

# MIDDENLANDERS SPECIAL RULES

## BLESSING OF ULRIC

The presence of a Priest of Ulric adds one dice to the Dispel pool of the army.

## CRUSH THE WEAK

Ulric detests weakness and cowardice. Priests of Ulric, the Grand Master and Seneschal and any unit they lead will *bate* 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.

## 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. (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

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.

## PRAYERS OF ULRIC

In each Magic phase a Priest of Ulric can use one of the following Prayers, counting it as a Bound Spell with Power Level 3.

**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.

**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*.

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# MIDDENLAND EQUIPMENT & MAGIC ITEMS

## 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** ..... 30 points  
Weapon; +1 to hit.

**Sword of Battle** ..... 25 points  
Weapon; +1 Attack.

**Sword of Might** ..... 20 points  
Weapon; +1 Strength.

**Biting Blade** ..... 10 points  
Weapon; -1 Armour save.

**Enchanted Shield** ..... 10 points  
Armour; 5+ Armour save.

**Talisman of Protection** ..... 15 points  
Talisman; 6+ Ward save.

**Dispel Scroll** ..... 25 points  
Arcane; (One Use Only) Automatically dispel an enemy spell.

**Power Stone** ..... 25 points  
Arcane; (One Use Only)+2 dice to cast a spell.

**War Banner** ..... 25 points  
Banner; +1 combat resolution.

## DISALLOWED MAGIC ITEMS

*The following items may not be taken in a Middenlander 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

Sigil of Sigmar

Sword of Righteous Steel

Icon of Magnus

Armour of Meteoric Iron

Imperial Banner

The Gilded Armour

Banner of Sigismund

Shroud of Magnus

Griffon Standard

Jade Amulet

Steel Standard

## NEW MAGIC ITEMS

The following are new items available only to Middenlander armies.

### Magic Weapons

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

**Storm Hammer** ..... 30 points  
*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.*

Grand Master or Seneschal only. 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 Ld 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 close 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 made this cloak from the hide of a Minotaur to protect himself from the Beastmen of the Drakwald.*

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.

## TALISMANS OF ULRIC

The following items can only be chosen by Priests of 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 ..... 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 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 instills 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.

## Magic Standards

### Banner of the Warrior True ..... 35 points

*This finely woven standard was blessed by Ar-Ulric Sehrbart, 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.*

The 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.

# THE ARMY OF MIDDENLAND

## THE ARMY LIST

The following troops count as characters, Core, Special or Rare units in the Middenland army list:

|                      |   |
|----------------------|---|
| <b>LORDS</b>         | 0-1 Grand Master of the Knights of the White Wolf ( <i>new character</i> )<br>Wizard Lord   |
| <b>HEROES</b>        | Seneschal of the White Wolf ( <i>new character</i> )<br>Wizard, Captain, Priest of Ulric ( <i>new character</i> )   |
| <b>CORE UNITS</b>    | Spearmen, Halberdiers, Swordsmen<br>Archers ( <i>any number of Huntsmen upgrades</i> )<br>Knights of the White Wolf<br>0-1 Knights Panther (Knightly Order) |
| <b>SPECIAL UNITS</b> | 0-1 Teutogen Guard ( <i>new unit</i> )*<br>0-1 Greatswords, Crossbowmen<br>Warriors of Ulric ( <i>new unit</i> )**<br>Hunting Hounds ( <i>new unit</i> )**  |
| <b>RARE UNITS</b>    | Wolf-kin ( <i>new unit</i> )**<br>Mortar, Great Cannon<br>Handgunners, Dogs of War  |

\* Teutogen Guard may form Parent Units but not Detachments.

\*\* These units can neither form Detachments nor Parent Units.

## 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  |

**Equipment:** Full plate armour, White Wolf hammer.

**Mount:** Barded warhorse.

#### Options:

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

#### SPECIAL RULE

*The Grand Master, Crush the Weak.*

## HEROES

### SENECHAL 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, Empire or Middenland magic item lists with a maximum total value of 50 points.

#### SPECIAL RULE

*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 bardings (+4 pts).
- May be given magic items from the Common, Empire or Middenland magic item lists and/or Talismans of Ulric with a maximum total value of 50 points.

#### SPECIAL RULE

*Blessing of Ulric, Crush the Weak, Prayers of Ulric.*

## SPECIAL UNITS

### 0-1 TEUTOGEN GUARD . . . 12 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 to 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 RULE

*Stubborn*

### WARRIOR OF ULRIC . . . 4 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 RULE

*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:**

- Swap one Hound for 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.*

## 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 and 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 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, Skirmishers.* 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.