

Analog	Troop	Type	Attack	Range	Hits	Armour	Command	Size	Points	Min/Max	Special
Marauders	Sons of Ulric	Infantry		3 -		3 5+	-		3	60 2/4	Despise the Weak - Always pursue, 1 less drive back die in shooting
Greatswords	Teutogen Guard	Infantry		3 -		3 4+	-		3	85 -/2	Plus one atack in first rd of comabt in each combat phase. Despise the Weak - Always pursue, 1 less drive back die in shooting
Cold One Knights	Knights of the White Wolf	Cavalry		3 -		3 4+	-		3	130 -/2	Despise the Weak - Always pursue, 1 less drive back die in shooting
Normal Knights	Knights Panther	Cavalry		3 -		3 4+	-		3	110 -/1	Ancient rivalry with KoWW- receive -1 to orders if brigaded with units of KoWW
WH Hounds	Hunting Hounds	Infantry		3 -		3 -	-		1	20 -/-	Treated like skirmisher stands - can be taken as a casualty. Can be attached to any unit of infantry except Children of Ulric.
Chaos Hounds	Winter Wolves of Middenheim	Cavalry		3 -		3 -	-		3	30 -/2	
Flagellants	Wolf Kin	Infantry		5 -		3 -	-		3	70 -/1	Despise the Weak - Always pursue, 1 less drive back die in shooting. Always use initiative to charge. Immune to fear.
Ulfwerener	Children of Ulric	Infantry		4 -		4 6+	-		3	115 -/1	Immune to terror cannot be brigaded with anything other than wolves/other Children
Halbadiers	Swords of Ulric	Infantry		3		3 6+	-		3	55 -/2	
Zealots	Middenheim Militia	Infantry		3 -		3 -	-		3	35 -/2	Plus 1 attack in first round of combat of each combat phase against chaos or beastmen
	Middenhem Marshall	General		2				9		125	1
	Grand Master	Hero		2				8		125	1 Gives attached unit immunity from fear
	Warrior Priest	Hero		1				8		80 -/2	Fury of Ulric - gives each stand in attached unit +1 to attack.
	Battle Wizard	Wizard		0				7		45 -/1	

Additional Magic Items

Banner of Warrior True -30 pts - Unit is immune to driveback and will not fall back in combat

Wolfshead Emblem - 20 pts - a warrior priest can use this as a dispel once

Shard of Skull - 30pts - a warrior priest can use this to dispel and on a roll of 4+ can remove that spell from the casters list

Claw totem - 15pts - a warrior priest can use this once to make a defeated foe fall back an extra 2cms

Bane of the Craven - 30pts - a warrior priest bearing this amulet cases terror.