

*Your humble Sage*

Example Agg of Sigmar Starter Set			
Unit	Might		
<i>Celestial Humans</i>	<b>98</b>	total if	# units of # models:
1 Lord-Celestant on Dracoth	<b>21</b>		1 1
1 Lord-Relictor	<b>11</b>		1 1
1 Proselyuter	<b>7</b>	» 4	3 1
1 Rtributor	<b>7</b>	» 5	3 1
1 Liberator	<b>4</b>	» 2	2 5
<i>Chaos Mortals</i>	<b>95</b>	total if	# units of # models:
1 Mighty Lord of Khorn	<b>17</b>		1 1
1 Bloodsinger	<b>10</b>		1 1
1 Bloodsteker	<b>10</b>		1 1
1 Khorgorath	<b>12</b>		1 1
1 Blood Warrior	<b>4</b>	» 2	5 1
1 Bloodraven	<b>4</b>	» 1	2 10
Note: number of units and number of models per unit are as presented in the original.			

- 1 Use these new definitions for 'unit size' and 'outnumbered':
  - I- A unit consists of 1 or more times the minimum number of models stated on its scroll.
  - II- Each scroll mentions the unit's ID, Might and Equipment Alternatives.
  - III- To calculate if an army is outnumbered, compare the armies' total Might, not models.
- 2 Decide beforehand on the size of the battle, i.e. how much Might each army can have:

Skirmish	50 Might each
Action	100 Might each
Clash	250 Might each
Battle	500 Might each
Destiny	anything Mightier
Scenario	as per Scenario

- 3 One Race of each army must provide the army's General: a Hero with Command Ability.
- 4 Each of the other Races in the same army:
  - a- can't have more Formations than the General's Race;
  - b- must have at least 1 Hero;
  - c- can't have Mightier Heroes than the General.
- 5 Optional rules, to be agreed on beforehand:
  - i- The General's Might can't be more than a quarter of his army's total (including him).
  - ii- An army is outnumbered if it has no more than half opponent's Might (not 2/3).
  - iii- Fate: when agreeing on the size of the battle, one player can announce to be Outnumbered, and can win by Sudden Death. E.g. if using ii, then in an Action he'd bring 50 Might max.
  - iv- Challenge (unless it was decided to do Fate): both players bring the agreed Might total. Then each rolls a die: if one score doubles the other, the lower player is Outnumbered: he can only field up to 50% of his Might, and can win by Sudden Death.

Each line shows, from left to right (see example below):

- **ID**, a unique number used in this scroll. If it also has a letter, the unit has different Might values for different Equipment Alternatives mentioned in the scroll. e.g. 011 a
- **Unit** { the unit's minimum size in models. e.g. 10  
 { the unit's unique designation. e.g. Ũngør
- **Might** or unit value, from 1 to 58: 701 entries, averaging 17. e.g. 8~»5  
 ~: if the unit doesn't contain any standard-/icon-bearers or musicians, deduct 1 per ~ it has.  
 »: the unit can have more models than the size listed here: for every 1~size models added, add the value after » to its Might. E.g. 1 unit of 11-20 Ũngør with Shortspær but no banners etc has 8-1+5= 12 Might, and if they're 30, they'd have 8-1+5+5= 17 Might.
- **Equipment Alternatives**. Equipment that gives the unit different Might is listed here. If it isn't mentioned, it doesn't alter the unit's Might. e.g. If Ũngør Shortspær
- **Grit**, a visual aid to show strengths and weaknesses. e.g. □  
 Left to right: □ Melee, □ Missile, □ Stamina, □ Rest. Size: □ Meh, □ Can-Do, □ Bring-It-On, ■ OH-YEAH!
- The explained example:










































































ID	Unit	Might	Equipment Alternatives	Grit
011 a	10 Ungers	8 » 5	if Ungers Shortspær	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
011 b		9 » 6	if Ungers Maul	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

**Facilitate play:** on each scroll of your army, write down the unit's ID and Might.

First version '15-08. Updates: added *Forge world*, *Might* stats, different *Grit*, and corrected 081 (unit size) and 215 (spelling).


Bēastmēn			the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit	
001	1	Gerthor the Bēastlord	21		■ ■ ■
002	1	Rharzak the Onē-Ųyē	13		■ ■ ■
003	1	Bēastlord	12		■ ■ ■
004	1	Wargor Standard Bēarēr	9		■ ■ ■
005	1	Malagor, The Dark Omēn	12		■ ■ ■
006	1	Grēat Brag-Shaman	9		■ ■ ■
007	1	Morghur, Master of Skulls	12		■ ■ ■
008	10	Gers	11 - » 8		■ ■ ■
009	5	Bēstigers	11 - » 9		■ ■ ■
010	1	Tuskgor Chariots	8 » 7		■ ■ ■
011 a	10	Ųngers	8 - » 5	if Ųnger Shortspēr	■ ■ ■
011 b			9 - » 6	if Ųnger Maul	■ ■ ■
012	10	Ųnger Raiders	12 - » 9		■ ■ ■
013 a	1	Deombull	15	if Deombull Axē(s)	■ ■ ■
013 b			16	if Deombull Grēat Axē	■ ■ ■
014 a	3	Minotaurs	20 - » 17	if Minotaur Axē(s)	■ ■ ■
014 b			21 - » 18	if Minotaur Grēat Axē	■ ■ ■
015	1	Cygor	21		■ ■ ■
016	1	Ghergon	26		■ ■ ■
017	5	Cēntigers	10 - » 6		■ ■ ■
018	1	Gherres Warhoef	13		■ ■ ■
019	1	Razergor	6 » 4		■ ■ ■
020	5	Chaos Warhounds	7 » 5	(also 090)	■ ■ ■
021	5	Harpiēs	7 » 5	(also 170)	■ ■ ■
022	1	Chaos Spawn	8 » 7	(also 063)	■ ■ ■
023	1	Giant	24	(also 094, 344, 393)	■ ■ ■
024	1	Jabbērslythē	18		■ ■ ■






















































































Brētōnnia			the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit	
025	1	King Lōuēn Lēoncōēur	35		■ ■ ■
026	1	The Fag Ųnchantrēs	17		■ ■ ■
027	1	The Grēn Knight	18		■ ■ ■
028	1	Brētōnnian Lord	19		■ ■ ■
029	1	Paladin	13		■ ■ ■
030	1	Paladin Standard Bēarēr	13		■ ■ ■
031 a	1	Damsēl of the Lady	7	if no Purēbrēd Hōrsē, no Pēgāsus	■ ■ ■
031 b			9	if Purēbrēd Hōrsē	■ ■ ■
031 c			11	if Pēgāsus	■ ■ ■
032	5	Knights Errant	15 - » 11		■ ■ ■
033	5	Knights of the Rēalm	17 - » 12		■ ■ ■
034	5	Quēsting Knights	22 - » 19		■ ■ ■
035	5	Grail Knights	20 - » 16		■ ■ ■
036	3	Pēgāsus Knights	17 - » 12		■ ■ ■
037	6	Battlē Pilgrims	7 » 5		■ ■ ■
038	10	Mēn-at-Arms	10 - » 5		■ ■ ■
039 a	10	Pēasant Bōwmēn	12 - » 8	if no Stakēs and Brazizēs	■ ■ ■
039 b			13 - » 8	if Stakēs and Brazizēs	■ ■ ■
040 a	1	Mōuntēd Ųōmēn	5 - » 2	if no Wōōdēn Shizlds	■ ■ ■
040 b			6 - » 2	if Wōōdēn Shizlds	■ ■ ■
041	1	Fizld Trēbueht	16		■ ■ ■

Chaos Warriors			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
042	1	Archaeon, The Enchereson	31		  
043	1	Be'lakor, Chaos Daemon Prince	28		  
044	1	Daemon Prince	29		  
045	1	From the Conqueror	16		  
046 a	1	Chaos Lord	16	if Glaive and Broadsword	  
046 b			15	if 2 Run-Axes	  
047	1	Chaos Lord on Daemonic Mount	19		  
048 a	1	Chaos Lord on Manticore	28	if Runeshield or Daggerfist	  
048 b			31	if Lance	  
049	1	Chaos Sorcerer Lord	11		  
050	1	Chaos Sorcerer Lord on Manticore	25		  
051	1	Wulfrik the Wanderer	11		  
052	1	Exalted Hero Battle Standard	11		  
053 a	10	Warriors of Chaos	23 - » 20	if 2 Hand Weapons	  
053 b			26 - » 22	if Hand Weapon or Halberd	  
053 c			27 - » 24	if Greatblade	  
054 a	10	Marauders of Chaos	11 - » 7	if no Darkwood Shield	  
054 b			12 - » 7	if Darkwood Shield	  
055	5	Forsaken	12 » 11		  
056	1	Chaos Chariot	11 » 8		  
057 a	5	Marauder Horsemen	12 - » 8	if Axe or Flail, no Shield	  
057 b			13 - » 8	if Axe or Flail, and Shield	  
057 c			16 - » 12	if Javelin, no Shield	  
057 d			17 - » 12	if Javelin, and Shield	  
058	5	Chosen	22 - » 19		  
059 a	5	Chaos Knights	24 - » 19	if Glaive	  
059 b			26 - » 22	if Ensorcelled Weapon	  
060	1	Gorgheast Chariot	13 » 10		  
061	1	Chaos Warshrine	21		  
062	1	Hellcannon	22		  
063	1	Chaos Spawn	8 » 7	(also 022)	  
064	1	Valkia the Bloody	17		  
065	1	Skarr Bloodwrath	12		  
066	1	Scyla Anfingrimm	18		  
067	1	Rhorne Lord on Juggernaut	21		  
068	1	Rhorne Exalted Hero	11		  
069	5	Wrathmongers	23 » 20		  
070	5	Skullrapers	22 - » 18		  
071	3	Skullerushers of Rhorne	23 - » 19		  
072	1	The Glotkin	48		  
073	1	Bleab Retspawned	29		  
074	1	Morbidek Twiceborn	33		  
075	1	Orghotts Daemonspew	31		  
076	1	Gutrot Spum	18		  
077	1	Festus the Lychlord	11		  
078	1	Nurgle Chaos Lord	15		  
079	1	Nurgle Lord on Daemonic Mount	15		  
080	1	Nurgle Chaos Sorcerer	9		  
081	5	Putrid Blightkings	25 - » 22		  
082	1	Sigvald the Magnificent	12		  

Chaos Warriors continued				the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit		
083	1 Chaos Lord of Slaanesh	13		■	■	■
084	1 Lord of Slaanesh on Daemonic Mount	17		■	■	■
085	5 Hellstriders of Slaanesh	17 <sup>-</sup> » 12		■	■	■
086	1 Galrauch	41		■	■	■
087	1 Vilitch the Curseling	13		■	■	■
088	1 Tzxxnteh Chaos Lord on Disc of Tz.	15		■	■	■
089	1 Tzxxnteh Sorcerer Lord	9		■	■	■
090	5 Chaos Warhounds	7 » 5	(also 020)	■	■	■
091	3 Chaos Orgys	18 <sup>-</sup> » 15		■	■	■
092	1 Throgg	19		■	■	■
093	3 Chaos Trolls	23 » 21		■	■	■
094	1 Giant	24	(also 023, 344, 393)	■	■	■
095	1 Chimera	31		■	■	■
096	1 Dragon Ogrz Shaggoth	22		■	■	■
097 a	3 Dragon Ogrzs	19 » 17	if Ancient Weapons	■	■	■
097 b		20 » 18	if Draconic War-glaive	■	■	■
097 c		21 » 20	if Draconic Crusher	■	■	■
098	1 Mutalith Vortex Beast	21		■	■	■
099	1 Slaughterbrotz	24		■	■	■
100	1 Cockatrice	16		■	■	■
101	1 Chaos Familiars	1 » 1		■	■	■
102	1 Great Taurus	15		■	■	■
103	1 Lammasu	12		■	■	■













Chaos Daemons				the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit		
104	1 Bloodletter of Unfettered Fury	34		■	■	■
105	1 Wrath of Khornz Bloodthirster	47		■	■	■
106	1 Skulltaker	16		■	■	■
107	1 Herald of Khornz	12		■	■	■
108	1 Herald of Khornz, Juggernaut	16		■	■	■
109	1 Blood Thronz of Khornz	18		■	■	■
110	10 Bloodletters of Khornz	19 <sup>-</sup> » 14		■	■	■
111	3 Bloodcrushers of Khornz	24 <sup>-</sup> » 20		■	■	■
112	1 Karanak	14		■	■	■
113	5 Flesh Hounds of Khornz	21 » 18		■	■	■
114	1 Skull Cannons of Khornz	18 » 15		■	■	■
115	1 Great Unclean One	32		■	■	■
116	1 Epidemius	13		■	■	■
117	1 Herald of Nurgle	13		■	■	■
118	10 Plaguebearers of Nurgle	17 <sup>-</sup> » 13		■	■	■
119	3 Plague Drongz of Nurgle	28 <sup>-</sup> » 24		■	■	■
120	3 Nurglings	10 » 9		■	■	■
121	1 Beasts of Nurgle	11 » 8		■	■	■
122	1 Kairos Fatwawaver	28		■	■	■
123	1 Lord of Change	25		■	■	■
124	1 The Changeling	11		■	■	■
125	1 Herald of Tzxxnteh	12		■	■	■
126	1 Herald of Tzxxnteh, Disc of Tzxxnteh	17		■	■	■
127	1 Herald of Tzxxnteh, Burning Chariot	21		■	■	■
128	1 The Blue Scribes	13		■	■	■

















































Chaos Daemons continued			the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit	
129	10 Pink Horrors of Tzxxnteh	20 ~ » 16		   	
130	1 Exalted Flamers	15 » 12		   	
131	3 Flamers of Tzxxnteh	22 » 19		   	
132	3 Screamers of Tzxxnteh	16 » 12		  	
133	1 Burning Chariots of Tzxxnteh	22 » 18		   	
134	1 Reaper of Serepts	33		  	
135	1 The Mask of Slaanesh	14		  	
136	1 Herald of Slaanesh	13		  	
137	1 Herald of Slaanesh on Sxxker Chariot	17		  	
138	1 Herald of Slaanesh on Exalted Skr. Ch.	23		  	
139	10 Daemonettes of Slaanesh	21 ~ » 17		  	
140	5 Sxxkers of Slaanesh	21 ~ » 16		  	
141	1 Fxxnds of Slaanesh	9 » 6		  	
142	1 Sxxker Chariots of Slaanesh	12 » 9		  	
143	1 Exalted Sxxker Chariots of Slaanesh	17 » 14		  	
144	1 Hellflayers of Slaanesh	12 » 9		  	
145	1 Daemon Prince	40		  	
146	1 Furies	5 » 2		  	
147	1 Soul Grinder	44			

Dark Elves			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
148	1	Malgkith, The Witchking	47		  
149	1	Malus Darkblade	14		  
150 a	1	Dracdlord	11	if Exile Blade(s)	  
150 b			12	if Chillblade	  
151	1	Dracdlord on Black Dragon	38		  
152	1	Dracdlord on Cold One	16		  
153	1	Dark Elf Sorcerers	8		  
154 a	1	Sorcerers on Black Dragon	30	if Witch Rod or Witch Lash	  
154 b			32	if Sword of Ghrend	  
155	1	Sorcerers on Cold One	11		  
156	5	Cold One Knights	18 - » 15		  
157	1	Cold One Chariots	10 » 8		   
158	1	Beastmaster on Manticore	17		  
159	1	Black Ark Flytmaster	10		  
160	1	Lokhir Fellheart	12		  
161 a	10	Black Ark Corsairs	15 - » 11	if Wicked Cutlass	  
161 b			17 - » 13	if Repeater Crossbow	   
162	1	Master with Battle Standard	11		  
163	10	Dracdspears	12 - » 9		  
164	10	Blakswords	13 - » 10		  
165	1	Darkshards	4 - » 1		   
166	5	Dark Riders	18 - » 14		   
167	5	Black Guard of Naggarond	14 - » 11		  
168	5	Shades	12 » 11		   
169	1	Reaper Bolt Thrower	16		   
170	5	Harpies	7 » 5	(also 021)	  
171	1	Scourgerunner Chariots	9 » 7		   
172	1	War Hydra	26		
173	5	Doomfire Warlocks	14 » 11		

















































Dark Elves continued			the Sage of Sigmar™ Scroll of Might™		
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174	1 Kharibdyss	23		■	■
175	5 Sisters of Slaughtyr	10 ~ » 7		■	■
176	1 Morathi	18		■	■
177	1 Bloodwrack Mēdusaλ	19 » 18		■	■
178	1 Bloodwrack Shrinε	17		■	■
179 a	1 Cauldron of Blood	15	if Witch Elvεs	■	■
179 c		17	if Hεllεbrōn	■	■
179 b		17	if With Elvεs and Dεath flag	■	■
180	5 Witch Elvεs	10 ~ » 7		■	■
181	1 Hεllεbrōn	10		■	■
182	1 Shadowbladε	15		■	■
183	1 Dεath flag	7		■	■
184	1 Dark Elf Assassin	10		■	■
186	5 Har Ganεth Executionεrs	13 ~ » 10		■	■

























































































Dwarvεs			the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit	
187	1 High King Thorgrim Grudgεbεarεr	22		■	■
188	1 Thorεk Ironbow	16		■	■
189	1 Kraggi	4		■	■
190	1 Bεlεgar Ironhammer	16		■	■
191	1 Ungrim Ironfist the Slayεr King	18		■	■
192	1 Jεsεf Bugman	12		■	■
193	1 Grimm Burloksson	16		■	■
194 a	1 Dwarf Lord	14	if Ancestor Shield or Dwarf Pistol	■	■
194 b		15	if Great Runε Weapon	■	■
195	1 Dwarf Lord, and Shieldbεarεrs	17		■	■
196	1 Runεlord	8		■	■
197	1 Dragon Slayεr	14		■	■
198 a	1 Dwarf Enginεεr	7	if Dwarf Handgun	■	■
198 b		8	if Brace of Dwarf Pistols	■	■
198 c		10	if Steam Hammer and Dwarf Pistol	■	■
199	1 Thanε with Battle Standard	9		■	■
200	5 Hammerεrs	16 ~ » 13		■	■
201	5 Ironbrεakεrs	12 ~ » 9		■	■
202	5 Irondrakεs	13 ~ » 10		■	■
203 a	10 Longbεards	15 ~ » 12	if Axε or Hammer	■	■
203 b		15 ~ » 13	if Great Axε, no Shield	■	■
203 c		16 ~ » 13	if Great Axε, and Shield	■	■
204 a	10 Dwarf Warriors	14 ~ » 10	if Axε or Hammer	■	■
204 b		14 ~ » 11	if Double-handed, no Shield	■	■
204 d		15 ~ » 11	if Double-handed, and Shield	■	■
205 a	10 Minεrs	14 ~ » 11	if no Mining Cart	■	■
205 b		16 ~ » 11	if Mining Cart	■	■
206	10 Quarryllεrs	13 ~ » 9		■	■
207	5 Slayεrs	12 ~ » 8		■	■
208 a	10 Thunderεrs	18 ~ » 15	if no Dwarf Bucklεrs	■	■
208 b		19 ~ » 15	if Dwarf Bucklεrs	■	■
209	1 Gyroceptεrs	9 » 6		■	■
210	1 Gyrobombεrs	9 » 7		■	■
211	1 Dwarf Belt Throwεr	12		■	■


















































































DWARVES continued				the Sage of Sigmar™ Scroll of Might™			
ID	Unit		Might	Equipment Alternatives	Grit		
212	1	Dwarf Cannon	17				
213	1	Flame Cannon	14				
214	1	Organ Gun	11				
215	1	Grudge Thrower	12				






























































Empire				the Sage of Sigmar™ Scroll of Might™			
ID	Unit		Might	Equipment Alternatives	Grit		
216	1	Karl Franz on Deathclaw	39				
217	1	Kurt Hjelberg	15				
218	1	Balthasar Golt, Supreme Patriarch	15				
219 a	1	Valten	9	if no Warhorse			
219 b			13	if Warhorse			
220	1	Marius Leitdorf	13				
221 a	1	Empire General	9	if Sigmarite Weapon, no Banner			
221 b			10	if Sigmarite Weapon, Banner			
221 c			11	if Great Weapon, no Banner			
221 d			12	if Great Weapon, Banner			
221 e	1	Empire General, on Warhorse	11	if Sigmarite Weapon, no Banner			
221 f			12	if Sigmarite Weapon, Banner			
221 g			12	if Great Weapon / Lance, no Banner			
221 h			13	if Great Weapon / Lance, Banner			
222 a	1	General of the Empire on Griffon	32	if Hammer or Lance, no Shield			
222 b			33	if Hammer or Lance, Shield			
222 c			35	if Runefang, no Shield			
222 d			36	if Runefang, Shield			
223	1	Ludwig Schwarzhelm	14				
224	1	Markus Wulfhart	11				
225 a	1	Grand Master	11	if no Imperial Shield			
225 b			12	if Imperial Shield			
226	3	Demigryph Knights	19 - » 15				
227 a	5	Empire Knights	16 - » 12	if Lance or Sword			
227 b			18 - » 15	if Cavalry Hammer			
228	5	Riksguard Knights	17 - » 13				
229	10	Empire Crossbowmen	13 - » 10				
230	10	Empire Handgunners	13 - » 10				
231	10	Empire Archers	13 » 11				
232	5	Empire Greatswords	11 - » 9				
233	5	Empire Pistoliers	18 - » 15				
234	5	Empire Outriders	17 - » 14				
235 a	10	Empire State Troops	10 - » 8	if Spears, no Shields			
235 b			11 - » 8	if Spears, Shields			
235 c			11 - » 9	if Sword or Halberds, no Shields			
235 d			12 - » 9	if Sword or Halberds, Shields			
236	10	Empire Free Company Militia	12 » 10				
237 a	1	Empire Master Engineer	6	if Handgun, no Bombs			
237 b			7	if Handgun, Bombs			
237 c			8	if Artisan or Hochland, no Bombs			
237 d			9	if Artisan or Hochland, Bombs			
238 a	1	Master Engineer, on Mechanical Steed	7	if Imperial Handgun			
238 b			8	if other			
239	1	Empire Cannon	17				







































































































































Empire continued			the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit	
240	1 Empire Mortar	9		   	
241	1 Hellblaster Volley Gun	10		   	
242	1 Hellstorm Rocket Battery	15		   	
243	1 Empire Steam Tank	28		   	
244	1 Volkmar the Grim	12		  	
245 a	1 The War Altar of Sigmar	26	if Arch Lector	   	
245 b		30	if Volkmar the Grim	   	
246	1 Luther Huss, Prophet of Sigmar	8		  	
247 a	1 Warrior Priest	8	if with Grathhammer	  	
247 b		9	if with Warhammer(s)	  	
248	1 Witch Hunter	9		   	
249	10 Empire Flagellants Warband	12 » 9		  	
250 a	1 Celestial Hurricanum	32	if Acolytes	   	
250 b		33	if Celestial Wizards	   	
251 a	1 Empire Battle Wizard	6	if no horse	  	
251 b		7	if horse	  	
252	1 Amber Battle Wizard on Griffon	32		  	
253 a	1 Luminark of Flysh	18	if Acolytes	   	
253 b		20	if White Wizards	   	



















High Elves			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
254	1	Tyrion	22		  
255	1	Tzelis	15		  
256	1	Eltharion, Stormwing	25		  
257	1	Prince Imrik, Dragonlord	40		  
258	1	Prince Althran	12		  
259 a	1	High Elf Prince	10	if Starblade, Shield, no Banner	  
259 b			11	if Starblade, Shield, Banner	  
259 c			12	if Enchanted Polearm	  
259 d			12	if Starblade, Bow, no Banner	   
259 e			13	if Starblade, Bow, Banner	   
259 f	1	High Elf Prince, on Purplebird	12	if Starblade / Starlance, no Banner	  
259 g			13	if Starblade / Starlance, Banner	  
259 h			13	if Enchanted Polearm, no Banner	  
259 i			14	if Enchanted Polearm, Banner	  
260	1	High Elf Prince on Griffon	25		  
261	1	High Elf Prince on Dragon	41		  
262 a	1	High Elf Arch Mage on Dragon	33	if Magestaff	  
262 b			34	if Magestaff, Book or Talisman	  
262 c			35	if Magestaff, Book Talisman	  
263 a	1	High Elf Mage	5	if Scepterstaff, no Talisman	  
263 b			6	if Scepterstaff, Talisman	  
263 c			7	if Scepterstaff, no Talisman	  
263 d			8	if Scepterstaff, Talisman	  
264	1	Dragon Mage	33		  
265	10	High Elf Spearman	11 ~ » 7		  
266	10	High Elf Archers	14 ~ » 11		   
267	5	Silver Helms	15 ~ » 11		  
268	5	Ellyrian Reavers	15 ~ » 12		   
269	5	Dragon Princes of Calydor	20 ~ » 16		

High Elves continued			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
270	1	Tiranoc Chariots	7 » 5		   
271	1	High Elf Repetier Bolt Thrower	9		   
272	1	Great Eagles	7 » 4	(also 526)	  
273	1	Alith Anar, The Shadow King	15		   
274	5	Shadow Warriors	13 » 11		   
275	1	Alaricll the Radiant	11		  
276	1	Handmaiden of the Enervagen	10		   
277	5	Sisters of Avelorn	12 » 9		   
278	1	Caradryan	12		  
279	1	Anointed of Asurgan	10		  
280	5	Phoenix Guard	14 <sup>-</sup> » 10		  
281 a	1	Flamespore Phoenix	22	if none	  
281 b			27	if Anointed of Asurgan	  
282 a	1	Frosthart Phoenix	27	if none	  
282 b			32	if Anointed of Asurgan	  
282 c			37	if Caradryan	  
283	1	Loremaster of Hloth	9		  
284	5	High Elf Swordmasters of Hloth	14 <sup>-</sup> » 11		  
285	1	Korhil	11		  
286	5	White Lions of Chrace	15 <sup>-</sup> » 11		  
287	1	White Lion Chariots	9 » 7		  
288 a	1	Lethern Sea Helm	7	if no Trident, no Pennant	  
288 b			8	if Trident or Pennant	  
289 a	1	Lethern Sea Helm on Sky Cutter	16	if no Trident, no Pennant	  
289 b			18	if Trident or Pennant	  
290	10	Lethern Sea Guard	17 <sup>-</sup> » 14		
291	1	Lethern Skycutters	12 » 8		






































Lizardmen			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
292	1	Lørd Kroak	30		  
293	1	Slann Magg-Priest	19		  
294	1	Kroq-Gar on Carnosaur	40		   
295 a	1	Saurus Oldblood	17	if Greatblade	  
295 b			18	if Warblade or War-spear	  
296	1	Saurus Oldblood, Cold One	17		  
297	1	Chakax, The Eternity Warder	16		  
298	1	Gor-Rok	17		  
299	1	Scar-Veteran with Battle Standard	13		  
300	1	Scar-Veteran on Carnosaur	34		  
301	10	Saurus Warriors	17 <sup>-</sup> » 13		  
302	5	Temple Guard	17 <sup>-</sup> » 13		  
303	5	Saurus Cavalry	23 <sup>-</sup> » 20		  
304	1	Teshinhuain, Prophet of Setek	13		  
305	1	Teltle'Ek	12		  
306	1	Oxyotl	14		   
307	1	Skink Priest	13		   
308 a	1	Skink Chief	11	if no Blowpipe	  
308 b			12	if Blowpipe	   
309 a	10	Skinks	13 » 10	if any and Star-Buckler	
309 b			15 » 12	if Boltspitter and Club	














































































































Lizardmen continued			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
310	5	Chameleon Skinks	14 » 11		   
311	3	Terradon Riders	20 » 16		   
312	3	Ripperdactyl Riders	21 » 16		  
313	1	Skink Handlers	3 » 1		  
314	1	Salamanders	11 » 9		   
315	1	Razordons	12 » 9		   
316	3	Kroxigor	29 » 26		  
317 a	1	Stegadon	30	if no Skink Alpha	   
317 a			31	if Skink Alpha	   
318	1	Engine of the Gods	27		   
319 a	1	Bastiladon	19	if Ark of Sotek	   
319 b			28	if Solar Engine	   
320	1	Troglodon	31		   
321	1	Jungle Swarms	5 » 3		






















































































Ogrɛ Kingdoms			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
322	1	Grɛasus Goldtooth	25		  
323	1	Skrag the Slaughtɛrɛr	15		  
324 a	1	Tyrant	20	if no Brace of Ogrɛ Pistols	  
324 b			22	if Brace of Ogrɛ Pistols	   
325	1	Bragg the Gutsman	13		  
326	1	Bruiser Standard Bɛarɛr	16		   
327	1	Butcher	11		  
328	3	Ogrɛs	20 ~ » 15		  
329	3	Irɛnguts	27 ~ » 24		  
330	3	Lɛadbɛlɛhɛrs	19 ~ » 17		   
331	1	Gɛrgɛrs	9 » 8		  
332	1	Irɛnblastɛr	14		   
333	1	Gnɛblar Scraplauchɛr	10		   
334	10	Gnɛblar Fightɛrs	7 » 5		   
335	1	Fɛrbɛlly	11		   
336 a	1	Hunter	12	if no Hunter's Crossbow	   
336 b			14	if Hunter's Crossbow	   
337	1	Sabɛrtusks	4 » 2		  
338	2	Mɛurnfang Cavalry	24 ~ » 21		   
339	1	Stɛnghɛrn	38		   
340	1	Thundɛrtusk	41		   
341	1	Gɛlɟfag Manɛatɛr	19		   
342	1	Manɛatɛrs	11 » 10		   
343	3	Yhɛlɛɛs	17 » 15		
344	1	Giant	24	(also 023, 094, 393)	


Ores & Goblins			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
345	1	Gorbud Ironclaw	19		  
346	1	Azhag the Slaughteryer	34		  
347 a	1	Ore Warboss	9	if Great Waaagh! Banner	  
347 b			10	if Massive Choppa	  
347 c			12	if Boss Choppa(s)	  
347 d	1	Ore Warboss, on War Bear	10	if Great Waaagh! Banner	  































Ores & Goblins continued				the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit	
347 e			12	if Massive Choppa	■	■ ■
347 f			13	if Boss Choppa(s)	■	■ ■
348	1	Ore Warboss on Wyvern	29		■	■ ■
349 a	1	Ore Great Shaman	8	if no War Bear	■	■ ■
349 b			9	if War Bear	■	■ ■
350	1	Ore Bully	5		■	■ ■
351 a	10	Ores	11 - » 8	if Pair of Choppas	■	■ ■
351 b			12 - » 9	if Spear, Shield	■	■ ■
352	3	Ore Arrow Boyz	4 » 3		■ ■ ■	■
353 a	5	Ore Bear Boyz	13 - » 10	if Spear	■	■ ■
353 b			14 - » 11	if Choppa	■	■ ■
354	1	Ore Bear Chariots	8 » 6		■	■ ■
355	10	Ruglad's Armoured Ores	14 - » 12		■ ■ ■	■
356	1	Grimgor Ironhide	18		■	■ ■
357	1	Black Ore Big Boss	13		■	■ ■
358	5	Black Ores	15 - » 12		■	■ ■
359	1	Wurrzag, Da Great Green Prophet	11		■ ■ ■	■
360	1	Savage Ore Warboss	12	if no War Bear	■	■ ■
361			13	if War Bear	■	■ ■
362 a	1	Savage Ore Shaman	8	if no War Bear	■	■ ■
362 b			9	if War Bear	■	■ ■
363 a	10	Savage Ores	11 - » 7	if Crudg Shield, Flint Spear	■	■ ■
363 b			11 - » 8	if Crudg Shield, Stone Choppa	■	■ ■
363 c			13 - » 10	if Bone Shiv, and any	■	■ ■
363 d			13 - » 9	if Feral Bow, Fist, Extra Arrows	■ ■ ■	■
363 e			14 - » 11	if Feral Bow, Stone Choppa	■ ■ ■	■
364	5	Savage Ore Bear Boyz	12 - » 9		■	■ ■
365	1	Grom the Paunch	15		■	■ ■
366 a	1	Goblin Warboss	9	if no Giant Wolf	■	■ ■
366 b			10	if Giant Wolf	■	■ ■
367 a	1	Goblin Shaman	6	if no Giant Wolf	■	■ ■
367 b			8	if Giant Wolf	■	■ ■
368 a	10	Goblins	8 - » 5	if Spear, Shield	■	■ ■
368 b			9 - » 6	if Slash, Bow	■ ■ ■	■
369 a	5	Goblin Wolf Riders	11 - » 8	if Spear only	■	■ ■
369 b			13 - » 10	if other	■ ■ ■	■
370	1	Goblin Wolf Chariots	7 » 5		■ ■ ■	■
371	1	Goblin Spear Chukka	9		■ ■ ■	■
372	1	Goblin Rock Lobber	10		■ ■ ■	■
373	1	Doom Diver Catapult	8		■ ■ ■	■
374	1	Nasty Skulkers	2 » 1		■	■ ■
375	1	Skarsnik, Warlord of the 8 Peaks	17		■ ■ ■	■
376	1	Night Goblin Warboss	8		■	■ ■
377	1	Night Gob. Wh., Great Cave Squig	12		■	■ ■
378	1	Nigh Goblin Shaman	6		■	■ ■
379 a	10	Night Goblins	9 - » 5	if other	■	■ ■
379 b			10 - » 6	if Slabba, Shield, may have Ngt	■	■ ■
380	1	Night Goblin Fanatics	7 » 6		■	■ ■
381	5	Night Goblin Squig Hoppers	10 » 9		■	■ ■
382	2	Night Goblin Squig Herders	3 » 2		■	■ ■
383	1	Mangler Squig	34		■	■ ■
















































































































Orcs & Goblins continued again			the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit	
384	3 Cawc Squigs	6 » 4		 	
385	1 Goblin Big Boss on Gigantic Spider	14		 	
386 a	5 Forst Goblin Spider Riders	12 ~ » 8	if no Spider-bow	 	
386 b		14 ~ » 10	if Spider-bow	  	
387 a	1 Arachnarok Spider	23	if no Howdah / Flinger / Shaman	 	
387 b		24	if Howdah, no Flinger / Shaman	  	
387 c		25	if Flinger	  	
387 d		27	if Shaman	  	
388	2 Snotlings	7 » 6		  	
389	1 Snotling Pump Wagons	6 » 5		  	
390	3 Trolls	23 » 21		  	
391	3 Stone Trolls	24 » 22		  	
392	3 River Trolls	23 » 21		  	
393	1 Giant	24	(also 023, 094, 344)	 	

ՏԿԱՎԵՆ			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
394	1	Thanquol and Bongripper	50		   
395	1	ՏԿԱՎԵՆ Գրոց ՏԵՐ	9		  
396	1	ՏԵՐՃԱՄԻՆԳ ԲԵՂ	27		  
397	1	Լորդ ՏԿՐԵՃԵԽ ՎԵՐՄԻՆԿԻՆԳ	34		   
398	1	ՎԵՐՄԻՆԼՈՐԴ ՎԱՐԲՐԻՆԳԵՐ	33		   
399	1	ՎԵՐՄԻՆԼՈՐԴ ԿՐՐԱՊՏԵՐ	25		   
400	1	ՎԵՐՄԻՆԼՈՐԴ ԹՋԵՇԻՎԵՐ	31		   
401	1	ՎԵՐՄԻՆԼՈՐԴ ՎԱՐՏՔԵՐ	29		   
402	1	ՈւԵՃԿ ԴԷԱԴՏԱԿԵՐ	15		  
403	1	Վարլորդ Տփնջտիլ	12		  
404	1	Խրչեխ ԿրաՎնթիլ	9		  
405 a	1	ՏԿԱՎԵՆ Վարլորդ	10	if 2 Բարբեժ ԲլաժԵՑ, no ՏիջԼժ	  
405 b			11	if 2 Բարբեժ ԲլաժԵՑ, ՏիջԼժ	  
405 c			11	if Բարբեժ ԲԼ~, ԴաԼԲԵՐԺ, no ՏիջԼժ	  
405 d			12	if Բարբեժ ԲլաժԵ, ԴաԼԲԵՐԺ, ՏիջԼժ	  
405 e			11	if Վարթօրջճ ԲլաժԵ, no ՏիջԼժ	  
405 f			12	if Վարթօրջճ ԲլաժԵ, ՏիջԼժ	  
406	1	ՏԿԱՎԵՆ Շիջֆայն with ԲաՒԼՃ ՏՏԱՆԴԱՐԴ	8		  
407 a	10	ԿԼԱՆՐԱՏ	8 ~ » 5	if ՏփԵԱՐ only	  
407 b			9 ~ » 6	if other	  
408 a	10	Տթօրմվերմին	18 ~ » 16	if no ՏիջԼժ	  
408 b			19 ~ » 16	if ՏիջԼժ	  
409 a	20	ՏԿԱՎԵՆՏԼԱՎՅԵՑ	9 ~ » 7	if ՏփԵԱՐ	  
409 b			10 ~ » 8	if ՏԼԻՆԳ	  
409 c			11 ~ » 9	if ՏփԵԱՐ, ՏիջԼժ; or ԲլաժԵ, no ՏիջԼժ	  
409 d			12 ~ » 9	if ԲլաժԵ, ՏիջԼժ	  
410	1	Լիկի ԿԼԱՎ	14		  
411	1	Վարլոկ ԷճԻՆԵՐԵՐ	9		   
412	1	Թթօմ-ԲԼԱԳԵՐ ՎԵՃԱՐՈՆ ԴԷԱՄ	7		  
413	1	ՐաՒԼԻՆԳ ԳԱՆ ՎԵՃԱՐՈՆ ԴԷԱՄ	8		   
414	1	ՎարթֆԻՐԵ ԹրօՒԵՐ ՎԵՃԱՐՈՆ ԴԷԱՄ	8		   
415	1	Վարթ-ԳրԻՆԴԵՐ ՎԵՃԱՐՈՆ ԴԷԱՄ	4		  
416	1	Թթթթթճ ՎԻՆԴ ՄթրՏԱՐ ՎԵՃԱՐՈՆ ԴԷԱՄ	8		   
417	5	Թթթթթճ ՎԻՆԴ ԳԼօԲաԴԻՐՏ	9 » 8		

Skav'n continued			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
418	3	Warplock Jezzails	11 » 9		   
419	1	Doomwhelf	13		   
420	1	Warp Lightning Cannon	7		   
421 a	3	Stormfjends	26 » 25	if Shock Gauntlets	  
421 b			32 » 30	if Windlauncher	   
421 c			34 » 32	if Doomflagger Gauntlets	  
421 d			36 » 35	if Grinderfists	  
421 e			39 » 39	if Rattling Cannon	   
421 f			48 » 47	if Warpfire Projectors	   
422	1	Throt the Unelgan	14		  
423	1	Packmaster Skwexl Gnawtooth	12		  
424	1	Packmaster	6		  
425	5	Giant Rats	3 » 2		  
426	1	Rat Swarms	4 » 3		  
427	2	Rat Ogres	16 » 15		   
428	1	Hell Pit Abomination	35		  
429	1	Lord Skrolk	9		  
430	1	Plague Priest	8		  
431	1	Plague Furnace	27		  
432	5	Plague Monks	12 ~ » 6		  
433	5	Plague Censer Bearers	9 » 7		  
434	1	Plagueclaw Catapult	10		   
435	1	Deathmaster Snikch	16		   
436 a	1	Skav'n Assassin	10	if no Throwing Stars	  
436 b			11	if Throwing Stars	   
437	10	Nightrunners	12 » 9		
438	3	Gutter Runners	8 » 7		

Tomb Kings			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
439	1	ᚱᚱᚱᚱᚱ the Impᚱᚱᚱᚱᚱᚱᚱᚱᚱ	25		  
440	1	High Queen Khalida	17		   
441 a	1	Tomb King	16	if Dynastic Blade, Shield	  
441 b			17	if Monarch's Great Blade	  
442	1	Tomb King in Royal Chariot	20		  
443	1	Prince Apophas	16		   
444 a	1	Tomb Herald	11	if no Skeletal Steed	  
444 b			12	if Skeletal Steed	  
445 a	1	Liche Priest	9	if no Skeletal Steed	  
445 b			10	if Skeletal Steed	  
446	1	Casket of Souls	16		  
447 a	10	Skeletal Warriors	13 ~ » 9	if Spear, Shield (also 490)	  
447 b			14 ~ » 10	if Blade, Shield (also 490)	  
448	10	Skeletal Archers	15 ~ » 12		   
449	5	Skeletal Horsemen	16 ~ » 11		  
450	5	Skeletal Horse Archers	17 ~ » 13		   
451	3	Skeletal Chariots	23 ~ » 20		   
452	5	Tomb Guard	14 ~ » 10		  
453	1	Necrotect	8		  
454	3	Necropolis Knights	32 ~ » 28		
455	1	Tomb Scorpions	12 » 10		

Tomb Kings continued				the Sage of Sigmar™ Scroll of Might™					
ID	Unit		Might	Equipment Alternatives		Grit			
456 a	1	Ushabti	8 » 6	if Stone Fists, Great Bow					
456 b			10 » 8	if Ritual Blade-Staff					
457	1	Khemrian Warsphinx	32						
458	1	Royal Warsphinx	36						
459	1	Necrosphinx	36						
460	3	Sepulchral Stalkers	28 » 26						
461	1	Bone Giant	21						
462	1	Screaming Skull Catapult	14						
463	1	Carrion	7 » 4						
464	1	Tomb Swarm	5 » 3						

Vampire Counts			the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit	
465	1 Nagash, Supreme Lord of Undeath	58		  	
466	1 Arkhan the Black	34		  	
467	1 Manfred, Mortarch of Night	40		  	
468	1 Neferata, Mortarch of Blood	40		  	
469	1 Morghast Harbingers	17 » 14		  	
470	1 Morghast Archai	17 » 14		  	
471	1 Vlad von Carstein	17		  	
472 a	1 Count Mannfred	22	if no Barbed Nightmare	  	
472 b		23	if Barbed Nightmare	  	
473	1 Konrad von Carstein	16		  	
474	1 Isabella von Carstein	12		  	
475 a	1 Vampire Lord	16	if no Nightmare or wings	  	
475 b		17	if Nightmare	  	
475 c		18	if membranous wings	  	
476 a	1 Vampire Lord on Abyssal Terror	24	if no Ancient Shield	  	
476 b		25	if Ancient Shield	  	
477	1 Coven Throng	34		  	
478	3 Varghasts	27 » 24		  	
479	5 Bloodknights	34 ~ » 30		  	
480	3 Fell Bats	12 » 9		  	
481	1 Bat Swarms	6 » 3		  	
482	1 Heinrich Kemmler, Liechmaster	15		  	
483	1 Necromancer	9		  	
484	10 Zombies	9 ~ » 5		  	
485	5 Dire Wolves	15 » 12		  	
486	1 Corpse Cart	9		  	
487	1 Mortis Engine	31		  	
488	1 Krell, Lord of the Undeath	17		  	
489 a	1 Wight King	11	if no Skeletal Steed	  	
489 b		12	if Skeletal Steed	  	
490 a	10 Skeletal Warriors	13 ~ » 9	if Spear, Shield (also 447)	  	
490 b		14 ~ » 10	if Blade, Shield (also 447)	  	
491 a	5 Grave Guard	14 ~ » 10	if Wight Blade, Crypt Shield	  	
491 b		15 ~ » 12	if Great Wight Blade	  	
492	5 Black Knights	17 ~ » 13		  	
493	1 Strigoi Ghoul King	14		  	
494	10 Crypt Ghouls	17 » 14		  	
495	3 Crypt Horrors	22 » 19			


































Vampire Counts continued			the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit	
496	1 Varghulf	19 » 15			
497	1 Cairn Wraith	13			
498	1 Tomb Banshee	13			
499	3 Spirit Hosts	16 » 14			
500	5 Hexwraiths	22 » 18			
501	1 Black Coach	20			
502 a	1 Terrerghist	39	if no Strigoi Ghoul King		
502 b		47	if Strigoi Ghoul King		
503 a	1 Zombie Dragon	35	if no Vampire Lord		
503 b		46	if Vampire Lord; no Shield / Chalice		
503 c		47	if Vampire Lord, & Shield / Chalice		
503 d		48	if Vampire Lord, Shield, Chalice		

Wood Elves			the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit	
504	1 Araloth	14			
505	1 Glade Captain Battle Standard	9			
506 a	1 Glade Lord	11	if Kindred Blade, Spear		
506 b		12	if Kindred Blade, Bow, Falcon		
506 c		14	if Greatblade, Bow		
507 a	1 Glade Lord on Great Eagle	16	if Bow		
507 b		19	if Spirit Blade		
508 a	1 Glade Lord on Great Stag	15	if no Bow		
508 b		17	if Bow		
509	1 Glade Lord on Forest Dragon	32			
510	1 Mounted Glade Lord	14			
511	1 Orion, King in the Woods	32			
512	1 Hunting Hounds	4 » 2			
513	5 Wild Riders	18 ~ » 15			
514	1 The Sisters of Twilight on Forest Dragon	41			
515 a	1 Spellweaver	8	if no Purplebrd Steed		
515 b		8	if Purplebrd Steed		
516	1 Shadowdancer	13			
517	5 Wardancers	14 ~ » 10			
518	1 Waywatcher Lord	12			
519	5 Waywatchers	11 » 9			
520	10 Glade Guard	14 ~ » 11			
521	5 Glade Riders	17 ~ » 13			
522	10 Eternal Guard	13 ~ » 10			
523	5 Wildwood Rangers	13 ~ » 11			
524	1 Warhawk Riders	8 » 4			
525	5 Sisters of the Thorn	20 ~ » 16			
526	1 Great Eagles	7 » 4	(also 272)		
527	1 Branchwraith	9			
528	5 Dryads	9 » 6			
529	3 Tree Kin	18 » 16			
530	1 Durthu	41			
531	1 Treeman	33			
532	1 Treeman Ancient	35			



Legion of Azgorh			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
533	1	Drazhoath the Ashen	32		   
534 a	1	Infernal Guard Castlellan	15	if Chaos Runeshield	  
534 b			16	if no Chaos Runeshield	   
535	1	Infernal Guard Battle Standard Bearer	12		  
536 a	1	Dæmonsmit	10	if Pyre Run Staff	  
536 b			12	if Darkforged Weapon	  
537	5	Infernal Guard Ironsworn	11 » 9		   
538	5	Infernal Guard Fireglaves	10 » 7		   
539	3	R'daai Fireborn	14 » 11		  
540 a	3	Bull Centaur Riders	15 » 14	if no Chaos Great Weapon	  
540 b			16 » 15	if Chaos Great Weapon	  
541 a	1	Bull Centaur Taur'uk	16	if Darkforged Weapons	  
541 b			18	if Darkforged Great Weapon	  
542	1	Iron Dæmon War Engine	18		   
543	1	Skullcracker War Engine	21		  
544	1	Deathshrieker Rocket Launcher	16		   
545	1	Magma Cannon	13		   
546	1	Dreadquake Mortar	17		   
547	1	Chaos Siege Giant	21		  

Tamurkhan's Herd			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
548	1	Tamurkhan the Maggot Lord	43		   
549	1	Ragzk the Befouled	15		  
550	3	Plague Ogres	20 » 18		  
551	3	Bile Trolls	25 » 23		   
552	1	Gigantic Chaos Spawn	23		  
553	1	Dæmon Plague Toads of Nurgl	7 » 5		   
554	1	Dæmon Pox Riders of Nurgl	9 » 5		  
555	1	Chaos War Mammoth	32		   
556	1	Sagl the Faithless	13		  
557	1	Nightmaw	13		