



## Naiad Ensnarers

Infantry  
Troop (10) - 100 points

**Special:**  
Ensnare, Pathfinder, Regeneration (4+)

Sp	Me	Ra	De	Att	Ne
5	4+	-	3+	10	9/11



## Naiad Ensnarers

Infantry  
Regiment (20) - 140 points

**Special:**  
Ensnare, Pathfinder, Regeneration (4+)

Sp	Me	Ra	De	Att	Ne
5	4+	-	3+	12	13/15



## Naiad Ensnarers

Infantry  
Horde (40) - 230 points

**Special:**  
Ensnare, Pathfinder, Regeneration (4+)

Sp	Me	Ra	De	Att	Ne
5	4+	-	3+	25	20/22



## Centaur Bray-Striders

Cavalry  
Troop (5) - 100 points

**Special:**  
Crushing Strength (1), Pathfinder,  
Thunderous Charge (1)

Sp	Me	Ra	De	Att	Ne
8	3+	-	4+	6	11/13



## Centaur Bray-Striders

Cavalry  
Regiment (10) - 155 points

**Special:**  
Crushing Strength (1), Pathfinder,  
Thunderous Charge (1)

Sp	Me	Ra	De	Att	Ne
8	3+	-	4+	12	14/16



## Centaur Bray-Hunters

Cavalry  
Troop (5) - 105 points

**Special:**  
Bows, Nimble, Pathfinder,  
Thunderous Charge (1)

Sp	Me	Ra	De	Att	Ne
8	4+	5+	3+	6	11/13



## Centaur Bray-Hunters

Cavalry  
Regiment (10) - 165 points

**Special:**  
Bows, Nimble, Pathfinder,  
Thunderous Charge (1)

Sp	Me	Ra	De	Att	Ne
8	4+	5+	3+	12	14/16



## Naiad Heartpiercers

Infantry  
Troop (10) - 120 points

**Special:**  
Harpoon-gun, Piercing (1), Pathfinder,  
Regeneration (4+)

Sp	Me	Ra	De	Att	Ne
5	5+	4+	3+	8	9/11



## Naiad Heartpiercers

Infantry  
Regiment (20) - 160 points

**Special:**  
Harpoon-gun, Piercing (1), Pathfinder,  
Regeneration (4+)

Sp	Me	Ra	De	Att	Ne
5	5+	4+	3+	10	13/15



## Naiad Wyrmliders

Large Cavalry  
Regiment (3) - 155 points

**Special:**  
Crushing Strength (1), Pathfinder,  
Thunderous Charge (1), Regeneration (4+)

Sp	Me	Ra	De	Att	Ne
8	3+	-	4+	9	12/14



## Naiad Wyrmliders

Large Cavalry  
Horde (6) - 240 points

**Special:**  
Crushing Strength (1), Pathfinder,  
Thunderous Charge (1), Regeneration (4+)

Sp	Me	Ra	De	Att	Ne
8	3+	-	4+	18	15/17



## Salamanders

Infantry  
Troop (10) - 100 points

**Special:**  
Base Size: 25 x 25mm, Crushing Strength (1),  
Pathfinder  
**Options:** Two-handed weapons for free  
(lower Defense to 4+ Crushing Strength (2))

Sp	Me	Ra	De	Att	Ne
5	4+	-	5+	10	10/12



## Salamanders

Infantry  
Regiment (20) - 140 points

**Special:**  
Base Size: 25 x 25mm, Crushing Strength (1),  
Pathfinder  
**Options:** Two-handed weapons for free  
(lower Defense to 4+ Crushing Strength (2))

Sp	Me	Ra	De	Att	Ne
5	4+	-	5+	12	14/16



## Salamanders

Infantry  
Horde (40) - 230 points

**Special:**  
Base Size: 25 x 25mm, Crushing Strength (1),  
Pathfinder  
**Options:** Two-handed weapons for free  
(lower Defense to 4+ Crushing Strength (2))

Sp	Me	Ra	De	Att	Ne
5	4+	-	5+	25	21/23

This sheet is formatted to fit Avery address labels type 5262 (1 1/3" x 4", 14 per sheet)