

The Cursed Company

History

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 whom he fought for as long as the price was right. Centuries ago in the history of the Old World, Richer was said to have allied with a powerful Necromancer, aiding him in his diabolical campaign against the Empire, terrorizing the heavy forested area around Wolfenburg.

With 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. 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 armor. The day was won for the Empire forces, 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 his hollow eyes, and all he surveyed appeared in shades of gray. In anguish and despair, Richter saw his own skeletal limbs, and the full horror of the Necromancer's incantation began to dawn on him.

As a result, 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 wake 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, slave 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.



The Cursed Company.

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.

Richter Kreugar the Damned was a fierce and brave mercenary captain in his younger years. After a minor incident concerning his loyalty a foul necromancer placed a curse upon him **and his Cursed Company**, condemning them not for life, but for death. Now he wanders the old world, looking for rest, never to find it. Richter started his journey alone, but over the many centuries manages to convince similar victims of foul undead magic to join his cause. Often at the end of his mighty sword Blight. It is said that Richter has many goals in his death and keeps looking for ways to cleanse the curse bestowed upon him and his company. Often Richter buries his tired bones in the ground, sometimes disappearing for centuries, waiting for the best opportunity to strike at his foes.

Special rules

The Cursed Company is a mercenary warband in all regards. They may hire any hired swords other mercenary warbands are capable of hiring. The Cursed Company will **NEVER** ally with undead creatures and undead associates and thus cannot hire any hired swords considered undead or a servant of the undead.

The Cursed Company is an undead warband in all regards when considering special rules (such as holy water) and cannot use items prohibited by undead warbands.

In the unlikely case **Richter Kreugar** gets taken out in action during battle, the warband will gain the **Lost Inspiration** rule.

Lost Inspiration: The warband is forced to take a route test at the start of every turn, even if they normally would not have to. This applies to scenarios where no route test has to be taken as well.

There is no rest for the wicked! Richter Kreugar is immortal and will not find rest in death. In the unlikely case **Richter Kreugar** suffers wounds so greatly he would be permanently dead from the serious injury chart, the warband will be forced to put all effort into raising the captain back to a somewhat functioning body. The warband **MUST** pay a fee to buy the essence, artifacts and bribes of an unlikely necromancer equal to the price to hire a new captain + 2gp for each experience point (including the 20 experience he gets when starting).

Richter Kreugar retains all skills, items and experience he had when he fell. **UNTIL** the warband has gathered the fee, the warband is subject to the **Lost Inspiration** rule for the whole battle. Until the warband has “rehired” the captain, they cannot buy any items (but still can sell).

Choice of Warriors

Each Cursed Company warband must include a minimum of 3 models. You have 500 gold crowns to recruit your warband. The maximum number of warriors may not exceed 15.

Richter Krueger Each Cursed Company warband must include one Richter Krueger: no more, no less!

Cursed Dwarf Your warband may include up to two Cursed Dwarfs.

Cursed Skaven Your warband may include up to two Cursed Skavens.

Cursed Spearman Your warband may include any number of Cursed Spearman.

Cursed Archers Your warband may include any number of Cursed Archers.

Cursed Saurus Warrior Your warband may include up to a single Cursed Saurus Warrior.

Cursed Orc Brute Your warband may include up to a single Cursed Orc Brute.

Cursed Ogre Your warband may include up to a single Cursed Ogre.

Starting experience

Richter Kreugar starts with 20 experience. **Cursed Dwarf** start with 8 experience. **Cursed Skaven** start with 6 experience.

Max statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9
Skaven	6	6	6	4	4	3	7	4	7
Orc	4	6	6	4	5	3	5	4	9
Ogre	6	6	5	5	5	5	6	5	9
Saurus	4	6	0	5	5	3	4	4+1	10
Dwarf	3	7	6	5	5	4	6	5	10

Cursed Company skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Richter Kreugar	x		x	x		x
Cursed Dwarf	x			x		x
Cursed Skaven	x			x		x

Cursed Company equipment list

Hand-to-hand Combat Weapons

Dagger.....
1st free/2 gc
Mace.....3 gc
(Stone) Hammer.....3 gc
Axe.....5 gc
Sword.....10 gc
Spear.....10 gc
Double-handed weapon.....15 gc
Halberd.....10 gc
Blight* (sword).....50

gc

Special skills

When leveling up the hero may opt to use any of these special skills. Some skills can only be picked by specific races from the warband.

'ard ead (*Orc only*)

The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being stunned. If the save is made, treat a stunned result as knocked down instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule).

'eadbasher (*Orc only*)

Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any knocked down results which the Orc causes in hand-to-hand count as stunned results instead.

Wicked wizardry (may be taken multiple times per model, requires a magic tome)

The model becomes a wizard and may consume a tome of magic to immediately learn a spell from the

Armour

Light Armour.....20
gc
Heavy Armour.....50 gc
Shield.....5 gc
Buckler.....5 gc
Helmet.....10 gc
Missile weapons (Cursed Archers only)
Shortbow.....5 gc
Bow.....10
gc

associated magic list. Humans use the **Lesser magic** list. Orcs use the **Waagh!** List. Skaven use the **Magic of the Horned Rat**. (see lists below)

thick skull (*Dwarf only*) The Hero has a thick skull, even for a Dwarf. He has a 3+ save on a D6 to avoid being stunned. If the save is made, treat a stunned result as knocked down instead. If the Dwarf also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).

true grit (*Dwarf only*) Dwarfs are hardy individuals and this Hero is resolute, even for a Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as knocked down, 4-5 as stunned, and 6 as out of action.

tail fighting (*Skaven only*)

The Skaven may wield a shield, knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

wall runner (*Skaven only*)

The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces.

bellowing Battle Roar (*Saurus only*)

The Saurus' roar is so deafening that enemy models in base contact suffer -1 to hit in the first round of combat against them.

Toughened Hide (*Saurus only*)

Through years of battle the Saurus' hide has become hardened and the Saurus will only be taken out of action on a 6+.

Special Weapons

0-1 Blight (Richter only) 50 gc, rarity 12. Blight is a sword and follows all the normal rules for a sword. Blight confers +1 Strength to all close combat attacks made by Richter. In addition, all wounds caused by Blight do 2 wounds instead. This blade is bound to the soul of Richter and in the hands of a mere mortal will revert to a normal sword.

Heroes

1 Richter Kreugar

90 gold crowns to hire

Richter Kreuger was once a young mercenary captain, proud, talented, and ruthless. He hired out his services freely, uncaring whom he fought for as long as the price was right. Until one day he took the wrong bribe and the curse of the dying necromancer bound him to this earth, forever. As a result, 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 wake 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, slave 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.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	4	4	3	3	2	4	2	9

Weapons and armour: Richter may be armed with weapons and armour chosen from the Cursed Company Equipment list.

Leader: Any models in the warband within 6" of Richter may use his Leadership instead of their own.

Cause Fear Cursed Company members are terrifying undead creatures and so *cause fear*.

Immune to Poison: Cursed Company members are not affected by poison.

Immune to Psychology: Cursed Company members are not affected by psychology and never leave combat.

No Pain: Cursed Company members treat stunned results on the injury chart as knocked down

May not run: Cursed Company members are slow undead creatures and may not run (but may charge normally).

Undead eternal foe: All close combat attacks made against any undead models gain the *hatred* special rule.

0-2 Cursed Dwarf

50 gold crowns to hire

Often found wondering inside the outskirts of Mordheim, dwarfs are known to travel far a wide from their homeland in the search for riches. Slain by the might of blight, these dwarfs are forever bound to the service of Richter.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	3	4	3	3	4	1	2	1	9

Weapons and armour: Cursed Dwarfs may be armed with weapons and armour chosen from the Cursed Company Equipment list. During trading these members count as Dwarfs in every way.

Cause Fear Cursed Company members are terrifying undead creatures and so *cause fear*.

Immune to Poison: Cursed Company members are not affected by poison.

Immune to Psychology: Cursed Company members are not affected by psychology and never leave combat.

No Pain: Cursed Company members treat stunned results on the injury chart as knocked down

May not run: Cursed Company members are slow undead creatures and may not run (but may charge normally).

Undead eternal foe: All close combat attacks made against undead models gain the *hatred* special rule.

0-2 Cursed Skaven

45 gold crowns to hire

Skaven tend to creep around in the underbelly of many city's including Mordheim. During his travels Richter has often come across a small warband of lost skaven. Slain by the might of blight, these skaven are forever bound to the service of Richter.

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

Weapons and armour: Cursed Skaven may be armed with weapons and armour chosen from the Cursed Company Equipment list. During trading these members count as Skaven in every way.

Cause Fear Cursed Company members are terrifying undead creatures and so *cause fear*.

Immune to Poison: Cursed Company members are not affected by poison.

Immune to Psychology: Cursed Company members are not affected by psychology and never leave combat.

No Pain: Cursed Company members treat stunned results on the injury chart as knocked down

May not run: Cursed Company members are slow undead creatures and may not run (but may charge normally).

Undead eternal foe: All close combat attacks made against undead models gain the *hatred* special rule.

Henchman

Cursed Spearman

25 gold crowns to hire

Richter has had many mercenaries' spearmen bound to his service when he was still alive. During his eternal pain he has sought out those he seemed worthy! Slain by the might of blight, these humans are forever bound to the service of Richter.

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

Weapons and armour: Cursed Spearmen may be armed with weapons and armour chosen from the Cursed Company Equipment list.

Cause Fear Cursed Company members are terrifying undead creatures and so *cause fear*.

Immune to Poison: Cursed Company members are not affected by poison.

Immune to Psychology: Cursed Company members are not affected by psychology and never leave combat.

No Pain: Cursed Company members treat stunned results on the injury chart as knocked down

No Brain: Cursed Spearman never gain experience.

May not run: Cursed Company members are slow undead creatures and may not run (but may charge normally).

Undead eternal foe: All close combat attacks made against undead models gain the *hatred* special rule.

Cursed Archers

25 gold crowns to hire

Richter has had many mercenaries archer bound to his service when he was still alive. During his eternal pain he has sought out those he seemed worthy! Slain by the might of blight, these humans are forever bound to the service of Richter.

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

Weapons and armour: Cursed Archers may be armed with weapons and armour chosen from the Cursed Company Equipment list. Including missile weapons!

Cause Fear Cursed Company members are terrifying undead creatures and so *cause fear*.

Immune to Poison: Cursed Company members are not affected by poison.

Immune to Psychology: Cursed Company members are not affected by psychology and never leave combat.

No Pain: Cursed Company members treat stunned results on the injury chart as knocked down

No Brain: Cursed Archers never gain experience.

May not run: Cursed Company members are slow undead creatures and may not run (but may charge normally).

Undead eternal foe: All close combat attacks made against undead models gain the *hatred* special rule.

0-1 Cursed Saurus

50 gold crowns to hire

A rarity in the world, Richter has come across one of these mighty beasts from over the big sea's. Captured by a bretonnean slaver and brought to the old world, Richter decided to slay them both by the might of blight, this Saurus is forever bound to the service of Richter.

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

Weapons and armour: Cursed Saurus may be armed with weapons and armour chosen from the Cursed Company Equipment list.

Cause Fear Cursed Company members are terrifying undead creatures and so *cause fear*.

Immune to Poison: Cursed Company members are not affected by poison.

Immune to Psychology: Cursed Company members are not affected by psychology and never leave combat.

No Pain: Cursed Company members treat stunned results on the injury chart as knocked down

May not run: Cursed Company members are slow undead creatures and may not run (but may charge normally).

Undead eternal foe: All close combat attacks made against undead models gain the *hatred* special rule.

Bite attack: After each round of close combat the Cursed Saurus may make an extra bite attack and his own unmodified strength.

0-1 Cursed Ogre

90 gold crowns to hire

Ogres are big and slow creatures that will do just about anything for a few coins. Slain by the might of blight, these dwarfs are forever bound to the service of Richter.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	6	4	4	4	4	3	2	3	7

Weapons and armour: Cursed Ogres may be armed with weapons and armour chosen from the Cursed Company Equipment list.

Cause Fear Cursed Company members are terrifying undead creatures and so *cause fear*.

Immune to Poison: Cursed Company members are not affected by poison.

Immune to Psychology: Cursed Company members are not affected by psychology and never leave combat.

No Pain: Cursed Company members treat stunned results on the injury chart as knocked down

No Brain: Cursed Ogre never gain experience.

May not run: Cursed Company members are slow undead creatures and may not run (but may charge normally).

Undead eternal foe: All close combat attacks made against undead models gain the *hatred* special rule.

Waaagh! Magic Waaagh! spells are used by Cursed Orcs. They are rituals of a sort, howling prayers to the boisterous Orc gods Gork and Mork. D6 Result

<p>1 Led'z go <i>The Shaman's howling invigorates the ladz to fight even harder for Gork and Mork.</i> Any Orc or Goblin within 4" of the Shaman will automatically strike first in hand-to-hand combat regardless of other circumstances. The spell only lasts until the caster is knocked down, stunned or taken out of action.</p>	Difficulty: 9
<p>2 Oi! Gerroff! <i>A huge, green ectoplasmic hand pushes an enemy away.</i> Range 8". Moves any enemy model within range D6" directly away from the Shaman. If the target collides with another model or a building, both suffer 1 S3 hit. Note: Very handy for dropping people from high buildings with. May not be cast on models in hand-to-hand combat.</p>	Difficulty: 7
<p>3 Zzap! <i>A crackling green bolt of WAAAGH! energy erupts from the Shaman's forehead to strike the skull of the closest foe. This energy easily overloads the brain of a weak-willed opponent.</i> Range 12". Causes D3 S4 hits on the closest enemy target, with no armour saves allowed.</p>	Difficulty: 9
<p>4 Fooled Ya! <i>The Shaman disappears in a green mist, confusing his enemies.</i> No enemy may charge the Shaman during their next turn. If the Shaman is engaged in hand-to-hand combat he may immediately move 4" away.</p>	Difficulty: 9
<p>5 Clubba Difficulty: 7 A huge, green club appears in the hand of the Shaman. The ectoplasmic club counts as a normal club with +2 Strength bonus and gives the Shaman +1 attack as well. This spell lasts until the Shaman suffers a wound.</p>	Difficulty: 9
<p>6 Fire of Gork Difficulty: 8 Twin bolts of green flame shoot from the Shaman's nose to strike the nearest enemy model. Range 12". Each of the two bolts causes D3 S3 hits; the bolts can either be fired both at the closest enemy target or split between the two closest enemy targets.</p>	Difficulty: 9

Magic of the horned Rat

This brand of sorcery is used by the Skaven. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.

<p>1 Warpfire <i>A green flame leaps from the outstretched paw of the Sorcerer and burns its victims within describable agony.</i></p> <p>The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.</p>	Difficulty: 8
<p>2 Children of the Horned Rat <i>The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.</i></p> <p>This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count towards the maximum size of the Skaven warband</p>	Difficulty: auto
<p>3 Gnawdoom <i>The target is attacked by rats and soon is covered from head to foot in small, bleeding wounds.</i></p> <p>The Gnawdoom causes 2D6 Strength 1 hits on a single model within 8" of the caster.</p>	Difficulty: 8
<p>4 Black Fury <i>With a chittering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.</i></p> <p>The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra Attacks and +1 Strength during this turn's hand-to-hand combat phase only.</p>	Difficulty: 8
<p>5 Eye of the Warp <i>Gaze into the eye of the warp and despair!</i></p> <p>All standing models in base contact with the Sorcerer must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had lost their nerve when fighting against more than one opponent.</p>	Difficulty: 8
<p>6 Sorcerers curse <i>The Sorcerer points a claw towards one of his enemies and curses him in the name of the Horned One.</i></p> <p>The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases</p>	Difficulty: 9

Lesser magic list

<p>1 Fires of U'Zhul <i>The wizard summons a fiery ball of flames and hurls it upon his enemies.</i></p> <p>The fireball has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Armour saves are taken as normal (ie, with -1 modifier).</p>	<p>Difficulty: 7</p>
<p>2 Flight of Zimmeran <i>Calling upon the power of the winds of magic, the wizard walks on air.</i></p> <p>The wizard may immediately move anywhere within 12", including into base contact with an enemy, in which case he counts as charging. If he engages a fleeing enemy in the close combat phase he will score 1 automatic hit and then his opponent will flee again (if he survives).</p>	<p>Difficulty: 7</p>
<p>3 Dread of Aramar <i>The wizard places a sense of mind-numbing fear into the minds of his opponents.</i></p> <p>A single model within 12" of the wizard must pass a Leadership test or flee 2D6" directly away from him. If he flees, he must test at the start of each of his own movement phases and will continue to flee until he passes a test. Note that this spell does not affect Undead or any model immune to fear.</p>	<p>Difficulty: 7</p>
<p>4 Silver Arrows of Arha <i>Silvery arrows appear from thin air and circle around the wizard, shooting out to strike his foes.</i></p> <p>Unlike other spells, this cannot be cast whilst in hand-to-hand combat. The spell summons D6+2 arrows which the wizard can use to shoot against one enemy model. The arrows have a range of 24". Use the wizard's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. The arrows cause one S3 hit each.</p>	<p>Difficulty: 7</p>
<p>5 Luck of Shemtek <i>The wizard summons the fickle power of magic to manipulate chance.</i></p> <p>The wizard may re-roll all his failed dice rolls, though the second results stand. The effect lasts until the beginning of his own next turn.</p>	<p>Difficulty: 6</p>
<p>6 Sword of Rezhebel <i>A flaming sword appears in the hand of the wizard, promising red ruin to all who stand in his way.</i></p> <p>The sword gives the wizard +1 Attack, +2 Strength and +2Weapon Skill. Take a Leadership test at the beginning of each of the wizard's own turns. If the test fails, the sword disappears.</p>	<p>Difficulty: 8</p>