

Grail Companions

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Overview

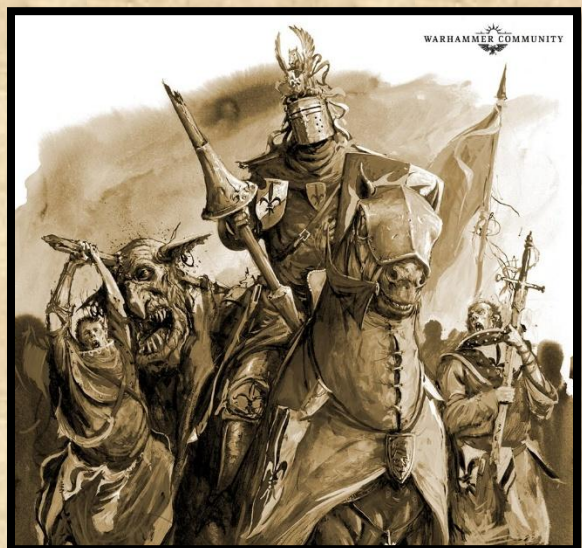
Since the days of Gilles le Breton, the Grail has been the ultimate symbol of chivalry for the kingdom of Bretonnia. When a Questing Knight has proven their worth in pursuit of a truly noble deed, the Lady of the Lake appears before them and grants the knight permission to drink from the Holy Grail, consuming the blessed water held within this sacred chalice of Bretonnia. Knights who drink from the Grail are forever changed, exuding an aura of power and purity as their physical prowess grows. Grail Knights are granted near immortality, living lifespans far beyond the lives of ordinary men.

Processions of fanatical worshippers gather wherever a Grail Knight travels collecting anything the Grail Knight casts away, whether it be scraps of armor, broken weapons, or half-eaten food. These religious scavengers will follow their idols through any weather or land, singing the Grail Knight's praise as they travel. Some bands of pilgrims even construct a sacred reliquae, a gaudy mélange of discarded trinkets containing the corpse of a departed knight resting in its center. Pilgrims will devote themselves to this device, supplicating themselves before it as if it were a living Grail Knight as they pray for its blessings.

Choice of Warriors

Grail Companion warbands must include a minimum of three (3) models. You have 500 gold crowns to recruit your warband. The maximum number of warriors in the warband may never exceed 15.

- **Grail Knight:** Each Grail Companion warband must have one Grail Knight: no more, no less!
- **Damsel:** Your warband may include a single Damsel if you wish.
- **Knights of the Realm:** Your warband may include up to two (2) Knights of the Realm.
- **Grail Reliquae:** Your warband may include a single Grail Reliquae.
- **Hedge Knights:** Your warband may include up to five (5) Hedge Knights.
- **Battle Pilgrims:** Your warband may include any number of Battle Pilgrims.
- **Hunters:** Your warband may include up to three (3) Hunters.



Starting Experience

Grail Knights start with 24 experience.

Damsels start with 11 experience.

Knights of the Realm each start with 10 experience.

Henchmen start with 0 experience.

Grail Companions Skill Table

Unit Type	Combat	Shooting	Academic	Strength	Speed	Special
Grail Knight	X		X	X	X	X
Damsel	X		X		X	
Knight of the Realm	X			X	X	X

Characteristic Increase

Grail Knight and Companion characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Grail Knight	M	WS	BS	S	T	W	I	A	Ld
	8	8	2	7	6	4	9	4	10
Companion	M	WS	BS	S	T	W	I	A	Ld
	4	6	6	4	4	3	6	4	9

Knight Equipment List

Hand-to-hand Combat Weapons	Missile Weapons	Armor
• Dagger – 1st free/2 gc • Mace – 3 gc • Axe – 5 gc • Sword – 10 gc • Spear – 10 gc • Double-handed Weapon – 15 gc • Lance – 20 gc • Longsword – 25 gc	• N/A	• Barding – 80 gc • Helmet – 10 gc • Shield – 5 gc • Buckler – 5 gc • Light Armor – 20 gc • Heavy Armor – 50 gc • Warhorse – 80 gc • Holy Shield – 30 gc (Rare 7)

Companion Equipment List

Hand-to-hand Combat Weapons	Missile Weapons	Armor
• Dagger – 1st free/2 gc • Mace – 3 gc • Axe – 5 gc • Sword – 10 gc • Double-handed Weapon – 15 • Spear – 10 gc (Pilgrim only) • Halberd – 10 gc (Pilgrim only)	• Sling – 2 gc (Pilgrim only) • Short bow – 5 gc • Bow – 10 gc • Longbow – 15 gc (Hunter only)	• Helmet – 10 gc • Shield – 5 gc • Buckler – 5 gc • Holy Shield – 30 gc (Rare 7) • Light Armor – 20 gc • Heavy Armor – 50 gc • Horse – 40 gc

Special Equipment

Longsword (25 gold crowns)

Availability: Common (Knights Only)

Range	Strength	Special Rule
Close Combat	As User	Parry, Versatile

Special Rules

Versatile: Longswords may be used as either two-handed weapons or one-handed weapons. If a model is fighting with a shield or another weapon in their off hand, the longsword functions as a normal one-handed sword. If a model is fighting using only a longsword, they are considered to be fighting two-handed, granting the knight +1 attacks and Strike First.

Parry: A model with a longsword may parry blows. When an opponent rolls to hit, roll 1D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow and that individual attack is discarded. A model wielding a longsword may not parry attacks made by an opponent with double or more their Strength – they are too powerful to be blocked.

Holy Shield (30 gold crowns)

Availability: Rare 7 (All companions)

Special Rules

Magic Resistance: Models carrying a Holy Shield receive a +1 save against all magic. This item uses the same rules as a standard shield.

Pegasus (110 gold crowns)

Availability: Rare 11 (Grail Knight Only)

Special Rules

Flying Warhorse: This model uses the same stats as a warhorse, may fly in any direction, ignoring difficult terrain, and is lost upon death. The Pegasus cannot run.



Heroes

Grail Knight (125 gold crowns to hire)

Knights who have completed the questing vow are given a chance by the Lady of the Lake to drink from the Holy Grail. This experience forever changes the knight, who transforms into a truly powerful warrior far beyond the strength of most ordinary men. From that moment on, these knights are committed to serving the Lady and the Grail, a bond only broken in death. Many Grail Knights return home after achieving this quest, while others commit themselves to the pious life of a hermit knight wandering the land in the Lady's name.

Profile	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	--	4	4	1	4	1	9
Warhorse	8	3	--	3	--	1	--	1	

Weapons/Armor: Grail Knights may be armed with any weapons and armor chosen from the Knight Equipment List.

Special Rules

Leader: Any models in the warband within 6" of the Grail Knight may use his leadership instead of their own.

Knight's Vow: The Grail Knight cannot use any ranged equipment, is immune to All Alone, and never breaks combat.

Loyal Steed: The Grail Knight starts with a free warhorse he can never dismount. This steed does not roll separate injuries from the Grail Knight and cannot be traded or sold. This animal does not level up and receives no abilities. This item is lost if the Grail Knight gains a Pegasus. Defer to the warhorse stats when moving.

Lord's Boon: The Grail Knight gains either 1 set of barding, light armor and holy shield, or heavy armor upon recruitment. None of the items gained from this boon may be traded or sold and are bound to this model until death. If the knight loses any of these items, future items of this type will cost twice their original value.

Fearsome: The Inspiring visage of the Grail Knight invokes intimidates any unchivalrous foe who dares challenge him. This model causes *Fear*.

Blessing of the Lady: Enemies attempting to shoot at the Grail Knight must make a leadership test. On a failure, the attacking model is unable to shoot at the knight's inspiring visage.

Virtuous: The Grail Knight may roll to gain skills from the Virtue table instead of selecting a standard skill from the rulebook. Re-roll if the Grail Knight already possesses the skill rolled.

Honored Dead: If the Grail Knight dies, he becomes a Grail Reliquae. No additional Grail Knights may be recruited to replace this leader if he falls in battle. See Reliquae rules.



0-1 Damsel of the Lady (35 gold crowns to hire)

Damsels are magical heralds of the Lady of the Lake who provide sage wisdom and council to temper the otherwise fiery attitude of the Grail Knight and his fellows. These wise sorceresses are capable of channeling the winds of magic to devastating effect in the Lady's name. Any worthy group of the Lady's faithful can be sure to find a damsel accompanying them.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	3	1	7

Weapons/Armor: Damsels may be armed with weapons and armor chosen from the Companion Equipment list.

Special Rules

Wizard: Damsels are wizards and so are able to use Grail magic. See the Magic section for details.



0-2 Knight of the Realm (60 gold crowns to hire)

Knights who have proven themselves worthy of their station are granted this honorable title, commanding great respect for their station and the deeds performed attaining it. Those granted the title by a Grail Knight are seasoned companions who aided their hero in achieving his Grail Vow. Receiving this title from a Grail Knight establishes a knight as a true hero of Bretonnia.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	--	4	3	1	3	1	7

Weapons/Armor: Knights of the Realm may be armed with weapons and armor chosen from the Knight Equipment list.

Special Rules

Knight's Vow: Knights of the Realm may never use a ranged weapon, are immune to All Alone, and never break combat.

Lord's Boon: Knights of the Realm pass their armor down through generations. Each Knight of the Realm may start with 1 free warhorse, suit of light armor and holy shield, or heavy armor. No items gained through this boon may be traded or sold, they are bound to each model until death. If the knight loses any of these items, future items of this type will cost twice their original value.

Virtuous: Knights of the Realm may roll to gain a skill from the Virtue table if the model gains a skill during the post-game sequence instead of choosing from the standard skill options. Re-roll on the table if the knight gains a virtue they already have.

Skilled Rider: Knights of the Realm know how to ride a warhorse.



Knight Virtues (3D6)

The following skills apply to the Grail Knight, Knights of the Realm, and ascended Hedge Knights. These skills do not apply to mounts or stack with other skills with similar bonuses.

Virtue of Noble Disdain (3-4)

The knight may re-roll failed rolls to hit against enemy henchmen.

Virtue of Heroism (5)

The knight gains +1 WS and +1S when fighting *Large* models.

Virtue of Stoicism (6)

The knight may re-roll failed leadership tests.

Virtue of the Penitent (7)

The knight is immune to psychology.

Virtue of the Ideal (8)

The knight gains +1 to WS and A during the first round of combat.

Virtue of the Impetuous Knight (9)

The knight increases their charge distance by 1D3.

Virtue of Audacity (10)

The knight may re-roll failed rolls to hit against an opponent with a higher WS.

Virtue of Purity (11)

The knight is immune to poison.

Virtue of Duty (12)

The knight gains +1 to wounding rolls when outnumbered in combat.

Virtue of the Joust (13)

The knight may re-roll failed rolls to wound during the first round of combat.

Virtue of Confidence (14)

The knight may re-roll failed rolls to hit when attacking enemy models with a higher toughness.

Virtue of Knightly Temper (15)

The knight may double his attacks on the turn when he charges at -1 to hit.

Virtue of Discipline (16)

The knight treats a 'stunned' result on the Injury chart as 'knocked down.'

Virtue of Empathy (17 – 18)

Friendly models in combat against the same enemy model as the knight may use the knight's toughness when the enemy model rolls to wound them.

Henchmen

Battle Pilgrims (15 gold crowns to hire)

Wherever a Grail Knight travels, processions of fanatical worshippers gather to bask in the reflected glory of this great hero. Determined to witness the noble deeds of the Grail Knight, groups of pilgrims will wander the ends of the world praising their hero's deeds.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armor: Battle Pilgrims may be armed with weapons and armor chosen from the Companions Equipment list.

Special Rules

Fanatics: Battle Pilgrims start each encounter with hatred against the opposing warband.

Commoner: Battle Pilgrims may never become a Hero model. Re-roll any 'Lad's Got Talent' rolls for these models.



0-3 Hunters (25 gold crowns to hire)

Often found and hung as outlaws poaching on lord's lands, these opportunistic bandits will follow the Grail Knight in search of fortune. Unworthy of a knight's attention for preferring to fight at range, these skilled archers often stay near the edge of camps and observe from afar.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	5

Weapons/Armor: Hunters may be armed with weapons and armor chosen from the Companions Equipment list.

Special Rules

Scouts: Hunters may each be placed 1D6 inches further from their warband's deployment zone.

Commoner: Hunters can never become a Hero model. Re-roll any 'Lad's Got Talent' rolls for these models.



0-5 Hedge Knights (35 gold crowns to hire)

Described as knights fallen upon hard times, these warriors are hardened from years of living beneath trees, sleeping in ditches, and wandering aimlessly in search of a truly noble purpose. Despite their life in squalor, these knights are still bound to the code of chivalry and will follow any lord worthy of those virtues.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	--	3	4	1	3	1	7

Weapons/Armor: Hedge Knights may be armed with weapons and armor chosen from the Knight Equipment list.

Special Rules

Knight's Vow: Hedge Knights may never use a ranged weapon, are immune to All Alone, and never break combat.

Lower-Caste: Hedge Knights may not use a mount in battle unless both Knights of the Realm are fighting mounted. Use the Knights of the Realm Skill list if a Hedge Knight becomes a Hero. This includes rolling on the Virtue Table when gaining a skill.



0-1 Grail Reliquae (75 gold crowns to hire)

Driven by obsession, Grail Pilgrims collect anything a Grail Knight casts away. To the pilgrims, the reliquae fashioned from this detritus is an icon of devotion to both the Lady and her saints.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	--	3	3	4	2	4	10

Weapons/Armor: A Grail Reliquae carries no weapons or armor. Use *dagger* stats for attack rolls.

Special Rules

Grail Icon: Friendly models within 6" of the Reliquae may re-roll failed Leadership tests. The Reliquae does not gain experience and cannot run.

Icon Bearers: Each time the Reliquae suffers a wound, remove 1 movement, 1 attack, and 1 leadership as well. These penalties are reset if the Reliquae survives the encounter.

Fanatics: The Grail Reliquae gains hatred of the opposing warband at the start of each game.

Holy Shield: Grail Reliquaes gain an unmodifiable 5+ save against all non-magical attacks.

Honored Dead: Grail Knights who succumb to their wounds after an encounter becomes a Grail Reliquae. Replace the Grail Knight's stats with the Reliquae's and make the model a henchman. If the warband already has a Grail Reliquae in their roster, the model gains +1 Strength.

Large: This model is affected by the *Large* rule.



Grail Magic

1. Life Seed

Difficulty: 8

The Damsel calls forth the blessing of Arden against an enemy model within 6". The target model suffers a S4 hit. If the target is taken out of action or wounded during an encounter, the Damsel gains +1 wounds for the rest of the battle. This extra wound is removed after a battle.

2. Grail Fervor

Difficulty: 7

The Damsel bestows an image of the Holy Grail within the mind of a friendly model up to 8" away. The affected model gains +1 Strength and is overtaken by zealous rage. The spell lasts until the Damsel or affected model is Stunned or taken Out of Action. The Damsel must pass a Leadership test at the beginning of the controlling player's turn to maintain the spell.

3. Veil of the Fey

Difficulty: 6

The Damsel is surrounded by an ethereal mist. The Damsel cannot be charged and may teleport up to 4" away if the spell is activated while she is in combat with an enemy model. The Damsel must re-roll at the start of each Shooting Phase to maintain the spell's effect.

4. Healing Aura

Difficulty: 8

The Damsel becomes encased in a radiant glow. All friendly models within 6" of the Damsel may undergo a free recovery phase. Models with multiple wounds may recover +1 wound if the model is not stunned or knocked down.

5. Wrath of the Lady

Difficulty: 9

The Damsel locks eyes with an enemy model within 12" and fills their mind with a furious image of the Lady. The target suffers 1D3 S4 hits which ignore armor saves.

6. Fredemund's Flock

Difficulty: 10

The Damsel's voice transforms into a piercing screech, which echoes across the battle field and summons a murder of angry crows. The flock of birds form on a point within 8" of the Damsel. All enemy models within 3" of this point suffer a S3 hit.