

# AMAZON CAVALRY

All know the tale of the creation of the horse: crafted by Poseidon as a lover's gift, but given instead to mortal men. His creation possessed strength, speed, and nobility, and Poseidon hoped to bestow these virtues to mankind as they were lacking in all measures. The horse was quickly adopted, harnessed by men from all walks of life. The poor farmer found his work made easier by the sturdy animal, whose tireless strength could easily pull his plow through the hard and dusty earth. The seasoned warrior employed a pair of horses, yoked to a chariot so that he could ride quickly into battle, arriving fresh and strong, the envy of the lesser men who fight on foot. The wealthy landowner came to own many horses, competing his best team of four in the chariot races at the Sacred Games, furiously lashing them with whips until their backs were bloody to capture a moment's glory. To all, the horse was simply a possession, a slave to serve the will of the man who holds the whip. Men welcomed the strength and speed of Poseidon's gift, but cared little for its nobility.

Not so with the Amazons. The warrior women of the northern steppes saw the horse for what it was, a gift from the gods to elevate them above the beasts, to bring them closer to the divine. They viewed the animals with reverence, companions rather than possessions. It is said that no Amazon truly owns a horse; rather, it is the horse that chooses and owns the Amazon. The horse and Amazon share a unique bond of trust and loyalty, like a mother to her daughter. The Amazons call this bond the *aiondesme*, their word for the lifelong tie between a rider and her steed. Once bound to an Amazon, a horse allows no other to ride it. It will follow her slightest commands – a gentle tug on the mane, the subtle pressure of her knees on the animal's flanks, and whispered commands in the horse's ear, all are obeyed without hesitation. The horse and rider are often matched in temperament; willful animals are drawn to the Amazons that share their wild spirit, and aggressive animals likewise find a rider that is brave enough to lead them into the thick of the battle. This bond persists for the entire lifetime of the pair; they are inseparable, travelling and fighting as one.

As the lifespan of a horse is regrettably less than the length allotted by the Fates to womankind, some Amazons will outlive their steeds. At best, a successful warrior may share the *aiondesme* with two or three horses over the span of her lifetime, but seldom more. Sometimes, a horse is slain in battle, leaving an Amazon without her steed.... she is known as a *hippichera*, a horse widow, and will spend the next year of her life in mourning afoot before taking another horse. Those riders that have lost too many steeds are deemed to be ill-fated by the rest of the tribe, or too reckless to be trusted with the responsibility of the cavalry. These luckless warriors are confined to the infantry for the rest of their days, unleashing their frustration on their enemies with wrathful fury, avenging their fallen steeds with every man that they kill.

An Amazon riding her horse is a wondrous sight. They unite in perfect harmony, free from all shackles of civilization and servitude. Her hair flies wild in the wind, and her body moves in rhythm with her horse, full of confidence. Her horse is clearly loved by the rider, its mane braided and adorned with colorful beads and shells. Just as the Amazons decorate their faces with warpaint, so too do they paint their steeds, with blue woad or white chalk, or the deep red of a slain enemy's blood. The painted symbols vary, sometimes simple outlines of the rider's hands, other times mystic patterns of protection taught to them by the tribal crones. Together, they are the embodiment of menacing beauty, like a hunting lioness or soaring bird of prey – alluring, but full of danger to their quarry... man.

## RESTRICTIONS

The cavalry of the Amazons is divided into two castes: Outriders (archers) and Raiders (melee warriors). An Amazon warband may include up to 2 units of Outriders or up to 2 units of Raiders, or a single unit of each.

## EQUIPMENT

Outriders come pre-equipped with a Bow, Hand Weapon, and Light Armor. Raiders come pre-equipped with a Spear, Hand Weapon, Medium Armor, and a Shield. The unit may also be given Javelins for an additional 2 points per model. A Standard Bearer and/or Musician is available to either unit at additional cost.

### On the Battlefield

Amazon cavalry may be organized into the Line, Block, and Column formation. Unlike infantry units, cavalry does not need to be in the Line formation to move at *Fast Advance* speed; however, they must have moved at *Advance* speed or more during the turn before, as described under Mounted Movement on page XXX. Amazon cavalry units must otherwise obey all rules and restrictions for moving and maneuvering as a unit, including wheeling to turn.

An Amazon warrior and her horse are considered a single model – when the model becomes a casualty, both are removed from play together. Units may not dismount during the course of the battle. When making missile attacks, mounted Amazons have a 360-degree field of fire, easily pivoting on their horse to look in any direction that they desire.

### Mounted Bonus

Mounted Amazons receive a bonus of +1 to both their Attack and Defend Rating in melee combat against human-sized opponents that are not also mounted or in a chariot.

### Hatred of Men

All Amazon cavalry have *Hatred of Men*, as described on page XXX.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Outrider/Raider	10/20	1	1	4	4	4	5	6	25/30
Champion	10/20	2	1	5	5	5	5	7	40/45
Hero	10/20	3	2	6	6	6	6	8	63/73

Notes: *Hatred of Men*, *Mounted Bonus* (+1 Att/Def in melee vs infantry), *Armor Rating*: Outriders: 2, Raiders: 6 (HARD 2) Base Size: 25mm x 50mm

Note: the Point Value of Outriders are listed first on the profile above, with the Point Value of the Raiders listed after.

## AMAZON OUTRIDERS

Amazon Outriders are comprised of the warriors that are faster and more cunning than most. They have learned to shoot from the backs of their horses, their powerful legs gripping the sides of the animal as both hands are used to fire their bows. They act as the eyes of the tribe, patrolling the borders of their lands so that any trespassers are spotted long before they ever reach their camps. They avoid close combat, leaving that to the more heavily armored Raiders and infantry. Instead, they harass enemies with a withering rain of deadly arrows, taking aim for the exposed and vulnerable eyes and necks of their armored foes, shrieking triumphantly when their shafts strike true. Each group of Amazon Outriders is given a name by their tribe that represents their spirit... such as the Shears of Atropos, Medusa's Vipers, Harpy's Talons, the Messengers of Eris, and the Birds of Prey, to name a few.

### Moving Shot

Amazon Outriders are perfectly at ease on horseback, and can shoot their bows while moving at high speed. The moving attack is made as a Fire of Opportunity (as described on page XXX). If the unit is moving at *Advance* speed, the Fire of Opportunity has the usual penalty of -1 to their Missile Rating. If the unit is moving at *Fast Advance* speed, the Fire of Opportunity is made at a penalty of -2 to their Missile Rating.

## AMAZON RAIDERS

Amazon Raiders are made up of the strongest and most fearless warriors of the tribe, always seeking to prove themselves in battle against their enemies. They are hard and fierce, driving men into a panic with their savage attacks, and taking cruel pleasure as they ride them down, impaling them in the backs with their spears as they flee in terror. They ride in small bands, usually no more than a dozen warriors together, few enough that the whole can move quickly on the battlefield, and react as one when an enemy weakness is found to exploit. Like the Outriders, they have adopted colorful names for each of their bands, such as the Fangs of the Gorgon, the Blades of Nemesis, Hecate's Wrath, the Daughters of Nix, Whips of the Furies, and the Bloody Moons, and often their shields are painted luridly to match their namesake.

### Slashing Blades

Amazon warriors riding at full gallop can cut down enemy infantry as they ride by, and be gone before the bloodied unit can retaliate. A unit of mounted Amazon warriors can make a Passing Attack with their spears, in the same manner as the passenger of a chariot (as described on page XXX). The number of models that may attack with their spears are 2 per rank. Thus, a unit with 2 ranks of 6 models each would be able to make 4 passing attacks against an enemy. The attacking models receive the usual penalty of -1 to their Attack Rating for making a Passing Attack.

### Wind Riders

The lightly-armored Outriders can move as swift as the wind blowing across the steppes, ignoring obstacles that would slow other warriors. When moving at *Fast Advance* speed, they may leap over linear obstacles such as walls or hedges up to 1" tall, and over flat obstacles like trenches, streams, or chasms up to 3" wide without penalty.

### Sowers of Chaos

It is said that Eris rides with the Amazons; she is the goddess of strife who rejoices in bloodshed, rewarding those that cause it with chaos in the ranks of their enemies. When a unit of Amazon Raiders charges into melee combat and more than half of the number of attacking models cause a casualty, the enemy unit must make an immediate Discipline Save or become *Disordered*. If the attack would have caused enough casualties to call for a Rout Save, the Rout Save is made at a penalty of -1.

