

Target  
2300  
Points

# ARMY OF GENERIC EVIL

Target  
2300  
Points



## VARANGUR

EVIL

### Night Raiders

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	4	3	2	2	12	13/15	140
Wolf Handlers [3], Gain Aura (Vicious (Melee) - Tundra Wolf only) and Scout Pathfinder, Stealthy, Thunderous Charge (1), Aura (Vicious (Melee) - Tundra Wolf only), Scout Throwing Axes (12", Piercing (1), Steady Aim) Keywords: Barbarian, Human, Tracker									15
[155]									
Regiment(20)	5	4	4	3	2	2	12	13/15	140
Wolf Handlers [3], Gain Aura (Vicious (Melee) - Tundra Wolf only) and Scout Pathfinder, Stealthy, Thunderous Charge (1), Aura (Vicious (Melee) - Tundra Wolf only), Scout Throwing Axes (12", Piercing (1), Steady Aim) Keywords: Barbarian, Human, Tracker									15
[155]									
Regiment(20)	5	4	4	3	2	2	12	13/15	140
Wolf Handlers [3], Gain Aura (Vicious (Melee) - Tundra Wolf only) and Scout Pathfinder, Stealthy, Thunderous Charge (1), Aura (Vicious (Melee) - Tundra Wolf only), Scout Throwing Axes (12", Piercing (1), Steady Aim) Keywords: Barbarian, Human, Tracker									15
[155]									

### Mounted Sons of Korgaan

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	18	15/17	215
Staying Stone Upgrade with Guise of the Deceiver, gaining Stealthy (cannot be taken with Brand of the Warrior) Crushing Strength (1), Thunderous Charge (1), Stealthy Keywords: Barbarian, Bloodbound, Human									5
[230]									
Regiment(10)	8	3	-	5	3	3	18	15/17	215
Upgrade with Guise of the Deceiver, gaining Stealthy (cannot be taken with Brand of the Warrior) Crushing Strength (1), Thunderous Charge (1), Stealthy Keywords: Barbarian, Bloodbound, Human									10
[225]									

### Snow Foxes\*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									

<b>Lord on Frostfang</b>										<b>Hero (LrgCav)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	9	15/17	190	
Blade of Slashing Snow Fox										5 10 [205]
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Bloodbound, Frostfang, Human										
1	7	3	-	5	4	1	9	15/17	190	
Mace of Crushing Snow Fox										5 10 [205]
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Bloodbound, Frostfang, Human										
<b>Magnilde of the Fallen[1]</b>										<b>Hero (Hv Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	2	0	7	-/15	[175]	
Crushing Strength (2), Elite (Melee), Herja's Legacy, Individual, Inspiring, Iron Resolve, Mighty Keywords: Barbarian, Bloodbound, Fallen, Human										
<b>Sliksneer's Shriekers</b>										<b>Formation</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
<b>Horse Raiders* (F)</b>										<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	8	3	5	4	3	2	14	13/15	[175]	
Nimble, Thunderous Charge (1) Shortbows (18", Steady Aim) Keywords: Barbarian, Human										
Regiment(10)	8	3	5	4	3	2	14	13/15	[175]	
Nimble, Thunderous Charge (1) Shortbows (18", Steady Aim) Keywords: Barbarian, Human										
<b>Lord on Horse (F)</b>										<b>Hero (Cav)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	7	13/15	165	
Boots of the Seven Leagues Snow Fox										30 10 [205]
Aura (Brutal (+1) - Barbarian only), Crushing Strength (2), Devoted Icon [1], Individual, Mighty, Very Inspiring Keywords: Barbarian, Bloodbound, Human										

Total Unit Strength: 21  
Total Core: 2300 (100%)

Total Units: 14



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Boots of the Seven Leagues</b>	Individuals only. The unit gains the <i>Scout</i> special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.

<b>Devoted Icon [1]</b>	You may choose one of the following upgrades for +20 pts - this may not be taken with a mount: <ul style="list-style-type: none"> <li>• Icon of the Warrior: Aura (Brutal (+1) - <b>Barbarian</b> only)</li> <li>• Icon of the Reaper: Aura (Lifeleech (+1) - <b>Barbarian</b> only)</li> <li>• Icon of the Deceiver: Aura (Stealthy - <b>Barbarian</b> only)</li> </ul>
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Herja's Legacy</b>	Once per game, before this model is given an order, it gains Speed 10 and the Fly special rule until the end of the turn.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
<b>Mace of Crushing</b>	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Scout</b>	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 <i>Scout</i> 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.
<b>Snow Fox</b>	The unit has +1 Attack. (Already included in stats)
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Vicious</b>	Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.