

Wolf Priest of Ulric

60 gc to hire

As appeared in Town Cryer 8.

The Wolf Priests of Ulric hail from Middenheim, the city of the White Wolf, built on a plateau that according to legend was created by a mighty blow from Ulric's fist. Ulric, the White Wolf, is the god of winter and a violent god, and his priests see the hammer-like blow of the comet on Mordheim as Ulric's judgment on the decadent Sigmarites.

May be Hired: Wolf Priests may only join a Middenheim Mercenary warband and will replace one of the Champions. They see Witch Hunters and Sisters of Sigmar as heretics and worse due to the intense rivalry between the cults of Ulric and Sigmar.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Priest	4	3	2	3	3	1	3	1	8

Weapons/Armor: Wolf Priests may not use any armor, trusting only in Ulric's protection. The only exception is that every Wolf Priest is garbed in a cloak made from the pelt of a white wolf: 6+ save. The cost of the cloak is included in the cost of the priest. Wolf Priests prefer the use of blunt weapons to those with edges, and thus may only use hammers, maces, clubs, flails, morning stars, and the two-handed version of any of these. The exception to this is the ubiquitous dagger that most models carry.

Skills: Wolf Priests may chose from the Combat, Academic, Strength and Speed lists.

Special Rules:

- *Hatred:* Wolf Priests see Witch Hunters (Templars of Sigmar), Warrior-Priests, Sigmarite Matriarchs and Sisters Superior as agents of an opposing cult, and thus they HATE these models. That hatred does not extend to other models in those warbands, as the Wolf Priests see them simply as misguided followers of an errant cult.
- *Priest:* Wolf Priests are able to gain Ulric's favor and learn and cast from the *Prayers of Ulric*.
- *Wolf Companion:* Wolf Priests may be accompanied by a huge wolf.

WOLF COMPANION; Henchman 25 GC to hire

Warbands may only purchase a wolf companion if they have a Wolf Priest of Ulric in their midst. The priest may choose to be accompanied by a huge wild wolf, which often scouts ahead to warn the priest of danger.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Companion	6	4	0	4	4	1	4	2	5

Weapons/Armor: The wolf uses its fangs to attack its prey and cannot use any other weapon. Their thick coat of fur counts as a wolf cloak for protection: 6+ save.

Special Rules:

- Animals: Wolf companions are animals and thus do not gain any experience.

Prayers of Ulric

In a similar way to Sigmarite sisters and Warrior-Priests and their prayers to Sigmar, Wolf Priests call upon their god for assistance in times of battle. Wolf Priests may use a wolf cloak and still chant these prayers. They are prayers, not spells, and thus any special protection against spells does not affect them. Wolf Priests use the rules for magic with the following prayers.

1. Snow Squall: Ulric extends his protection to the Wolf Priest in the form of a localized snow squall that engulfs the model. All enemy models in hand-to-hand combat with the priest are at -1 to hit due to the swirling snow and winds. The spell lasts for the duration of the hand-to-hand combat. Difficulty 6
2. Hammerschlag: The Wolf Priest calls down a hammer blow from Ulric on any model within 6". That model suffers a S4 attack from an enormous ethereal hammer, including the concussion special rule. Difficulty 10
3. Bloodlust: The Wolf Priest is infused with a lust for battle and attacks wildly. All attacks are at S +2, and he scores a critical hit on a 5-6. The Wolf Priest must test, by rolling the prayer's difficulty or greater on 2D6, each turn to see if the prayer remains in effect. Difficulty 7
4. Wolf's Hunger: One member of the warband (priest's choice) is thrown into a Frenzy (See page 39 of the Mordheim rulebook for details.) Difficulty 7
5. Ulric's Howl: The Wolf Priest's prayer is answered as an ear-shattering inhuman howl roars from his throat. For the duration of the battle, all members of the priest's warband are immune to Fear and All Alone tests as they feel the presence of their god. Additionally, all Rout tests are at +1. Difficulty 10
6. Call of Ulric: The Wolf Priest lets out a cry of agony as his body re-shapes itself into that of a huge, slavering wolf with the following profile below. Difficulty 10

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Form	6	4	0	4	4	1	5	2	6
Wolf Form (max)	7	6	0	4	4	3	7	3	7

During the time that the priest is in the form of a wolf, he may do nothing but attack as a wolf: no spell-casting or weapons use. He still hates Sigmar's minions, however. In each shooting phase, the priest may choose to make a Ld test (using the Wolf's Ld 6) to regain his human form. If he is still in wolf form at the end of the battle he gets one last chance to return to human form. If he does not, then he remains a wolf forever! He is still a hero, and thus entitled to XP gains and attribute increases. He may only choose skills from the Speed Table, with the exception of Scale Sheer Surfaces.