatorial jungle region where the only other humans are dark skinned pygmies. The Amazons population is all female, but with a substantial slave population of both male and females. Whether as a result of long forgotten magic or by natural means, Amazons are adapted to reproduce parthenogenetically. The process is controlled by the Amazonian Sisterhood, whose priestesses use various natural drugs to induce pregnancy and determine the gender of the child. The origin of the Amazons is clouded but they are linked to the Slann. Perhaps they were the original servants or crew on the Old Slanns' starship. Perhaps the Old Slann brought them with them and used the original Amazons as a genetical base for the humans. Whatever the history the Amazons keep ancient Slann artefacts that their best warriors may use.

Amazonian culture is directly derived from that of the Old Slann, with magic, science, and philosophy. To this day the knowledge of the Old Slann is guarded and utilised by the Amazonian Sisterhood. Amazons are very proud of their society, their culture, and their independence. They have little time for other humans, or other humanoid races.

### CHOICE OF WARRIORS

An Amazon warband must include a minimum of 3 models. You have 500 Tokens which you can use to recruit and equip your warband. The maximum number of models in the warband is 15.

HEROES	
1	Warleader
0-1	Priestess
0-3	Kalims
HENCHMEN	
	Any number of Warriors
	Up to half of the warband may consist of Slaves.

## HEROES

### Warleader at 60 Tokens

Profile	M	WS	BS	S	T	W	I	A	LD
Warleader	4	4	4	3	3	1	4	1	8

**Weapons and armour:** The Warleader may be equipped from the Heroes Equipment list.

### SPECIAL RULES

**LEADER:** Any warrior within 6" of the Warleader may use her Leadership characteristic when taking any Leadership tests.

### Priestess at 40 Tokens

Amazonia is administered by the religious organization called the Sisterhood. The Sisterhood is rather like a monastic order. As novices the young cult members live closetted lives, only acquiring responsibility as they get older and wiser.

Profile	M	WS	BS	S	T	W	I	A	LD
Priestess	4	2	2	3	3	1	3	1	7

**Weapons and armour:** The Priestess may be equipped from the Heroes Equipment list.

### SPECIAL RULES

**WIZARD:** The Priestess is a Wizard with a magic level of 1. The magic level may be upgraded to magic level 2 at +30 Tokens.

### Kalims at 25 Tokens

The Kalim are a group of religious fighters who act as the soldiery of Amazonia and the guardian of its people and temples. The constant consumption of koka in their diet enables them to live largely without sleep or food - so they tend to be a bit thin and slightly insane looking.

Deprived of normal sensory functions they can overcome great pain, and have little aversion to blood, slaughter, or death.

Profile	M	WS	BS	S	T	W	I	A	LD
Kalim Warrior	4	3	3	3	3	1	3	1	7

**Weapons and armour:** The Kalim warriors may be equipped from the Heroes Equipment list.

## HENCHMEN

(organised in groups of 1-5 models)

### Warriors at 25 Tokens

Profile	M	WS	BS	S	T	W	I	A	LD
Amazon Warrior	4	3	3	3	3	1	3	1	7

**Weapons and armour:** The Warriors may be equipped from the Warriors Equipment list.

### Slaves at 10 Tokens

The Amazonian armies also contains captured humans, lobotomised, castrated, and filled with various drugs to keep them in an aggressive state of mind. These slave were introduced to try to bolster the armies with extendable troops. The slaves are also put to more menial work as servants or labourers.

Profile	M	WS	BS	S	T	W	I	A	LD
Slaves	4	2	2	3	3	1	2	1	3

**Weapons and armour:** The Slaves may be equipped from the Slaves Equipment list.

## SPECIAL RULES

**DRUGGED:** The Slaves are drugged and slow to react to the surrounding, they are Immune to Psychology and will never flee. Do note that they can be broken in combat.

**STUPIDITY:** The Slaves are subject to Stupidity unless there is an Amazon Hero within 2" at the start of the Movement Phase.

# EQUIPMENT LIST

<b><u>HEROES EQUIPMENT LIST</u></b>	
<b>SLANN ARTEFACTS</b>	
A model may only carry a single Slann Artefact.	
Star Sword	35 Tokens
Star Axe	35 Tokens
Bright Wand	50 Tokens
Bright Staff	75 Tokens
Shield Amulett	75 Tokens
<b>HAND TO HAND COMBAT EQUIPMENT</b>	
Dagger	(first free) 2 Tokens
Mace	3 Tokens
Sword	5 Tokens
Axe	5 Tokens
Spear	10 Tokens
<b>MISSILE WEAPONS</b>	
Bow	10 Tokens
Long Bow	15 Tokens
<b>ARMOUR</b>	
Shield	5 Tokens
Helmet	10 Tokens
Light Armour	20 Tokens

<b><u>WARRIORS EQUIPMENT LIST</u></b>	
<b>HAND TO HAND COMBAT EQUIPMENT</b>	
Dagger	(first free) 2 Tokens
Mace	3 Tokens
Sword	5 Tokens
Axe	5 Tokens
Spear	10 Tokens
<b>MISSILE WEAPONS</b>	
Bow	10 Tokens
Long Bow	15 Tokens
<b>ARMOUR</b>	

Shield	5 Tokens
Helmet	10 Tokens
Light Armour	20 Tokens

<b><u>SLAVES EQUIPMENT LIST</u></b>	
<b>HAND TO HAND COMBAT EQUIPMENT</b>	
Dagger	(first free) 2 Tokens
Club	3 Tokens
<b>MISSILE WEAPONS</b>	
None	
<b>ARMOUR</b>	
None	

## SLANN ARTEFACTS

### Star Sword

**Strength** 5  
**Save** No save allowed.  
**Special** May parry.  
**Hands** Singlehanded.

### Star Axe

**Strength** 5/6  
**Save** No save allowed.  
**Special** S5 if used with one hand and S6 if used with both hands.  
**Hands** May be used both singlehanded and doublehanded.

### Bright Wand

**Strength** 5  
**Range** 24"  
**Save** No save allowed.  
**Special** The wand is not a move and fire weapon.  
**Hands** Singlehanded

### Bright Staff

**Strength** 5  
**Range** 36"  
**Save** No save allowed.  
**Special** The staff is not a move and fire weapon.  
**Hands** Doublehanded

### **Shield Amulett**

The amulett creates an aura that deflects hits. The amulett grants a save of 3+ that is not modified by the attacks saving throw modifier. When the amulett deflects an attack a bright halo will flash for a moment.

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