

WARBAND

Amazons

A supplemental army list for Amazons



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Version 2

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Amazons

The Amazons also known as Antianrai or Orpates are A female dominated human warrior culture ruled by their queens and an exalted class of noblewomen. The Amazons dwell in a tropical paradise of deep rainforests, and their clans live in relative peace. Food and resources are plentiful, and most clannish war efforts are directed at defending their hunting and fishing territory from the wild beasts that inhabit their lands. For the most part males are kept safe within the clan territories and undertake domestic and breeding duties. In most years few men are born with roughly one male to nine female births, and they are guarded jealously by their communities. At certain times, particularly a ziggurat clan becomes blessed with a bloom of male children, and these excess children are raised as blessed warriors. The Amazon warriors are a class unto themselves and develop exceptional martial skills. They fight light armour and with good quality weapons, usually of bronze or boiled leather, and the weapons often enhanced with poison or magic. The Amazons worship many nature and fertility goddesses, as well as wild and vengeful goddesses of battle, and their worship is directed by the priestesses. Their strong culture and rich land make them great traders, and they rarely go to war, unless peaceful trade proves impossible. Some tribes construct cities around a royal ziggurat but most live in sprawling settlements made of ornate wooden dwellings.

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

Queen	1d6+1	2d6	1	-	-	2d6	2d6	5	80	-
	1d6	2d6	1	-	-	2d6	2d6	5	65	-
	1d6-1	2d6	1	-	-	2d6	2d6	5	60	-

Magic user unit

Priestess	1d6+1	2d6	1	-	-	1d6	1d6	4	43	Magic
	1d6	2d6	1	-	-	1d6	1d6	4	34	Magic
	1d6-1	2d6	1	-	-	1d6	1d6	4	20	Magic

Core units

Crossbow warriors	-	2d6	1	2d6	4	1d6	1d6	3	30	Powerful, Slow shot
Shield maidens	-	2d6	1	-	-	2d6	2d6	4	27	-
Warriors	-	2d6	1	-	-	2d6	1d6	4	24	-

Optional units

Anima warriors	-	2d6	1	-	-	3d6	2d6	4	32	-
Flying snakes	-	2d6	3	-	-	2d6	1d6	2	26	Flyers
Forest eagles	-	3d6	3	-	-	3d6	1d6	2	35	Fierce, Flyers
Forest scorpions	-	2d6	2	-	-	2d6	2d6	3	44	Fear, Forest walkers, Powerful
Forest trolls	-	1d6	1	-	-	3d6	3d6	5	70	Fear, Forest walkers, Powerful, Regenerate
Jungle swarm	-	1d6	3	-	-	3d6	1d6	5	50	Impetuous, Powerful, Skirmish
Scouts	-	2d6	2	1d6	3	1d6	1d6	2	23	Forest walkers, Powerful, Slow shot
Terror bird flock	-	3d6	2	-	-	2d6	1d6	3	39	Fierce, Impetuous, Powerful
Terror bird riders	-	3d6	2	1d6	2	2d6	1d6	3	45	Fierce, Powerful
Tree elementals	-	2d6	1	1d6	1	3d6	3d6	5	70	Fear, Forest walkers, Powerful
Ziggurat guards	-	2d6	1	-	-	2d6	2d6	4	43	Fear, Resolute
Ziggurat male guards	-	2d6	1	-	-	2d6	2d6	4	33	Resolute
Units	CP/MP	MT	MV	SH	RA	ML	PR	MO	Pts	Notes

OPTIONS

- The **queen** unit may have *forest walkers* for +5pts.
- The **priestess** unit may have *forest walkers* for +5pts.
- Any **archers** unit may have *forest walkers* for +5pts and *powerful* for +5pts (poisoned arrows).
- Any **crossbow warriors** unit may have *forest walkers* for +5pts.
- Any **shield maidens** unit may have *forest walkers* for +5pts, and *shieldwall* for +5pts.
- Any **warriors** unit may have *forest walkers* for +5pts.
- Any **anima warriors** unit may have one of the following: *flyers* for +10pts (eagle warriors), both *fear* and *forest walkers* for +15pts (lizard warriors), or both *forest walkers* and *powerful* for +10pts (snake warriors)
- Any **scouts** unit may have *parting shot* for +5pts, and *swift* for +5pts.
- Any **terror bird flock** unit may have *fear* for +10pts.
- Any **terror bird rider** unit may have *fear* for +10pts, *scout* for +5pts, and *swift* for +5pts.
- Any **ziggurat guards** unit may have *forest walkers* for +5pts, and *shieldwall* for +5pts.
- Any **ziggurat male guards** unit may have *forest walkers* for +5pts, and *shieldwall* for +5pts.
- One **crossbow warriors**, **shield maidens**, **warriors**, **anima warriors**, or **ziggurat guards** unit may have *hero* for +10pts.

MAGIC SPELLS

A priestess unit may use the following spells during a battle.

- **STINGING SWARM** (1MP, Shooting phase). The priestess unit gains a shooting attack (**Shooting** 1d6, **Range** 2) for this shooting phase. This shooting attack can be modified by spending further magic points as follows: +2MP gives **Shooting** +1d6, +1MP gives **Range** +1, +1MP gives the *powerful* special ability
- **ETHERIC WANDER** (2MP, Movement phase). Choose a friendly unit within 2BW of the priestess unit. The unit chosen gains **Motivation** +1d6 and **Movement** +1 this turn.
- **VENOMISE** (3MP, Melee phase). All friendly units within 3BW of the priestess unit gain the *powerful* special ability this turn.
- **SCORNED VENGEANCE** (4MP, Protection and morale phase). All enemy units within 3BW of the priestess unit that have taken one or more hits this turn take one (1) additional automatic hit. Also, if the priestess unit has taken any hits this turn, any enemy unit that caused those hits suffers one (1) additional automatic hit.
- **JUNGLE SAVAGERY** (5MP, Protection and morale phase). All enemy units within woodland or wooded hill terrain, or within 1BW of such terrain take one (1) automatic hit and gain the *wavering* special ability (they temporarily lose the *resolute* special ability if they have it) this turn.
- **BOUNDLESS FERTILITY** (8MP, Initiative phase). The friendly queen unit may perform the *command inspiration: rally* action for the cost of 2CP this turn, instead of the usual 3CP. The priestess unit and all friendly units within any woodland or wooded hills terrain gain **Protection** +1d6, and the *resolute* and *regenerate* special abilities this turn.

UNIT DESCRIPTIONS

Queens lead their armies to war as shining inspirations to their troops. They are the most powerful among the Amazon women and their authority is unchallenged. Many are great generals, although many more are less competent.

Priestesses form strong cabals among their tribe, drawing together the magically inclined in a network of skilled magical folk. They act as seers, fortune tellers, healers, and priestesses guarding the tribal lore and history. In battle they weave martial magic.

Crossbow warriors are a popular hunting and warrior class. They take to battle in heavy units armed with crossbows and prepared to fight, or as medium troops with short that are less resilient but more numerous. Some deploy as skirmishing **scouts**.

Shield maidens are skilled warriors who've given their life over to the sole pursuit of combat. They are exceptional fighters armed with spear and shield and often adorned with bright feathers and garish warpaint.

Warriors are the mainstay of many Amazon tribal armies. Armed with sword or spear and shield, they can deploy in formed units.

Anima warriors often take in the magical aspects of one of the revered creatures in the Amazon pantheon; as eagle warriors they are filled with the spirit of the forest eagles, as snake warriors they take on the aspect of jungle snakes, and as lizard warriors they take on the spirits of the feared jungle lizards.

Flying snakes infest the jungles, hunting from their canopy eyries. These semi-sentient creatures are often domesticated and used to harass their enemies from the sky.

Forest eagles are giant birds with foul temperament. They are feared hunters and can be bound to service by the magic of the priestesses.

Forest scorpions are giant nightmarish creatures that hunt in packs. They sport lethal poison stings and vicious claws and are called to war by the Amazon priestesses.

Forest trolls are hideous, fearsome creatures that lurk in the deep marshes and along the riverbanks of the great jungle.

Jungle swarms are summoned carpets of living terror. All manner of biting and stinging insects and other creatures inhabit the unstoppable swarm, and few can survive its passage.

Tree elementals inhabit the jungle homes of the Amazon tribes in great numbers, for there are many unruly plants to manage. They fight for the Amazons willingly.

Terror bird riders are mounted on the dreadful giant ground birds that inhabit the islands of the Amazons homeland. They are ridden into battle by skilled archers. Wild **terror bird flocks** are often driven into battle riderless to cause havoc among the enemy ranks!

Ziggurat guards are the queen's personal guards, dedicated in peacetime to the defence of the most sacred tribal sites and buildings. In war they fight as prestigious elite, usually directly guarding the queen.

Ziggurat male guards come from those rare blooms of male children and are known among their clans by the sacred name 'hoplite'.

SUGGESTED PENDRAKEN FIGURE CODES

Queens: FAN-AMZ4

Priestesses: FAN-AMZ5

Crossbow warriors: FAN-AMZ2

Shield maidens: FAN-AMZ6

Warriors: FAN-AMZ1, FAM-AMZ8

Anima warriors: FAN-AMZ1

Flying snakes: FAN-MON29

Forest eagles: FAN-MON27

Forest scorpions: FAN-MON8

Forest trolls: FAN-MON14

Jungle swarms: FAN-MON32, FAN-MON34, FAN-MON35

Tree elementals: FAN-MON4, FAN-MON31, FAN-MON36

Terror bird flock: FAN-MON12

Terror bird riders: FAN-AMZ3

Ziggurat guards: FAN-AMZ1, FAN-AMZ6

Ziggurat male guards: FAN-AMZ7