



Greater Earth Elemental

Monster
(1) - 160 points

Sp	Me	Ra	De	Att	Ne
5	4+	-	6+	8	-/18

Special: Crushing Strength (3), Shambling, Pathfinder



Greater Air Elemental

Monster
(1) - 190 points

Sp	Me	Ra	De	Att	Ne
10	4+	-	5+	8	-/18

Special: Crushing Strength (1), Shambling, Pathfinder, Fly, Wind Blast (3)



Hydra

Monster
(1) - 140 points

Sp	Me	Ra	De	Att	Ne
6	4+	-	5+	5*	15/17

Special: Crushing Strength (2), Pathfinder, Regeneration (5+), *Multiple Heads (attack = current points of Damage +5)



Beast of Nature

Monster
(1) - 130 points

Sp	Me	Ra	De	Att	Ne
7	3+	-	5+	5	15/17

Special: Crushing Strength (2), Pathfinder, **Options:** Lightning Bolt (6) +30pts, Fly & Speed 10 +50pts, Breath Attack (10) +15pts, Vicious & 7 Attacks +30 pts



Druid

Hero - Infantry
(1) - 65 points

Sp	Me	Ra	De	Att	Ne
5	5+	-	4+	1	10/12

Special: Heal (2), Individual, Inspiring, Pathfinder **Options:** Lightning Bolt (3) +20pts, Wind Blast (5) +30pts, Surge (7) +40pts, Bane Chant (2) +15pts, Horse (Speed 9 & Cav) +15pts, 0-2 Wild Companions +10pts each



Salamander Veteran

Hero - Infantry
(1) - 85 points

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

Special: Base Size: 25 x 25mm, Individual, Crushing Strength (2), Pathfinder, Inspiring (Salamanders only) **Options:** Wild Companion +10pts



Winged Unicorn

Hero - Large Cavalry
(1) - 170 points

Sp	Me	Ra	De	Att	Ne
10	3+	-	5+	4	12/14

Special: Fly, Heal (7), Inspiring, Pathfinder, Thunderous Charge (2) **Options:** Lightning Bolt (5) +20pts, Wind Blast (5) +20pts, Bane Chant (2) +15pts



Greater Fire Elemental

Monster
(1) - 160 points

Sp	Me	Ra	De	Att	Ne
6	4+	-	5+	8	-/18

Special: Crushing Strength (4), Shambling, Pathfinder, Breath Attack (6)



Greater Water Elemental

Monster
(1) - 190 points

Sp	Me	Ra	De	Att	Ne
7	4+	-	5+	8	-/18

Special: Crushing Strength (2), Shambling, Pathfinder, Regeneration (5+)



Tree Herder

Hero - Monster
(1) - 260 points

Sp	Me	Ra	De	Att	Ne
6	3+	-	6+	7	18/20

Special: Crushing Strength (3), Inspiring, Pathfinder, Surge (8), Vanguard



Forest Warden

Hero - Large Infantry
(1) - 75 points

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

Special: Crushing Strength (2), Nimble, Pathfinder, Vanguard



Centaur Chief

Hero - Cavalry
(1) - 105 points

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

Special: Crushing Strength (2), Inspiring, Individual, Thunderous Charge (1), Pathfinder **Options:** Bow (Ra 4+) +10pts, Wild Companion +10pts



Naiad Stalker

Hero - Infantry
(1) - 90 points

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

Special: Crushing Strength (1), Individual, Stealthy, Inspiring (Naiads only), Regeneration (4+), Pathfinder **Options:** Harpoon-gun (Ra 4+, Piercing (1)) +20pts, Wild Companion +10pts



Unicorn

Hero - Cavalry
(1) - 120 points

Sp	Me	Ra	De	Att	Ne
10	3+	-	5+	3	11/13

Special: Heal (5), Individual, Pathfinder, Thunderous Charge (2)

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