

Discovered in a quaint antiquities shop, one I couldn't find again later, this scroll contains a long list of words with numbers, in a script and language unknown to me. I have grouped them in I think the way meant by the author. As I have read many mysterious scrolls in the past, I am positive this one is about something military, quite possibly army units and their values, but I'm not sure, hence my use of 'Might'. Below is my interpretation, with the unknown words left as is, in their original script, or as close to it as I managed to reproduce them all those many years ago. I leave it to those better schooled and read in these matters to make sense of it all. As a testament to its age and unknown origin, the scroll has since turned to dust.

Your humble Sage

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

RULES of ENGAGEMENT

- 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

Each army is allowed to have a bit more Might than agreed: up to 10% of the size, *or* 1 less than the Might of the army's smallest unit, whichever of the two is *smaller*.
- 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.

SCROLL of MIGHT™ explained

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. Ūngør̃s
- **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 Ūngør̃s with Shørtspęar 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 Ūngør Shørtspęar
- **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 Ūngør̃s	8~ » 5	if Ūngør Shørtspęar	□ □ □
011 b		9~ » 6	if Ūngør Maul	□ □ □













































































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

First version '15-08. Updates: added Førgęwørlđ, 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	Gērthēr thē Bēastlōrd	21		■ ■ ■
002	1	Rhazak thē Ōnē-Ōyē	13		■ ■ ■
003	1	Bēastlōrd	12		■ ■ ■
004	1	Wargēr Standard Bēarēr	9		■ ■ ■
005	1	Malagēr, Thē Dark Ōmēn	12		■ ■ ■
006	1	Grēat Bray-Shaman	9		■ ■ ■
007	1	Mērgthur, Mastēr of Skulks	12		■ ■ ■
008	10	Gērs	11 - » 8		■ ■ ■
009	5	Bēstigers	11 - » 9		■ ■ ■
010	1	Tuskēr Chariots	8 » 7		■ ■ ■
011 a	10	Ūngērs	8 - » 5	if Ūngēr Shōrtspēr	■ ■ ■
011 b			9 - » 6	if Ūngēr Maul	■ ■ ■
012	10	Ūngēr Raidēr	12 - » 9		■ ■ ■
013 a	1	Dēombull	15	if Dēombull Axē(s)	■ ■ ■
013 b			16	if Dēombull Grēat Axē	■ ■ ■
014 a	3	Minotaur	20 - » 17	if Minotaur Axē(s)	■ ■ ■
014 b			21 - » 18	if Minotaur Grēat Axē	■ ■ ■
015	1	Cyger	21		■ ■ ■
016	1	Ghōrgēn	26		■ ■ ■
017	5	Cyntigers	10 - » 6		■ ■ ■
018	1	Ghōrōs Warhōef	13		■ ■ ■
019	1	Razērgēr	6 » 4		■ ■ ■
020	5	Chaos Warhounds	7 » 5	(also 090)	■ ■ ■
021	5	Harpizs	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 Lēōncōgēr	35		■ ■ ■
026	1	Thē Fāy Snehantress	17		■ ■ ■
027	1	Thē Grēēn Knight	18		■ ■ ■
028	1	Brētōnnian Lōrd	19		■ ■ ■
029	1	Paladin	13		■ ■ ■
030	1	Paladin Standard Bēarēr	13		■ ■ ■
031 a	1	Damsēl of thē Lady	7	if no Purēbrēd Hōrsē, no Pēgasus	■ ■ ■
031 b			9	if Purēbrēd Hōrsē	■ ■ ■
031 c			11	if Pēgasus	■ ■ ■
032	5	Knights Errant	15 - » 11		■ ■ ■
033	5	Knights of thē Rēalm	17 - » 12		■ ■ ■
034	5	Quēsting Knights	22 - » 19		■ ■ ■
035	5	Grail Knights	20 - » 16		■ ■ ■
036	3	Pēgasus 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 Yōmēn	5 - » 2	if no Wōōdēn Shizlds	■ ■ ■
040 b			6 - » 2	if Wōōdēn Shizlds	■ ■ ■
041	1	Fizld Trēbuchēt	16		■ ■ ■














































Chaos Warriors			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
042	1	Archagon, The Everchosen	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 Glave and Broadsword	  
046 b			15	if 2 Run-Axes	  
047	1	Chaos Lord on Daemonie 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 Glave	  
059 b			26 - » 22	if Unsorellied 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	Segla 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 Glottkin	48		   
073	1	Bloab Retspawned	29		   
074	1	Morbidek Twiceborn	33		   
075	1	Orghotts Daemonspew	31		   
076	1	Gutrot Spam	18		  
077	1	Festus the Leechlord	11		  
078	1	Nurgle Chaos Lord	15		  
079	1	Nurgle Lord on Daemonie 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 ~ » 12		  
086	1	Galrauch	41		   
087	1	Vilitch the Curseling	13		  
088	1	Tzeentch Chaos Lord on Disc of Tz.	15		  
089	1	Tzeentch Sorcerer Lord	9		   
090	5	Chaos Warhounds	7 » 5	(also 020)	  
091	3	Chaos Orgys	18 ~ » 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 Ogrys	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	Slaughterbrute	24		  
100	1	Cockatrice	16		   
101	1	Chaos Familiars	1 » 1		  
102	1	Great Taurus	15		   
103	1	Lammassu	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 Khorne Bloodthirster	47		■ ■ ■ ■ ■	
106	1 Skulltaker	16		■ ■ ■	
107	1 Herald of Khorne	12		■ ■ ■	
108	1 Herald of Khorne, Juggernaut	16		■ ■ ■	
109	1 Blood Throne of Khorne	18		■ ■ ■	
110	10 Bloodletters of Khorne	19 ~ » 14		■ ■ ■	
111	3 Blooderushers of Khorne	24 ~ » 20		■ ■ ■	
112	1 Karanak	14		■ ■ ■	
113	5 Flesh Hounds of Khorne	21 » 18		■ ■ ■	
114	1 Skull Cannons of Khorne	18 » 15		■ ■ ■	
115	1 Great Unclean One	32		■ ■ ■ ■	
116	1 Epidemius	13		■ ■ ■	
117	1 Herald of Nurgle	13		■ ■ ■	
118	10 Plaguebearers of Nurgle	17 ~ » 13		■ ■ ■	
119	3 Plague Dronges of Nurgle	28 ~ » 24		■ ■ ■ ■	
120	3 Nurglings	10 » 9		■ ■ ■	
121	1 Beasts of Nurgle	11 » 8		■ ■ ■	
122	1 Kairos Fatwaver	28		■ ■ ■ ■	
123	1 Lord of Change	25		■ ■ ■ ■	
124	1 The Changeling	11		■ ■ ■ ■	
125	1 Herald of Tzeentch	12		■ ■ ■ ■	
126	1 Herald of Tzeentch, Disc of Tzeentch	17		■ ■ ■ ■	
127	1 Herald of Tzeentch, 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 Tzeentch	20 ~ » 16		  	
130	1 Exalted Flamers	15 » 12		  	
131	3 Flamers of Tzeentch	22 » 19		  	
132	3 Serfammers of Tzeentch	16 » 12		 	
133	1 Burning Chariots of Tzeentch	22 » 18		  	
134	1 Kseper of Serepts	33		 	
135	1 The Mask of Slaanesh	14		 	
136	1 Herald of Slaanesh	13		 	
137	1 Herald of Slaanesh on Sseker Chariot	17		 	
138	1 Herald of Slaanesh on Exalted Skr. Ch.	23		 	
139	10 Daemonettes of Slaanesh	21 ~ » 17		 	
140	5 Ssekers of Slaanesh	21 ~ » 16		 	
141	1 Fiends of Slaanesh	9 » 6		 	
142	1 Sseker Chariots of Slaanesh	12 » 9		 	
143	1 Exalted Sseker 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	Dreadlord	11	 	
150 b			12	 	
151	1	Dreadlord on Black Dragon	38	 	
152	1	Dreadlord on Cold One	16	 	
153	1	Dark Elf Sorcerers	8	 	
154 a	1	Sorcerers on Black Dragon	30	 	
154 b			32	 	
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 Flightmaster	10	 	
160	1	Lokhir Fellheart	12	 	
161 a	10	Black Ark Corsairs	15 ~ » 11	 	
161 b			17 ~ » 13	  	
162	1	Master with Battle Standard	11	 	
163	10	Dreadspears	12 ~ » 9	 	
164	10	Blackswords	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™		
ID	Unit		Might	Equipment Alternatives	Grit
174	1	Kharibdgss	23		  
175	5	Sisters of Slaughteṛ	10 ~ » 7		  
176	1	Morathi	18		  
177	1	Bloodwrack MēdusaḂ	19 » 18		   
178	1	Bloodwrack Shring	17		   
179 a	1	Cauldron of Blood	15	if Witch Elvṛs	  
179 c			17	if Hēllēbrōn	  
179 b			17	if With Elvṛs and Dēath Hag	  
180	5	Witch Elvṛs	10 ~ » 7		  
181	1	Hēllēbrōn	10		  
182	1	Shadowbladē	15		  
183	1	Dēath Hag	7		  
184	1	Dark Elf Assassin	10		   
186	5	Har Ganṡth Executionērs	13 ~ » 10		  












































































DWARVES			the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit	
187	1	High King Thorgrim Grudgþegar	22		■ ■ ■
188	1	Thorok Ironbow	16		■ ■ ■
189	1	Kraggi	4		■ ■ ■
190	1	Belgar Ironhammer	16		■ ■ ■
191	1	Ungrim Ironfist the Slayer King	18		■ ■ ■
192	1	Josif Bugman	12		■ ■ ■
193	1	Grimm Burleksson	16		■ ■ ■
194 a	1	Dwarf Lord	14	if Ancestor Shield or Dwarf Pistol	■ ■ ■
194 b		15	if Great Rune Weapon	■ ■ ■	
195	1	Dwarf Lord, and Shieldbearers	17		■ ■ ■
196	1	RuneLord	8		■ ■ ■
197	1	Dragon Slayer	14		■ ■ ■
198 a	1	Dwarf Engineer	7	if Dwarf Handgun	■ ■ ■
198 b		8	if Brace of Dwarf Pistols	■ ■ ■	
198 c		10	if Steam Hammer and Dwarf Pistol	■ ■ ■	
199	1	Thane with Battle Standard	9		■ ■ ■
200	5	Hammerers	16 ~ » 13		■ ■ ■
201	5	Ironbreakers	12 ~ » 9		■ ■ ■
202	5	Irondrakes	13 ~ » 10		■ ■ ■
203 a	10	Longbeards	15 ~ » 12	if Axe or Hammer	■ ■ ■
203 b		15 ~ » 13	if Great Axe, no Shield	■ ■ ■	
203 c		16 ~ » 13	if Great Axe, and Shield	■ ■ ■	
204 a	10	Dwarf Warriors	14 ~ » 10	if Axe or Hammer	■ ■ ■
204 b		14 ~ » 11	if Double-handed, no Shield	■ ■ ■	
204 d		15 ~ » 11	if Double-handed, and Shield	■ ■ ■	
205 a	10	Miners	14 ~ » 11	if no Mining Cart	■ ■ ■
205 b		16 ~ » 11	if Mining Cart	■ ■ ■	
206	10	Quarrellers	13 ~ » 9		■ ■ ■
207	5	Slayers	12 ~ » 8		■ ■ ■
208 a	10	Thunderers	18 ~ » 15	if no Dwarf Bucklers	■ ■ ■
208 b		19 ~ » 15	if Dwarf Bucklers	■ ■ ■	
209	1	Gyroceptors	9 » 6		■ ■ ■
210	1	Gyrobombers	9 » 7		■ ■ ■
211	1	Dwarf Belt Thrower	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 Deathelaw	39		
217	1	Kurt Hjelberg	15		
218	1	Balthasar Gelt, Supreme Patriarch	15		
219 a	1	Valten	9	if no Warhorse	
219 b			13	if Warhorse	
220	1	Marius Løttdorf	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 Statu 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 Purplebred	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 Magstaff	  
262 b			34	if Magstaff, Book or Talisman	  
262 c			35	if Magstaff, Book Talisman	  
263 a	1	High Elf Mage	5	if Sorstaff, no Talisman	  
263 b			6	if Sorstaff, Talisman	  
263 c	1	High Elf Mage, on Elven Steed	7	if Sorstaff, no Talisman	  
263 d			8	if Sorstaff, 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	Elgrian Ravens	15 ~ » 12		  
269	5	Dragon Princes of Caldor	20 ~ » 16		  

























































































































































High Elves continued			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
270	1	Tiranoe Chariots	7 » 5		  
271	1	High Elf Repeater 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 Everqueen	10		  
277	5	Sisters of Avelorn	12 » 9		  
278	1	Caradryan	12		  
279	1	Anointed of Asuryan	10		  
280	5	Phoenix Guard	14 ~ » 10		  
281 a	1	Flamesspurg Phoenix	22	if none	  
281 b			27	if Anointed of Asuryan	  
282 a	1	Frosthcart Phoenix	27	if none	  
282 b			32	if Anointed of Asuryan	  
282 c			37	if Caradryan	  
283	1	Lormaster of Fleeth	9		  
284	5	High Elf Swordmasters of Fleeth	14 ~ » 11		  
285	1	Rerhil	11		  
286	5	White Lions of Chraeg	15 ~ » 11		  
287	1	White Lion Chariots	9 » 7		  
288 a	1	Lothorn SEA Helm	7	if no Tridant, no Pennant	  
288 b			8	if Tridant or Pennant	  
289 a	1	Lothorn SEA Helm on Sky Cutter	16	if no Tridant, no Pennant	  
289 b			18	if Tridant or Pennant	  
290	10	Lothorn SEA Guard	17 ~ » 14		
291	1	Lothorn Skycutters	12 » 8		

Lizardmen			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
292	1	Lord Kroak	30		  
293	1	Slann Mage-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 Warden	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 ~ » 13		  
302	5	Temple Guard	17 ~ » 13		  
303	5	Saurus Cavalry	23 ~ » 20		  
304	1	Tighnhaun, Prophet of Setek	13		  
305	1	Tette'eko	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	Ripperdaetyl 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		  





















































Ogrɔ 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 Bearɛr	16		  	
327	1 Butcher	11		  	
328	3 Ogrɛs	20 ~ » 15		  	
329	3 Ironguts	27 ~ » 24		  	
330	3 Leadbɛlɛhɛrs	19 ~ » 17		  	
331	1 Gorgɛrs	9 » 8		  	
332	1 Ironblastɛr	14		  	
333	1 Gnoblar Scraplauchɛr	10		  	
334	10 Gnoblar Fighters	7 » 5		  	
335	1 Firɛbilly	11		  	
336 a	1 Hunter	12	if no Hunter's Crossbow	  	
336 b		14	if Hunter's Crossbow	  	
337	1 Sabrɛtusks	4 » 2		  	
338	2 Mournfang Cavalry	24 ~ » 21		  	
339	1 Stonghorn	38		  	
340	1 Thundɛrtusk	41		  	
341	1 Gɛlɟfag Manɛatɛr	19		  	
342	1 Manɛatɛrs	11 » 10		  	
343	3 Yhɛtɛs	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 Artyr 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	Ruglud'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 Crude Shield, Flint Spear	  	
363 b			11 - » 8	if Crude 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	Doem 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 Stabba, 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		<div><div></div><div></div><div></div></div>	
385	1 Goblin Big Boss on Gigantic Spider	14		<div><div></div><div></div><div></div></div>	
386 a	5 Forest Goblin Spider Riders	12 ~ » 8	if no Spider-bow	<div><div></div><div></div><div></div></div>	
386 b		14 ~ » 10	if Spider-bow	<div><div></div><div></div><div></div></div>	
387 a	1 Arachnarok Spider	23	if no Howdah / Flinger / Shaman	<div><div></div><div></div><div></div></div>	
387 b		24	if Howdah, no Flinger / Shaman	<div><div></div><div></div><div></div></div>	
387 c		25	if Flinger	<div><div></div><div></div><div></div></div>	
387 d		27	if Shaman	<div><div></div><div></div><div></div></div>	
388	2 Snotlings	7 » 6		<div><div></div><div></div><div></div></div>	
389	1 Snotling Pump Wagons	6 » 5		<div><div></div><div></div><div></div></div>	
390	3 Trolls	23 » 21		<div><div></div><div></div><div></div></div>	
391	3 Stone Trolls	24 » 22		<div><div></div><div></div><div></div></div>	
392	3 River Trolls	23 » 21		<div><div></div><div></div><div></div></div>	
393	1 Giant	24	(also 023, 094, 344)	<div><div></div><div></div><div></div></div>	





































ՏԿԱՎԵՆ			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
394	1	Thanquol and Boneripper	50		   
395	1	ՏԿԱՎԵՆ Գրեյ Տեբ	9		  
396	1	Screaming Bell	27		  
397	1	Լորդ Տկրեչե Վերմինկինգ	34		   
398	1	Վերմինլորդ Վարբրինգեր	33		   
399	1	Վերմինլորդ Կորրուպտոր	25		   
400	1	Վերմինլորդ Թեզեյվեր	31		   
401	1	Վերմինլորդ Վարսբեր	29		   
402	1	Ուզեկ Դեադտեկեր	15		  
403	1	Վարլորդ Տփնգտեյլ	12		  
404	1	Խրչեհ Կրաօնտեյլ	9		  
405 a	1	ՏԿԱՎԵՆ Վարլորդ	10	if 2 Barbed Blades, no Shield	  
405 b			11	if 2 Barbed Blades, Shield	  
405 c			11	if Barbed Bl~, Halberd, no Shield	  
405 d			12	if Barbed Blade, Halberd, Shield	  
405 e			11	if Warforged Blade, no Shield	  
405 f			12	if Warforged Blade, Shield	  
406	1	ՏԿԱՎԵՆ Չիֆեյնայն with Battle Standard	8		  
407 a	10	Clanrats	8 ~ » 5	if Spear only	  
407 b			9 ~ » 6	if other	  
408 a	10	Stormvermin	18 ~ » 16	if no Shield	  
408 b			19 ~ » 16	if Shield	  
409 a	20	ՏԿԱՎԵՆՏԼԱՎԵՏ	9 ~ » 7	if Spear	  
409 b			10 ~ » 8	if Sling	  
409 c			11 ~ » 9	if Spear, Shield; or Blade, no Shield	  
409 d			12 ~ » 9	if Blade, Shield	  
410	1	Ikit Claw	14		  
411	1	Warlock Engineer	9		   
412	1	Թեօմ-Փլեյեր Վեաթոն Դեամ	7		  
413	1	Ratling Gun Վեաթոն Դեամ	8		   
414	1	Warpfire Thrower Վեաթոն Դեամ	8		   
415	1	Warp-Grinder Վեաթոն Դեամ	4		  
416	1	Poisoned Wind Mortar Վեաթոն Դեամ	8		   
417	5	Poisoned Wind Globadiggers	9 » 8		   


























































































Skavyn continued			the Sage of Sigmar™ Scroll of Might™		
ID	Unit	Might	Equipment Alternatives	Grit	
418	3	Warplöck Jezzails	11 » 9		  
419	1	Döomwhęł	13		  
420	1	Warp Lightning Cannon	7		  
421 a	3	Stormfięnds	26 » 25	if Shöck Gauntlets	 
421 b			32 » 30	if Windlauncher	  
421 c			34 » 32	if Döomflayer Gauntlets	 
421 d			36 » 35	if Grinderfists	 
421 e			39 » 39	if Ratling Cannon	  
421 f			48 » 47	if Warpfęr Projęctors	  
422	1	Throt thę Unelęan	14		 
423	1	Packmaster Skwęł Gnawtooth	12		 
424	1	Packmaster	6		 
425	5	Giant Rats	3 » 2		 
426	1	Rat Swarms	4 » 3		 
427	2	Rat Oęrs	16 » 15		  
428	1	Hęll Pit Abomination	35		 
429	1	Lörd Skrolk	9		 
430	1	Plaguę Priest	8		 
431	1	Plaguę Furnacę	27		 
432	5	Plaguę Monks	12 ~ » 6		 
433	5	Plaguę Cęnsęr Bęars	9 » 7		 
434	1	Plaguęclaw Catapult	10		  
435	1	Dęathmaster Snikeh	16		  
436 a	1	Skavyn Assassin	10	if no Throwing Stars	 
436 b			11	if Throwing Stars	  
437	10	Nightrunners	12 » 9		  
438	3	Guttę Runners	8 » 7		

Tomb Kings			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
439	1	Œttra the Imperishable	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 Skelletal Shield	 
444 b			12	if Skelletal Shield	 
445 a	1	Liche Priest	9	if no Skelletal Shield	 
445 b			10	if Skelletal Shield	 
446	1	Casket of Souls	16		 
447 a	10	Skelton Warriors	13 ~ » 9	if Spear, Shield (also 490)	 
447 b			14 ~ » 10	if Blade, Shield (also 490)	 
448	10	Skelton Archers	15 ~ » 12		  
449	5	Skelton Horsemen	16 ~ » 11		 
450	5	Skelton Horse Archers	17 ~ » 13		  
451	3	Skelton Chariots	23 ~ » 20		  
452	5	Tomb Guard	14 ~ » 10		 
453	1	Ngerotzet	8		 
454	3	Ngeropolis 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 Ngerosphinx	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 Nefrata, 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 Throner	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 Krumpholtz, Lichmaster	15		  	
483	1 Ngeromancer	9		  	
484	10 Zombies	9 ~ » 5		  	
485	5 Dire Wolves	15 » 12		  	
486	1 Corpse Cart	9		  	
487	1 Mortis Engine	31		  	
488	1 Krull, 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 Hecwraiths	22 » 18		  	
501	1 Black Coach	20		  	
502 a	1 Terrerghast	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 Purplebride Sister	  
515 b			8	if Purplebride Sister	  
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	Draxhoath the Ashen	32		   
534 a	1	Infernal Guard Castellan	15	if Chaos Runeshield	  
534 b			16	if no Chaos Runeshield	   
535	1	Infernal Guard Battle Standard Bearer	12		  
536 a	1	Daemonsmith	10	if Pyre Run Staff	  
536 b			12	if Darkforged Weapon	  
537	5	Infernal Guard Ironsworn	11 ~ » 9		   
538	5	Infernal Guard Fireglavins	10 ~ » 7		   
539	3	K'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 Daemon War Engine	18		   
543	1	Skullcracker War Engine	21		  
544	1	Deathshrieker Rocket Launcher	16		   
545	1	Magma Cannon	13		   
546	1	Dradquake Mortar	17		   
547	1	Chaos Siege Giant	21		  

Tamurkhan's Hordz			the Sage of Sigmar™ Scroll of Might™		
ID	Unit		Might	Equipment Alternatives	Grit
548	1	Tamurkhan the Maggot Lord	43		   
549	1	Kayzk the Befoul'd	15		  
550	3	Plague Ogres	20 » 18		  
551	3	Bile Trolls	25 » 23		   
552	1	Gigantic Chaos Spawn	23		  
553	1	Daemon Plague Toads of Nurgle	7 » 5		   
554	1	Daemon Pest Riders of Nurgle	9 » 5		  
555	1	Chaos War Mammoth	32		   
556	1	Sagl the Faithless	13		  
557	1	Nightmare	13		