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LARGE WATER ELEMENTAL

M

Wounds: 30
Move: 5
Weapon Skill: 5
Strength: 6
Toughness: 7
Attacks: 1 (special)

Opponent's WS: 1 2 3 4 5 6 7 8 9 10
To Hit Roe: 2 3 3 4 4 4 4 4 5 5

Special Rules
 Whelm (Grapple)
 * Any Player/Monster in base contact with the elemental must make a successful break from pinned test or be grappled by the elemental. Whilst caught the Player/Monster is unable to breath unless it can breath water, and each turn will suffer 2 extra wounds.

- Immune to fire

VALUE 250G EACH

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LARGE AIR ELEMENTAL

M

Wounds: 30
Move: 6
Weapon Skill: 5
Strength: 7
Toughness: 7
Attacks: 1 (special)

Opponent's WS: 1 2 3 4 5 6 7 8 9 10
To Hit Roe: 2 3 3 4 4 4 4 4 5 5

Special Rules
 Siam
 * Any Player/Monster in base contact with the elemental at the end of their turn, must make a successful break from pinned test or be caught in the swirling vortex. The Player/Monster suffers 3 wounds and is thrown 1D6 spaces in a random direction.

- The Large Air Elemental is never pinned

VALUE 250G EACH

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LARGE FIRE ELEMENTAL

M

Wounds: 30
Move: 5
Weapon Skill: 5
Strength: 6
Toughness: 7
Attacks: 2

Opponent's WS: 1 2 3 4 5 6 7 8 9 10
To Hit Roe: 2 3 3 4 4 4 4 4 5 5

Special Rules
 Catch Fire
 * For each successful hit the Player/Monster rolls 1D6 on a roll of 5-6 they catch fire and suffer an extra 4 damage.

- Cannot cross water
 - Water/Cold hits cause double damage on the elemental.

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LARGE EARTH ELEMENTAL

M

Wounds: 30
Move: 4
Weapon Skill: 5
Strength: 8
Toughness: 7
Attacks: 2 or 1 (special)

Opponent's WS: 1 2 3 4 5 6 7 8 9 10
To Hit Roe: 2 3 3 4 4 4 4 4 5 5

Special Rules
 Ground Smash
 * If there are no Players/Monsters in base contact, the elemental carries out a ranged attack. The elemental slams the ground sending debris flying in all directions. Any Players/Monsters within 2 spaces of the elemental are hit with a 1D6+3 attack.

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