More FoN ideas

2345 / 2345 VALID

Forces of Nature [2345]

Water Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [220]	7	4+	-	5+	3	18	-/17	3	[220]
Special Rules: *Crushing Strength(1),Regeneration(5+),Shambling, Strider* ***Keywords:*** *Elemental, Waterbound*									
Horde (6) [220]	7	4+	-	5+	3	18	-/17	3	[220]
Special Rules: *Crushing Strength(1),Regeneration(5+),Shambling, Strider* ***Keywords:*** *Elemental, Waterbound*									

Forest Shamblers Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120]	6	4+	-	5+	2	9	-/14	3	[120]
Special Rules: *Crushing Strength(1),Pathfinder, Scout, Shambling* ***Keywords:*** *Elemental, Verdant*									
Regiment (3) [120]	6	4+	-	5+	2	9	-/14	3	[120]
Special Rules: *Crushing Strength(1),Pathfinder, Scout, Shambling* ***Keywords:*** *Elemental, Verdant*									
Horde (6) [200]	6	4+	-	5+	3	18	-/17	3	[200]
Special Rules: *Crushing Strength(1),Pathfinder, Scout, Shambling* ***Keywords:*** *Elemental, Verdant*									

Earth Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [220]	5	4+	-	6+	3	18	-/18	3	[220]
Special Rules: *Brutal, Crushing Strength(1),Pathfinder, Shambling* ***Keywords:*** *Earthbound, Elemental*									

Centaur Bray Hunters Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [165]	8	4+	5+	3+	2	12	14/16	3	[165]
Shortbows (18", Steady Aim)									
Special Rules: *Nimble, Pathfinder, Thunderous Charge(1)* ***Keywords:*** *Centaur, Tracker*									

Greater Water Elemental Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [180]	7	4+	-	5+	1	9	-/18	5	[180]
Special Rules: *Crushing Strength(2),Regeneration(4+),Shambling, Strider* ***Keywords:*** *Elemental, Waterbound*									

Pegasus Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80]	10	3+	-	4+	1	3	10/12	4	[80]
Special Rules: *Fly, Nimble, Pathfinder, Thunderous Charge(1)* ***Keywords:*** *Beast*									

Beast of Nature Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [175]	7	3+	-	5+	1	5	15/17	5	[160]
Noxious Mist									[15]
Noxious Mist (12", Att: 10, Ra: 4+, Steady Aim)									
Special Rules: *Crushing Strength(2),Nimble, Pathfinder, Vicious* ***Keywords:*** *Beast, Verdant*									
1 [190]	**10**	3+	-	5+	1	5	15/17	5	[160]
Wings									[30]
Special Rules: *Crushing Strength(2),Nimble, Pathfinder, Vicious, Fly* ***Keywords:*** *Beast, Verdant*									

Druid Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 **[130]**	**9**	5+	-	4+	0	1	10/12	**3**	[65]
Forest Steed									[25]
Conjurer's Staff									[10]
Bane Chant (2)									[20]
Surge (4)									[10]
Heal (2)									[0]
Special Rules: *Individual, Inspiring, Pathfinder* ***Keywords:*** *Elemental, Verdant*									

Gladewalker Druid Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 **[140]**	5	5+	-	4+	0	1	12/14	2	[90]
Ring of Harmony									[25]
Shroud of the Saint									[25]
Heal (3)									
Surge (8)									[0]
Special Rules: *Individual, Inspiring, Pathfinder, Nature in Balance, Ring of Harmony* ***Keywords:*** *Elemental, Verdant*									

Unicorn Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 **[185]**	10	3+	-	5+	**1**	3	12/14	**4**	[120]
Wings									[25]
Tome of Darkness									[20]
Surge (5)									
Heal (5)									[0]
Bastion (2)									[20]

Special Rules: *Crushing Strength(1),Inspiring, Pathfinder, Thunderous Charge(1),Fly, Nimble* ***Keywords:*** *Beast, Majestic*

Total Units: 14 **Total Unit Strength:** 23
Total Primary Core Points: 2345 (100.0%)

Custom Rule	Description
Nature in Balance	While within 6" of another friendly Core Elemental unit, this unit can reroll all to-hit rolls of a natural, unmodified 1 with Fireball, Blizzard, Heal, Hex, and Surge spells.
Ring of Harmony	Once per Turn, after casting a spell targeting a Friendly Core Elemental unit, this unit may immediately target a different Friendly Core Elemental unit with the same or a different spell

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Regeneration	Every time this unit receives a Movement order (including Halt),before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit’s Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules

Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner ofthe Enemy unit and not the edge, determine whicharc of the target unit the Leader Point of the surgingunit is in before it moves and align to that side toattack. If two Enemy units are contacted at the same time,the attacking player may choose which unit is beingcharged.If the Surge move took the unit over an Obstacle orthrough Difficult Terrain, then it will be Hinderedin the ensuing combat as normal.This spell has no effect on units with Speed 0.
Bastion[1] Range: 12" Friendly, Self, CC	If one or more hits are scored, until the start of its next Turn, the target increases its Waver and Rout stat values by 1 and gains the Rallying (+1) special rule, to a maximum of 2.

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.