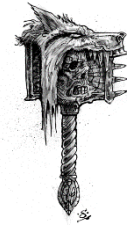




# Knight of the White Wolf



*The oldest of the Templar Orders in the Empire, Knights of the White Wolf are known for their strict military discipline and ferocious fighting style. Hailing from Middenland, they are commonly adorned in gleaming armor with cloaks made of wolf-pelts, accompanied by wild hair and great beards.*

*Also known as White Wolves, the order dutifully serves Ar-Ulric, leader of the Cult of Ulric who collectively worships Ulric; God of Battle, Wolves, and Winter. Ulric's religious following is one of the largest in the Empire, second only to the Cult of Sigmar.*

*Knights of the White Wolf are typically mounted, armed with large cavalry hammers that they swing wildly over their heads during charges. However, some are often seen on foot wielding even greater two-handed warhammers, bellowing terrifying howls at their enemies as they pledge oaths to Ulric, praying he grant them strength in battle.*

**Hire Fee:** 55 gold crowns to hire + 20 gold crowns upkeep

**May be Hired:** Any Human Mercenary warband may hire a Knight of the White Wolf. However, he will never join or stay with a warband which includes a Warrior Priest, as they are an agent of an opposing cult.

**Rating:** A Knight of the White Wolf increases the warband's rating by +18 points plus 1 point for each Experience point he has.

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

**Weapons/Armour:** The Knight wears Heavy Armour and a Wolfcloak. He wields a great ornate two-handed hammer which counts as a Horseman's Hammer.

(See Opulent Goods for Wolfcloak, TC2 pg.14  
// Empire In Flames for Horseman's Hammer, pg.16)

**Skills:** Knights of the White Wolf start with the *Unstoppable Charge* and *Ride Warhorse* skills, and may choose from Combat, Strength, or Cavalry skills when he gains a new skill.

Artwork by Jon Weber  
Designed by Turban Buckley

## SPECIAL RULES

**Pride of Ar-Ulric:** Infamous throughout the Empire, the White Wolves courage and martial prowess is nothing short of inspiring to your average warrior. Knights of the White Wolf may act as a *Leader* to their comrades, allowing them to use his Leadership characteristic as their own when taking Leadership tests. However, his Leadership value cannot be used for the purposes of rout tests.

**Cavalryman:** The knight has left his mount behind before venturing into the city of the damned, but will use another if the warband wishes. Knights of the White Wolf may be given a Warhorse to ride (and no lesser steed) if the warband possesses one. This will grant him the usual Warhorse bonuses and increase the warband's rating +5 per the normal Warhorse rules.

**Among Wolves:** The Knights upkeep cost is halved if he is hired by a Middenheim warband, as he is obliged to work with his kin.

