

THE DISCIPLES OF MALDRED



When Duke Maldred embarked on the grail quest he returned in an unusually short time. Even more amazing than this was the fact that he claimed to have brought back the actual chalice of the Lady of the Lake. He claimed that this was a portent of his kingship.

Many knights came to Mousillon to see the Holy Grail and compete in the tournaments held by Sir Maldred. To the overall winner of each tourney Maldred granted the right to sup from the sacred cup at a banquet held at the close of the day. In this way Grail Knights were made in the service of Maldred and not of the Lady of the Lake.

The legitimate Grail Knights and the Fay Enchantress denounced Maldred and his cup as false. They lay siege to the city and eventually it crumbled from within. The mystery surrounding the demise of Maldred and his fair city of Mousillon has been the cause of much speculation in the years since it fell into ruin. The damsels of the lady have called his chalice the "black grail" and it has been commonly known as the false grail. Nevertheless, so impressive was the display of Maldred and Malfluer that many believe it may have been the true grail and that Duke Maldred and his fair wife did not perish but live on in the land of the fey and will return to save Bretonnia in her darkest hour.

Now the rumors of another great chaos invasion have spread throughout the land. Indeed raids on villages in the north have already begun. Times like this will always bring new cults and the cult of Maldred has risen again. Prophets of Maldred visit the courts of Dukes and preach in the halls of the Barons. They rally questing knights to their cause and lead them into the city of Mousillon in search of Maldred's grail. They claim that when it is found and a new army of Grail Knights assembles in Mousillon that Duke Maldred will return to take his place at the front of the army and lead them to victory over the invading hordes.

CHOICE OF WARRIORS

A warband of Maldred's disciples must include a minimum of three models. You have 500 gold crowns to assemble and equip your initial warband. The maximum number of warriors in the warband may never exceed thirteen.

Prophet of the False Grail: Each warband of Maldred's Disciples must include one Prophet of the False Grail - no more, no less!

Questing Knights: Your warband may include up to two Questing Knights

Squires: Your warband may include up to two Squires, though you may never have more Squires than Questing Knights

Mercenary Guards: Your warband may include up to six Mercenary Guards

Men-at-Arms: Your warband may include up to eight Men-at-Arms, 0-4 per Questing Knight

STARTING EXPERIENCE

A **Prophet of the False Grail** starts with 20 experience

Questing Knights start with 12 experience

Squires start with 4 experience

Henchmen start with 0 experience

MALDRED'S DISCIPLES SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special
Prophet	x		x		x	x
Knight	x			x	x	x
Squire	x	x			x	

The Knights and the Prophet use different Special Skill lists, depending on their alignment. Consult their description for the appropriate special list.

MALDRED'S DISCIPLES EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (1st Free)
2 gc
Mace/Hammer

Armour:

Shield
5 gc
Light armour

3 gc
 Battleaxe
 5 gc
 Sword
 10 gc
 Morning star
 15 gc
 Double-handed weapon
 15 gc
 Lance
 20 gc

20 gc
 Heavy armour
 40 gc
 Helmet
 10 gc
 Warhorse
 80 gc
 Barding
 40 gc

Missile Weapons:

None

SQUIRES EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (1st Free)
 2 gc
 Mace
 3 gc
 Axe
 5 gc
 Sword
 10 gc
 Spear
 10 gc
 Halberd
 10 gc

Armour:

Shield
 5 gc
 Helmet
 10 gc
 Light Armour
 20 gc
 Riding Horse
 30 gc

Missile Weapons:

Bow
 10 gc
 Longbow
 15 gc

MEN-AT-ARMS EQUIPMENT

Hand-to-Hand Combat Weapons:

Dagger (1st Free)
 2 gc
 Sword

Armour:

Light armour
 20 gc
 Shield

5 gc
Axe
5 gc
Spear
10 gc
Halberd
10 gc
Double-handed weapon
15 gc

5 gc
Helmet
10 gc

Missile Weapons:

None

HEROES

1 PROPHEET OF THE FALSE GRAIL.....80 gc

The Disciples of Maldred are led by the cunning Prophet of the False Grail. While he claims noble birth and purpose, the Prophet is actually a pawn of the Chaos god Tzeentch. He has been granted the use of sorceries to lead astray Questing Knights who search for the Grail. Through his magic and charisma he convinces knights that Maldred's grail was true and that it must be recovered to restore Mousillon and indeed all of Bretonnia to her former greatness.

Profile	M	WS	BS	S	T	W	I	A	Ld
Prophet	4	4	3	3	3	1	3	1	8

Weapons/Armour: Your Prophet of the False Grail may be equipped from the Maldred's Disciples equipment list.

SPECIAL RULES:

Leader: Any warrior within 6" of the Prophet may use his Leadership value when taking Leadership tests.

Wizard: The Prophet of the False Grail is a wizard and uses Chaos Rituals.

Corrupting Influence: A Prophet of the False Grail uses guile and cunning to deceive his followers into acts of depravation. As a Knight under the Prophet's tutelage follows his increasingly amoral instructions, the seeds of corruption sprout and blossom within him, increasingly undermining his values and beliefs. The Knight gradually loses his willpower as he descends into the unholy realm of his master, ultimately losing all strength to resist. When this happens he freely embraces his new patron Tzeentch, a twisted and corrupted mockery of his proud former self.

A Disciples of Maldred warband whose leader has the Corrupting Influence skill must test to see whether any untainted Knights under him are corrupted. For full effects, read the

description under the Questing Knights entry. Note that a Corrupt Knight will always become leader over an untainted Knight should the Prophet perish, and will gain the Corrupting Influence skill on his promotion.

His Master's Gift: When a Prophet has accumulated enough experience, instead of picking a skill he may roll on the Gifts of Tzentch table, as he seeks an audience with his patron. Roll 2D6 to determine the result, and consult the chart below.

GIFTS OF TZENTCH

2 - 3: The Master's Foresight.

The warrior is granted visions of past, present and future. Events and images swirl before his eyes before evaporating into swirling colours. For a moment, the warrior is able to catch a glimpse of the future as it instantly melts and changes.

From now on the character is allowed to reroll one die during each battle (not during the post battle sequence). In addition, the next time you roll on this table you may add +1 to your die roll. This bonus is one use only.

4: Unfit!

In his omniscient wisdom, the Great Corrupter has deemed his follower unworthy of an audience. The warrior is sent reeling back to the mortal plane, banished from his master's presence until he is worthy of an apparition or audience.

The character receives a permanent -1 Ws, but is allowed to continue to fight for the warband.

5: Twisted Fate

The fickle god twists and contorts his follower's destiny, altering it for his own amusement.

If the character is taken O.O.A. but survives his injury roll (i.e. anything but a *Dead* result), he has to immediately roll again and accept the second result too. This lasts for D6 turns, before Tzentch loses interest and abandons him.

6 - 8: Silence

The warrior consults the oracles and performs the appropriate rituals, but nothing happens. Who can see why a god chooses to hear or ignore his followers pleas? For whatever reason, the warrior receives nothing but silence.

Nothing happens...

9: Tzentch's Temperament

No mortal could ever claim to understand the mind of a god. The gods of Chaos especially are infamous for their capricious nature. The body of the warrior is constantly mutating; sometimes the change aids the warrior and other times acts as a hindrance.

Before each battle starts roll a D6. On an even number the hero is -1 I and

Ws. On an odd number, they are +1 I and Ws.

10: Energy Surge

The Winds of Magic surge and eddy, coursing through the warrior at Tzentch's whim. The character is invigorated by the raw energy channeling through his body.

You randomly get +1 on a stat (max 10). This may take your character beyond his race-max. Any stat can only be raised once this way.

11: Mutation

To the Lord of Change, flesh is as water; formless and free. To his favoured he grants his blessings, morphing and shaping them to newly evolved forms. Arms may burst into flowers, while new appendages erupt from molten flesh.

Randomly determine a mutation (pg. 76 Mordheim Rulebook). This mutation must be paid for as per the price listed. If this is not possible, you only have the mutation for the next battle.

12: Chaos Armour

Flesh becomes as stone as glowing Chaos Armour sprouts from the warriors body. Glowing tendrils of smoke rise up as the armour grows, fully encompassing the warrior. Any armour he was wearing fuses to his body, becoming one living, evolving organisms.

Chaos Armour confers a 3+ saving throw on the warrior, including a shield. The bearer suffers no movement penalty for wearing it. In addition, Chaos armour does not prevent sorcerers who wear it from casting spells. Chaos Armour may never be swapped between warband members. It is permanently fused to the warrior, and cannot be removed.

o-2 QUESTING KNIGHTS.....65 gc

Questing Knights are proud and fierce warriors who have sworn to find the grail. Upon hearing the call they leave behind their past lives and land and travel the length and breadth of Bretonnia until their goal is accomplished. They will not be dissuaded but are likely to follow any lead that might be the key to their success. In the case of Maldred's Disciples it may mean their doom.

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

Weapons/Armour: Questing Knights may be equipped from the Maldred's Disciples equipment list.

SPECIAL RULES:

Knights Virtue: An untainted Questing Knight is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone. Note that he loses this Virtue when he embraces his darkness and becomes a Corrupt Knight.

Knights Feats: A Questing Knight is a mighty hero capable of dashing feats of strength and bravery. He may choose from the Knights Feats special skill list when he gains a skill through advancement. Note that only untainted Knights may choose from this list. However, they keep any Feats they have once corrupt.

KNIGHTS FEATS

1 - Combat charge

Some knights specialize in running down opponent on their initial combat impact.

The character gain +1 attack and +1 WS when he charges.

2 - Lancer

The assault on horseback with lance, may best be the way everyone imagines a Knight doing combat. Though this feat is very hard and difficult to master correctly. And yet there is nothing more impressive than a knight on horseback, using lance and shield to skewer his enemies.

The character can use this skill only on horseback. May not be combined with combat charge.

If the character's first opponent(s) suffer an unsaved wound, the character may continue his charge. Opponents are not allowed to strike back.

The charge may then be continued another 4", and any enemy within 2" of that charge line can be charged. If the character does charge another enemy he counts as charging in the next combat round

3 - Sword master

Some knights are such masters in wielding their swords that no blow seems to reach them. When using a sword the character may parry, with reroll at equal or higher.

4 - Armour specialist

Often a knight moves in his armour as if it does weigh almost nothing. And blows that reach him seem to just bounce off his armour.

When using Heavy armour and shield the subject ignores the standard movement penalty and his armoursave cannot be modified beyond 5+ due to strength. This does not work on horseback.

Corruption: As the Knight's will slowly erodes, his ability to resist the dark call is constantly tested. Each act of violence and bloodshed hastens his descent, further exposing his mind to corruption.

epresent this, after each battle any untainted Knights (ie. basic Questing Knights) must take a Ld test in order to resist the seduction of Chaos. Add +1 to the roll if the Knight took any models OOA that game. If the Knight passes his test, he remains in the warband uncorrupted, albeit slightly suspicious of his leader. If he fails, the Knight has finally succumbed to the lure of Tzentch and has become corrupted! He immediately rolls on the Gifts of Tzentch table. However, should the Ld roll come up snake eyes (Double 1), the Prophet has gone too far, as the veil of deceit is To rlifted from the Knights mind! The Knight recognises the atrocities he and his brethren have committed in their master's name, immediately leaving the warband with his Squire to live out a life of penitence and shame. Remove him and his Squire from the roster.

His Master's Gift: Once corrupted, when a Knight has accumulated enough experience, instead of picking a skill he may roll on the Gifts of Tzentch table. See above for the Gifts table.

o-2* SQUIRES.....15 gc

Squires are the personal retainers of Knights and loyally serve their leige in peace and in war. It is the Squires duty to care for his Knight's horses and armor, and to follow him on the hunt, or into battle. It is the Knights duty to train his Squire in the code of Chivalry so that one day he may also attain Knighthood.

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

Weapons/Armour: Squires may be equipped from the Squires equipment list.

SPECIAL RULES:

Oath of Servitude: When hiring new Squires, elect which Knight they are to follow. Note that a Knight may only have one Squire at a time. While in his service, a Squire is sworn to follow his lord completely and utterly, no matter what. As such, when a Knight gives in to his darkness, his Squire will follow unquestionably. If a Knight becomes corrupted, then his Squire too is corrupted.

In His Lord's Footsteps: A Squire trains so that one day he may one day be released from servitude and aquire the mantle of Knight. All Knights prepare their Squires for this day, training and preparing them in the ways of Knighthood. On a Knight's death, the Squire is released from his bond and elevated into the sacred order of Knights. He receives any armour his master had in his equipment, and can now choose from the Disciples equipment list. Note that the Squire now counts towards the maximum number of Knights (ie. 2), and can have a Squire of his own. He now follows all special rules for Questing Knights, including skill lists.

*NB You may never have more Squires than Knights

HENCHMEN

0-6 MERCENARIES.....25 gc each

The Prophet of the False Grail will usually hire mercenaries to protect his person should the Knights be taken out of action or break from his enchantment. These unscrupulous sell-swords owe no loyalty to the Knights and will only follow the lead of the Prophet if he continues to pay them. Regardless of the tainting, or lack of, on the Knights the Mercenary Gaurds will remain in the service of the Prophet.

Weapons/Armour: Mercenary Gaurds may be equipped with weapons and armour chosen from the Mercenary Equipment list before the first game of a new campaign (see Mordheim Rule Book). After a campaign has begun Mercenary Gaurds may only purchase equipment from the Squire or Men-at-Arms Equipment Lists.

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

0-8* MEN-AT-ARMS.....25 gc each

Questing Knights often take retainers other than their squires when they embark on the Quest to find the grail. These men at arms are loyal first to the knight who sponsors them,

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

Weapons/Armour: Men-at-Arms may be equipped from the Men-at-Arms equipment list.

*NB 0-4 Per Questing Knight