

Cult of Ulric Special Rules

Ulric's Champions: Any unit of Warriors of Ulric, Spearmen, or Halberdiers in a Cult of Ulric army may upgrade one model to a Priest of Ulric, representing Priests from throughout Middenheim and across the north gathering to join Ar-Ulric's campaign. This costs +75 points, and does not count against the army's characters limit. The Priest does not come with the same equipment as his unit, but equipment may be bought for him as normal. The Priest may not leave his unit if bought in this way but counts as a character in all other respects, eg, he may issue and accept challenges, move through the unit into a fighting rank, etc. A Priest attached to a unit will be lower in the cult hierarchy than one taken as a Hero choice and so may not have any magic items, although he may still choose items from the Talismans of Ulric list. Note that you may include a Priest and a Champion in the same unit.

CRUSH THE WEAK

Ulric detests weakness and cowardice. The Priest of Ulric, the Grand Master and Seneschal and any unit they leads will hate models with a Leadership characteristic of 6 or lower, even if normally Immune to Psychology. This has no effect on other characters in the unit or on the model's mount. In addition, the following rules apply:

The Grand Master: The Grand Master may only join units of Knights of the White Wolf. He is a veteran of hundreds of battles and strong in his faith, and so is Immune to Psychology. In addition, as long as the Grand Master is with a unit of Knights of the White Wolf, they are inspired by his presence and are Immune to Psychology as well.

Commanding Presence: The Seneschal is a veteran warrior, and is Immune to Panic. In addition his presence and leadership so reassures his troops that any unit he leads becomes Immune to Panic too. Note that the Seneschal is free to join any unit in the same way as other characters; his is a more public role than that of the Grand Master.

PRAYERS OF ULRIC

In each Magic phase the Priest of Ulric can use one of the following Prayers, counting it as a Bound spell with Power level 3. Ar-Ulric's fervour and willpower is such that he may use two Prayers in each Magic phase, although he may only use each Prayer once successfully:

Battle Howl: Remains in play until dispelled or the Priest attempts to use another Prayer. As long as the Battle Howl is in effect, the Priest and any unit he leads add D3" to their charge moves. If the charge is failed, the extra movement is wasted; make a normal move towards the target as normal.

Strength in Faith, Faith in Strength:

Such a gathering of devout followers of Ulric is inspiring for his Priests, and their fervour gets ever stronger as they incite their followers to crush their enemies. Whenever a Priest of Ulric uses a Prayer, the Power level of the Prayer is increased by D3. Therefore the total Power level when using a Prayer will be 3+D3. For the purposes of dispelling Remains in Play Prayers in later turns, only the basic Power level of 3 is used. Note that this rule only applies in Cult of Ulric armies.

Cult: Although many soldiers of Middenheim are followers of the Winter God and take part in campaigns called for by Ar-Ulric, Cult of Ulric armies are united by religion rather than training. As such they lack the cohesion of other Empire forces, whose regiments train together to act as a unit on the battlefield. For this reason, the Empire Detachments rule does not apply to Cult of Ulric armies.

Blessing of Ulric: The presence of the Priest of Ulric adds one dice to the Dispel pool of the army. Ar-Ulric's Blessing adds two Dispel dice rather than one.

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

Destruction: Every enemy model in base contact with the Priest suffers a single Strength 4 hit.

Winter's Chill: All enemy units engaged in close combat with the Priest or the unit he is with must take a Leadership test. If failed, they suffer a -1 to hit penalty in the next Close Combat phase. Note that this is not a psychology test.

Fury of Ulric: Remains in play until it is dispelled or the Priest attempts to use another Prayer. The Priest and any unit he leads become Immune to fear, terror and panic.

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. (Note: Mordheim figures, particularly Middenheimers, are ideal for representing Warriors of Ulric)

Relentless Chase: Hunting Hounds are used to track and hunt down Beastmen and Orcs deep within the Drakwald Forest. They suffer no movement penalties for moving through woods. They suffer penalties for other terrain as normal. 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: The 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, ie, 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.



The Ulric Armoury

WHITE WOLF HAMMER

This is the same weapon referred to in the Empire Army book as a cavalry hammer, the traditional armament of the Knights of the White Wolf. However, in this list some of the Knights of the White Wolf are on foot, so continuing to call it a cavalry hammer could get confusing! When a mounted model is using its White Wolf hammer, the cavalry hammer rules apply, namely +2 Strength in the turn the model charges and +1 Strength the rest of the time. On foot the hammer is wielded differently, and so counts as a halberd instead. In either case the weapon requires two hands to use.

COMMON MAGIC ITEMS

Sword of Striking Weapon; +1 to hit.	30 points
Sword of Battle Weapon; +1 Attack.	25 points
Sword of Might Weapon; +1 Strength.	20 points
Biting Blade Weapon; -1 Armour save.	10 points
Enchanted Shield Armour; 5+ Armour save.	10 points
Talisman of Protection Talisman; 6+ Ward save.	15 points
Dispel Scroll Arcane; (One Use Only) Automatically dispel an enemy spell.	25 points
Power Stone Arcane; (One Use Only) +2 dice to cast a spell.	25 points
War Banner Banner; +1 combat resolution.	25 points

DISALLOWED

MAGIC ITEMS

The following items may not be taken in a Cult of Ulric army, either because they are consecrated in the name of Sigmar rather than Ulric or because they are kept in the Imperial Vaults in Altdorf:

- Mace of Helstrum
- Sword of Righteous Steel
- Armour of Meteoric Iron
- The Gilded Armour
- Shroud of Magnus
- The Jade Amulet
- Sigil of Sigmar
- Icon of Magnus
- Imperial Banner
- Banner of Sigismund
- Griffon Banner
- Steel Standard

NEW MAGIC ITEMS

The following are new items available only to Cult of Ulric armies:

MAGIC WEAPONS

- Blitzbeil** **60 points**
Ar-Ulric only.
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 strike last, even if they charged.

- Winter's Bite** **30 points**
In the year of its forging, this axe was embedded in the Ulricsberg 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** **30 points**
Grand Master or Seneschal only.

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.

As White Wolf hammer. Models wounded in the turn the wielder charges may not attack that turn.

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** **40 points**

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.

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

TALISMANS

- Heart of Middenheim** **40 points**

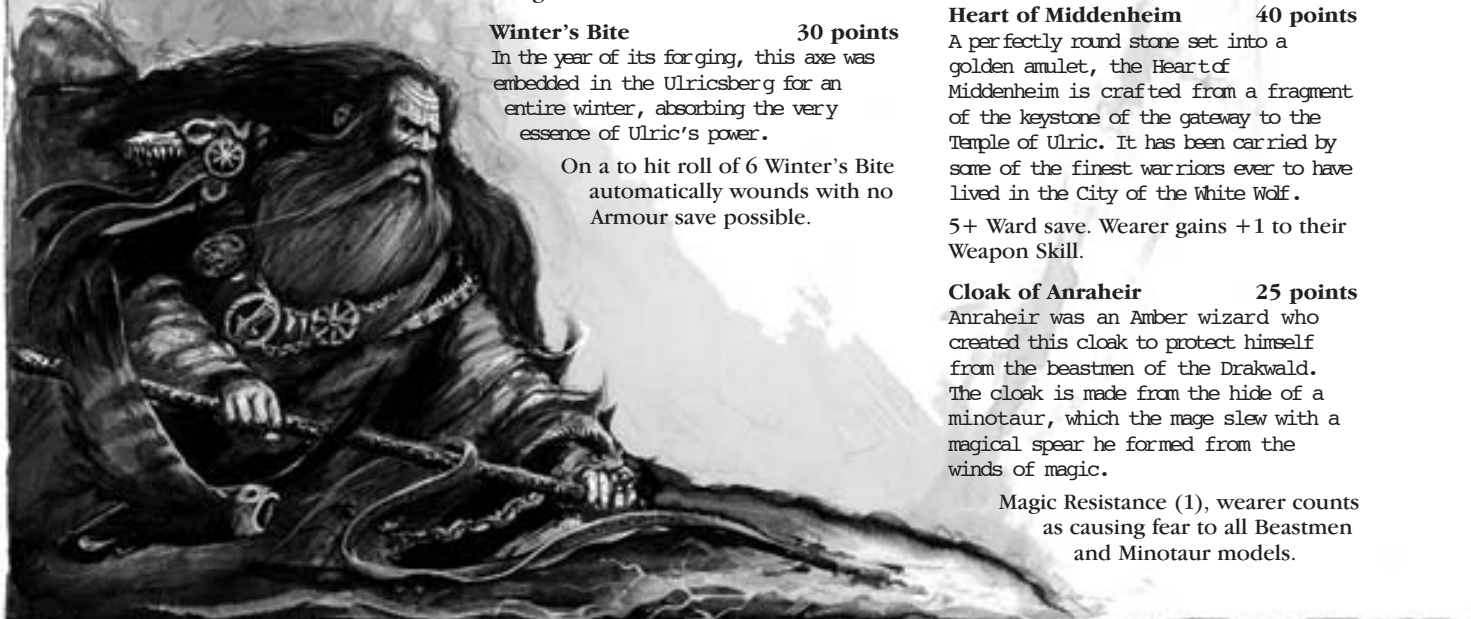
A perfectly round stone set into a golden amulet, the Heart of Middenheim is crafted from a fragment of the keystone of the gateway to the Temple of Ulric. It has been carried by some of the finest warriors ever to have lived in the City of the White Wolf.

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

- Cloak of Anraheir** **25 points**

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.



ENCHANTED ITEMS

Bane of the Craven 30 points

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 20 points

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.

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.

MAGIC STANDARDS

Banner of the Warrior True 35 points

This finely woven standard was blessed by Ar-Ulric Senhart, 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. This has no effect on other friendly units in a multiple combat, which must test as normal.

Banner of Middenheim 40 points

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.

Unit carrying the banner is immune to fear and terror.

Standard of the White Wolf 40 points

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.

One use only

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.

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 35 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 use an additional Prayer in each Magic phase. He may only successfully use each Prayer once. A Priest may only use one additional Prayer; there is no further bonus for additional Amber Fangs.

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 Wolves 25 points **One Use Only**

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 instills a priest with supreme confidence.

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.



Warrior Priests of Ulric

LORDS



0-1 GRAND MASTER OF THE KNIGHTS OF THE WHITE WOLF 166 pts/model

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

Weapons & Armour: Full plate armour, White Wolf hammer.

Mount: Barded warhorse.

Options:

- May be given magic items from the Common or Empire magic item lists with a maximum total value of 100 points.

Special Rules: The Grand Master, Crush the Weak

SELECTING THE ARMY

See page 238-9 of the Warhammer rulebook with the following additions and amendments when choosing your Ulric army list:

CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Value	Maximum Characters	Maximum Lords
< 2,000	0-3	0
2,000-2,999	0-4	up to 1
3,000-3,999	0-6	up to 2
+1,000	+2 max	-

IMPORTANT: The number of characters is the total number of characters allowed in the army including Lords. For example: a 2,500 points Ulric army may have up to four characters in total, of which one may be a Lord (ie, one Lord + three Heroes).

An army does not have to include the maximum number of characters allowed, and can always include fewer than indicated down to a minimum of one (the General). Similarly, an army does not have to include any Lords, it can include all of its characters as Heroes if preferred.

CHOOSING TROOPS

Troops are divided into Core, Special and Rare units. The number of units of each type that are available to you depends upon the points value of your army. This is indicated on the chart below.

Army Value	Core	Special	Rare
< 2,000	2+	0-3	0-1
2,000-2,999	3+	0-4	0-2
3,000-3,999	4+	0-5	0-3
+1,000	+1	+1	+1

For example, if you are choosing a 2,000 points army you must take a minimum of three Core units and could choose to take up to four Special and/or up to two Rare units.

In addition, if an individual entry has a number limiting it, eg. 0-1, then you may only have that many in your army.

0-1 HIGH PRIEST OF ULRIC 145 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Ar-Ulric	4	5	3	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Weapons: Hand weapon.

Options:

- May have light armour (+3 pts) or heavy armour (+6 pts), and may also carry a shield (+3 pts).
- May have additional hand weapon (+6 pts) or great weapon (+6 pts).
- May ride a warhorse (+15 pts), which may have barding (+6 pts).
- May be given magic items from the Common or Empire magic item lists and/or Talismans of Ulric with a maximum total value of 100 points.

Special rules: Blessing of Ulric, Crush the Weak, Prayers of Ulric. Note that the High Priest's Blessing adds two Dispel dice rather than one, and he can use two different Prayers in the same turn.



HEROES

SENESCHAL OF THE WHITE WOLF 62 pts/model

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

Weapons & Armour: White Wolf hammer, full plate armour.

Options:

- May ride a barded warhorse (+20 pts).
- May be given magic items from the Common or Empire magic item lists with a maximum total value of 50 points.

Special rules: Commanding Presence, Crush the Weak

PRIEST OF ULRIC 95 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Priest of Ulric	4	4	3	4	4	2	4	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Weapons: Hand weapon.

Options:

- May have light armour (+2 pts) or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May have additional hand weapon (+4 pts) or great weapon (+4 pts).
- May ride a warhorse (+10 pts), which may have barding (+4 pts).
- May be given magic items from the Common or Empire magic item lists and/or Talismans of Ulric with a maximum total value of 50 points.
- One Priest of Ulric may carry the Battle Standard for +25 points. The Battle Standard Bearer may not be the army's general. The Priest of Ulric carrying the Battle Standard may not choose any extra weapons or a shield. He may carry a magic banner (no points limit), but if he does so he may not take any other magic items or Talismans of Ulric.

Special rules: Blessing of Ulric, Crush the Weak, Prayers of Ulric

UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In some cases, units also have a maximum size.

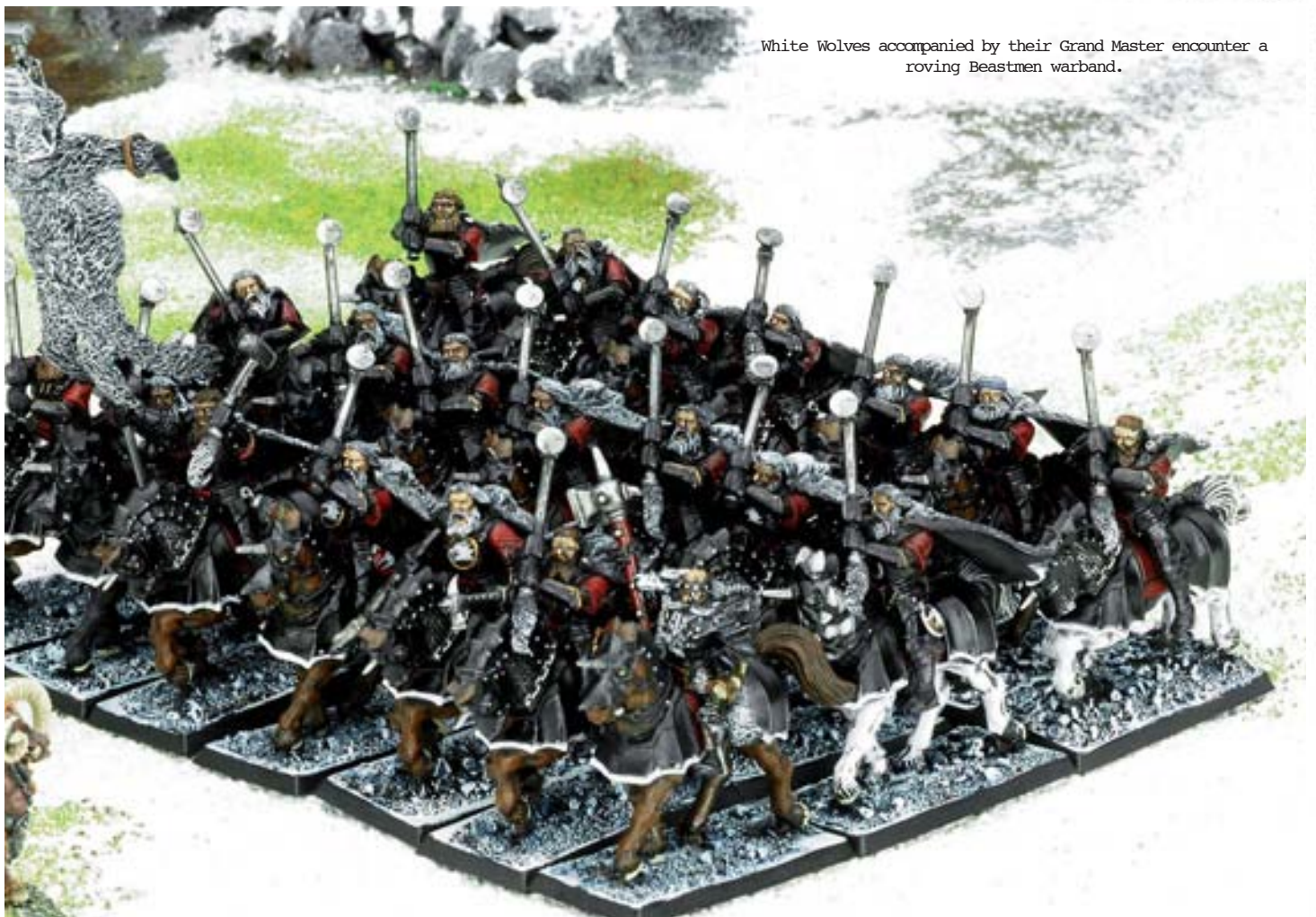
Equipment. Each entry lists the standard weapons and armour for that unit. The value of these items is included in the points cost.

Options. Additional or optional weapons and armour are listed here together with their extra cost.

Special Rules. Many troops have special rules which are described in this section.



White Wolves accompanied by their Grand Master encounter a roving Beastmen warband.



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.

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.

THE TEUTOGEN GUARD

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 and 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.



CORE UNITS

WARRIORS OF ULRIC..... 3 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	3	3	3	1	3	1	7
Champion	4	4	3	4	3	1	3	2	7

Unit Size: 10+

Weapons & Armour: Hand weapon.

Options:

- Any unit may be equipped with light armour (+1 pt/model) and may also carry shields (+1 pt/model).
- Any unit may be equipped with additional hand weapons (+2 pts/model) or great weapons (+2 pts/model).
- Upgrade one Warrior to a Musician for +5 points.
- Upgrade one Warrior to a Standard Bearer for +10 points.
- Promote one Warrior to a Champion for +13 points.

Special Rules: Individuals

HUNTING HOUNDS 7 pts/model

	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

Unit Size: 5-20

Weapons & Armour: None.

Options:

- Upgrade one Hound to a Hunt Master for +15 points. The Hunt Master rides a warhorse and wears light armour. He is armed with a spear.

Special Rules: Fast Cavalry, Relentless Chase. Hunting Hounds do not count towards the minimum number of Core units in your army; in other words you must always include some units of Knights of the White Wolf, Teutogen Guard or Warriors of Ulric.

0-1 TEUTOGEN GUARD..... 11 pts/model

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

Unit Size: 10+

Weapons & Armour: White Wolf hammer, full plate armour.

Options:

- Upgrade one Teutogen Guard to a Musician for +6 points.
- Upgrade one Teutogen Guard into a Standard Bearer for +12 points. A Standard Bearer may carry a Magic Standard worth up to 50 points.
- Promote one Teutogen Guard to a First Knight for +12 points.
- Knights of the Inner Circle: The Teutogen Guard may be upgraded to Knights of the Inner Circle for +2 pts/model. The Teutogen Guard and First Knight in this unit are Strength 4. Note that you may upgrade both the Teutogen Guard and one unit of Knights of the White Wolf to Inner Circle status in the same army.

Special Rules: Stubborn

KNIGHTS OF THE WHITE WOLF 23 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	3	3	3	1	3	1	8
First Knight	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Weapons & Armour: White Wolf hammer, full plate armour.

Mounts: Barded warhorse.

Options:

- Upgrade one Knight to a Musician for +8 points.
- Upgrade one Knight into a Standard Bearer for +16 points. A Standard Bearer may carry a Magic Standard worth up to 50 points.
- Promote one Knight to a First Knight for +16 points.
- Knights of the Inner Circle: One unit may be upgraded to Knights of the Inner Circle, at the cost of +3 pts/model. The Knights and the First Knight in this unit are Strength 4.

SPECIAL UNITS

ARCHERS 7 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Archer	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7

Unit Size: 10-20

Weapons & Armour: Hand weapon and bow.

Options:

- Promote one Archer to a Marksman for +5 points.

Special Rules: Skirmishers, Huntsmen any number of units in a Cult of Ulric army may be upgraded into Huntsmen for +2 pts/ model (see below).

HUNTSMEN

Unit Size: 5-10

Weapons & Armour: Hand weapon and longbow

Options:

- Promote one Huntsman to a Marksman for +6 points.

Special Rules: Scouts, Skirmishers

SPEARMEN 5 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Spearman	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+

Weapons & Armour: Hand weapon, spear and light armour.

Options:

- Any unit may be equipped with shields for +1 pt/ model.
- Upgrade one Spearman to a Musician for +5 points.
- Upgrade one Spearman to a Standard Bearer for +10 points.
- Promote one Spearman to a Sergeant for +10 points.

HALBERDIERS 5 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Halberdier	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

Unit Size: 10+

Weapons & Armour: Hand weapon, halberd and light armour.

Options:

- Any unit may be equipped with shields for +1 pt/model.
- Upgrade one Halberdier to a Musician for +5 points.
- Upgrade one Halberdier to a Standard Bearer for +10 points.
- Promote one Halberdier to a Sergeant for +10 points.

RARE UNITS

WOLF-KIN 8 pts/model

	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

Unit Size: 5-15

Weapons: Hand weapon.

Options:

- Any unit may be equipped with light armour (+1 pt/model) and may also carry shields (+1 pt/model).
- Any unit may be equipped with additional hand weapons (+2 pts/model) or great weapons (+2 pts/model).
- Upgrade one Wolf-kin into a Standard Bearer for +10 points.
- Upgrade one Wolf-kin into a Musician for +5 points.
- Promote one Wolf-kin to a Wolf Brother for +10 points.

Special Rules: Stubborn, Skirmish. Note that after the Wolf-kin line up for combat, their Command group and any characters in the unit are moved to the middle of the fighting rank.

DOGS OF WAR Variable pts/model

The Cult of Ulric counts as an Empire army for the purposes of hiring Dogs of War and Regiments of Renown.

Special units are extremely specialized troops that appear on the battlefield less often than basic regiments.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army.



A converted Huntsmen.

THE 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.

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.