

AMAZONS OF BARSOOM

By Michael O'Brien

Name/Type	Pluck	FV	SV	Spd.	Cost	Talents	Basic Equipment
Thuvia	3+	+3	+3	1	65	Leadership +2, Inspirational, Lightning Draw, Unearthly Beauty	Radium Pistol, Sword, Magneto-static Waistcoat
Llana	4+	+3	+1	1	36	Leadership +1, Tough	Radium Fists, Magneto-static Waistcoat
Kara Vas	3+	+1	+1	0	31 plus Mystic Points	Intervention, up to 20 points Mystical Powers	Psychic Lance, Magneto-static Waistcoat
Janai	5+	+1	+4	2	36	Stealthy, Marksman	Radium Pistol, Magneto-static Waistcoat
Olvia	5+	+2	+3	1	31	Engineer	Radium Pistol, combat knife, Magneto-static Waistcoat
Amazons	5+	+1	+2	0	23	Skirmisher	Radium Pistol, combat knife, Magneto-static Waistcoat
Banth (Martian Lion)	4+	+4	0	9"/+6"	31	Terrifying	Armor 8, Fighting Attack: Pluck Penalty -2, Weapon Bonus +2

Radium Pistol Range 18", 1-handed, SV Bonus +2, Pluck Modifier -2, ignores all armor except Magneto-static: 10 points

Radium Fists Range 0, 2-handed, FV Bonus +4, Pluck Modifier -3, ignores all armor except Magneto-static: 16 points

Psychic Lance Range 0, 2-handed, FV Bonus +2, Pluck Modifier -2, ignores all armor except Magneto-static or any kind of Mystic protection: 10 points

OPTIONS

Thuvia may control up to two Banths telepathically at any distance, regardless of line of sight. If Thuvia is taken out of the game, the following rules go into effect: Banths will automatically attack the *nearest enemy*. A Banth that suffers any hit that does not take it out of the game will from then on attack the *nearest figure*, friend or foe.

Kara Vas may create a single Reliquary containing a Mystic Power of any cost which may be used by any named figure (including herself).

Any Amazon may add Marksman (+5 points), Medic (+5 points), or Stealthy (+5 points).

Janai may add a Monocular Targeting Array (+7 points).

Olvia may add up to three Grenades of any type.

Any *named character* may add one of the following Talents: Antivenom (+5 points), Coldproof (+5 points), Fanatic (+5 points), Fearless (+10 points), Fortitude (+5 points), Intuitive (+5 points), Iron Will (+5 points), Nighteyes (+5 points), Skirmisher (+3 points), or Tough (+5 points).

Any figure may add a Breath Preserver (+2 points).

THUVIA, PRINCESS OF HELIUM, AND THE AMAZONS OF BARSOOM



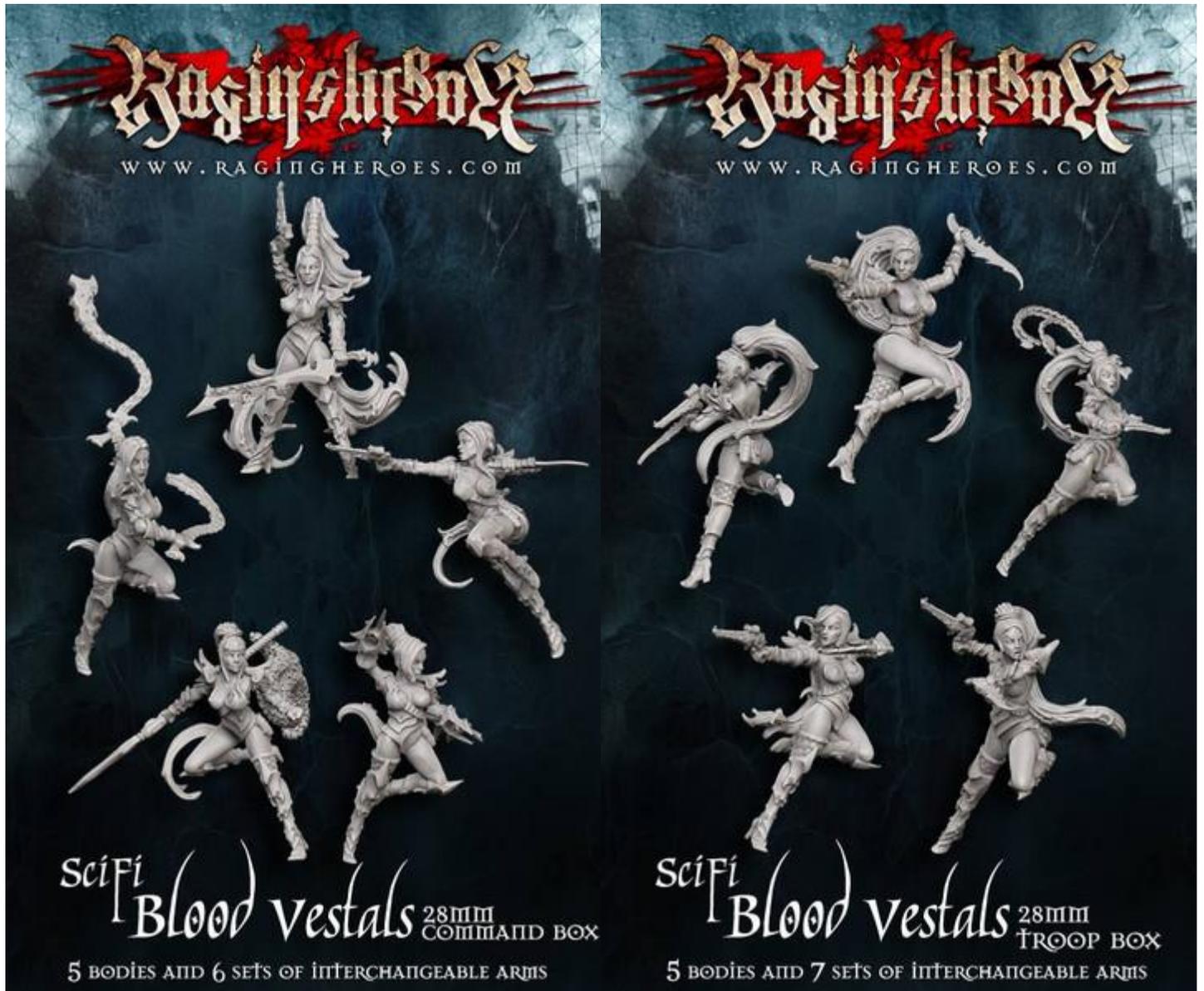
The unrest and turmoil that envelops the great powers on Earth has spread across the aether to affect, it seems, even the great races of Barsoom, the world Earthlings call Mars. Kidnappings of princesses and noblewomen by rival city-states of the Red Martians has increased greatly, as Jeddaks and would-be Jeddaks vie for power. With the barrier between Earth and Barsoom weakening, travel between the two worlds has become more and more accessible, sometimes with tragic results.

Thuvia, wife of Carthoris, Princess of Helium, has organized a Company of like-minded noblewomen devoted to combatting strife on both worlds, and to serving the interests of Helium. Thuvia and her Amazons have learned to travel freely between the two worlds if necessary to pursue wrongdoers and rescue the innocent. Problems with operating in Earth's more powerful gravity have been solved by Carthoris, who has produced a form of Magneto-static armor that also negates the harmful and weighty effects of Earth's gravity, allowing its wearers to negotiate Earthly terrain with no ill effects. Indeed, the special gymnastic training of some of the Amazons allows them to move more rapidly than native Earthlings.

Armed with their devastating Radium Pistols, Thuvia and her Amazons are a force to be feared, striking quickly where least expected, then disappearing into the aether.

SUGGESTED MINIATURES

This Company was designed specifically for *Raging Heroes'* Sci-Fi Blood Vestals.



Banths may be found at Bronze Age Miniatures under SciFi Beasts, page 2 (32DEL-1 & 32DEL-2).