

The campfires of the Old World have long played host to dark rumours of an Undead legion whose deadly swords can enslave their victims to eternal servitude. Anthony Reynolds tells of this Regiment of Renown, and their terrible, eternal curse.

The dark legend of Richter Kreugar the Damned and his Cursed Company has been told for countless years across the Empire. A tragic tale of betrayal, greed and revenge, the details and truth behind the stories have long become hazy and unclear as the story has been told and retold for generations.

The most common tales revolving around Richter Kreugar's tragic curse tell of a young mercenary captain, proud, talented and ruthless. He hired out his services freely, uncaring who he fought for as long as the price was right. Centuries ago in the history of the Old World, Richter was said to have allied with a powerful Necromancer, aiding him in his diabolical campaign against the Empire, terrorising the heavily forested area around Wolfenburg.

Within the leather-bound annals of the Historiata Imperiatus, it is said that the Empire army of Wolfenburg was suffering horrendous casualties in a war of attrition that they could not hope to win.

THE CURSED COMPANY OF RICHTER KREUGAR THE DAMNED

A tragic tale of betrayal, greed and revenge

However, they struggled on regardless and began to wear down the Necromancer, taking the offensive and pushing him deeper into the forest, denying him the time needed to strengthen his Undead forces.

Seeing the Necromancer faltering, Richter accepted the bribes of an Empire agent, the calculating young mercenary seeing a chance to make some easy money and be on the winning side. As the titanic battle hung in the balance, Richter played his hand, striking out at the foul Necromancer, who fell beneath his blade. However, with his dying breath the unholy sorcerer gasped a curse that was to be the eternal undoing of the enterprising sell-sword.

Before his horrified eyes, Richter's skin began to wither and within moments he collapsed to the ground, a lifeless pile of bones and armour. The day was won for the Empire forces, and the tale of Richter's betrayal may well have been forgotten, had his death not been accompanied by a tragic twist.

The very next night, Richter rose from the ground. He stared at the world with hollow eyes, and all he surveyed appeared in shades of grey. In anguish and despair, Richter saw his own skeletal limbs, and the full horror of the Necromancer's incantation began to dawn on him.

And so it is that Richter stalks the Old World and beyond. Hundreds of years since his death he is still seeking oblivion and peace, yet he is never able to achieve his final rest. Countless times he has been cut down, only to awake again the following night to his never-ending, hellish torment. A terrible element of the curse is evoked each time he slays an enemy, for his defeated foes rise immediately to serve him in undeath, slaves to his will. He travels the world, living out a tragic parody of his former mercenary career, fighting wherever he finds battle. His anger and despair momentarily lost in the bloodshed, he continues his doomed existence in the desperate hope that one time when his skeletal body is slain, he will finally know the relief of true death.



Richter Kreugar leads the Cursed Company against a rampaging Orc & Goblin warband.

THE REGIMENT

Captain: Richter Kreugar the Damned

Battle-cry: The battle-cry of Richter Kreugar has long been forgotten by the people of the Old World. The silence of the grave hangs over the Cursed Company as it traverses the land, marching to war accompanied only by the sound of creaking ancient leather and the scrape of rusted metal.

For Hire: Any Warhammer army other than Bretonnians, Vampire Counts and Tomb Kings of Khemri may hire the Cursed Company, and the regiment counts as a Rare Troops choice. (Richter has an eternal hatred for those who subjected him to his fate, and so will not fight for the Undead.) Dogs of War armies may choose the Cursed Company, in which case it counts as a Special choice.

Points: Richter Kreugar and nine of the Cursed Company including a Standard Bearer and Musician cost a total of 305 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at the cost of 10 points per model, up to a maximum unit size of 30.

Profile	M	WS	BS	S	T	W	I	A	Ld
Richter Kreugar	4	5	3	4	4	2	4	3	9
Cursed Company Skeletons	4	2	2	3	3	1	2	1	3

Weapons/Armour: Richter Kreugar is armed with a shield, heavy armour, the Dark Gem of the Cursed and his unholy sword, Blight. The Skeletons of the Cursed Company are equipped with shields, light armour and hand weapons, and the Standard Bearer carries the Banner of Malediction. (Note: Despite the armour that appears on the individual models within the Cursed Company, it is assumed for the sake of simplicity that all the models are equipped with light armour.)

Armour Save: 5+ for the Cursed Company Skeletons, 4+ for Richter Kreugar.

MAGIC ITEMS

Blight Magic Weapon
Blight is a darkly powerful blade, centuries old and suffused with unholy magic.

Blight confers +1 Strength to all close combat attacks made by Richter. In addition, the weapon has the Killing Blow special rule (see page 112 of the Warhammer rulebook).

Dark Gem of the Cursed Talisman
The Dark Gem of the Cursed glows a blood-red shade that intensifies when a blow is directed towards Richter, protecting him from harm.
4+ Ward save.

The Banner of Malediction Magic Standard
The sinister banner of the Cursed Company has been carried for centuries by various enslaved warriors of Richter. It is a dark parody of his original, disgraced mercenary company banner.

The Cursed Company suffers one less wound than they normally would when defeated in combat. As an example, if the Cursed Company loses a combat by 3,

they should lose three extra models, but because of the Banner of Malediction, they lose only two models.

SPECIAL RULES

“Join us in damnation...”

As part of Kreugar’s curse, any foe slain by him or one of his company are withered by dark magic, their flesh ageing as if decades had passed in the blink of an eye. The lifeless victim is instantly enslaved to the will of Richter, rising to accompany him in his eternal curse.

If any model within the Cursed Company (including Kreugar himself) slays a model with only 1 wound on its starting profile, then one Skeleton is created in its place. Models created in this way are added to the Cursed Company, and are armed in the same manner as the Company. The Victory points value of the unit is unaffected. This rule counts only for models that are killed in close combat, and not for models killed in any other way (for example, running down fleeing troops).

Independent

The Cursed Company is a completely independently acting unit. Richter and the Cursed Company will never use the Leadership of the General, even if it is better than his own. Additionally, the Cursed Company cannot be joined by any characters.

Hatred

Richter Kreugar hates all other Undead. This applies to Richter only.

Undead

The Cursed Company is Undead, and as such the following rules apply to them:

Leader

If Richter is killed, the Cursed Company will quickly begin to crumble to dust. At the end of the phase when Richter is killed, and at the beginning of each of their turns thereafter, the Cursed Company must take a Leadership test. If the test is failed, the unit suffers a number of wounds equal to the number they failed the Leadership test by. No saves of any kind are allowed against these wounds.

Break Tests

The Cursed Company cannot be broken. If the Cursed Company is beaten in combat, it suffers one extra wound for every point they lost the combat by, with no saves of any kind allowed (remember that with the Banner of Malediction, this number is reduced by one).

Immune to Psychology

The Cursed Company is Immune to Psychology. The only exception to this is that Richter Kreugar hates Undead.

Charge Reactions

The Cursed Company can only react by holding their ground.

Marching

The Cursed Company can march as long as Richter is still alive. If Richter dies, the Cursed Company cannot make march moves.

Cause Fear

The Cursed Company and Richter cause fear.