

Cult of Ulric

Middenheim, known also as the City of the White Wolf, is amongst the greatest and most fortified fortress-cities within the Old World. The City of the White Wolf, home to the Cult of Ulric and the greatest city-state of the north, is the rock which many of the northern enemies of the Empire have been broken upon. Founded before the Empire was born, the giant mountain on which Middenheim sits, called the Fauschlag or Ulricsberg, towers high above the surrounding Drakwald, like an island of defiance against a rising sea of green and corruption.



Four great causeways lead from city's gates, connecting Middenheim with the roads to Marienburg, Kislev, Talabheim, and Altdorf. From its ramparts cannons point in all directions, showing the willingness of the people of the White Wolf to do battle anytime, anywhere. Central to the city is its identity as the home of the chief temple of the Cult of Ulric and its High Priest, the Ar-Ulric.



The cult's Great Temple dominates the centre of the city, itself a fortress within a fortress. Its battlements are not just for show, and the Templars of the White Wolf who live in the attached barracks are not just for parades. The eternal flame of Ulric burns bright within its sanctum, and the temple will be the last place to fall should Middenheim's walls fail, with the Ar-Ulric and his personal bodyguards of the Teoutogen guard standing against any and all who would launch an attack on Middenheim.

Among the many that have traveled to the lost city of Mordheim, to search for glory and riches, the followers of the cult of Ulric are rarely seen.

But as more and more word spread about the riches and glory to be found, the Ar-Ulric has decreed that small groups of warriors, either on the verge of greatness or having lost favor with the order shall be sent into the ruins to seek glory and fortune or redemption in the name of Ulric.

It has so far been customary to send but a few warriors, a spiritual guide and individuals he deems either worthy of testing for even greater glory, or the souls that have brought shame or dishonor to the cult or themselves.

Choice of warriors:

When putting together a warband from the cult of Ulric you must have a minimum of 3 models and a maximum 12 and you have 500 gold crowns to spend.

Priest of Ulric:

Your warband must have a Priest of Ulric, no more, no less

Wolf Brother:

Your warband may include up to one wolf brother

Teutogen guard:

Your warband may include up to two teoutogen guard.

Hunt Master:

Your warband may include up to two hunt masters.

Wolf kin:

Your warband may include up to three wolfkin.

Warriors of Ulric:

Your warband may include any number of warriors of Ulric.

Winter wolf:

Your warband may include up to one dire white wolf..

Starting experience:

A priest of Ulric start with 20xp

A wolf Brother start with 12xp

Teutogen guard start with 12xp

A hunt master starts with 8xp



Cult of Ulric equipment list.

Cult of Ulric equipment:

Melee Weapons

- Dagger.....1st free/2gc
- Mace/hammer.....3gc
- Hunting daggers*.....4gc
- Axe5gc
- Sword10gc
- Two handed weapon.....15gc
- White wolf hammer*.....60gc

Armour

- Light armour..... 20gc
- Heavy armour..... 50gc
- WhiteWolf fur cloack*.....25gc

Miscellaneous equipment: Heroes only

- Talisman of Ulric*(Priest only) .100gc
- Beastpelt* .20gc

Warriors of Ulric equipment:

Melee Weapons

- Dagger.....1st free/2gc
- Mace/hammer.....3gc
- Hunting daggers*.....4gc
- Axe.....5gc
- Sword.....10gc

Ranged weapons

- Bow.....10gc
- Long bow15gc
- Crossbow.....25gc

Armour

- Helmet.....10gc
- Shield.....10gc
- Light armour.....20gc
- Heavy Armour.....50gc

Cult of Ulric skill tables

	Combat	Shooting	Academic	Strenght	speed	Special
Priest of Ulric	X		X	X		X
Teoutogen Guard	X			X		X
Hunt master		X			X	X
Wolf Brother	X			X	X	X

Heroes

1 Priest of Ulric

80 Gold crowns to hire.

Ulric's Warrior Priests reflect this quality. All Clerics of Ulric are fierce fighters, for entry into the cult of Ulric is forbidden to those who are weak.

This is because Ulric is a warrior first and foremost, expecting his followers to meet problems head on and by force of arms whenever possible. In battle the Priests of Ulric are the embodiment of their god, 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. The Priests could be empowered with the divine fury of their god, calling upon the chill of winter or entering a furious rage to slaughter their enemies.

Profile

M	WS	BS	S	T	W	I	A	LD
4	4	3	3	4	1	4	1	9

Weapons/armour

A priest of Ulric may be equipped with weapons and armour from the cult of Ulric equipment and miscellaneous list

Special rules

Leader: Any warrior within 6" of the Priest of Ulric may use his Leadership characteristic when taking Leadership test.

Prayers:

May cast prayers chosen at random from the prayers of the white wolf prayers list

A priest of Ulric may only cast one spell each turn

Elite warrior.

Ulric's chosen.

0-2 Teutogen guard

40 Gold crowns to hire

Teutogen guard are the elite bodyguard of the Ar-Ulric both in the role as elector count and as voice of Ulric in the mortal realms.

They are named after the great Teutogen tribe that fought with Sigmar and drove hordes of Orc, goblin and beastmen from the realms.

Unlike the greatswords drawn from the state troops, the Teutogen guard are drawn from ranks of the knight of the white wolf and is selected by the Grand master and Ar-Ulric himself.

Profile

M	WS	BS	S	T	W	I	A	LD
4	4	3	3	4	1	4	1	9

Weapons/armour

Teutogen guard may be equipped with weapons and armour from the cult of Ulric equipment list and miscellaneous list.

Special rules

Elite warrior.

0-2 Hunt masters

35 Gold crowns to hire

The hunt masters are employed by the cult to scout areas for ambushes, traps and to search out the enemy. Hunt masters often use animal companions, most often a well trained fighting dog or winter wolf to aid them.

Profile

M	WS	BS	S	T	W	I	A	LD
4	3	4	3	3	1	4	1	8

Weapons/armour

A hunt master may be equipped with weapons and armour from the warriors of Ulric equipment list.

Special rules

0-1 Companion

One hunt master in your warband may have a companion, this may only be a dire winter wolf.

For every two levels a hunter master gains level your companion one level but do not add xp to the dire white wolf

0-1 Wolf Brother

45 Gold crowns to hire

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

Profile

M	WS	BS	S	T	W	I	A	LD
5	4	2	3	4	1	4	2	10

Weapons/armour

A wolf brother may be equipped with weapons and armour from the warriors of Ulric equipment list

Special rules

Wolf kin

Wolf kin fight for nothing but to gain glory in the eyes of Ulric and nothing in this world holds any terror for them.

Wolf kin automatically pass all Leadership tests and Wolf kin may never become a warband leader.

Base instinct

Wolf kin love nothing more than to go at it bare bones , as such they may never use shields, heavy armour or any magical or rare weapons.



Henchmen.

Warrior of Ulric

30 Gold crown to hire

A warrior of ulric is a man either on the verge of greatness and on track to join the Teutogen guard or some other ranking function within the cult of Ulric, some are men desperate for redemption after falling out of grace with the order .

In either case, the journey to Mordheim and the supervision of a priest will either lead to glory for Ulric, or die trying.

Profile

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

0-3 Wardogs

15 Gold crowns to hire

The cult of Ulric often send trained dogs with their forward scouts to sniff out animals needed for food during a lengthy campaign or gain the scent of their adversary.

These wardogs are trained and loyal to the hunt master and the people it sees as their pack

Profile

M	WS	BS	S	T	W	I	A	LD
6	4	0	4	3	1	4	1	5

Animals: wardogs are animanls and does not gain experience.

0-3 Wolf kin

40 Gold crowns to hire

Wolf-kin are single minded in their search for enemies to kill, and attack directly when they find them.

Subtle strategy, or any kind of strategy are lost on them as they rely on Their fighting strenght, faith in Ulric and sheer energy to grant them triumph, glory and honor in glorious combat.

Profile

M	WS	BS	S	T	W	I	A	LD
4	3	2	3	3	1	4	2	10

Base Insticts, Wolf kin.

0-1 Dire white wolf

70 Gold crowns to hire

The dire white wolves of the northlands are seen as living memories of Ulric by the cult and the followers of Ulric.

They are revered and considered holy creatures in their religion.

These creatures sometimes appear to a priest or a skilled hunter to dedicate themselves to them, both as a companion and guide to bring the induvidual closer to Ulric.

Profile

M	WS	BS	S	T	W	I	A	LD
6	4	0	4	4	1	4	1	7

Special Rules

Hunt master companion

You may not include a dire white wolf unless you also have a hunt master in your warband, further, when a hunt Master gains levels, for every 2 level he gains , the dire white wolf may gain a stat up as well, this may only improve its profile statistics, it may never gain "lad`s got talent" or skills.

Max Profile increase for Dire white wolf

M	WS	BS	S	T	W	I	A	LD
7	5	1	5	5	2	5	3	9

Animal: Dire white wolves are animals and does not gain experience.

Special equipment

-Hunting daggers. (Availability : rare 6)

These daggers function as normal daggers, but instead of having one dagger on him, the warrior has several around his body and can freely use them for throwing with the following profile.

Range: 6. Strengh: 3. No to hit penalty for long range.

-White wolf fur cloak (Availability : rare 8)

The cloak of a white wolf defeated in single combat. This wolf pelt is a symbol of pride and skill for every warrior who survives his combat versus this agile and dangerous foe. A white wolf fur cloack allows the use of parry.

-White wolf hammer(Availability : Elite warriors, rare 10)

The chosen weapon of the Teutogen guard and priests of Ulric, this weapon is not only a symbol of station, but one of power and honor, given to the elite warriors of the cult.

The white wolf hammer is a two handed weapon that has the follwoing profile.

- + 2 strengh.- Fight in initiative order . - Concussion.

-Talisman of Ulric(Availability :Priest only, rare 10)

When casting a prayer from the prayer list, the priest may chose to either increase the strengh of ice bolt by 1, give a model targeted by Voice of Ulric a second order (the two orders must be different)

or increase the range of ice wall to 8"

-Beastpelt (Availability :rare 7)

(One in every 3 models may have a beastpelt) A model with beastpelt will cause fear in beastmen, animals and models with mutations.

Model special rules

Elite warrior:

These heroes are the only ones allowed to use the equipment marked as elite warriors equipment. Further the elite warriors may purchase heavy armour and white wolf hammer at half price at the start of warband creation or when joining the warband. They may never use helmets or shield.

Ulric`s chosen:

The cult of Ulric is lead by its clergy and they willl not move forward without the guidance of a priest. If a priest is killed , the warband may not spend any funds for anything aside the hiring of a new priest, if the warband does not have the funds to do so, the equipment the warband has stored and / or using must be sold to facilitate the hiring of a new priest. If this still is not enough to hire a new priest the warband has failed and is disbanded.

Warband special rules.

Self sufficient:

Proud warriors of Ulric and devoted to the cause. They will do any task themselves and will not hire any outside help , aside from perhaps trusted allies.

A cult of ulric warband may not hire any hired swords or dramatis peronae aside from , halfling scout, Kislev ranger and wolf priest of Ulric.

Special skills

-Blessings of Ulric

The warrior has received the blessings of Ulric and his faith and duty is the foremost thing on his mind. He may treat the results of 1-3 on the injury roll as knocked down

-Tenacity of Ulric

The warrior may add +1 to his armour save as long as he is not using a shield.

-Hunting the hunter (hunt master only)

After deployment, you may redeploy the hunt master and his companion (if any) up to 6" in any direction

-Defender of middenheim

The warrior is a steadfast defender of his faith and middenheim, he may reroll any psychology test he is required to take, this does not extend to the rout check.

-Glory and honor (1 pr warband)

Fighting for glory in the name of Ulric, the warrior will seek the finest tools available to him. When rolling on the exploration chart he may change one dice to +1 /-1 to a single dice rolled

-Crush the weak

Being the pinnacle of warriors that middenheim can offer, they are proud to a fault and despise cowards.

The warrior will gain hatred against any models with a leadership value of 7 or less, and 8 or less if it is a chaos model or a model with mutations.

Prayers Of ulric

-Voice of Ulric. 7+ to cast

The priest may target a single model within 8". the model may choose one of the following. Attack once, stand from knocked down, disengage or move (you may not move a model into close combat this way)

-Ice bolt. 6+ to cast

the priest summons shards of ice that he hurls against an opponent, no to hit roll is needed.

If cast they hit with the following profile. D3 hits at strength 3 with normal armour save. the model hit will suffer -1 to movement next turn , if the model was wounded but not killed the penalty to movement is increased to -2

-ice wall. 6+ to cast

The priest summons the will of the winter god and creates an ice wall around himself.

Any shooting attack or magic targeting the priest or any ally fully within 6" is at -1 to hit and/ or at -1 to cast.

Janus stood watch, perched on a broken roofbeam of an old smithy while the rest of us finished our preparations, we knew this was going to get bloody, but we were ready. Not a day had gone by so far without some report of a sighting, no idea what it was that had been seen, but something was here... something or someone was watching us.

We came in to the city a group of eight men and Janus's trusted companion Wargh, his dire white wolf, we were down two men now after they either ran off or got killed during a scouting run a few nights ago, but dismay is not our way, we do not fear death or opposition, we are warriors of Ulric, the only thing we had to fear was failure in our duty to Ulric, to fight and win or die with honor.

Halvor, a man of bad temper, and because of that had gained the ill will of the priests after attacking a hapless drunk, had been sent here along with our holy priest of Ulric, Marcus ulfsbrother, his two bodyguards whose name I still do not know, Janus and Wargh. Our mission was a simple one, given by the holy Ar-Ulric himself.

Return alive after suffering a month in the doomed city of Mordheim. For Halvor and myself it was about redemption for failures in the eyes of the cult, priests and Ulric. For Marcus and his guards it was clearly a hunt for something, but for what we had not been told. Then we have Janus and Wargh, I do not know their role here aside from scouting and surveying the area, I am just glad the wolf is with us and not against us, that is a magnificent beast indeed, a true reincarnation of Ulric's spirit.

As we were getting ready to make our way deeper into the city, we heard a low growl and everyone came to a full stop and looked high to Janus's position.

He signaled nothing, he saw nothing.

Then he suddenly froze, looked down on Wargh, we all followed his lead and turned to see the great wolf. Wargh was standing wide legged, ears back and its fur bristled.

What we could not see, the wolf could surely smell.

Everyone was suddenly alert and sprang into action, took up a defensive position or in the case of Marcus, who started to pray to Ulric with the tell tale glow of ice blue in his eyes. He lifted his hand up and air around us turned cold, windy and thick with snow, Marcus had summoned a Blizzard, that hid us from an yet unseen foe.

Then out of nowhere, arrows rained into the blizzard created by Marcus, but falling far short or far wide their intended target.

Our stalkers were here..

GLORY TO ULRIC!





