

# The Fellowship of Hammer and Sickle

Not all who fight and die in the Mortal Realms are warriors by trade; since the Age of Myth, there have been craftsmen and laborers who raised their tools in defense of their homes. Of course, these acts of heroism are often their last, but Sigmar saw fit to collect these lowborn martyrs in a Stormhost of their own. The Fellowship of Hammer and Sickle fights with a stoic comradery belying their shared origin, and brings pragmatic skills not found in more purely martial Stormhosts.

## Methods of Warfare

The trait that the Fellowship is most known and valued for is the fact that each member is skilled in manual labor as well as warfare, and is able to utilize their divine boons in service of both. The Stormhost is often summoned to fortify Sigmarite holdings against attacks. When deployed far enough in advance, they can convert the most ramshackle outpost into a steadfast fortress; more often, though, they are forced to work and fight at the same time, stoically erecting walls or repairing pillars even as they are struck down. Of course, these skills also make them adept in bringing down enemy fortifications with a few well-placed blows, and even their foes themselves are destroyed with the same calm rigor one might reap a field of wheat or fell a mighty oak.

## Command Structure

The other most noteworthy trait of the Fellowship is their unorthodox aversion to hierarchy. Though the Stormhost and its Chambers are, on the surface, organized the same as any other, their members see each other as equals regardless of what role they play, and their actions are guided by vote. To simplify the matter of coordinating such a large group in this way, each battle unit selects a representative from their number, entrusting them to speak for the group in times of uncertainty. Tacticians and other specialists are similarly elected to fill traditional command roles, and while they do not wield the same sort of authority that they might in other Stormhosts, it is rare that one of the Fellowship would ignore the guidance of a proven expert.

## Character and Mannerisms

Carrying forward the same attitudes they had in life, the Fellowship of Hammer and Sickle are characterized by professional dedication tempered by a commoner's plain irreverence. They see their divinely-assigned duties as important work that needs doing, and go about it without much fanfare, pragmatically assessing the situation and then tackling it with a tenacity afforded by their supernatural physiques—at least once they've all agreed to the proper approach. Despite seeming cold and calculating in their work, they also take pride in a job well done and appreciate simple pleasures, often mingling at local taverns or common-houses of the settlements they defend. Genuine friendship between comrades-in-arms is also common, and when one of the Fellowship sacrifices himself it is not because they do not value their own life,

but because they value the lives of those around them. This respect often extends to mortals, especially those in familiar professions.

## Allies and Enemies

As one would expect, the Fellowship of Hammer and Sickle has rendered great aid to the Cities of Sigmar, and has earned the love of many settlements; divine warriors who defend your city gates from invaders are revered, but ones who also repair those gates before leaving are something truly special. The soldiers of the Dawnbringer Crusades find them especially helpful, as their presence can drastically expedite the construction of their outpost-cities. However, they tend to look down on aristocrats who greedily reap the rewards of their underlings' labor, and more than one king has found his palace torn to the ground to fortify the lands of his neglected peasantry. This animosity pales in comparison to what they feel towards the forces of Destruction; though all enemies of Order are enemies of the Fellowship, nothing draws their ire than the sight of an orruk or gargant destroying the work of their fellow laborers. In comparison, the craftsmanship of the Ossiarchs or the bonds of the Darkoath can sometimes elicit begrudging respect.

## The Curse of Reforging

The Fellowship of Hammer and Sickle acts like a well-oiled machine, achieving incredible tasks with professional coordination and self-sacrificing comradery, but it still values each individual's thoughts and feelings. However, the more these warrior-smiths are slain and reforged, they slowly lose that individuality and become more akin to true cogs. Battles-scarred veterans find themselves following orders unthinkingly, dispassionately carrying out whatever task is put before them. The strong bonds between members makes this a tragedy to witness, but the consequences are especially dire when entire units begin to succumb to the curse, losing all sense of initiative and ceasing to contribute to the guidance of their Conclave. Because of this, the host's Sacrosanct Chamber continually votes to ensure that each warrior is given proper care to maintain their psychological integrity, but the demands of their work often make this difficult.