

WARHAMMER

# CULT OF ULRIC



WARHAMMER ARMIES

# CULT OF ULRIC



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Based on the works of Ian Hawkes

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# INTRODUCTION

Welcome to *Warhammer: Cult of Ulric*, your definite guide to collecting, painting and playing with a Cult of Ulric army in the Warhammer tabletop wargame.

## WHY COLLECT THE CULT OF ULRIC?

The men of Middenheim must be brave if they are to stand against the Chaos hordes from the north. Beyond the walls of the great fortress-city stout Soldiers of Middenland stand shoulder-to-shoulder with Free Companies drawn from the city's militia. Mortar and Cannon are wheeled into position to smash the siege engines of the enemy with iron and fire. Courageous knights heed the clarion call signalling them into battle, pennants fluttering in the wind. Called to the battlements, grim-faced Teutogen Guard prepare to repulse the warriors of Chaos with their mighty hammers. And from the highest tower the banner of Middenheim is caught by the breeze, a flicker of bright hope against the darkling sky.

## HOW THIS BOOK WORKS

Warhammer army books are split into sections, each of which deals with different aspects of the titular army. *Warhammer: Dogs of War* contains:

- **The Cult of Ulric.** This section introduces the Cult of Ulric and its part in the Warhammer world. It includes its society and history. You will also find information on the land of Middenland, the homeland of the ancients Teutogens.
- **The Ulricans.** Each and every troop type in the Cult of Ulric army is examined here. You will find

a full description of the unit, alongside the complete rules for any special abilities or options they possess. This section also includes the Ulric Armoury – magical artefacts that are unique to the army – along with rules to use them in your games.

- **The Army of Middenland.** Here you will find a showcase of various miniatures available for the Cult of Ulric army, painted by members of 'Eavy Metal.
- **Cult of Ulric Army List.** The army list takes all of the characters, warriors, monsters and war machines from the Ulricans section and arranges them so that you can choose an army for your games. Units are classed as characters (Lords or Heroes), Core, Special or Rare, and can be taken in different quantities depending on the size of the game you are playing.

## FIND OUT MORE

While *Warhammer: Cult of Ulric* contain everything you need to play the game with your army, there are always more tactics to use, different battles to fight and painting ideas to try out. You can find articles specific to the Dogs of War on our website:

[www.warhammerarmiesproject.blogspot.com](http://www.warhammerarmiesproject.blogspot.com)



# THE CULT OF ULRIC

## THE WOLF GOD OF WINTER

Ulric is one of the many gods of the Old World. Like the others, he was, in the distant past, the god of one of the great tribes of men that would eventually come together to form the human nations of the present day. The tribe that worshipped Ulric were called the Teutogens, and inhabited the lands that are now the north of the Empire. Ulric is one of the oldest of all 'gods worshipped by men. His worship was well established before Sigmar's name was even known, and it was the High Priest of Ulric himself who crowned Sigmar as the first Emperor.

Along with Myrmidia, goddess of War and Sigmar, the deified founder of the Empire, Ulric is a warrior god. However, where Myrmidia stands for the science and art of battle and Sigmar for the righteous power to smite evil, Ulric's domain is honour, bravery and prowess. He despises cowardice and weakness, and expects his followers to display directness and independence in all walks of life.

Ulric is the fierce warrior god of battle, winter and wolves. He is acknowledged across the Old World but the centre of his worship is Middenheim, the city of the White Wolf, in the north of the Empire. Ulric is a pragmatic god and his church is less overtly pious than that of Sigmar, rarely inclined to holy crusades and dogmatic preaching. Ulric's domain is honour, bravery and prowess, and he has an intense hatred for cowardice and weakness. His followers are expected to be self-assured and independent, strong, fierce and



honourable in all that they do. Always striving to live up to their god's high expectations, the Empire soldiers of the northern states are proud and brave warriors who will stand and fight Archaon and his hordes to the last man.

Ulric is the patron of soldiers, and every initiate of Ulric is a warrior. The Cult of Ulric's political power, combined with the martial nature of its members, means that Ar-Ulric, the High Priest, can wield tremendous military might should he require it. At such times as the state is unable or unwilling to deal with an enemy, Ar-Ulric is able to use his religious influence to call on his followers and his political power to procure state troops, drawing together powerful armies to destroy the foes of the Empire in the name of Ulric.

According to the *Liber Lupus* (Book of the Wolf), the Cult Ulric is one of the oldest Human religions in the world.

Millennia ago, Ulric is said to have led a tribe of Humans to a boundless, forested land. The tribe, called the Teutogens by most modern scholars, was wild and savage, and took to slaughtering the indigenous forest people to prove their worth. These bloody tribesmen quickly spread through the forests, butchering for many generations, exalting their God with every kill.

After uncounted years of war and conquest, Ulric led his folk to a great, flat-topped mountain, hidden deep in the darkest recesses of the frigid north. To light their way, the God struck the mountain with his fist and a roaring, silvery flame sprung forth. The Teutogens followed this unearthly glow, until, in the heart of winter, they arrived at the base of the hblly mountain. Hungry

White Wolves hunted there and let loose blood-curdling howls as the Humans invaded their territory. The cold, weary tribesmen hefted their weapons and howled in return, unwilling to back away, no matter how tired or sore they were. Ulric, pleased with this, bathed them all in bright, white light, which panicked the wolves, t and caused them to flee. The Teutogens, in awe of the hallowed place, immediately swore to build the greatest of temples, and to forever worship Ulric, their God of Winter, War and Wolves.

Tens of centuries later the cold fire on the mountain still blazes with blue-white rage, but it is now hidden from sight by the massive Ulrican temple built so long ago. Called the Eternal Flame, it is of extreme importance to the cult, and pilgrims arrive from far and wide to witness it. Many believe Middenheim, the great capital that surrounds the temple, can never fall while the hoary fire still burns, and the recent failed siege during the Storm of Chaos has only strengthened this belief. After all, where Valten, Sigmar Reborn, disappeared when the war ended, the Eternal Flame burns on, and always will.

## THE CULT

The Cult of Ulric has been in retreat for centuries. Only in Middenland, ancestral home of the Teutogens, has Ulric maintained his dominance, although most northern communities still favour the deity. The cult was once the most powerful in the Empire, but it has grown increasingly less popular in the civilised world. Other warlike Gods, such as defensive Sigmar or refined Myrmidia, have taken his place. Much of the original network of Ulrican holy sites now lies in ruins, abandoned as locals turned to other deities.

Although the cult has lost much of its influence, the Order of the Howling

Wolf, the cult's priests, still bellows Ulric's name in every corner the Empire. *The Ulric Creed* teaches that when the Dark Gods grew fat in the north, Ulric pleaded with his brothers and sisters to strike before they grew too powerful.

However no help came. So Ulric marched north by himself, there to survive by his own wits against the might of all the profane Gods — of the north. Thus, the Howling Wolves teach that self-reliance is of paramount importance, for their God prefers his followers to fend for themselves, just as he did. The best teacher, they claim, is the mistake you survive.

*"My friends, let me explain what I mean: Sigmar was an Ulrican. Sigmar founded this Empire. Thus, the Empire is Ulric's nation. We are all Ulricans! This slavish devotion to Sigmar must end!"*

-JOHANN VON SCHATTEN

Such harsh language is not popular with many in the Empire, especially not amongst the swelling middle classes. However, most soldiers still call upon Ulric and wear wolf-head charms, but even this is growing increasingly less common in the south of the Empire. Indeed, in the far south of the Old World, in hotter Estalia and Tilea, Ulricans are barely welcome, and certainly sneered at. Those nations have always loved bright Myrmidia, and are deeply scornful of Ulric's barbaric ways.

Far more popular, and certainly more famous, is the Order of the Knights of the White Wolf, the wild templars of Ulric. In comparison to the waning priesthood, The White Wolves are the largest Knightly Order in the Empire, and the oldest order of templars in the world. A company of the hammer-wielding knights can be found attached to almost every Ulrican Temple. They are universally loved, for almost every campaign in the Empire's history is littered with tales of their heroism and courage. However, they are also universally feared, for their great skill at arms and heroism is rivalled by their quick tempers and aggressive natures.

## BELIEFS

*The Ulric Creed* contains most of the great sagas of Ulric's deeds. It teaches, through metaphor and analogy, how he expects all his worshippers to act. In

all the tales, Ulric takes the direct route, and the God clearly relishes the inevitable confrontation this causes. Much like their God, Ulricans are aggressive, argumentative, and confrontational, and, some would say, stubbornly single-minded with it. However, Ulric is also an honourable God, and, as he hates trickery and deception, he always keeps his word. Similarly, his followers seek to demonstrate their honourable hearts, and never resort to deceit.

Ulric also despises cowardice. *The Ulric Creed* is full of those he punishes for succumbing to fear, so Ulricans always stand brave and true, only retreating when ordered to by a recognised superior.

However, this can cause problems when two Ulricans of equal rank disagree, as both invariably refuse to back down. Because of this, brawls and heated arguments to establish dominance are common.

Once a winner is established, the loser is expected to obey his better as if he were a superior within the cult. Might, for Ulric and his cult, is right.

Indeed, belligerent social rules of this kind are common amongst Ulricans. To outsiders, this seems to conflict with their desire to working in groups, rather than as loners. However, Ulricans simply see arguments, fist-fights and flaring passions as part of the order of things, and most harbour no ill-will from defeat to another Ulrican (the best teacher, after all, is the defeat you survive); indeed, for many, conflict forms tighter bonds of friendship.

## INITIATION

The Cult of Ulric is theoretically open to all. However, as the cult's training is physically demanding and dangerous, and corporal punishment is common, the motivation to serve Ulric must be strong to outweigh the fear. Unsurprisingly, most initiates are fiery-tempered young Middenlanders with bad attitudes. Some temples only accept those who have already proven themselves in battle, and will only consider soldiers, mercenaries, militiamen and similar, or those of pure Teutogen blood.

### STRICTURES

Obey your betters.

Defend your honour whenever it is challenged.

Stand honest and true. Deception and trickery is not Ulric's way.

Wolfskin may only be worn if you have killed the wolf yourself with weapons you have hand-crafted from nature.

Black-powder weapons, crossbows and helmets are not favoured by Ulric. Use of them shows a lack of courage.

The sacred fires in the holy places of Ulric must never be allowed to go out.

Initiates are provided with an austere cell and simple robes, and must immediately join the temple's strict training regime. The daily life of initiates is largely controlled by their temples, but there are no cult-wide laws saying what must, or must not, be done. As long as initiates do not disobey orders, all is well. Martial training and theological teachings are common activities, but many temples demand other subjects be mastered, such as winter-survival techniques, wrestling, and lessons in history or rhetoric. Some temples restrict the movements of their initiates, but this is not universal, and some initiates can go where they please as long as they complete their training as ordered. Dismissal from the cult is very rare, as Ulricans can beat discipline into even the most stubborn rebel. It is far more common for initiates to flee.

When their superiors deem them worthy, initiates are sent many miles into the wilds with nothing but their robes, and left to fend for themselves. This ritual often takes place during the Hochwinter festival, which celebrates the discovery of the Eternal Flame. Some temples have the initiates find their way back to the temple, others stage attacks on the "abandoned" souls to test them. Whatever happens, this final rite is often harrowing, but rarely fatal.

Upon their return, if the initiates have proven themselves before Ulric, they take their vows of celibacy and join the ranks of the priesthood. It is common for a great parry to be held before these vows are sworn, offering the initiate one last chance to let loose before he eternally swears to chastity and dons the priestly robes.

### CULTISTS

Initiates wear simple, floor-length, black robes with high-necked collars. The rare female initiates have



robes with scooped necklines and wear a plain, high-necked grey or white blouse underneath. When training, it is common to strip to underclothes, as an initiate's skin is considered less valuable than his robes. Because of this, most initiates are scored with a lattice-work of minor scars. They also wear a silver wolf's-head medallion around their necks.

Priests wear the same style of robes as the initiates, but the cloth is generally more expensive, better cut, trimmed with fur, and decorated with a large, white wolf's head in the centre of the chest. Wolf pelts are also very common, and high-ranking priests often embellish these with silk linings, and use jewels for eyes.

Knights of the White Wolf are equipped with full-plate armour, often lacquered black or treated with dark oils.

Tradition claims this is to represent Blitzbeil, Ulric's black war axe. Similarly, their warhorses are protected by red, lacquered barding, representing the quick flow of blood from Ulric's enemies. White Wolves always wear a wolf pelt across their shoulders, and it is a point of pride to be wearing the largest skin in the company. Most Ulricans, no matter their order, never cut their hair, letting it grow wild like Ulric's, whose bushy beard and wild, black hair are famous. As this can be a disadvantage in war, braids are common.

### STRUCTURE

The Cult of Ulric is controlled from the high temple in Middenheim. Ar-Ulric, the High Priest of Middenheim, is the cult's leader, and is chosen for life from the ranks of the Howling Wolf's high priests by those high priests. Almost all the cult's high priests are from Middenland, but representatives from as far as southern Wissenland journey to the high temple when Ar-Ulric dies. Ar-Ulric is a very important figure, for he directly controls the entire cult, which includes the largest knightly order in the Old World. Further, he is also an Elector of the Empire, a position of great secular power, and the spiritual advisor to the Elector Count of Middenland. So, choosing the correct man is essential.

Beneath Ar-Ulric is the Grandmaster of the White Wolves and the high priests. Each major temple has one high priest, who has a single deputy high priest (sometimes called a denfather) to aid them. Beneath these are the various priests (often bearing a variety of titles), who will be given different local duties as the high priest and their deputy demand. Lastly, there are the initiates, the most experienced of which are generally promoted to commander, who lead groups of the trainee priests. All positions within a temple are appointed by the high priest, although he often delegates this responsibility. High priests and the grandmaster can only be appointed by Ar-Ulric.

The grandmaster is responsible for the Great Companies, the massive, sprawling units of White Wolves spread across the Empire and beyond. Each company is led by a Company Commander, who is normally attached to a temple and thus answerable to

"He fought a wolf" —A common response to "What happened to him?" in reference to a wounded man. It means the injured party beat someone else up, and that someone summoned his friends (his "pack") to return the favour.

its high priest (although the Grandmaster can overrule a high priest's commands). The commander appoints templar sergeants to lead units of men, typically numbering from five to twenty brother templars.

Every year, during the Campaigning festival, the very best White Wolves are hand-picked by the Grandmaster and Ar-Ulric to join the Teutogen Guard. The Teutogen Guard is Ar-Ulric's personal Company of White Wolves, who act as his bodyguard in his role as Elector of the Empire, and accompany him everywhere. Being selected for a tour of duty in the Teutogen Guard is one of the highest accolades a Knight of the White Wolf can receive, and is often the first step towards being inducted into the order's inner circle.

### SECTS

The Cult of Ulric is almost unique in its lack of organised factionalism within its ranks. Politics are sneered upon by Ulricans, who believe in strict, formal hierarchy and, importantly, obeying orders. However, Ulricans are a hot-blooded lot who often disagree, and arguments break out about an array of subjects. The only groups that could be called sects in any real sense are the Sons of Ulric and the Wolf Kin. However, as the first are extremists and outlawed by the cult, and the second are little more than lunatics, the cult has no formal relationship with either.

*"If you show your teeth, bite" - Stick with the conviction of your words; anything else is weakness."*

### CELIBACY

In 1547, Graf Heinrich of Middenheim forced the cult into vows of celibacy. Ar-Ulric agreed to this to gain access to Middenheim's high temple after almost two hundred years of exile in Talabheim.

The Graf was afraid the cult would sire a rival dynasty in Middenheim, and used the importance of the high temple and the Eternal Flame to manipulate the cult into accepting his demands.

Now, almost 1,000 years later, the vows of celibacy are still sworn by new priests. The vows may be ancient, but the cult has a long memory, and knows their origin: petty politics. Few Ulricans happily accept this. To make matters worse, they are a passionate folk, and some find celibacy a hard promise to keep. Many priests, during drunken moments, are rumoured to slip frequently.

Recently, there has been a furore in the Middenland capital, for Heinrich Todbringer, the Graf's bastard son, is said to have got Sigrid Kohler, a young noblewoman

from Nordland, with child; unfortunately, she is also a recently sworn priestess of Ulric. Some priests are using this as another excuse to bring the celibacy vows into the spotlight, for if the creators of the vows, the nobles, are willing to ignore them, then why should they exist at all? The implications of the union are far reaching, so it is no surprise that the priestess has vanished.

### WOMEN

Before the enforced celibacy, the Order of the Howling Wolf had a significant minority of women. In those days, marriage between priests and priestesses wasn't unknown, and children from such unions were often chosen to replace their parents in the temples. Today, the cult is very different. After a millennium of celibacy, male dominance is almost complete, and only the oldest temples have quarters for women. Female priests are the source of many problems within the cult.

Most men believe women should have nothing to do with Ulric and his religion, and are rarely happy to be led by them. Others see women as little more than a temptation to their vows, and useless on the battlefield. Unsurprisingly, female Ulricans disagree, but that does nothing to break down the endemic bigotry.

It is likely that there would be no women left within the cult if not for the isolated Sudfast Temple in Nordland, which has been solely maintained by female priests for over 2,000 years.

The temple aggressively exports its highly opinionated, strongminded priestesses across Nordland, who are viewed as little better than troublemakers by Middenlander Ulricans. The temple's current high priestess is Katherine von Siert. A stubborn, blondehaired noblewoman from Altdorf, her understanding of politics is not typical for the cult, and makes her doubly unpopular.

Nevertheless, she maintains close relations with her peers, and shares the high priest of Salzenmund's ambitions for Nordland.

### TEUTOGENS

Thousands of years ago, the Teutogen tribe arrived in the Old World from across the World's Edge Mountains. Their chief God was Ulric, and he led them to bloody victory after bloody victory. As the centuries passed, worship of the War God spread throughout the other Human tribes, but as far as the Teutogens were concerned, Ulric was still *their* God. Unfortunately for non-Teutogens, things have changed little over time.

Although Ulric is worshipped across the Old World, the descendants of the Teutogens—almost all in the north of Middenland and south of Nordland—have a firm grip of the cult, and intend to keep it. Teutogens tend to succeed where others are overlooked, ignored, or even shunned; indeed, all Ar-Ulrics have been pure-blood Teutogens. For non-Teutogens, this is intolerable, but they have yet to impact upon these tribalist views.

One of the most famous groups of Teutogens is the Brotherhood of the Axe. Selected from pure-blooded and devout Ulricans in the ranks of the Teutogen Guard, most suspect the Brotherhood works to return tribal purity to the Ulrican cult. No-one outside the mysterious Brotherhood is sure who controls it, but it is rumoured that Ar-Ulric himself may take orders from them.

### **SIGMAR**

Before the ascension of Sigmar, Ulric was the most powerful deity of the Old World; indeed, it was Ar-Ulric that crowned Sigmar as the first Emperor. For centuries afterwards, the Cult of Ulric refused to acknowledge Sigmar's divinity, even though some of the cult's own seers had received visions of Ulric crowning Sigmar as a God. Now, most Ulricans believe Sigmar is as much a God as any other, but some, including the secretive Brotherhood of the Axe, firmly believe Sigmar was nothing more than a mighty mortal hero and thus never ascended.

As well as this, the Cult of Ulric begrudges the Sigmarites' three Imperial votes to its one, believing that if any cult is to be prevalent it should be theirs. The most devout Sigmarites in turn are notoriously superstitious, and rarely hold any trust in anyone who is not a dedicated servant of Sigmar: in the case of the Cult of Ulric this suspicion is doubled by the Ulricans' mistrust of the man-god, which in the eyes of the Church of Sigmar makes them highly suspect themselves.

Over the centuries, these differences between the cults have been the source of distrust and hatred, and have even resulted in civil war. Unfortunately for the Ulricans, such wars rarely end well. Now, they have just one vote to the Sigmarite three in Imperial elections, and all corners of the Empire, including Middenland, are full of devout and untrusting Sigmarites. Many Ulricans believe that something must be done about this, and soon.

These differing philosophies can cause friction between the cults of the war-gods. In particular Ulricans and Sigmarites have, if not contempt, then certainly a suspicion of each other. In most respects the two cults are in accord, as both have a hatred of evil and respect might and power. The smaller philosophical differences between them - such as Sigmar's placing of mental resolve above physical strength, or Ulric's emphasis on self-sufficiency rather than protection - can cause friction but it is history rather than dogma which is the root of this animosity.

This mutual mistrust is mostly unfounded and relations between the two cults usually remain friendly, but on occasion the religious differences act as catalysts to other disagreements, turning the smallest bone of contention into a blazing conflict. This is particularly noticeable during Imperial elections, when the votes of the Grand Theogonist and two Arch-Lectors of Sigmar



almost always go to the Count of Reikland, while the High Priest of Ulric invariably supports the Count of Middenland should he be contesting the election.

Ulric's relations with the other gods are mostly peaceful: in particular he has an ally in his brother Taal as a fellow god of nature and the north, and there exist many shrines dedicated to both Ulric and Taal as the gods of the four seasons. For the most part, Ulric is a distant deity however and has little interest in the affairs of other gods, while they in turn rarely conflict with his. Only with the Cult of Ranald does Ulric on occasion take issue, as he sees the methods of the Trickster God as underhand and dishonourable.

### **LESSER ORDERS**

The Cult of Ulric has historically had little need of lesser orders, which are broadly viewed to be complications to an effective and simple organisation. Chapterhouses of knights dedicated to Ulric have been founded—including the Knights of the Bloody Fist and the Order of the Knights of the Northern Cross—but these are never officially beholden to the Ar-Ulric, who only directly controls the Knights of the White Wolf.

One lesser order that has managed to secure acceptance by the cult is the Order of the Winter Throne. Founded by a White Wolf named Brother-Templar Ragnar Franzsson almost 600 years ago, the isolated order was controversially taken into the Cult of Ulric in 1975 IC by Ar-Ulric Franzsson, Ragnar Franzsson's grandson. Since then, the Ragnarites, as they are commonly known, have spread across the north of the Old World.

### **ORDER OF THE WINTER THRONE**

The Order of the Winter Throne has secluded monasteries of ascetics scattered throughout the colder regions of Nordland, Ostland, Kislev and southern Norsca. Ragnarites, named after their founder Ragnar

Franzsson, call Ulric the 'Snow King' and teach that winter is a training ground for "Evernacht," an eternal winter that will choke the life from Ulric's greatest enemies, the Ruinous Powers. Some extremists of the order believe it is their duty to prepare the world for this imminent cleansing. To do this, they sacrifice food across the north in the name of Ulric, burning silos and stores in night-time raids. This may force people to survive through winter with negligible supplies, which is perfect preparation for Evernacht. But few are appreciative, especially those whose friends and family go to Morr in the freezing nights.

The Ragnarite leader is titled Ulricsson, and he controls the cult from Ulric's Throat, a cave system in Norsca discovered by the order's founder. It is rumoured that the caves hide the mysterious Throne of the Snow King, although its nature is unclear. Ulricsson rarely issues decrees, traditionally preferring individual monasteries to fend for themselves, much as they will do when Evernacht arrives. Ulricsson Haargald, the order's current leader, is a greying giant of a Norseman who, it is said, has not spoken for over thirty years, and consumes only melted snow.

### TEMPLES

No matter where Ulric's temples are erected, almost all follow the same template: a square wall protecting a fortified inner-sanctum.

The outer walls are normally undecorated, although isolated temples proudly boast any scars of war they have sustained. A single, reinforced gatehouse pierces the defences, and often hosts an array of anti-siege measures. Above the gate, a wolf's head is carved—the sole sign that a visitor actually approaches a temple, not a well-defended keep.

Within, everything is austere, utilitarian, and grey. Functional temple buildings—including workshops, cells, barracks, refectories, stables and animal pens—cling close to the high walls, overlooking wide courtyards and training squares. The temple itself rises in the centre, its manned battlements surrounding a high dome.

The temple interior is usually dominated by a single windowless chamber, lit only by small apertures in the dome above and by a great, central, ever-burning fire that represents the Eternal Flame in Middenheim.

"Aye. Utric's by me side. I carry this wolf's tail, y' see, made o' rabbit, and this wolf's-head medallion. I also bought this skull here from a priest. Blessed it is. Belonged to a White Wolf, he said. I had it carved with holy words in Old Reikspiel by me mate, Anseich—he's a scrimshaw—that'll fill me with courage when the orders come to charge. Full of courage, me. Utric's by me side."

-RALFURT TILLI P BECKER,  
TALABECLANDER SOLDIER

Opposite the entrance, and behind the sacred flame, is a raised sacristy. Here, a grim statue of Ulric, sometimes sitting, often flanked by wolves, silently challenges those who dare enter his sacred hall.

### PERSONALITIES

Archaon's drive into the heart of the Empire, and the resulting siege at Middenheim, felled countless brave Ultricans. From the ranks of the survivors, the darlings of raconteurs across the Empire were born, and within a few months were legendary. Al-Ulric Emil Valgeir, Commander Ulric von Kelp of the White Company, Standard Bearer Vorn Thugenheim, High Priest Hrolfgar, Denfather Claus Liebnitz, Brother Templar Erik Boksson, the list goes on and on, all heroes of the Empire, their names redolent with glory.

Every one of these men and more have guaranteed the future of the cult, at least for the short term. But they are not the only names echoing through the courts of the Empire.

### SITES OF ULRIC

Ultrican holy sites are common across the north of the Empire, especially in Middenland and southern Nordland. There, wolf iconography dominates, and most people wear charms shaped like wolf-heads or made from wolf-claws to show their devotion to the warlike God.

Ultrican temples have more in common with fortified keeps than with other places of worship, and often contain everything required to last many months, if not years, of siege. Within, all temples guard a flame in their sacristy, a representation of the Eternal Flame in Middenheim, and priests are charged to ensure that it never extinguishes. If it does, Ultricans believe the next winter will be especially harsh. As Ulric teaches self-sufficiency - expecting his people to rely upon themselves rather than upon him - his temples are quieter than those of many of the other Old World Gods. This gives the priests time to organise affairs for the great winter festivals, train initiates, and join military campaigns in the summer months. Services are held at the temple, but they are infrequent, especially during campaigning season. It is more common for local cultists to approach their priests privately, sharing problems behind closed doors that Ulric's teachings may help unravel.

Shrines to Ulric are far more common than are temples. They line the roads of the north, especially where wolves may have hunting grounds. Most shrines depict a wolf's head or a stylised "U," although crude statues of the God are not uncommon. They are tended by wandering priests of the Howling Wolf or by devout locals.

Most common of all are indoor shrines to Ulric. They normally manifest as a statue where ale can be poured ("First drink to Ulric!") and where weapons are stacked to be blessed. Almost every barracks in the Empire, even those to the far south, have such a shrine to Ulric. These places, as befits the self-sufficiency

the God demands, require no priestly involvement at all.

### THE WOMB OF THE WOLF

The Sons of Ulric believe that they are the blood descendants of Ulric, who is widely claimed to have sired children with hundreds, if not thousands, of mortal women. They have been attempting to infiltrate the Cult of Ulric for decades, for they see it as an institution that is rightfully theirs to lead. Deep within the bowels of the Ulricsberg, the great rock upon which Middenheim is built, the sect maintains a small temple of special importance to their cause.

The Womb of the Wolf is believed by the Sons to be the site where Ulric's first mortal child was born. The mother, Griseldis, was the daughter of the Teutogen chief, and fled into the tunnels of the Ulricsberg when her father discovered her pregnancy.

There, the Sons believe, she was brought meat by Ulric's wolves, and drank water from a holy spring.

There is still a spring there today, and the site where the birth supposedly happened is lined with wolf skins. At any one time there are normally 10 Sons of Ulric in the temple, although many scores may worship there at times of religious importance. Female Sons of Ulric often sleep in the temple in the hope that Ulric will chose one of them as his next bride.

### PRIESTS OF ULRIC

The rituals of Ulric tend to be direct and to the point, much like the God himself. They also tend to be ancient, handed down from one high priest to another within a temple over centuries, if not millennia. The differences between these rituals tend to be minor, although there are startling exceptions.

The initiation ritual of the temple in Dietershafen is typical of the most common form. The ritual is always performed in winter, in the courtyard between the outer wall and inner keep of the temple.

The initiate starts outside, wearing nothing but a loincloth (the high priests of Dietershafen haven't held with female priests for generations), and bangs on the gates to demand entrance. The gates are left unlocked, and the initiate keeps banging until the force of his blows opens them. He then strides in, stops before the high priest, kneels on the ground, and swears loyalty to Ulric.

The high priest then places the initiate's wolf-skin cloak around his shoulders. Most would not accept initiation if there was no snow on the ground; it is considered an excellent omen if it snows throughout the ceremony, or if it starts during the ceremony. On the other hand, if it should stop snowing during the ceremony, this is taken as a sign of Ulric's displeasure, and often leads to the whole initiation being postponed.

An Ulrican's morning ritual generally involves grabbing something to eat, checking his weapons, and getting on with the day; Ulric is worshipped through

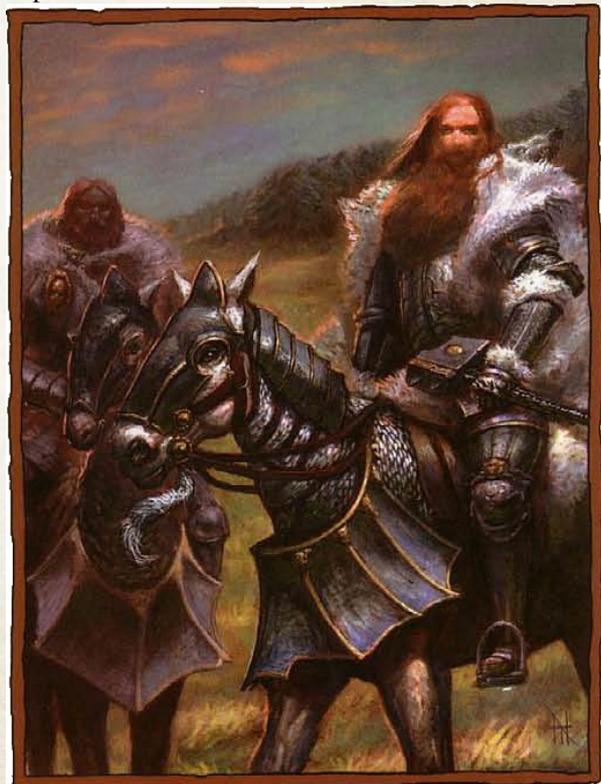
deeds, not formal rituals.

Superstitions, on the other hand, are fairly common. Ulricans do not believe in backing down to anyone except a superior, and most take that to include never going back on anything they say.

This leads to two approaches toward everyday life. A few Ulricans are very careful about making any statements or promises, so that they will always be right when they speak, or always able to follow through. Most, however, simply refuse to admit mistakes.

The Ulricans' reputation for ferocity and battle mean that few are willing to confront them on the point. Individual priests choose their own superstitions to uphold; there is a wide selection from which to choose. Some never remove their wolfskin cloaks, except for their annual bath in a frozen lake. Others refuse to enter a building through any door other than the main entrance. Still others insist on taking a battle axe everywhere with them; these tend not to be welcome in towns. A few believe in feeding the wolves that live near them, a superstition that does not endear them to farmers. A handful of Ulrican priests think it is disrespectful to start any project on a warm day; these tend to seek out temples in the far north.

Ulricans are boisterous, enjoying a good brawl with their friends or other people in the bar; they do not regard beating someone up as a sign that you do not like him. They are proud of their hair and beards, competing over whose is the best; these competitions can become very serious. They almost never back down from a challenge, and like to issue them if they feel that they are not being treated with the proper respect.



## A WAR AMONG THE WOLVES

There was once a certain markgraf, whose lands bordered those of a baron. Now, both of these lords were good men, and treated their tenants well, serving Ulric in all things. But one day, the markgraf's chaplain came to him and said this: "My lord, yesterday my prayers were answered with a sign from Ulric Himself, Father of All[1]."

The markgraf was very excited to hear this, as anyone should be, and replied, "Father, that is surely wonderful news! What was this sign, and what meaning do you take from it?"

The priest drew himself up and took on his most impressive tone of voice, saying, "As dawn came, a mighty cloud rose above the lands of the baron to the east. As I watched, the sun caught the cloud and made it golden, and it took upon itself the aspect of a wolf. I saw the wolf descend upon the baron's land; there it changed into the likeness of a sheep, and the colour went out of it." He paused for a second, taking a deep breath. "I have pondered on this omen, and I have now the truth of it. The baron is no true son of Ulric, but is a bitter coward, unworthy of favour. His lands are your lands. His castle is your castle. Ulric smiles upon you as His champion, and speeds you forth to destroy His enemy!" So the markgraf straight away called his knights together, and the plans for the war with the baron were laid.

In the castle of the baron there was also a priest, and this man also approached his lord with word of a sign from the On High. "My lord," he said, "this morning, as the sun turned its burning gaze upon the world, a great cloud rose above your land. The eyes of the sun cast golden light upon it, and I perceived that I looked upon a wolf. Now I saw a smaller cloud, with the form of a chicken, that stood a little above the lands of the markgraf to the west. The wolf pounced upon the chicken, and devoured it."

The baron furrowed his brow, and asked, "what is the meaning of this augury?"

"Sire, it is clear as the ice-beard of the Father of All. Ulric smiles upon you, and charges you to make war upon your enemy the markgraf. Call on your army and cast him from his lands!"

But the baron called on his guards instead, and said to them, "this man is a fraud and warmonger, and no true priest at all. He is banished from my lands henceforth: on penalty of death should he return."

As the priest was dragged away, cursing and howling, the baron summoned his knights and made plans for the defence of his realm.

Before much time had passed, the war began. The markgraf's men-at-arms marched up to the borders of the baron's domain, and there made battle. The first engagements were indecisive, as were the next, and the ones after those. Villages were burned, crops were destroyed and innocents suffered – as it is always in time of war. The fighting roared on for many months, until at last winter came and forced a temporary truce.

As the markgraf and the baron sat down to the midwinter feast in their separate castles, envoys arrived from the

Elector in Carroburg[2]. They were summoned to court to explain their reasons for going to war. And though it was the dead of winter and the roads were choked with snow, the two lords had little choice but to attend.

The day came that the baron and the markgraf were arrived in Carroburg, the white city on the Reik, and found themselves standing before the Elector himself.

"My lords," said the Elector, "for much of the year the two of you have been engaged in profitless and blood-clumsy war. What has led you to this, and what will convince you to accept peace again?"

"Your grace," the markgraf replied, "I am compelled to make war by Ulric Himself."

"Your grace," the baron answered, "I am forced into war to defend my lands – Ulric Himself warned me that I would be attacked by the markgraf."

"Both of you claim Ulric's blessing in this contest? Why should the Father of All set His children to squabble in this fashion? How can either of you dare to profess to know His will?"

"One morning," the markgraf said, "my chaplain told me of a sign he had witnessed – Ulric sent a miraculous cloud up with the dawn, and from its changes and motions the will of the Father of All became clear. I trusted my priest, and thus I went to war with the baron, who is a coward and a heretic."

"I also was told of such a sign," said the baron, "though my priest whispered in my ear that I was the one blessed by Ulric, and that I must make immediate war upon the markgraf. But I know that a cloud is only a cloud, and that the minds of priests are full of power and glory and other worldly things. I sent him from my lands at once; but I guessed that war would soon come to me anyway, and time has shown me right."

The Elector was silent for what seemed a very long time. But at last he spoke, saying, "Both of you are flawed men. The markgraf has too much faith, and does not temper his faith with wisdom. He sees only honour and courage and other high things, and thus does not see low ambition and greed when it comes to him with advice. The baron has not faith enough: he has only cynicism, distrust and other low qualities. He did not seek to bring war, but when war came he neither tried to end it, instead grabbing what gain he could from the opportunity."

"None of us can truly know Ulric's will, and indeed it is blasphemous to try. For myself, I balance the high things with the low, where it is possible to do so. Your lands and titles will revert to the possession of the crown, to be re-assigned to worthier men."

And so it was that the markgraf and baron were markgraf and baron no longer, but only landless knights of little account. The Elector had taken their lands and increased his own estates, and thus also his wealth, and in later days was made Emperor. So it is always when wolves make war.



# THE LAIR OF THE WHITE WOLF

## MIDDENLAND

The state of Middenland, in the north of the Empire, is one of the most treacherous realms in the Old World. Its soil has always been poor, its climate harsh, and the land covered by dense, impenetrable woodland. The people of

Middenland are by necessity tough and rugged for theirs is a hard existence, a constant struggle against hunger, cold and the dangers of the forests. To the north-east of Middenland are the Middle Mountains. Which are home to one of the largest populations of monstrous beasts in the Old World, and some fanciful tales have it that even such fell creatures as manticores and jabberwocks nest there.

Beyond the mountains lies the Forest of Shadows. Here the necromancer Dieter Helsnicht, the so-called Doomlord of

Middenheim, fled following his ousting by Ar-Ulric Herrsher and a company of White Wolves. His subsequent defeat at the Battle of Beeckerhoven occurred over 1,000 years ago but his body was never found, and legends persist in the superstitious lands of Ostland and Hochland that the Doomlord resides in the forest still, plotting his revenge against the city that nearly destroyed him.

Most fearsome of all, though, is the infamous Drakwald Forest. Few travellers willingly subject themselves to its perils, for the place's reputation has it that Orcs, Goblins, Beastmen and darker things await around every corner.

Even the exorbitant tolls charged by Nordland for travel on its coastal roads, the stuff of legend in the fireside talk of coaching inns, are rarely enough to convince merchants to take their chances in Drakwald. Even once the forest is cleared the Midden Moors lie between the wayfarer and Marienburg, and while these are too open for hordes to lie in ambush, tales of haunted heaths and enchanted barrows abound.

It is little wonder that such a land has a deity as harsh as Ulric for its patron. The Wolf God is venerated by the Middenlanders simply because he is as unforgiving as the country he watches over, and demands of his followers the strength they need to survive there. Though Ulric has no time or sympathy for the weak, those who show strength of body and character will gain both his favour and his respect.

## THE ULRICSBERG

The brothers Taal and Ulric were the most powerful of the gods. Both were widely worshipped by Men. And yet Ulric was troubled, for it seemed that his older brother came before him in all things. To Taal he voiced his concern. Taal asked what would make his brother content, and Ulric replied that he desired a place, a realm that he could truly say belonged to him alone.

Taal considered this and decided to grant his younger brother's request. He gave to Ulric a vast rock, surrounded on all sides by harsh forests filled with beasts. Ulric was pleased with the gift. Thanking his brother for his kindness, he struck the rock with his fist, smashing the top away and leaving a plateau a mile across. Here, he declared, his followers would build a great temple and city, where his fires would burn eternally and where men would come from far and wide to pay him tribute. And thus the Ulricsberg was in times past called the Fauschlag which in the tongue of the Teutogens means 'Fist-Strike'.

## MIDDENHEIM

Located at the far northern tip of Middenland is the mighty city of Middenheim. It is built on top of a massive, sheer-sided bluff called the Ulricsberg, which rises out of the Drakwald Forest like a gargantuan monolith. Middenheim is known as the City of the White Wolf, for the greatest temple to Ulric in the Known World stands there. But Ulric is of deeper significance to Middenheim than merely its patron, and it is more than simple chance that it is the centre of the Ulrican cult. Middenheim is Ulric's city, for the rock upon which it stands is Ulric's own domain. Not only the temple, but Middenheim itself is a site of pilgrimage for followers of the wolf god from all over the Old World.

Middenheim is usually accessible only by four long viaducts, which all contain wooden drawbridges and can easily be destroyed in times of dire need, adding to the city's already fearsome defences.

However, there also exist a few ropes and pulleys that may be used to hoist supplies, and on occasion people, up and down the cliff face in baskets and on platforms.





Middenheim has always been the principle city of Middenland. Although at times various counts have seen fit to rule from elsewhere either by choice or circumstance - Carroburg in particular has seen its share of fugitive Middenlander nobility - the true power in Middenland has rested in Middenheim for 2,000 years. The Imperial votes of the Count of Middenland and Ar-Ulric give the city more political power than any other except Altdorf, and the armies of Middenland are large and powerful. Not only this, but Middenheim also contains two of the oldest and most renowned knightly orders in the Empire: the Knights of the White Wolf, who are the Templars of Ulric, and the Knights Panther, sworn to protect the city and its count. Truly, Middenheim is one of the most powerful cities in the Old World.

**The Undercity.** Beneath Middenheim is an ancient network of tunnels and caverns. These date from before the time of Sigmar when Artur, the chief of the Teutogens, tunnelled up through the Ulricsberg and built a fortress atop it. In centuries past it was used as general transport up and down the Ulricsberg, but as the viaducts were constructed, the tunnels fell further and further out of use, the viaducts being seen as altogether more pleasant means of travel. Eventually, only a very few tunnels were left in use.

With the siege of Middenheim by Middenland in 1812, they were finally sealed altogether, and the Watch and the Knights Panther were then given the task of preventing anyone from entering the tunnels.

However, from time to time, certain licensed adventurers are permitted to venture below in search of abandoned Dwarf treasure. When (or if they return they often bring with them claims that the tunnels may be rather more extensive, and inhabited, than they used to

be. Such people are well known to exaggerate tales of their own deeds for the sake of renown, however, and their claims are usually discredited.

The flattened top of the Fauschlag, where Middenheim stands, is about a mile across. The city's walls extend the nearly vertical cliffs upward, and completely enclose the city.

Middenheim at present is something of a paradox. It is both more crowded and less busy than usual. The crowding is because of the large numbers of refugees who sought refuge behind its walls as the forces of Chaos approached. Those who can are staying with relatives: the others crowd into the city's inns if they have the means, or sleep rough or in makeshift shanties if they do not. And yet, despite this increase in population, Middenheim moves more slowly than it did before the siege.

The main reason for this is that the Graf, along with most of the male nobility and the standing army, is away scouring the remnants of Archaon's forces from the land. Along with him have gone the Knights Panther, High Priest Ar-Ulric along with the Knights of the White Wolf and the elite Teutogen Guard, and many of the city's most powerful wizards. The Graf has appointed the Commander of the City Watch to keep the peace and rule in his absence, and the others have handed their business over to deputies, but little is being done in their absence, apart from efforts to repair the damage wrought by the siege. There is a definite feeling that life is not yet back to normal, and will only be so once the Graf and the army return.

Fresh food is scarce with so many farmers still in the city, and their farms devastated by Archaon and his followers. No one knows what kind of a harvest—if

any—will be brought in from the farms and fields of Middenland this year, or how the people will survive the winter with no food stored up. Perhaps Lord Ulric will be merciful this year, holding back his frost from the crops and his wolves from the flocks. He surely knows what his people have suffered.

### THE CAUSEWAYS AND GATES

Four great causeways approach Middenheim, each leading to a fortified city gate. All are enchanted so that they can be collapsed to prevent attackers from reaching the gates.

All four causeways are intact, although the eastern causeway is heavily damaged and has been closed until repairs can be made. On the second day of the siege, Archaon's forces attacked along the eastern causeway, and the magics were triggered to collapse it. However, the sorcerers accompanying the Lord of the End Times responded quickly with spells of their own: Unearthly vines of metal, barbed with stone thorns, erupted from the ground, binding the shattered causeway together. These unnatural bonds still support the causeway, and the city's priests are working together with Dwarfen architects and masons to remove them and repair the causeway.

### THE PALAST DISTRICT

The great Middenpalaz stands against the north wall of the city. To the east of the palace complex lies the Königsgarten, which was once a private park attached to the palace but is now opened to the public. South of the palace lies the Square of Martials, which is used as a parade ground by the city's military forces as well as being the site of great public events during the city's carnival season.

### THE MIDDENPALAZ

The Middenpalaz is a complex of buildings arranged around the Graf's palace. These include the city's main law court, the headquarters of the Knights Panther, and the offices and residences of various city nobles and functionaries.

Fifteen-foot-high, spike-topped iron railings surround the palace complex; the gates are guarded around the clock, and admission is by invitation only. The Inner Palace—containing the Graf's residence, the ducal mausoleum, and the city's mint and treasury—is surrounded by similar railings, and is also heavily guarded.

The walls to the north of the palace were heavily defended during the siege, and despite some superficial damage they are still strong. The palace complex escaped serious damage.

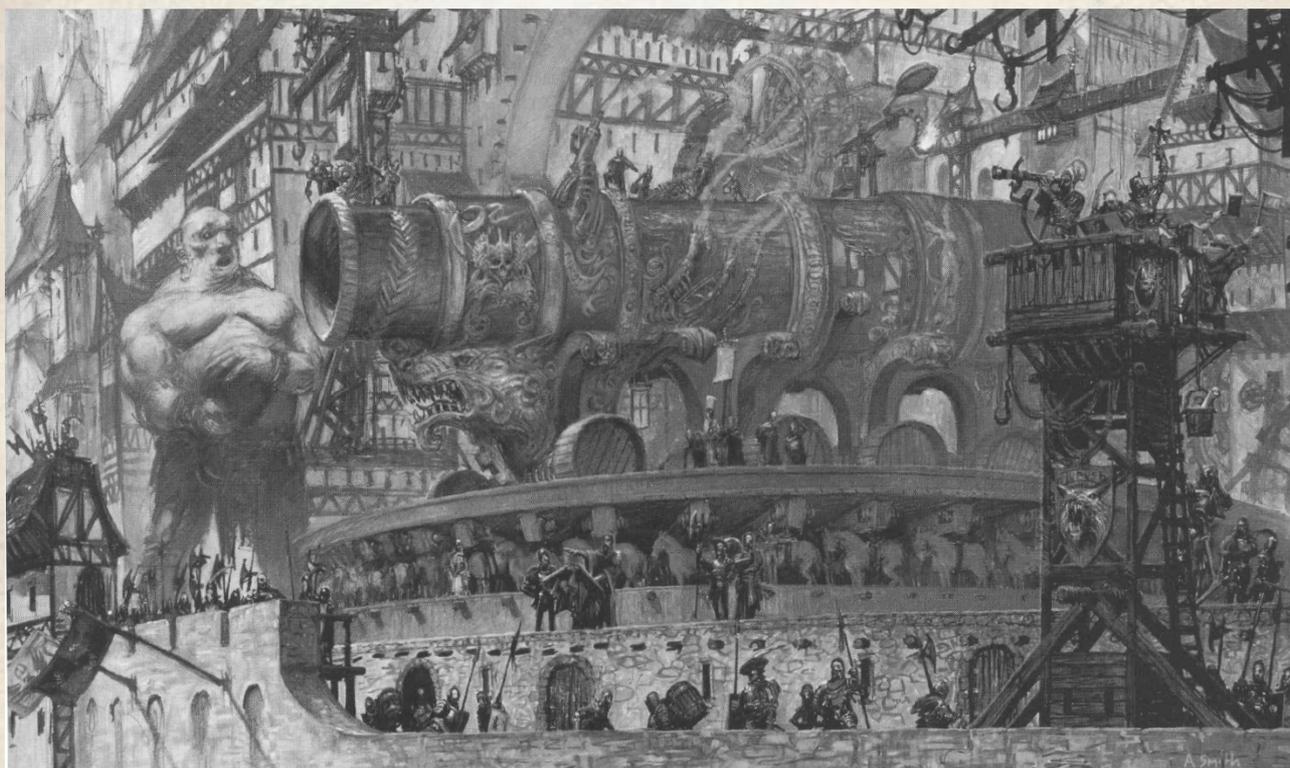
### THE KÖNIGSGARTEN

This formal garden suffered greatly during the siege, but not at the hands of the attackers. As the closest open space to the North Gate, it was used as a staging area and supply depot for the defenders in that part of the city, and parts of it were torn up and planted with crops in case of a prolonged siege.

According to the ducal arborist, the manicured lawns and carefully trimmed bushes will take years, if not decades, to recover their former glory.

The stretch of city wall that runs along the northern edge of the park collapsed in a landslide triggered by tunnelling attackers.

Whether this was intentional or accidental is not known. Normally open to the public during the day, the gardens have been closed while the damaged stretch of wall is rebuilt.





### THE SQUARE OF MARTIALS

This great square stands a few feet below the level of the surrounding city streets, and is entered by short flights of steps on all sides. During the city's carnival, it is flooded, and acts as the venue for spectacular water-shows; it is also magically frozen over and used for skating. For most of the year, though, it is a stone-flagged area where the city's elite troops—the Knights Panther and the Knights of the White Wolf—conduct drills, and other public *events* take place. At the centre of the square stands a statue of Graf Gunther Todbringer, an illustrious ancestor of the current Graf; wooden benches are arranged along the north side, beneath the palace railings.

### THE GRAFSMUNDNORDGARTEN DISTRICT

Situated between the Palast district and the West Gate, Grafsmund and Nordgarten are two wealthy residential areas, where the homes of the city's upper crust are to be found. Grafsmund, which lies closer to the palace complex, is the wealthier of the two, and the city's lesser noble families maintain large and ostentatious houses here. Nordgarten is the preserve of wealthy merchants and others of the (often looked-down-upon) "*nouveau riche*." Their houses are generally of newer construction than the noble mansions of Grafsmund, but they are no less lavish in showing off the wealth of their owners.

The district suffered only minor damage during the Chaos siege. During the day, it is as quiet and genteel as it always was. At night, when it used to come alive with crowds frequenting the many fine local restaurants and hostelries, it is equally quiet, as many of the city's nobles are away fighting with the Graf.

### THE ULRICSMUND DISTRICT

Ulricsmund is a middle-class district lying between the Great Park and the Nordgarten district, to the south of the Square of Martial. It derives its name from the fact that the great Temple of Ulric—the centre of Ulric's worship throughout the Empire—lies at its southwestern corner.

Although less grand than the homes of the Grafsmund and Nordgarten, the houses in Ulricsmund are still spacious and comfortable. They are occupied mainly by the second rank of the city's merchants, and the wealthier artisans, although some priests of Ulric also live here, to be close to the temple.

This neighbourhood survived the siege almost untouched, apart from some damage to a few houses on the Tempel Bahn.

A Chaos Dragon was brought down there by bolt throwers stationed in the Great Park, and the wounded beast wrought havoc for a few minutes before defenders could arrive to dispatch it.

### THE TEMPLE OF ULRIC

A blend of castle and cathedral, the great Temple of Ulric is arguably Middenheim's most famous building. Pilgrims come to the city from all over the Empire, as well as the northern lands beyond where the god of wolves and winter is venerated.

It remains to be seen what effect the widespread destruction of these lands by Archaon and his allies will have on the pilgrimage trade in the future.

The focal point of the temple is the Sacred Flame of Ulric. According to tradition, the fire was struck by Ulric himself. He appeared in a vision to Wulcan, the first High Priest and the son of Middenheim's founder, the Teutogen chief Artur.

Towering over the city, he smote the rock with the iron-shod haft of his great war-axe Blitzbeil, and the silver-white flame sprang into existence. The god prophesied that so long as this sacred flame continued to burn, the city and its people would endure.

Awakening from the vision to find the flame leaping from the rock before him, Wulcan wasted no time in starting construction of Ulric's temple on that spot.

The vaulted roof of the temple stands 120 feet high, and is held up purely by the perfection of its architectural design, with no magical assistance. It gives the temple stunning acoustics, which allow a preacher in the pulpit to be heard by the entire congregation, without having to raise his voice. The temple can hold up to a thousand worshippers at a time.

Around the temple has grown up a complex of buildings, including accommodation for the senior priests, private chapels maintained by some of the city's wealthier families, the official archives of the cult of Ulric, and various other support functions.

These rooms occupy most of the eastern half of the temple complex, along with the ten-storey Great Tower that joins them to the main temple. The temple also boasts several lesser towers.

## THE UNDERCITY

Beneath Middenheim is an ancient network of tunnels and caverns. These date from before the time of Sigmar when Artur, the chief of the Teutogens, tunnelled up through the Ulricsberg and built a fortress atop it. In centuries past it was used as general transport up and down the Ulricsberg, but as the viaducts were constructed, the tunnels fell further and further out of use, the viaducts being seen as altogether more pleasant means of travel. Eventually, only a very few tunnels were left in use.

Human history records that the rock was untouched when Arthur and the Teutogens found it, and accords the local Dwarfs only a minor role in assisting them to reach the top of the holy Ulricsberg, but Dwarfen records tell a different story. Before Humans came to found a city here, the rock on which Middenheim now stands was known to the Dwarfs as *Grazhyakh Grungni*, or Grungni's Tower. For centuries, Dwarfen miners had laboured within the rock, bringing out a steady stream of gold and other minerals from its core. With the siege of Middenheim by Middenland in 1812, they were finally sealed altogether, and the Watch and the Knights Panther were then given the task of preventing anyone from entering the tunnels. However, from time to time, certain licensed adventurers are permitted to venture below in search of abandoned Dwarf treasure. When (or if) they return they often bring with them claims that the tunnels may be rather more extensive, and inhabited, than they used to be. Such people are well known to exaggerate tales of their own deeds for the sake of renown, however, and their claims are usually discredited.



During the recent siege, the Undercity was almost as hotly contested as the walls and gates on the top of the Ulricsberg.

Beastmen repeatedly probed the foot of the rock for openings, while some fierce underground actions were fought against encroaching Skaven by mixed forces of Dwarfen tunnel fighters and the city's rat catchers.

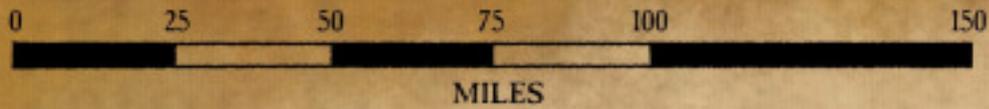
## THE CULT OF THE JADE SCEPTRE

Like the other great cities of the Old World, Middenheim has long been home to followers of Chaos, secretly plotting the downfall of the Old World or simply giving in to their own perverted pleasures. Several years ago, the city was rocked by scandal when it was revealed that a cult called the Purple Hand, loyal to Tzeentch the Changer of the Ways, had reached into the highest echelons of Middenheim's government, and into the very court of Graf Boris Todbringer. Severe measures were taken, and those cultists who were not caught are presumed to have fled the city.

The Cult of the Jade Sceptre, on the other hand, had no such lofty ambitions. Recruited from among the city's idle rich by the promise of endless indulgence in forbidden pleasures, these followers of Slaanesh the Dark Prince sought nothing more than to slake their darker appetites undisturbed.

All that changed, however, with the approach of Archaon and his forces, in particular the Slaaneshi contingent of Styrrkaar. As his followers assaulted the southern causeway, Styrrkaar commanded the Jade Sceptre to rise up within the city and slaughter the defenders from within the walls. The pleasures he promised would reward their success were such that none could resist.

The uprising of the Jade Sceptre was not an unqualified success. From their base in an Eastgate den of vice known as the Templar's Downfall, they summoned a handful of Daemonettes (see *Old World Bestiary* p. 88), with the idea of attacking the South Gate from within and letting Styrrkaar's forces into the city. However, the cult priests proved too weak and unskilled to control the Daemonettes, who ran wild through the streets of the Eastgate district. Because of Archaon's continued attacks along the eastern causeway, the East Gate was one of the most heavily defended areas of Middenheim, and the Daemonettes were cut down by wizards and priests of Ulric as soon as they showed themselves. The surviving cultists were rounded up and executed, and the Templar's Downfall was razed to the ground.



ordland

North Road

densumpf

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kel

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Kutenholz

River Talabec

Arenburg

Norderingen

Middenheim

Schoninghagen

Pritzstock

Leichlinberg

Fintel

Basdahl

Guthugel

Kupfengrube

Suderberg

Eldagsen

Grubentreich

Malstedt

Sotturm

Delberz

Mittelweg

Middenstag

Howling Hills

Holtdorf

Bad Hohne

Schoppendorf

Harsum

Immelscheld

Holzbeck

Sokh

Brass Keep

Hochland

Grimminhagen

Untergard

Laer

Ahlenhof

Talabecland

Middenland



# HISTORY OF MIDDENHEIM

According to legend, Middenheim was founded by the god Ulric himself, to be the centre of his religion in the Old World. Originally, the towering, flat-topped rock upon which the city stands was the base of a high mountain sacred to Ulric's brother Thal, the God of Wild Places. Taal gave the mountain to Ulric, and he struck the top of it with his fist, shattering the top of the mountain and leaving a flat stump where the city was to be. For this reason, the rock is sometimes called the Fauschlag, from an ancient word meaning "fiststrike." It is also known as the Ulricsberg.

The first Humans to settle on the Fauschlag were Teutogen tribesmen, more than 2,500 years ago. With the help of a neighbouring Dwarf clan, the Teutogens tunnelled up through the rock and established a settlement on the top.

## THE COMING OF SIGMAR

Some fifty years later, a young chief of the neighbouring Unberogen tribe united the Human tribes and laid the foundation for the nation that would become the Empire. His name was Sigmar Heldenhammer. He was crowned Emperor by the high priest of Ulric, one of the most prominent deities of these warlike tribes. The modern Imperial Calendar (IC) starts with Sigmar's coronation.

Sigmar ruled for fifty years, before abdicating and leaving the Empire that he had founded. He headed *east* towards the World's Edge Mountains; at Black Fire Pass he dismissed the last of his bodyguard, and travelled on alone. From then, he is lost to history. In the year 63 IC, Wulcan, the High Priest of Ulric, received a vision from his Cod instructing him to build a great temple at Middenheim; it was completed in 113 IC, and has been the centre of the cult of Ulric ever since.

As the years passed, Sign-tar came to be revered as a God in his own right, and became the patron deity of the Empire. Ulric remained a popular deity, especially in the northern provinces, but the growing veneration of Sigmar threatened to eclipse his glory. Building tension between the cult of Ulric in Middenheim and the cult of Sigmar, based in the Imperial capital of Altdorf, broke out into open hostilities more than once.

The Graf of Middenheim became powerful nobles, and when the electoral system was established for choosing Emperors, they could not be ignored. At one time, the Graf of Middenheim held two electoral votes; one as the head of the city-state itself, and one as the overlord of Middenland, the province in which the city is situated. Over centuries of political wrangling—and more than one civil war—the rulership of Middenland passed in and out of the hands of the Graf of Middenheim.

In 1547 IC, Graf Heinrich of Middenheim (who was also Grand Duke of Middenland at the time) made a bid for the Imperial throne himself, but was narrowly defeated. Declaring the election a sham, he claimed to be the rightful Emperor. And the Empire was torn by rival claimants to the Imperial throne. So began the long civil war known to Imperial historians as the Age of Three Emperors—although the number of "Emperors" varied over time.

## SHARDS OF EMPIRE

The Empire was fragmented for eight long centuries. Chaos cults proliferated unchecked, Goblins and worse creatures bred in the forests, and it seemed as though the days of glory were long in the past. To make matters worse, the year 2303 saw a vast and terrible horde of Chaos sweep across Kislev and threaten the lands of the Empire. It seemed that the Empire was doomed—and with it, possibly the whole of the Old World.

In Nuln, a young nobleman known as Magnus the Pious assembled *an army* to resist the forces of Chaos. On his shield he carried the sign of a twin-tailed comet—the same comet that had presaged the birth of Sigmar two millennia before, according to tradition—and in the name of the Empire's founder and patron deity, he called for unity in the face of this common enemy.

As a follower of Sigmar, Magnus was initially regarded with suspicion in Middenheim. The High Priest of Ulric denounced him as a fraud and a blasphemer; rumours were even spread that he was a servant of Chaos, *bent* on destroying the Empire from within.

Magnus entered Middenheim secretly, and confronted the High Priest in the Temple of Ulric itself. At the heart of the temple burned an everlasting flame, said to have been kindled from the sparks struck on the rock of the Fauschlag by Ulric's fist when he shattered the mountain. Many divine powers were attributed to this flame. It was said that so long as it burned, the City of the White Wolf enjoyed Ulric's protection, and could never fall. It was also widely believed that the flame could not burn anyone who was favoured by Ulric. To the dismay of the High Priest and his followers, Magnus took off his cloak and entered the flame, standing there completely untouched by the fire.

Word of the miracle spread like wildfire. People flocked to Magnus, and under his leadership the hordes of Chaos were driven back. He was crowned Emperor of a reunited Empire the following year.

For the last 200 years, the Empire has *been* united, and Middenheim has taken its place as one of the nation's greatest cities. For devout followers of Ulric, it is the holiest place in the world, and pilgrims flocked to the

city, bringing great wealth to supplement Middenheim's income from trade.

A few years ago, a plot against Graf Boris Todbringer was thwarted, without most of the city's population knowing that anything was wrong. The only visible results were some damage to the south gate and the adjoining causeway—which was quickly repaired—and the sudden replacement of a few high-level officials.

### THE STORM OF CHAOS

In recent months, however, a deadly threat arose in the Chaos Wastes of the far north that was to imperil not only Middenheim, but also the Empire and the whole of the Old World. A great Champion of Chaos rose to prominence, by the name of Archaon, Lord of the End Times.

The nature of Chaos is such that only a very strong leader can bring sufficient unity to command a large force; Archaon was such a leader. Under the banner of Chaos Undivided, he assembled a vast horde of Chaos Warriors, Beastmen, Daemons and worse creatures, including contingents loyal to all four of the great Powers of Chaos: Khorne the Blood God, Slaanesh the Prince of Pleasure, Tzeentch the Changer of the Ways, and Nurgle the Plague God. This force—the most massive to come out of the Wastes in more than 200 years—quickly and ruthlessly overran the nation of Kislev and the northern parts of the Empire.

Archaon knew that he could not leave the fortress-city of Middenheim standing. He and his lieutenants converged on the city from the north, east, and west, devastating the countryside as they came and laying waste to towns and castles. The main body of the Imperial army, aided by Dwarfen and Elven allies, harried the forces of Chaos as they came. They were led by the Emperor himself along with the Grand Theogonist of the cult of Sigmar, and included a remarkable warrior named Valten, in whose form some said that Sigmar had returned to save his Empire. Despite furious fighting, they were unable to prevent Archaon's forces from linking up and surrounding the City of the White Wolf.

Beastmen—many the descendants of those who had accompanied the Chaos IncurSION of two centuries ago—burst forth from their hiding places in the Drakwald and other desolate places, harassing Imperial forces and moving on Middenheim from the south. By means of some unholy bargain, Archaon had secured the allegiance of the Skaven Clan Eshin, and the Ratmen spread throughout the tunnels and caverns of the Undercity. Within the city itself, cults of Chaos worshippers came out of hiding to sabotage the defences and spread alarm among the inhabitants.

The siege of Middenheim lasted for fifteen days. Time and time again the forces of Chaos hurled themselves at the walls and gates of the city. Attackers and defenders died in their thousands. The Middenlanders

were reinforced by many allies, including Elves, Dwarfs, refugee kossars from Kislev, and knights errant from neighbouring Bretonnia, and the city's natural defences served it well. For more than a week, neither side was able to gain a significant advantage. Fighting was concentrated on the four great causeways serving the city's gates, although there were some bitter struggles against Skaven infiltrators from below.

A great rockslide tore through the northern wall, but the breach was still protected by several hundred feet of sheer cliffs, and Archaon's forces were unable to capitalise on this opportunity. At last, with the news that Emperor Karl Franz and Valten, the Exalted of Sigmar, were approaching from the south and east, the attackers lifted the siege. Some moved southward into the Drakwald and east along the Talabheim road to face this new threat, while others retreated northward into the Middle Mountains.

### AFTER THE SIEGE

As the attackers withdrew, the fighting threes of Middenheim pursued them. Graf Boris Todbringer led his Knights Panther from the city, along with High Priest Ar-Ulric, accompanied by the Knights of the White Wolf and the elite Teutogen Guard. Each left a deputy to rule in his place: Graf Boris gave military command of the city to Watch Commander Ulrich Schuermann, while Ar-Ulric appointed Deputy High Priest Claus Liebnitz to temporary control of the Temple and cult of Ulric.

The siege has left its mark on Middenheim, both inside and outside the walls. The four causeways still stand, but are pitted and cracked from the battle. The gates and walls show signs of the heavy fighting and powerful magics that accompanied the siege. Many of the city's towers are seriously damaged by attacks from Chaos Dragons and other airborne attackers. In the Undercity, many tunnels have collapsed—some caved in during the fighting, and the defenders destroyed others as a precaution against Skaven attacks. Hook-handed Flayerkin hang in their dozens from the walls and the cliffs beneath, fixed where they died from the defenders' fire. Repairs are under way, but it will be months—if not years—before Middenheim is restored to its former glory.

### THE TODBKINGER FAMILY

Unlike many nobles in the Old World, Graf Boris Todbringer has not surrounded himself with an extended family of aunts, uncles, cousins and the like. His wife is long dead, and his immediate family consists only of his daughter Catarina. He did have a son, Stefan, who was troubled by illness and died a few years ago—according to some, as a result of some plot by cultists.

His only other offspring is illegitimate, a son called Heinrich whom he has formally recognised as his own and permitted to use the family name. However, Heinrich's birth prevents him from succeeding his father as an Imperial Elector and ruler of Middenheim. Because of this, a great deal of diplomatic activity is focussed on winning the hand of his daughter—called "the Princess" by Middenheimers, even though she is not officially permitted that title—on behalf of young nobles from across the Old World. So far, no suitors have been found suitable.

# TIMELINE OF MIDDENHEIM

## Imperial Years

**-50**

Artur, the chief of the Teutogens, discovers the Ulricsberg rock <also known as the Fauschlag or 'Fist-Strike'> and tunnels up to its peak, where he constructs a mighty fortress.

**63**

Wulcan, the High Priest of Ulric <snip: the Ar-Ulric>, experiences a vision of Ulric smiting the top of the Ulricsberg with the butt of his axe. Inspired, he builds a temple to the god on the site.

**100-550**

The ascendant Cult of Sigmar clashes in open conflict with the Cult of Ulric, which continues to deny Sigmar's divinity.

**1124**

Count Mandred of Middenland rallies the plague-ravaged citizens of the Empire and drives out a massive invasion of Chaotic beasts. Following this campaign, he is elected Emperor, holding his court in Middenheim.

**1152**

The assassination of Emperor Mandred. The Elector Counts cannot agree on a successor. Stirland and Talabecland emerge the strongest claimants and outright war begins between them. Baron Reinhart of Carroburg claims to be Mandred's heir as Count of Middenland. Baron Erich of Middenheim conquers Carroburg, killing Reinhart and securing the title for himself.

**1360**

Ar-Ulric Krieger moves to Talabheim to support the Otila of Talabecland's claim to the throne following a disagreement with the Count.

**1547**

Count Siegfried of Middenland proclaims himself Emperor. There are now three Emperors.

**1550**

'Emperor' Siegfried leads an army from Middenheim to besiege Talabheim. He fails to take the city, and upon returning finds that the nobles of Middenland have renounced his rule and he is unable to retake Middenheim.

**1812**

Baron Leonhard, brother of Count Karl-Heinz of Middenland, proclaims himself the rightful Count. After a brief

but bloody coup the Count is ousted and flees to Carroburg where he sets up a rival court, and the Count of Reikland offers him troops and weapons in return for subsequent aid in his own war with Wissenland. Count Karl-Heinz lays siege to Middenheim, trying to break through the tunnels in the Ulricsberg, but is finally repulsed when Leonhard orders the tunnels sealed. Following this victory, Baron Leonhard is widely acknowledged as Count.

**1865**

The Count of Middenland attacks Carroburg, where Jurgen, the grandson of Count Karl-Heinz, is rumoured to be plotting to regain the Electorship. He finds the city defended by Reikland troops, who repel the attackers. The Count of Reikland's own Greatsword regiment is instrumental in the victory, earning their honorific title of Carroburg Greatswords and their famous red uniforms. The Count is killed in single combat with Jurgen, who takes back his grandfather's title. He hands over the former Count's estates and wealth in payment to the Count of Reikland.

**1979**

The three year-old Magritta of Marienburg is elected Empress by those Electors not otherwise claiming the crown for themselves. The Countess of Stirland, Otila of Talabecland and Count of Middenland refuse to acknowledge this, as does the Grand Theogonist. The Imperial system is effectively ended until the time of Magnus the Pious nearly 400 years later. As government is devolved further and further, the mercantile Burgomeisters grow in power.

**2010**

Stirland is removed as a serious claimant to the Imperial crown owing to the fact that Vlad von Carstein of Sylvania all but destroys it.

**2025**

The dread vampire Vlad von Carstein is slain by Grand Master Kruger of the Knights of the White Wolf. However, von Carstein is seen at the head of another army within a year, and Kruger's body is found drained of blood at the base of the Ulricsberg.

**2100**

The Battle of Four Armies. Konrad von Carstein is battled to an inconclusive draw by a combined army from Middenland, Talabecland and

Marienburg. The Count of Middenland and Otila of Talabecland treacherously order each other's assassination during the battle, and the only thing that stops Helmut of Marienburg becoming Emperor is him being killed by Konrad.

**2198**

Grand Master Giger of the White Wolves and Grand Master Sechse of the Knights Panther lead a joint victory over the Norse barbarians of Thialfi Swiftaxe. Both try to claim sole credit.

**2302**

The Great War against Chaos. Magnus 'the Pious' of Nuln travels to Middenheim to enlist aid for the war. Ar-Ulric Kriestov, swayed by ancient animosities, at first attempts to have Magnus branded as a heretic but eventually concedes and leads a massive army north to fight the barbarians.

**2371**

The marriage of Countess von Bildhofen of Middenland to Boris Todbringer of Middenheim. Their son Bertholdt Todbringer becomes the first Todbringer Count of Middenland (the great-grandfather of the current Count).

**2502**

Boris Todbringer, the current Count, takes Anika-Elise Nikse of Nordland as his second wife only two weeks after meeting her for the first time.

**2515**

The Battle of Osterwald. The massive Orc and Goblin army of Azhag the Slaughterer is finally stopped when Seneschal Kessler of the Knights Panther kills Azhag in single combat. Azhag's powerful magic crown is recovered and a great argument breaks out between the Grand Theogonist, who wishes to seal the crown away within the Imperial vaults, and Ar-Ulric, who wants it destroyed. Following the intervention of the Emperor, the Grand Theogonist prevails and the crown is taken to Altdorf.

**2518-present**

Boris Todbringer initiates a massive purge of the Drakwald, personally taking the eye of the banebeast Khazrak who becomes known as The One-Eye. A year later the beast returns the favour, putting out Todbringer's right eye. The Count's war continues to this day, with a 10,000 crown reward on Khazrak's head.

## DEFENDERS OF MIDDENHEIM

Smoke from hundreds of campfires coiled skywards and the Elector Count of Middenheim. Boris Todbringer, could smell the reek of the thousands of base creatures camped around his city as a rank, animal stench. A cold wind whistled around the thronged ramparts of the Ulricsberg and the Count found himself wishing he had a cloak as thick as that of Emil Valscir, Ar-Ulric of the god of winter and battles, who walked alongside him.

"Damn me, but there's a lot of them," said the Count, stopping to warm his hands at a smoking brazier and nodding respectfully to the soldiers around him. The clanking of a chain thrower further along the wall intruded on his thoughts as its winders loaded axes with looped lengths of chain attached to their hafts into the bizarre machines. The enemy were sure to have beasts that could soar above the plains and, to meet that threat. Dwarf engineers had constructed enormous bolt throwers and the axe throwers that would foul the wings of even the largest flying creature.

Ar-Ulric nodded. "Aye, there's a fair few of them right enough, but we have the men here to stop them." he said, raising his voice so that the soldiers around them could hear. "Your warriors have stout hearts and will hold the walls, have no fear of that."

"I know they will," agreed the Count. "But to see such a horde... You hear the numbers, but it is so vast that you can't comprehend how huge it is until you see it with your own eyes."

"But we have the greatest fortress in the Old World, my Lord," said Ar-Ulric, his voice, trained to reach the furthest corners of his cathedral, reaching out to the hundreds of men gathered on this stretch of wall. "And no army in the world has taken Middenheim by storm. We will make them pay in blood for every foot of ground they take. And do not forget, my lord, as well as the strength of men, we have Ulric's Thunder."

Count Todbringer nodded, leaning out over the parapet to look down at the enormous, wolf-mouthed cannon mounted upon the monstrous turntable on the level below. Sweating teams of dray horses strained in their harnesses as they dragged the gargantuan bronze behemoth around into a firing position.

The weapon's hulking loader, a giant creature, fully eight times the height of a tall man, hefted one of the enormous siege gun's iron cannonballs, itself larger than a small cottage into the barrel as soot-stained gunners struggled with a multitude of powder bags. Great wooden ramps were constructed behind the gun to allow it to roll back into position after firing, and Count Todbringer, who had heard the gun's mighty roar, knew to be somewhere else when it fired for fear of losing his hearing for days again.

The Elector Count of Middenland slapped his hand on Valgeir's shoulder.

"You are correct Emil, we shall never allow the filth of Chaos to set so much as a single foot on the streets of our city, my friend."

Ar-Ulric bowed to the lord of Middenheim, casting his gaze out over the horde of warriors and beasts assembled by Archaon, the self-proclaimed Lord of the End Times. Thousands upon thousands of warriors, beasts and monsters clustered around the rock of the Ulricsberg, the bray of tribal horns and guttural chants drifting up from below. Brazen idols were raised on spiked platforms and, even high above the forest plain, it was possible to smell the stench of blood from these monstrous shrines to the dark gods. The ground surrounding the Ulricsberg looked like a scarred wound on the earth, the forests having long been stripped down by the besiegers to fashion siege engines, fuel campfires or construct manilas and barbarous siege towers.

Neither the Count nor Ar-Ulric were strangers to war, but the incomprehensible vastness of Archaon's horde defied belief. Thus far Archaon's force had been content with testing the defences of the lower walls and sending scattered sorties along the great viaducts, though every such attack had, so far, been repulsed. The wooden bridges that linked the viaducts with the city's four main gates had been destroyed, the three Midden-Marshals and the Knight Eternal each taking responsibility for one of the keeps that defended the gates. Every able-bodied man within the walls had been called to war and the coffers of the temples and city had been bled dry recruiting mercenary regiments from all across the Old World. Knights Panther and Knights of the White Wolf had put aside their traditional rivalries and stood shoulder to shoulder on the ramparts with the men of Middenheim and the wizards had gathered their strength to counter the dark magicks of Archaon's shamans. Thousands of armoured soldiers lined the walls of Middenheim, their faces tense, though Ar-Ulric was pleased to note the absence of fear. Spear points and halberd blades glittered in the low spring sunlight and Ar-Ulric was filled with a sense of fierce pride in these brave men of the north. With such soldiers to command, Middenheim could not fall.

A mournful horn blew from the horde below and another answered it. Soon a mad chorus of horn blasts and drums beats were echoing all around the rock of Middenheim and a ripple of movement began among the encamped horde. A swelling roar built from the thousands of throats and the clash of axes and swords on iron-bossed shields rang out as Archaon's horde mustered for battle.

"And so it begins," said the Elector Count of Middenheim, extending his hand to Ar-Ulric.

"The battle for the Old World has begun, — agreed Valgeir, accepting his lord's hand. "Ulric go with you."

# ARMY SPECIAL RULES

This section of the book describes all the different units used in a Dogs of War army, along with any rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the *Warhammer* rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' that apply to several Dogs of War units, and these are detailed here.

The men of Middenheim must be brave if they are to stand against the Chaos hordes from the north. Beyond the walls of the great fortress-city stout Soldiers of Middenland stand shoulder-to-shoulder with Free Companies drawn from the city's militia. Mortar and Cannon are wheeled into position to smash the siege engines of the enemy with iron and fire. Courageous knights heed the clarion call signalling them into battle, pennants fluttering in the wind. Called to the battlements, grim-faced Teutogen Guard prepare to repulse the warriors of Chaos with their mighty hammers. And from the highest tower the banner of Middenheim is caught by the breeze, a flicker of bright hope against the darkling sky.

## CRUSH THE WEAK

Ulric detests weakness and cowardice. Models with this rule will Hate enemies with a Leadership characteristic of 6 or lower. This has no effect on the model's mount.

## WHITE WOLF HAMMER

*This is the traditional armament of the Knights of the White Wolf.*

<b>Range:</b>	<b>Strength:</b>	<b>Special Rules:</b>
Combat	+1	+2 Strength on the charge, Requires Two Hands

## FULL PLATE ARMOUR

*The greatest and most honoured warriors of the Empire go to battle wearing sturdy suits of Dwarf-forged plate mail.*

A model with full plate armour has a 4+ armour save. This combines with other armour as normal.

## WHITE WOLF CLOAK

*Knights of the White Wolf wear the pelts of wolves slain by every knight as a mark of passage from squire to templar. The furs have their practical advantages too, such as keeping the knight warm in the depths of winter, or protecting vulnerable areas from attack.*

Knights of the White Wolf gain an additional +1 to their armour saves against missile attacks while wearing White Wolf cloaks.

## THE SACRED FLAME

Many legends surround the Sacred Flame of Ulric. As already mentioned, the god himself is said to have guaranteed that the city and its people would endure as long as the flame still burned. Another popular superstition is that the flame will not harm a true follower of Ulric. This is most famously recorded in the story of Magnus the Pious and the Year of Shaming. With the Empire divided both by religion and by the ambitions of rival claimants - to the throne, the Sigmarite noble Magnus of NuIn came to Middenheim in secret to confront Ulrican claims that the religion of Sigmar was at best a heresy and at worst Chaos-inspired. As the High Priest of Ulric was denouncing him from the pulpit, so the story goes, the young Magnus rose from among the congregation, throwing off his cloak to reveal his identity.

"If I am a blasphemer," he said calmly, "then the Fire of Ulric will surely consume me." Shrugging off his cloak, he walked into the flame with an unwavering step, and turned to face his accuser. The flame would not burn him, and those present dropped to their knees, recognising that this youth was highly favoured by their god.

Although suspected heretics were occasionally subjected to the Trial of the Flame in past centuries, today the temple authorities strongly discourage anyone from testing the favour of Ulric by walking into the flame. Every year, though, especially during the winter pilgrimage season, a few people try. Most suffer injury as a result, but sharp-eyed priests pull nearly all from the sacred flame before they can be too badly hurt. There have been no reported miracles for more than a generation.

# MIDDEN MARSHALS AND SENESCHALS

As a powerful city-state, Middenheim maintains considerable military forces, and the bulk of these fall under the command of the three Midden Marshals. The Midden Marshals are Maximilian von Genscher, Johann Schwermutt, and Ulrich Schutzmann. Von Genscher commands Middenheim's walls and gates, along with the city garrison (but not the Watch), fixed artillery pieces, the city militia, and all other defensive forces. Schwermutt commands the standing army of Middenheim, while Schutzmann commands the City Watch and is responsible for keeping the peace within the walls.

Graf Boris has assembled a great force from the army, the militia, the knights, and several allied contingents that assisted in the defence of the city, and set out to chase down the forces of Chaos as they withdraw. Schutzmann has been granted full ducal power, making him the unquestioned ruler of Middenheim in the Graf's absence. Unfortunately, he only has the City Watch at his disposal, along with a few artillery crews defending the walls and gates.

	M	WS	BS	S	T	W	I	A	Ld
Marshal	4	5	5	4	4	3	5	3	9
Seneschal	4	5	5	4	4	2	5	3	8

**TROOP TYPE:** Infantry (Character).

**SPECIAL RULES:** Crush the Weak.

**Commanding Presence:** The Marshal and Seneschal are veteran warriors, and is Immune to Panic. In addition, their presence and leadership so reassures their troops that any unit they lead becomes Immune to Panic too.

## THE LAW LORDS

Much of the civil government of Middenheim is in the hands of a small group of men: the three Law Lords, Eberhard Richter, Erich Kalzbad, and Hannes Brucker. The Law Lords traditionally dress in grey robes, adorned by gold brooches in the shape of a balance.

The Law Lords are still in the city, supervising the civil government and advising Commander Schutzmann on matters of law. They generally keep themselves distant from the city's population, avoiding personal entanglements that could lay them open to charges of bias or corruption. Since a scandal several years ago led to the replacement of all three Law Lords under circumstances that are still not clear, the current incumbents are extremely careful to make a show of integrity and impartiality.

# BATTLE WIZARDS

The head of the Guild of Wizards and Alchemists is titled High Wizard of Middenheim, and in addition to his duties as guild master he advises the Graf on magical affairs and assists the Midden Marshals in maintaining the city's magical defences. In time of war, the High Wizard liaises with the Midden Marshals to provide magical support for the city's military forces.

The High Wizard is currently out of the city, along with most of the Guild members who have any ability with offensive spells. A few remain behind to assist Commander Schutzmann and the City Watch in maintaining order and restoring the city's defences; they are under the command of Deputy High Wizard Janna Eberhauer.

	M	WS	BS	S	T	W	I	A	Ld
Wizard Lord	4	3	3	3	4	3	3	1	8
Battle Wizard	4	3	3	3	3	2	3	1	7

**TROOP TYPE:** Infantry (Character).

**MAGIC:** A Hireling Wizard uses spells from one of the eight Battle Magic lores in the *Warhammer* rulebook.



# GRAND MASTERS



The most senior of the Knights of the Inner Circle, and the nominal heads of each of the knightly orders, are the grand masters. The grand masters are some of the most well-known military men of the Empire, admired by the aristocracy (to whom they invariably belong) and common people alike.

The grand master is expected to be a paragon of knighthood, and as such must display both great physical prowess and knowledge on subjects such as history and warfare.

In times of war the grand masters regularly take to the field of battle alongside their knights, inspiring them with the same sort of awe the knights themselves inspire in the common soldiery.

A grandmaster is always at the forefront of an army when it marches to war, leading his fellow knights, and often the entire army, into battle. He is usually amongst the most trusted of military advisors and generals, and when not engaged in warfare is often charged with planning for it. A grandmaster of a templar order is often a leading personality within a religious cult as well, commanding total loyalty from its warriors.

The current Grand Master of the Knights of the White Wolf is the one-eyed Rein Volkhard, a fearless fighter of great prowess.

	M	WS	BS	S	T	W	I	A	Ld
Rein Volkhard	4	6	3	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

**TROOP TYPE:** Cavalry (Special Character).

**SPECIAL RULES:** Crush the Weak, Immune to Psychology

**Master of Battle:** If a Grand Master joins a unit of his Knightly Order, the unit gains the Immune to Psychology special rule for as long as he remains with the unit.

## BARON HEINRICH VON TORLICHHELM, GRAND MASTER OF THE KNIGHTS PANTHER

Baron von Torlichhelm was elected to the position of Grand Master both for his diplomacy, and for his purity of faith. He has been forced to mediate countless disputes between his own knights and those of the White Wolf, for Ulricans have long memories and it was publicly known that von Torlichhelm's predecessor was an unwitting pawn of Chaos. As a result, Knights Panther are frequently accused by the White Wolves of granting mercy to mutants and cultists, which only spurs them to greater violence. The Knights Panther's past indignity has become something of a private joke among the White Wolves.

Torlichhelm himself is a devout follower of both Sigmar and Ulric, and was known before his election as a generous benefactor of both cults.

The most zealous Sigmarites among the Knights Panther believe that von Torlichhelm was elected purely to appease the Ulricans, which they regard as disgraceful pandering. Overall, however, von Torlichhelm has made significant progress mending fences. He encouraged the Knights Panther to display beastman heads on their helms in place of the traditional cats, and convinced the Graf to appoint a Midden Marshal's son to his Knight Panther honour guard. Von Torlichhelm's biggest challenge will be to preserve the Knights Panther's long-standing traditions through this period of change.

	M	WS	BS	S	T	W	I	A	Ld
von Torlichhelm	4	6	3	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

**TROOP TYPE:** Cavalry (Special Character).

**SPECIAL RULES:** Immune to Psychology, Master of Battle



# WARRIOR PRIESTS OF ULRIC



In Middenland, like nowhere else in the Empire, Sigmar falls second in worship to one of the Old Gods: Ulric, the wolf god of winter. In the north of the Empire life is harsh; the winters are freezing, the soil is poor, and the forests crawl with Goblins and Beastmen. Ulric is the state's patron because he is as harsh as the land itself, and the strength and independence he expects from his followers hardens the people to the austerity of their existence.

Ulric's Priests reflect this quality. All clerics of Ulric are ferocious fighters, for entry to the cult of Ulric is forbidden to those who do not follow a martial pursuit. This is because Ulric is a warrior first and foremost, expecting his followers to confront problems head-on and by force of arms whenever possible.

In battle the Priests of Ulric are the embodiment of *the* spirit of Ulric, swinging their axes and swords and crying oaths to their enemies with the ferocity of the Wolf God himself. The fighters around them are filled with courage, and the faith and strength of the warriors of Ulric is indomitable.

In battle, the Priests of Ulric are the embodiment of the spirit of Ulric, swinging their axes and swords and crying oaths to their enemies with the ferocity of the Wolf God himself.

	M	WS	BS	S	T	W	I	A	Ld
Priest	4	4	3	4	4	2	4	2	8

**TROOP TYPE:** Infantry (Character).

**SPECIAL RULES:** Crush the Weak.

**Blessing of Ulric:** Priests of Ulric may channel power and dispel dice in the same manner as Wizards.

**Fury of Ulric:** The Priest and any unit he joins gain the Hatred rule.

**Prayers of Ulric:** Priests of Ulric know the three Prayers listed below. Prayers of Ulric are innate bound spells (power level 3). Prayers are **augment** spells that target the Priest of Ulric and his unit.

- **Battle Howl:** As long as the Battle Howl is in effect, the Priest and any unit he leads add D6" to their charge moves. If the charge is failed, the extra movement is wasted; make a normal move towards the target as normal. Remains in Play.
- **Destruction:** Every enemy unit in base contact with the Priest suffers D6+2 Strength 4 hits.
- **Winter's Chill:** Any units engaged in close combat with the Priest or the unit he is with suffer a -1 to hit penalty in the next Close Combat phase.

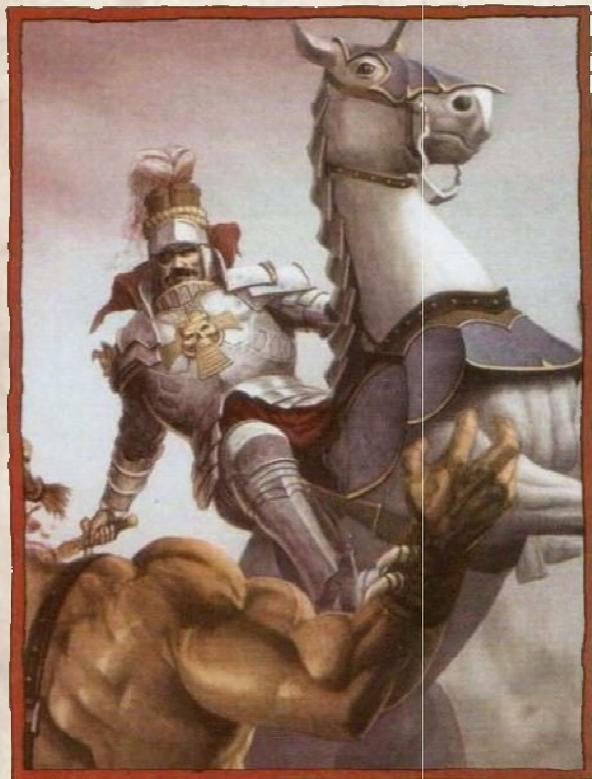
"Ah, Ulricans... they are little better than beasts when it comes to war. Lay a bear trap or two and they always get their feet trapped.

Personally, I'd like more of my opponents to have such directed characters, it would make my life far simpler."

-LORENZO DI MARCO,  
THE EAGLE OF THE NORTH

# BORIS TODBRINGER

## Elector Count of Middenland



Graf Boris Todbringer is the current Elector Count of Middenland. He is a distinguished warrior and statesman, having been the head of his family for almost three decades.

Boris is one of the most ferocious warriors in the Empire and the province of Middenland is one of the most powerful and independent of the Imperial states. As the Count of Middenland he is a fervent devotee of the Cult of Ulric whose chief temple is situated in Middenheim. When Karl Franz was elected Emperor after the death of his father, only Boris Todbringer of Middenland opposed him. Boris lost the vote despite the support of the High Priest of Ulric, but has since proved to be the most loyal and energetic of Karl Franz's Counts.

Boris Todbringer was instrumental in the defense of the city of Middenheim and the province of Middenland when Archaon, and his followers, invaded Kislev and the Empire. The armies of Ostland and Middenland, and troops from Hochland and Kislev fell back to Middenland where Boris Todbringer lead the soldiers of the Empire in the defence until the Emperor relieved the city.

Boris Todbringer married very early; his first wife, Maria von Richthofen, died one year later giving birth to Stefan, whom Boris named as heir to his title. A few months previous, Boris had learned he was father to another son, Heinrich, born to a lady-at-court. There are (unconfirmed) rumours that Heinrich was

conceived the night before the Graf's marriage to Maria.

At the age of 47, the Graf took another wife, Anika-Elise Nikse, daughter of the Baron Werner Nikse of Nordland. Unfortunately the marriage produced no children, and Anika-Elise died ten years after the marriage. Graf has one more child, Katarina, born to a lady-at-court prior to his second marriage.

Boris is now advancing in years, and there are whispered rumours that personal and political problems weigh heavily on the Count's mind. His battles with the Beastmen of the Drakwald, in particular the banebeast Khazrak whose eye he took and in turn lost his own right eye to, are a ceaseless struggle. It is also said that the loss of his second wife, Anika-Elise, almost twenty years ago was a blow he has still to fully recover from. However, if these rumours are true, Boris Todbringer is a determined man indeed, for outwardly he remains as vigorous as ever, a fearsome fighter and leader. He regularly leads the armies of Middenland personally, smiting enemies with his Runefang and urging his soldiers on to victory.

	M	WS	BS	S	T	W	I	A	Ld
Boris Todbringer	4	5	3	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

**TROOP TYPE:** Cavalry (Special Character).

**SPECIAL RULES:** **Hold the Line** (see Warhammer: The Empire).

### MAGIC ITEMS:

#### Legbiter Runefang

*This is one of the ten remaining Runefangs, forged over 2500 years ago. Legbiter has always been the weapon of the Elector Count of Middenland, and Boris Todbringer wields it with both pride and fury.*

Magic Weapon. All hits from a Runefang wound automatically with no armour save allowed.

#### The Talisman of Ulric

*The Elector Count wears the Talisman of Ulric on a chain around his neck. This is an ancient heirloom of the Counts of Middenland and offers protection against harm.*

Talisman. At the start of every player turn, unless he has been removed as a casualty, Boris Todbringer instantly recovers any lost wounds, up to his starting total of 3. In addition, the Talisman is infused with the power and courage of Ulric, granting Boris Todbringer Magic Resistance (1) and this Talisman also makes him Immune to Psychology.

# EMIL VALGEIR

## High Priest Ar-Ulric

As might be expected, the most influential priest in Middenheim is the High Priest of Ulric, who goes by the traditional title Ar-Ulric ("Son of Ulric" in the ancient Teutogen dialect). With the combination of his spiritual authority as high priest and his military power as supreme commander of the Knights of the White Wolf, he is second only to the Graf in importance, and there are many devout followers who would rate him at least as the Grars equal. At present, Ar-Ulric is leading the Knights of the White Wolf in the field, and Deputy High Priest Claus Liebnitz is in charge of the temple.

Ar-Ulric, High Priest of the Wolf God and coruler of Middenheim, is every inch a mighty warrior, as formidable a soldier as he is a statesman. Wielding the Hammer-axe of Skoll he is a dangerous opponent, for this ancient weapon confers many abilities to the High Priest.

	M	WS	BS	S	T	W	I	A	Ld
Ar-Ulric	4	5	3	4	4	3	5	4	9

**TROOP TYPE:** Infantry (Special Character).

**SPECIAL RULES:** Crush the Weak, Blessing of Ulric, Fury of Ulric, Prayers of Ulric.

**Favour of the Winter Wolf:** Ar-Ulric's divinely granted powers are greater than any other priest of Ulric. He channel dice on a 5+ rather than 6+. In addition, he may re-roll the power dice when casting his Prayers, and may add +1 to the result.

### MAGIC ITEMS:

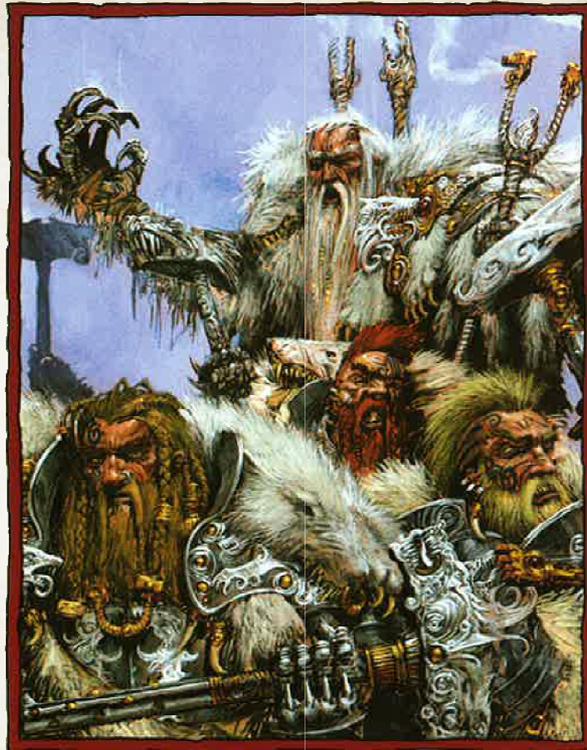
#### Blitzbeil, the Hammer-axe of Skoll

*Named for the axe of Ulric himself, Blitzbeil is traditionally carried by Ar-Ulric to battle against Middenheim's greatest foes. It strikes with the power of thunder and its mere presence chills enemies to the bone, numbing their limbs and slowing their movements.*

Wielder strikes at +1 Strength and ignores Armour saves. In addition, all enemy models in base to base contact with the wielder suffer from the Always Strikes Last special rule.

#### Wolfplate Armour

Magic Armour. The Wolfplate armour confers a 4+ Armour save, a 5+ Ward save and Magic Resistance (1). In addition, Ar-Ulric and any unit he accompanies are immune to all fire based attacks, whether magical or not.



Until recently, the aggressively intelligent Wolfmar von Krutz did not believe in the divinity of Sigmar. When an Initiate, he furiously studied every holy tome and stubbornly argued with every tutor until he arrived at his conclusion that Sigmar was not a God. To further his understanding he discussed theology with many of the Empire's most learned minds, including Hieronymus of Nuln, Zavant Konniger and even Verspasian Kant, the Patriarch of the Light Order. But the debates, oft-times heated, still led him to the same conclusion: Sigmar was not a God!

On his 53rd Birthday, von Krutz, who was, by that time, the high priest of Talabheim, waited for the blacksmith Valten, the supposed "Exalted of Sigmar," to march into his city. Valten arrived that evening mounted upon a great warhorse. The Emperor rode at his side, and a great host trailed far behind them. Sigmar's holy warhammer, Ghal Maraz, was held aloft in Valten's right hand.

His left hand was held aloft in salute, the fading light shimmering down his ancient armour. The sight was magnificent. Awe-inspiring.

Fighting back tears, von Krutz knew doubt for the first time in his life.

That night, the high priest is said to have met with Valten. No-one knows what passed between the two men, but von Krutz chose not to ride north to Middenheim to relieve the siege, which had been his original plan. Instead, he returned to his temple, feverishly claiming that Sigmar had been reborn, and that all Ulricans should watch for the "Mark of Unification."

Months later, when news reached Talabheim of Valten's "miraculous departure," von Krutz shook his head in disbelief. He could not believe it. He would not believe Valten could abandon his people.

Thus, he is now convinced something is deeply wrong, and is using all of his resources to send agents north to uncover the truth. If this fails, he plans to travel to Middenheim himself, there to unearth exactly what happened to Valten, no matter the consequences.

# VORN THUGENHEIM

## Standard Bearer of Middenheim



Bearer of the sacred standard of Middenheim is Vorn Thugenheim. He is a respected warrior who has been given the honour of being chosen to enter the Teutogen Guard for a year of service, and holds a powerful position within that order.

Loyal, steadfast and fierce, he is the right hand man of the Elector Count Boris Todbringer. His father, Vieran, was one of Todbringer's closest confidants and advisors. He gave his life for his lord in the same battle that Todbringer lost his eye in a desperate battle against the foul Beastmen of the Drakwald.

Todbringer took the young Vorn under his wing, raising him as his own son. Nevertheless, he was a stern father figure with high demands and expectations, being particularly conscious not to let the young lad have a privileged upbringing. Vorn excelled in all areas of his schooling, mastering the litanies of Ulric and proving himself a skilled swordsman and hunter.

A consummate perfectionist, Vorn trains diligently every day, rising an hour before his peers to practice his weapons training and to run through the forests. He is the youngest warrior ever to be given the privilege of bearing the banner of Middenheim. Despite his talent and high rank, he remains humble, and feels more comfortable with the common soldiery than the nobles. As inspiration to Middenheim's defenders, Vorn is able to lift their spirits when he walks the walls at their side - a talent that will be needed in the dark times ahead as Archaon's horde closes on the great city.

	M	WS	BS	S	T	W	I	A	Ld
Vorn Thugenheim	4	5	3	4	4	2	5	3	8

**TROOP TYPE:** Infantry (Special Character).

**SPECIAL RULES:** Crush the Weak, Battle Standard Bearer.

**Inspiring Presence:** Friendly units within 6" of Vorn may use his Leadership as if he was the army's General.

**MAGIC ITEMS:**

### Heart of Middenheim

*A perfectly round stone set into a golden amulet, the Heart of Middenheim is crafted from a fragment of the keystone of the gateway to the Temple of Ulric. It has been carried by some of the finest warriors ever to have lived in the City of the White Wolf.*

Talisman. 5+ Ward save. Wearer gains +1 to their Weapon Skill.

### Banner of Middenheim

*The origins of this banner are unknown, but centuries ago it was adopted as the battle standard of the City of the White Wolf. Its power fills the troops under it with great courage, inspiring them to defy the most terrifying of foes.*

Magic Standard. Any unit joined by Vorn are immune to Fear and Terror.

### Keiner Reizfeld

Keiner Reizfeld is the youngest captain in the Knights of the White Wolf at just 24 years of age, a distinction that has earned him both the admiration and jealousy of his subordinates and rivals. Keiner is the captain of Red Company, one of the prestigious companies of knights based at the High Temple of Ulric in Middenheim. Keiner is viewed as little more than a barbarian by his fellow captains, and is prone to losing himself to bloodlust in the heat of battle.

However, they cannot dispute that he commands total loyalty amongst his men, driving them ever onwards to greater and greater deeds, and it is said that had it not been for Keiner's bravery, the list of White Wolves lost during the Siege of Middenheim would have been even longer.

# WARRIORS OF ULRIC



Ulric is the god of warriors across the Old World, and initiates of his cult are expected to make their way in the world by directness, bravery and force of arms. A good number find their calling in formal armies and mercenary regiments, yet in the Empire there are many wandering fighters seeking adventure, fortune, or simply to honour their patron. When Ar-Ulric announces a holy campaign many of these warriors heed the call, and those that are able make their way to Middenheim to take up the cause. They band together in groups of like-minded souls, frequently using a test of arms or other contest to establish a leader amongst them and a bearer for an agreed icon or standard.

	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	3	3	3	1	3	1	7
Wolf-Claw	4	4	3	3	3	1	3	2	7

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Crush the Weak

## INDIVIDUALS

The Warriors of Ulric are no formal regiment, but are followers of the Wolf God from many fighting and adventuring professions united in their service of Ar-Ulric. As such they carry a diverse selection of weaponry and equipment. However, for game purposes they all count as being armed in the same way. You should make sure that the majority of models in the unit carry the correct equipment, and make clear to your opponent how the unit is equipped before the game.

## SONS OF ULRIC

The Sons of Ulric believe they are literally blood descendants of the God himself, and thus should control the cult. Beyond that, most think that they should also rule the world, but the Cult of Ulric is their first priority.

If the group were unified, it would have a good chance of succeeding. However, while all members agree that a descendant of Ulric should lead the cult, they tend to disagree over which descendant of Ulric is worthy of the honour; most think it should be them, personally. A charismatic and experienced leader might be able to unite them, promising all the Sons positions of power within the cult, but no such individual has arisen. Instead, the group is fractured into dozens of splinter groups, each competing against the other as much as with the cult's central organisation. That said, the Sons do work to undermine the orthodox cult.

Direct manifestations of Ulric's power are treated with respect, so miracle-working priests are safe, but others are seen as obstacles to the Sons' rightful rule, and thus targets for removal. Most try to avoid killing followers of their deity, and settle for discrediting or crippling them, to force them into retirement.

The Sons are most popular in Middenland, where they are strictly illegal, but they are found elsewhere. Some of the groups in other regions are not of pure Teutogen blood. Logically, this makes perfect sense: Ulric's descendants could marry people from other tribes. The Middenland Sons of Ulric, however, see it as the deepest and darkest heresy, and persecute non-Teutogen Sons of Ulric as enthusiastically as the orthodox cult persecutes them.

	M	WS	BS	S	T	W	I	A	Ld
Son of Ulric	4	4	3	3	3	1	3	1	7
Persecutor	4	4	3	3	3	1	3	2	7

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Crush the Weak, Hatred.



# KNIGHTS OF THE WHITE WOLF

The Knights of the White Wolf, or White Wolves as they are more commonly known, are the most famous of all the templar orders, readily identified by their distinctive wolf pelts and their savage fighting. The Knights of the White Wolf are the oldest and the largest templar order in the Old World, their founding dating back to the time of Ar-Ulric Wulcan, over 2,000 ago. The Knights' wolfskin cloaks, coupled with their long, often wild hair and beards, gives them a somewhat barbaric appearance, but in truth they are a highly disciplined and martial order whose presence at most of the significant battles in the Old World is a testimony to their prowess.

The Knights of the White Wolf are based in the city of Middenheim, where they were founded following a great victory against Chaos outside the city walls. The Knights are all followers of the god Ulric who is worshipped throughout the Empire, but most notably in the northern provinces, especially Middenland.

The Knights of the White Wolf are templars of Ulric. According to ancient Teutogen tradition, the High Priest Ar-Ulric is expected to raise and maintain his own force for the defence of the temple and the faith, and to honour the wolfgod in battle with their valiant deeds.

Almost every temple of Ulric, from the smallest of shrines to the high temple in Middenheim, has at least one or two White Wolves stationed in it. Independent chapterhouses of White Wolves do exist, but these are rare. These larger chapterhouses house several units of White Wolves, the duties of which extend beyond merely guarding Ulrican interests. The templars there often venture out on military missions to take the fight to their enemies (raiding encampments of Orcs or laying siege to a necromancer's castle, for example).

White Wolves are tasked with guarding the temples and priests of Ulric throughout the Empire and beyond. Units of White Wolves may be dispatched on quests or missions, or they may be sent to battle, marching as part of the army of Middenland to war, or accompanying a larger templar army on a crusade.

Knights of the White Wolf are distinctive, both on and off the battlefield. When on duty or in battle, White Wolves dress in heavy suits of plate mail, lacquered black or treated with dark oils. Every Knight wears a distinctive wolf pelt over his shoulders, and it is a rite of passage that every White Wolf must hunt, kill, and skin a wolf with his bare hands in order to become a full-fledged member of the order.

They carry neither shield nor helm, and ride to battle bareheaded to show off their long hair and beards. Their distinctive weapon is a fearsome double-handed hammer which they swing round their heads from horseback, knocking enemy horsemen from their



saddles and pounding the skulls of foes on foot. They carry neither shield nor helm, and ride to battle bareheaded to show off their long hair and beards and are exceptionally wild and fearsome.

White Wolves fight from the back of red-barded warhorses wielding cavalry hammers instead of lances when they charge. When not mounted, they often replace these with huge warhammers that they swing about themselves in deadly arcs.

	M	WS	BS	S	T	W	I	A	Ld
White Wolf	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

**TROOP TYPE:** Cavalry.

**SPECIAL RULES:** Crush the Weak

## UPGRADES:

### The Knights of the White Wolf Battle Banner

**40 points**

*This banner depicts the white wolf of Ulric. The banner was carried at the battle of Middenheim itself, and afterwards dipped in the blood of a mighty daemon prince of Chaos destroyed by the Knights. This has endowed the harmer with magical properties, radiating a sense of terror that affects the Knights' enemies.*

The unit carrying this standard causes Fear. When charging, the cause Terror.

# TEUTOGEN GUARD

Grim and unyielding, the Teutogen Guard are the elite foot troops of the Middenheim army. Hefting mighty White Wolf hammers they crush the enemies of the Empire with righteous fury. The Teutogen Guard will often fight to the last man, even in the face of overwhelming odds, so are considered stubborn in the game, and their full plate armour makes them resilient against attack.

They are a veritable wall of unshakeable steel before the hordes of Chaos.

The Teutogen Guard are the personal bodyguard of Ar-Ulric in his role as an Elector of the Empire, accompanying him both at state occasions and on the battlefield. They are named after the great Teutogen tribe that in the time of Sigmar helped the man-god drive the Orc & Goblin invaders from the lands of Men. However, unlike the Greatswords who are drawn from the state army, the Teutogen Guard are instead selected from the ranks of the Templars of Ulric — the Knights of the White Wolf.

Each year the Teutogen Guard is renewed, with its members selected by the Grand Master and Ar-Ulric himself. They are often members of the Order's Inner Circle, although the selection process takes account only of merit, not rank, and ordinary brethren are just as likely to be chosen. Being selected for a tour of duty in the Teutogen Guard is one of the highest accolades a Knight of the White Wolf can receive, and the warrior's already fearsome resolve is strengthened still further by the weight of the honour and duty he bears.

## THE BROTHERHOOD OF THE AXE

The Brotherhood of the Axe is an elite military order within the Teutogen guard. Only the most devoted and warlike followers of Ulric are admitted into the Brotherhood.

Although they are now technically subordinate to the Teutogen Guard, the Brotherhood's origins go back to the days before Sigmar, when the Teutogens were the most powerful tribe in what is now the northern part of the Empire. They were an elite warrior society made up of the very finest Teutogen warriors. When Sigmar united the tribes and founded the Empire, the Brotherhood of the Axe retained their original role as protectors of the Teutogen chiefs. Only warriors of pure Teutogen blood are admitted to the Brotherhood, and they must also be warriors of proven skill and unquestioning loyalty to Ulric.

Most of the Brotherhood are anti-Sigmarite, and because of this the order is regarded with suspicion by the Imperial authorities.

However, their prowess on the battlefield is unquestioned, and they are widely admired in Middenheim.



	M	WS	BS	S	T	W	I	A	Ld
Teutogen Guard	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Crush the Weak, Stubborn.

**Strength of Ulric:** Brothers of the Axe may re-roll failed rolls to Wound.

### WHITE WOLF CLOAK

The very first White Wolf Cloak is said to have been created by Ar-Ulric Vulcan almost 2,500 years ago. The then chief of the Teutogens had been struck low in the northern wilds, where he had been leading a defence against Goblins from the Silver Hills. He was weakening quickly, and the bitterly cold conditions of the late-autumn nights were making him worse. Vulcan, upon hearing the dire news, immediately set off from his new temple on the Fauschlag in search of the chief.

After a week's hard travel through driving winds and stinging snow, it is said he was set upon by a giant White Wolf, its eyes wild with hunger.

Vulcan took this as a sign from Ulric, and, although a very old man, proved his worth by slaying the beast with his bare hands, strangling the life from the giant's neck as it frantically snapped for his throat. Soon after, he strode into the camp of the dying tribal chief, dragging the dead wolf by its tail. He immediately slit open its belly and wrapped the steaming, hot pelt about the dying Elector, claiming to the gathered onlookers that the White Wolf, a gift from Ulric, was sure to preserve the chief's fading life. True to that word, the fever soon broke, and the chief was soon well enough to travel home. Since then, tradition has demanded that all newly appointed Ar-Ulrics should seek out White Wolves in the forests of Middenland, there to wrestle Ulric's messengers and secure their warmth against the winter, or die in the attempt. In the last two centuries, only the current Ar-Ulric, Emil Valgeir, has succeeded in finding such a wolf.

# HUNTING HOUNDS

The Drakwald Forest is vast and treacherous, and many monstrosities such as Beastmen, Orcs and Minotaurs make their lairs deep within it. These creatures are dangerous and savage, and must be purged from time to time lest their numbers grow out of control. Finding these lairs is difficult, and so the Middenlanders use packs of hounds to sniff them out and hunt them down.

	M	WS	BS	S	T	W	I	A	Ld
Hunting Hound	7	3	3	3	3	1	3	1	5
Hunt Master	4	4	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5



**TROOP TYPE:** Warbeast (Hunting Hound), Cavalry (Hunt Master).

**SPECIAL RULES:** Fast Cavalry.

**Relentless Chase:** Hunting Hounds are used to track and hunt down Beastmen and Orcs deep within the Drakwald Forest.

Hunting Hounds have the Forest Strider special rule.

Hounds cannot be joined by characters other than their Hunt Master and do not cause Panic tests in friendly units except other Hounds, although they benefit from the General's Leadership and the Battle Standard as normal.

**Hunt Master:** Hunting Hounds are often led by Hunt Masters, warriors mounted on warhorses who guide them towards the foe.

The Hunt Master is bought as an upgrade in the same way as a unit Champion and is treated as a Champion in all respects, i.e., he cannot be singled out as a target for missile weapons, may issue and accept challenges, etc.

Note that as long as any Hounds remain alive, the Hunt Master will be restricted to their Movement of 7, even though his horse would normally be able to move faster. He still benefits from the Hounds' Relentless Chase rule.

# WINTER WOLVES OF MIDDENHEIM

In the great Drakwald forest, there are more dangers than Beastmen to be found. Among the largest and fiercest predators are the Winter Wargs, wolves three times the size of horses.

Among the Middenlanders, the Winter Wolves are seen as a good omen, being manifestations of Ulric's fury. Only the mightiest of the Knights of the White Wolf can take these as a mount, but those that do, are famed throughout the Empire as some of the best warriors there is.

	M	WS	BS	S	T	W	I	A	Ld
Inner Circle Knight	4	4	3	3	3	1	3	1	8
Inner Circle Preceptor	4	4	3	3	3	1	3	2	8
Winter Warg	9	4	0	5	4	3	4	3	7

**TROOP TYPE:** Monstrous Cavalry.

**SPECIAL RULES:** Crush the Weak, Fear



# WOLF-KIN



The Wolf-kin are fighters driven to near madness by hardship or despair. Rather than lower themselves to morose preaching of punishment for man's sins and the end of the world, however, followers of Ulric traumatised in this way take a more direct approach befitting their pragmatic and vengeful god. Gathering together, they travel the roads and forests seeking out Beastmen, Orcs and evil in any form. Their anger and hatred lends them insane strength and they hack apart their foes with a terrible fury, oblivious to the most insurmountable odds in their desire to destroy those responsible for the ills of the world.

The Wolf-Kin are loosely organised, and anyone can join, or even simply declare themselves to be one. If they act the part, and stay alive, they are a Wolf-Kin. Female members are also known, but are substantially less common. Because Wolf-Kin are prone to sudden violence, particularly when drunk, the respect most feel for them does not extend to warm hospitality. No village would throw a group of Wolf-Kin out, but they would host them in a barn, rather than in people's homes. As a result, there is little benefit in pretending to be Wolf-Kin, and the majority of those wandering the roads of the north are genuine.

Though often sombre and quick to anger, the warriors of the Wolf-kin are welcomed in the armies of Middenland, for their bravery and power more than make up for their impetuosity. Many a raiding force

of bandits or Beastmen has attacked from the forests, confident of razing a village or town, only to be driven back by the fury of the Wolf-kin of Ulric.

They find solace in the contemplation of their warlike god, and see themselves as the living instruments of his vengeance. A large force of Wolf-Kin currently accompanies the armies of Middenheim; they are not formally a part of any force – army, garrison, or knightly order – but their religious devotion leads them to gravitate to Ar-Ulric and the Knights of the White Wolf.

The Wolf-kin are among the most-admired fanatics in the Empire. They fight bravely against the enemies of the Empire, and many give their lives protecting small villages, or breaking an assault so an army can make an orderly retreat and fight another day. Almost all Wolf-Kin live in the northern Empire, wandering around looking for groups of Beastmen, warriors of Chaos and other enemies. As is the way of the Old World, there are always plenty of such adversaries for them to fight.

While the followers of Sigmar might wander around cities bleating about their offences and hitting each other with sticks, the followers of Ulric take a different path. Those who become convinced of their own, or the world's, sinfulness take the path of the Wolf-Kin, berserk warriors who travel the northern Empire looking for trouble and then fighting it head-on. Wolf-Kin are single-minded in their search for enemies to kill, and attack directly when they find some. Subtle strategy, or, indeed, any strategy, is not their concern; they rely on their fighting strength, faith in Ulric, and sheer energy to grant them triumph. Because a lot of them had military training before joining the Wolf-Kin, it often does.

At present, the Wolf-kin devote most of their attention to defeating the remaining Beastmen and Mutants from the armies of Chaos, although in normal times Orcs, and even Human bandits, become their targets. Indeed, in the past Wolf-kin have been known to attack Imperial tax collectors as representatives of evil, but such incidents are glossed over these days.

	M	WS	BS	S	T	W	I	A	Ld
Wolf-kin	4	4	3	4	3	1	3	1	8
Wolf Brother	4	4	3	4	3	1	3	2	8

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Crush the Weak, Stubborn, Skirmishers

# STATE TROOPS



The army of Middenheim is currently away from the city, hunting down the rag-tag remnants of Archaon's Chaos forces.

Like all the armies of the Empire, it is a diverse and versatile force, with a wide range of infantry, cavalry, and artillery units at its disposal.

While the army's task is to take the field against Middenheim's enemies, the garrison is charged with the defence of the city itself. Like the army, it includes a wide range of troop types, with a heavier emphasis on artillery and missile-armed troops—crossbowmen, handgunners, and the like—to decimate attackers from behind the safety of the city walls.

The City Watch is the main armed force left in Middenheim at present. While the army is charged with fighting in the field and the garrison with defending the city (although for now most of the garrison is in the field alongside the army and the knights), the task of the City Watch is to maintain order and apprehend criminals. During the siege, however, the Watch fought alongside Middenheim's other armed forces, and did so with distinction.

Although the garrison and militia do not normally leave the city, a large number of them are currently in the field with the army and the knights. Only the crews

for the fixed artillery on the city walls have remained behind as Middenheim fields the largest possible force to secure the surrounding countryside— and to avenge those who fell in the city's defence.

## THE SWORDS OF ULRIC

The Swords of Ulric are one of the many regiments formed by and paid for by the Temple of Ulric in Middenheim. The formidable training of the Swords of Ulric consists not of marches or weapons practice, but instead of patrols and war parties led out of the city into the surrounding Drakwald. Initiates hoping to join the unit must accompany such excursions - only those that fight with honour and survive are admitted. It is left to each soldier to equip himself in the blue and white colours of Middenheim. Since the regiment's founding, in the days when Count Mandrel rallied the Empire behind him and became Emperor, the sons of Ulric have borne yellow shields to battle. By tradition, each shield bears a variation of the same device - a red wolf, signifying Ulric embattled. The grim northerners have little room for formal ceremony but what they lack in parade-ground discipline they make up for with savagery on the battlefield.

	M	WS	BS	S	T	W	I	A	Ld
State Trooper	4	3	3	3	3	1	3	1	7
Swordsman	4	4	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7
Marksman	4	3	4	3	3	1	3	1	7

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** **Detachments** (see Warhammer: The Empire).

**Furious Assault:** Swords of Ulric receive +1 to Hit in the first round of combat.

## MIDDENHEIM MILITIA

The militia is a more ad hoc force, recruited from among Middenheim's citizens and serving only when needed. Many Middenheimers who have previous military experience join the militia, which is organised by city districts. Each militia troop is charged with the defence of its own home district, in the event that the city walls should be breached. In addition, the militia can be called upon to assist the City Watch in an emergency.

	M	WS	BS	S	T	W	I	A	Ld
Militia Fighter	4	3	3	3	3	1	3	1	7
Huntsman	4	3	3	3	3	1	3	1	7

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** **Skirmish** (Huntsmen only), **Scouts** (Huntsmen only).

# KNIGHTS PANTHER

The Knights Panther, along with the Knights of the White Wolf, are considered to be the most powerful of all the Knightly Orders. Even if this is in question they are certainly one of the most, if not the most, ancient Knightly Order, tracing their existence back to the wars against Araby nearly a thousand years ago. Knights from all over the Old World joined in the war against the Sultans of Araby, driving their armies from the south of Estalia and carrying the battle to Araby itself. The returning Knights brought back much plunder from the Sultans' Palaces, including gold and silver, precious gems, silks, furs, and many exotic animals the like of which had never been seen before in the Old World. Some of the most amazing and beautiful creatures were the panthers, liberated from the pleasure gardens of Istrabul. They created such an abiding impression to the jubilant crowds cheering the return of the crusaders, in seeing some of the Knights parading them attached to gold chains, that the Order of the Knights Panther was founded. In time the creatures died but their fur would be used for saddle cloths or trimming for fur cloaks, reinforcing the new Order's unique character and reminding everyone of their victories in Araby. Today the original panthers and even their hides have long gone, but the memory of the Arabian wars is maintained in every Panther's raiment by wearing the hide of any spotted creature they can find and the panther emblem emblazoned on their shields.

Knights Panther are distinguished from other knights by their tall helmet crests topped by the image of a Beastman head. This is a change from the spotted great cat of their past, though they retain the distinctive pattern in their saddlecloths.

Though the crusades against Araby have long been over, the Knights Panther still carry their lances against the despotic lords of the south, and stand for the preservation of racial purity in The Empire and are dedicated to the annihilation of all mutants and any kind of Chaos taint. Such fanaticism is not unusual in Knightly Orders, though most choose to battle a foe somewhat closer to home. In the past century, two separate Imperial Decrees commanding the Knights Panther to desist have been issued, but both times, these commands were rescinded. The Imperial Court preferred to offend a distant foreign nation rather than a powerful martial force. Although the crusades are distant memory the Knights Panther today, they have a substantial presence in the staunchly Ulrican cities of Middenheim and Talabheim and can be seen on many public occasions.

The Order of the Knights Panther is a secular brotherhood dedicated to the good of the Empire. These nobles see themselves as protectors of the people and their lands; they strive to rise about the political machinations of individual provinces or city-states.



Unlike many Knightly Orders, the Knights Panther owe their first loyalty to the Empire itself and are sworn to the protection of its people and lands. The Knights Panther are based predominantly in the cities of Middenheim and Talabheim. These cities are traditionally major centers of Ulric worship, and as a result, the Knights Panther have a fierce rivalry with the Knights of the White Wolf, each Order trying to outdo the other in battle. The Knights Panther consider their battle tactics rather crude while at the same time the Knights of the White Wolf consider the Panthers to be too interested in keeping their armoured suits highly polished than indulging in serious martial training. To be accepted into this order, a squire must hunt down and kill a great forest cat single-handedly, placing its skin beneath his saddle when knighted. Thereafter, the Knight Panther divides his time between serving the Graf and going on private quests to destroy the minions of Chaos wherever they are found.

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	3	4	4	3	6	4	9
Knight Panther	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

**TROOP TYPE:** Cavalry.

## SPECIAL RULES:

**Arabian Warhorses:** The Knights Panther ride horses with a blood lineage from the great steeds of Araby. When charging, the Knights may add an extra D3" to their Charge range.

# THE ULRIC ARMOURY

## **WINTER'S BITE** 20 points **Magic Weapon**

*In the year of its forging, this axe was embedded in the Ulricksberg for an entire winter, absorbing the very essence of Ulric's power.*

On a to hit roll of 6 Winter's Bite automatically wounds with no Armour save possible.

## **STORM HAMMER** 20 points **Magic Weapon**

*The Storm Hammer is made of dense meteoric iron, enchanted to allow it to be wielded as easily as a normal weapon. Its massive impact can send foes reeling or smash them to the ground.*

White Wolf hammer. Models wounded (before saves) in the turn the wielder charges may not attack that turn.

## **WOLF HELM OF THE TEUTOGENS** 30 points **Magic Armour**

**Wolf Helm of the Teutogens 35 points**  
*This iron helm, formed into the fearsome visage of a wolf, dates from before the coming of Sigmar but shines as brightly as the day it was created. It is said that Ulric will reward a courageous wearer with great strength.*

Grants a 6+ Armour save that can be combined with other armour as normal. In addition, the wearer can take a Leadership test at the start of every Close Combat phase. If passed, they gain +1 Strength for the duration of that phase.

## **ARMOUR OF SKOLL** 25 points **Magic Armour**

*This heavy suit of armour is decorated with a golden axe and wolf-head designs. It has the power to dull the natural light and warmth from the air around it, and the very energy of blows aimed at the wearer is sapped.*

Heavy armour. Attacks against the wearer in hand-to-hand combat suffer a -1 Strength penalty. This can affect the attack's save modifier. In addition, the wearer is immune to Light magic.

## **CLOAK OF ANRAHEIR** 20 points **Talisman**

*Anraheir was an Amber wizard who created this cloak to protect himself from the beastmen of the Drakwald.*

*The cloak is made from the hide of a minotaur, which the mage slew with a magical spear he formed from the winds of magic.*

Magic Resistance (1), wearer counts as causing fear to all Beastmen and Minotaur models.

## **BANE OF THE CRAVEN** 25 points **Enchanted Item**

*The power of this amulet fills all who feel it with fighting spirit, all thoughts of retreat banished from their minds.*

Neither the unit that carries the Bane of the Craven nor any unit they charge may ever voluntarily flee as a charge reaction. They may use any other charge reaction they would normally be allowed.

## **PELT OF HORROS** 10 points **Enchanted Item**

*Long ago the villages around Middenheim were terrorised by a massive wolf, which became known as Horros after a savage folkloric beast. When it was finally slain by an unknown knight, the wolf's spirit was imprisoned within its pelt, bestowing the wearer with primal strength.*

The wearer may re-roll one failed to wound roll in each Close Combat phase.

## **BANNER OF THE WARRIOR TRUE** 30 points **Magic Standard**

*This finely woven standard was blessed by Ar-Ulric Sehrhart, who single-handedly slew thirty Orcs at the Battle of Kleindorf.*

When the unit carrying this banner takes a Break test, they count as having lost the combat by D3 fewer points than they really did. If this reduces the margin of the loss to 0 or lower, they still count as having lost the combat but test on their unmodified Leadership.

## **STANDARD OF THE WHITE WOLF** 25 points **Magic Standard**

*The Standard of the White Wolf is made from the pelt of a massive wolf from the Drakwald forest. It has the power to protect its followers from the arrows and bullets of the enemy.*

All missile fire against the unit (including magic missiles) suffers a -1 penalty to its Strength. Other types of attack, including spells that are not magic missiles, are unaffected.

# TALISMANS OF ULRIC

The following items can only be chosen by Priests of Ulric and Ar-Ulric. Their value counts towards the bearer's maximum points allowance for magic items. However, they are not magical per se, and items or spells that have a special effect against magic items will not affect them. Unlike magic items you may include more than one of each item, even multiple items of the same type on a single Priest.

## WOLFSHEAD EMBLEM 10 points

*The wolf's head is the most archetypal symbol of Ulric. Before a campaign the Priests of Ulric will bless many Wolfshead Emblems, such as medallions and brooches, with the power to ward away sorcery.*

One use only. Before making a Dispel attempt, the player can declare he is using a Wolfshead Emblem. This allows him to roll one extra dice for the Dispel attempt. You do not necessarily have to use any of the army's normal Dispel dice – you may choose to use only the Wolfshead Emblem's dice, and more than one Emblem may be used against a spell if you wish.

## AMBER FANG 15 points

*Only the most favoured priests are gifted by Ar-Ulric with the incisor of a white wolf set into an amber medallion as a medal of their faith and service.*

A Priest carrying an Amber Fang can cast the same Prayer twice in each Magic phase.

## ICE DAGGER 30 points

*The Ice Dagger is not a weapon, but an icon of Ulric as the savagery of the piercing winter chill. It is usually worn on a chain around the neck. The Ice Dagger is a powerful icon of Ulric's wrath, and the Priest draws strength from the faith and courage of those around him.*

The Priest bearing the Ice Dagger may add the current rank bonus of the unit he accompanies to the Power

level of his Prayers. The rank bonus may only be added once; there is no further bonus for additional Ice Daggers.

## FANG OF THE WINTER WOLF 25 points

*A Fang of the Winter Wolf is a tooth taken from one of the largest wolves of the Drakwald Forest and blessed by Ar-Ulric himself. They are said to be potent talismans, and possession of one instils a priest with supreme confidence.*

One Use Only. Before using a Prayer, a Priest of Ulric may declare he is using his Fang of the Winter Wolf. The Prayer counts as being cast with Irresistible Force, in the same way as a magic spell cast with two dice rolls of 6.

## SHARD OF SKOLL 15 points

*Skoll is a legendary wolf from Teutogen folklore, the companion of Ulric himself who chases away the sun to allow the onset of winter. The Shards of Skoll, relics kept in bronze or iron amulets, are said to be fragments of the great wolf's claws and fangs.*

The Shard adds +1 to the score of every dice rolled when making a Dispel attempt, up to a maximum of 6. Note that this makes automatic failure impossible, and automatic success far more likely. Only one Shard can be used against a single spell. If the Dispel attempt was successful the Shard is destroyed, shattered by the magic it absorbs, but otherwise it can be retained and used again.

## CLAW TOTEM 15 points

*The bone of a wolf carved into the shape of a fang, the magic symbols inscribed in this totem instil a preternatural speed and eagerness in its bearer.*

The character and any unit he is with can roll one extra dice when pursuing fleeing enemies, and discard the lowest roll.



# THE ARMY OF MIDDENLAND

## USING THE ARMY LIST

The army list is used alongside the 'Choosing an Army' section of the Warhammer rulebook to pick a force ready for battle. Over the following pages you will find an entry for each of the models in your army. These entries give you all of the gaming information that you need to shape your collection of models into the units

that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and their points costs.

## UNIT CATEGORIES

As described in the Warhammer rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core Units, Special Units and Rare Units.

## THE ARMY LIST

The following troops from *Warhammer: The Empire* may be included in the following sections:

### LORDS

General of the Empire  
Wizard Lord

### HEROES

Captain  
Witch Hunter  
Battle Wizard

### CORE UNITS

Spearmen  
Halberdiers  
Swordsmen  
Archers  
Huntsmen  
Free Company  
Fighters

### SPECIAL UNITS

0-1 Greatswords  
Crossbowmen

### RARE UNITS

Mortar  
Great Cannon  
Handgunners

## PROJECT SUPREMACY

There have been Skaven in the tunnels of the Undercity since time immemorial. The Dwarfs were fighting them in their mines of Grungni's Tower long before the Teutogens arrived, and repeated campaigns to clear them out of the Ulricsberg have met with only temporary success. Knowing this, Graf Boris and the other commanders of Middenheim's defence were extremely vigilant to potential threats from below.

As the forces of Archaon and his subordinates gradually encircled the city, lookouts on the walls and towers reported the occasional sighting of Skaven among the besiegers, but they were not frequently encountered in the above-ground fighting for command of the city gates and their causeways. In the fighting that led up to the encirclement of Middenheim, Skaven allies fought alongside the other forces of Chaos to deadly effect; now, though, they seemed to be pursuing a different plan.

Fierce underground fighting centred upon an area deep in the heart of the Ulricsberg. While they were driven from the tunnels nearer the surface easily enough, the Skaven fought bitterly to protect this one stronghold. Repeated assaults by specially trained troops and groups of hardened adventurers failed to dent the Skaven's resolve to hold these caverns at all costs. In the end, it was decided simply to seal off all the connecting tunnels, and guard them against any effort to re-open them. The Skaven seemed content to stay where they were, and did not try to break through the rubble.

The presence of the Skaven below the city was kept secret, to avoid general panic. So long as they were contained, the Graf reasoned, they could do no harm. But there were a few subtle signs to the contrary.

Documents found on the body of a slain Grey Seer made cryptic reference to a great undertaking, the name of which roughly translates from Queekish as "Project Supremacy". There was little information on this project other than its name. The guards on the sealed tunnels were doubled, but there were no other obvious steps that could be taken. Attempts to scry the Skaven stronghold magically were thwarted by a barrier of interference, which according to some wizards indicated the presence of a large quantity of Warpstone. Others retorted contemptuously that such a concentration of Skaven indicated the presence of a large quantity of Warpstone, without any need for magical surveillance.

Scouts were sent to find out what the Skaven were up to, but only one returned alive—unfortunately he was hopelessly insane, and sprouted mutations so rapidly that he had to be killed almost immediately. He raved and gibbered about a Great Hemisphere, housed in a vast cavern beneath the city and tended by legions of Skaven, but no one was able to make sense of his words.

When the forces of Chaos withdrew from Middenheim after a twelve-day siege, the sealed tunnels were opened, and groups of adventurers and specialist troops were sent to ascertain whether the Skaven stronghold had been abandoned. So far, none have returned, and no one—at least, no one who is both alive and sane—knows the true meaning and extent of Project Supremacy, or the nature of the hemisphere glimpsed by the raving spy. Many believe it was a hallucination, brought on by the same prolonged exposure to Warpstone that caused his fatal mutations.

# LORDS

<b>BORIS TODBRINGER</b>											275 points
<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Troop Type</b>	
Borgio the Besieger	4	5	3	4	4	3	5	3	9	Cavalry (Special Character)	
Warhorse	8	3	0	3	3	1	3	1	5	-	

**Equipment:**

- Legbiter Runefang
- Talisman of Ulric
- Full plate armour
- Shield

**Mount:**

- Barded Warhorse

**Special Rules:**

- Hold the Line

<b>AR-ULRIC EMIL VALGEIR</b>											370 points
<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Troop Type</b>	
Ar-Ulric	4	5	3	4	4	3	5	4	9	Infantry (Special Character)	

**Equipment:**

- Blitzbeil
- Wolf-plate armour
- Ice Dagger
- Fang of the Winter Wolf

**Special Rules:**

- Crush the Weak
- Blessing of Ulric
- Fury of Ulric
- Prayers of Ulric
- Favour of the Winter Wolf

<b>0-3 MIDDEN MARSHAL</b>											95 points
<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Troop Type</b>	
Midden Marshal	4	5	5	4	4	3	5	3	9	Infantry (Character)	

**Equipment:**

- Hand weapon
- Full plate armour

**Special Rules:**

- Crush the Weak
- Commanding Presence

**Options:**

- May be armed with one of the following:
  - Lance.....7 points
  - Additional hand weapon.....3 points
  - Great weapon.....6 points
- May take a shield.....3 points
- May be mounted on a Warhorse.....18 points
  - May be upgraded to have barding.....6 points
- May take magic items up to a total of.....100 points

<b>WIZARD LORD</b>											165 points
<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Troop Type</b>	
Wizard Lord	4	3	3	3	4	3	3	1	8	Infantry (Character)	

**Magic:**

A Hireling Wizard Lord is a Level 3 Wizard. He can use any of the eight Lore of Magic.

**Equipment:**

- Hand weapon

**Options:**

- May be upgraded to a Level 4 Wizard.....35 points
- May be mounted on a Warhorse.....18 points
  - May be upgraded to have barding.....6 points
- May take magic items worth up to a total of.....100 points

# LORDS

GRAND MASTER REIN VOLKHARD										165 points
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Rein Volkhard	4	6	3	4	4	3	6	4	9	Cavalry (Special Character)
Warhorse	8	3	0	3	3	1	3	1	5	-

**Equipment:**

- Hand weapon
- White Wolf hammer
- White Wolf cloak
- Full plate armour

**Mount:**

- Barded Warhorse

**Options:**

- May take magic items up to a total of.....100 points

**Special Rules:**

- Crush the Weak
- Immune to Psychology
- Master of Battle

GRAND MASTER HEINRICH VON TORLICHHELM										160 points
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Heinrich von Torlichhelm	4	6	3	4	4	3	6	4	9	Cavalry (Special Character)
Warhorse	8	3	0	3	3	1	3	1	5	-

**Equipment:**

- Hand weapon
- Shield
- Full plate armour

**Mount:**

- Barded Warhorse

**Options:**

- May be armed with a lance.....7 points
- May take magic items up to a total of.....100 points

**Special Rules:**

- Immune to Psychology
- Master of Battle



# HEROES

<b>VORN THUGENHEIM</b>										170 points
<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Troop Type</b>
Vorn Thugenheim	4	5	3	4	4	2	5	3	8	Infantry (Special Character)

### Equipment:

- Hand weapon
- White wolf hammer
- Heart of Middenheim
- Standard of Middenheim
- Full plate armour

### Special Rules:

- Crush the Weak
- Battle Standard Bearer
- Inspiring Presence

<b>SENESCHAL OF THE WHITE WOLF</b>										70 points
<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Troop Type</b>
Seneschal	4	5	3	4	4	2	5	3	8	Infantry (Character)

### Equipment:

- Hand weapon
- White wolf hammer
- Full plate armour

### Special Rules:

- Crush the Weak
- Commanding Presence

### Options:

- May be mounted on one of the following:
  - Barded Warhorse.....16 points
  - May take magic items up to a total of.....50 points

<b>WARRIOR PRIEST OF ULRIC</b>										65 points
<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Troop Type</b>
Warrior Priest	4	4	3	4	4	2	4	2	8	Infantry (Character)

### Equipment:

- Hand weapon
- Light armour

### Special Rules:

- Crush the Weak
- Blessing of Ulric
- Fury of Ulric
- Prayers of Ulric

### Options:

- May be armed with one of the following:
  - Additional hand weapon.....3 points
  - Great weapon.....6 points
- May wear upgrade light armour to heavy armour.....2 points
- May take a shield.....2 points
- May be mounted on a Warhorse.....12 points
  - May be upgraded to have barding.....4 points
- May take magic items up to a total of.....50 points

<b>BATTLE WIZARD</b>										65 points
<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Troop Type</b>
Battle Wizard	4	3	3	3	3	2	3	1	7	Infantry (Character)

### Magic:

A Hireling Wizard Lord is a Level 1 Wizard. He can use any of the eight Lore of Magic.

### Equipment:

- Hand weapon

### Options:

- May be upgraded to a Level 2 Wizard.....35 points
- May be mounted on a Warhorse.....12 points
  - May be upgraded to have barding.....4 points
- May take magic items worth up to a total of.....50 points

# CORE UNITS

WARRIORS OF ULRIC										5 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Warrior	4	4	3	3	3	1	3	1	7	Infantry
Wolf-claw	4	4	3	3	3	1	3	2	7	Infantry

**Unit Size:** 10+

**Special Rules:**

**Options:**

**Equipment:**

- Hand weapon

- Crush the Weak
- Hatred (Sons of Ulric only)

- One Warrior of Ulric may be upgraded to a Wolf-claw.....10 points
- One Warrior of Ulric may be upgraded to a musician.....10 points
- One Warrior of Ulric may be upgraded to a standard bearer...10 points
- The entire unit may be armed with one of the following:
  - Great weapons.....2 points per model
  - Additional hand weapons.....1 point per model
- The entire unit may take shields.....1 point per model
- The entire unit wear light armour.....1 point per model
- One unit of Warriors of Ulric may be upgraded to Sons of Ulric (a Wolf-claw is upgraded to a Persecutor).....1 point per model
- A Sons of Ulric unit with a standard bearer may have a magic standard worth up.....50 points

KNIGHTS OF THE WHITE WOLF										23 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Knight of the White Wolf	4	4	3	3	3	1	3	1	8	Cavalry
Preceptor	4	4	3	3	3	1	3	2	8	Cavalry
Inner Circle Knight	4	4	3	4	3	1	3	1	8	Cavalry
Inner Circle Preceptor	4	4	3	4	3	1	3	2	8	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

**Unit Size:** 5+

**Special Rules:**

**Options:**

**Equipment:**

- Hand weapon
- White Wolf hammer
- White Wolf cloak
- Full plate armour

- Crush the Weak
- Hatred (Sons of Ulric only)

- One Knight of the White Wolf may be upgraded to a Preceptor.....10 points
- One Knight of the White Wolf may be upgraded to a musician.....10 points
- One Knight of the White Wolf may be upgraded to a standard bearer.....10 points
- One unit of Knights of the White Wolf may be upgraded to Inner Circle Knights (a Preceptor is upgraded to an Inner Circle Preceptor).....3 points per model
- An Inner Circle Knight unit with a standard bearer may have a magic standard worth up.....50 points

0-1 SWORDS OF ULRIC										8 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sword of Ulric	4	4	3	3	3	1	3	1	7	Infantry
Duellist	4	4	3	3	3	1	3	2	7	Infantry

**Unit Size:** 10+

**Special Rules:**

**Options:**

**Equipment:**

- Hand weapon
- Light armour
- Shield

- Furious Assault

- One Sword of Ulric may be upgraded to a Duellist.....10 points
- One Sword of Ulric may be upgraded to a musician.....10 points
- One Sword of Ulric may be upgraded to a standard bearer.....10 points

# SPECIAL UNITS

TEUTOGEN GUARD										11 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Teutogen Guard	4	4	3	3	3	1	3	1	8	Infantry
Preceptor	4	4	3	3	3	1	3	2	8	Infantry

**Unit Size:** 10+

**Special Rules:**

**Options:**

**Equipment:**

- Hand weapon
- White Wolf Hammer
- White Wolf cloak
- Full plate armour

- Crush the Weak
- Stubborn
- Strength of Ulric (Brothers of the Axe only)

- One Teutogen Guard may be upgraded to a Preceptor.....10 points
- One Teutogen Guard may be upgraded to a musician.....10 points
- One Teutogen Guard may be upgraded to a standard bearer...10 points
  - A standard bearer may carry a magic standard worth up to.....50 points
- One unit of Teutogen Guard may be upgraded to Brothers of the Axe.....1 point per model

WINTER WOLVES OF MIDDENHEIM										58 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Inner Circle Knight	4	4	3	4	3	1	3	1	8	Monstrous Cavalry
Inner Circle Preceptor	4	4	3	4	3	1	3	2	8	Monstrous Cavalry
Winter Wolf	9	4	0	5	4	3	4	3	7	-

**Unit Size:** 3+

**Special Rules:**

**Options:**

**Equipment:**

- Hand weapon
- White Wolf hammer
- White Wolf cloak
- Full plate armour

- Crush the Weak
- Fear

- One Inner Circle Knight may be upgraded to an Inner Circle Preceptor.....10 points
- One Inner Circle Knight may be upgraded to a musician.....10 points
- One Inner Circle Knight may be upgraded to a standard bearer.....10 points
  - A standard bearer may carry a magic standard worth up to.....50 points

HUNTING HOUNDS										6 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hunting Hound	7	3	3	3	3	1	3	1	5	Warbeast
Hunt Master	4	4	3	3	3	1	3	2	7	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

**Unit Size:** 10+

**Special Rules:**

**Options:**

**Equipment (Hunt Master):**

- Hand weapon
- Spear
- Light armour

- Fast Cavalry
- Relentless Chase
- Hunt Master

- One Hunting Hound must be upgraded to a Hunt Master.....15 points

# RARE UNITS

WOLF-KIN										7 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Wolf-kin	4	4	3	3	3	1	3	1	7	Infantry
Wolf Brother	4	4	3	3	3	1	3	2	7	Infantry

**Unit Size:** 5+

**Special Rules:**

**Options:**

**Equipment:**

- Hand weapon

- Crush the Weak
- Skirmish
- Stubborn

- One Wolf-kin may be upgraded to a Wolf Brother.....10 points
- One Wolf-kin may be upgraded to a musician.....10 points
- One Wolf-kin may be upgraded to a standard bearer.....10 points
- The entire unit may be armed with one of the following:
  - Great weapons.....2 points per model
  - Additional hand weapons.....1 point per model
- The entire unit may take shields.....1 point per model
- The entire unit wear light armour.....1 point per model

KNIGHTS PANTHER										23 points per model
Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Knights Panther	4	4	3	3	3	1	3	1	8	Cavalry
Preceptor	4	4	3	3	3	1	3	2	8	Cavalry
Inner Circle Knight	4	4	3	4	3	1	3	1	8	Cavalry
Inner Circle Preceptor	4	4	3	4	3	1	3	2	8	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

**Unit Size:** 5+

**Special Rules:**

**Options:**

**Equipment:**

- Hand weapon
- Lance
- Full plate armour
- Shield

- Arabyan Warhorses

- One Knights Panther may be upgraded to a Preceptor.....10 points
- One Knights Panther may be upgraded to a musician.....10 points
- One Knights Panther may be upgraded to a standard bearer.....10 points
- One unit of Knights Panther may be upgraded to Inner Circle Knights (a Preceptor is upgraded to an Inner Circle Preceptor).....3 points per model
- An Inner Circle Knight unit with a standard bearer may have a magic standard worth up.....50 points

