

Aldorf Expeditionary Party

Among the duties of the Imperial Colleges of Magic is the tracking down and elimination of magical threats to the citizens of the Empire and the Empire itself. To this end, the Colleges will send out expeditionary parties that scour the land looking for threats.

They will be looking for evidence of cults, strange manifestations, unauthorised casters, and also new-found casters that require the protection of the Colleges against the Cult of Sigmar. Typically these parties are made up of an experienced wizard with a few Men-at-arms and soldiers for muscle and a few student wizards that require a bit more practice before they can master their magics.

Choice of warriors

An Aldorf Expeditionary Party warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

1 Arch-Mage: You must have one Arch-Mage to lead your warband. No more, no less!

0-3 Men-At-Arms: You may have up to three Men-At-Arms.

50% Students: A maximum of half your warband may be Students.

Soldiers: Any number of your warband may be Soldiers.

Starting experience

The **Arch-Mage** starts with 20 experience.

Men-At-Arms start with 8 experience.

Solemn Duty The Colleges will not associate with hirelings or dramatis personae that are capable of casting spells. All spell-casters they encounter will be either be killed or sent back to the Colleges for testing.

As the Emperor's Wife With the cult of Sigmar breathing down their necks just waiting for the Colleges of Magic to slip up all casters in the colleges of magic must be seen to be beyond reproach. To this end no Expeditionary Party may ally with any warband that consorts with (i.e. has members or hirelings that are) Undead, Possessed, Demonic, mutated, or evil. Nor may they have any hirelings/dramatis personae with any of the afore-mentioned characteristics.

Aldorf Expeditionary Party skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Arch-Mage			✓		✓	✓
Mage*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	✓
Men-At-Arms	✓	✓		✓	✓	✓

*Mages are Students that have become heroes. They will have access to two chosen skill tables and special skills.

Heroes

Arch-Mage

80 gold crowns

The Arch-Mage is a potent caster and has been trusted by the powers that be in Altdorf to lead the party into Mordheim and back out again with knowledge and relics. More importantly, the learning experiences he is expected to acquire will hone his abilities for the unpredictable arena of the battlefield.

Profile	M	Ws	Bs	S	T	W	I	A	Ld
	4	3	3	3	3	1	4	1	9

Weapons/Armour: The Arch-Mage can choose from the Wizard's weapons and armour.

SPECIAL RULES:

Leader: Any warrior in the warband within 6" of the Arch-Mage may use his leadership when making leadership tests.

Wizard: The Arch-Mage is a wizard and uses Common Magic.

Learned: The Arch-Mage starts with one Common Magic spells of your choice and one randomly selected Common Magic spell.

Mage

N/A

When a Student achieves sufficient skill and experience they become a Mage and join the ranks of their spell-casting brethren.

Weapons/Armour: The Mage can choose from the Wizard's weapons and armour.

SPECIAL RULES:

Made, not bought: Mages cannot be recruited in the normal fashion. Instead, they can only be acquired by a Student gaining That Lad's Got Talent.

Wizard: Mages are Wizards and learn spells from the Common Magic list.

Man-At-Arms

55 gold crowns

Magic alone is not enough to protect one's self against all the dangers of the Warhammer world. Sometimes the winds of magic are fickle, or sometimes the foe is just too resistant. Then it is all down to steel and for this reason the wizards send a few well-trained and well-equipped men on all expeditions.

Profile	M	Ws	Bs	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Men-At-Arms can choose from the Warrior's weapons and armour.

Henchmen

Student

30 gold crowns

Students are student wizards at the College and are sent in to the field for a variety of reasons. Some are deemed needy of field practice of their powers, some are thought to gain benefit from seeing their peers in action and some are just troublesome underfoot and need a good long expedition to get them out of the way for a bit.

Profile	M	Ws	Bs	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	7

Weapons/Armour: Students may choose weapons and armour from the Wizards' equipment list.

SPECIAL RULES

Wizard: Although they start with no spells, Students know enough cantrips that they will count as wizards, particularly for the purposes of weapons and Hatred. Being Henchmen, they still cannot use any equipment.

Very Talented: When a Student rolls That Lad's Got Talent they change their type from a Student to a Mage. Chose two skill sets to choose from as normal. A Mage will also become a wizard and must choose a College of magic to study. Instead of rolling on the Hero's advance table, select a Common Magic spell of your choice.

Soldier

25 gold crowns

Soldiers back up the Men-At-Arms to form the steel-against-steel for the warband so that the magic users can eliminate the threats from relative safety.

Profile	M	Ws	Bs	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons/Armour: Soldiers may be armed with a spear, halberd, or sword. They may be armoured with any armour on the Warrior list except bucklers.

Altdorf Expeditionary Party equipment list

The following lists are used by the Altdorf Expeditionary Party members to pick their equipment.

WIZARD EQUIPMENT LIST

Wizards and Students in the warband choose their equipment from this list.

Hand-to-hand Combat Weapons

Dagger.....	first free/2 gc
Wand/Staff/Mace.....	3 gc
Quarterstaff.....	3 gc
Sword.....	10 gc

Ranged Weapons

Glyph of Blasting.....	25 gc
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Armour

Light armour.....	20 gc
Heavy armour	50 gc
Shield.....	5 gc
Buckler	5 gc
Helmet	10 gc

WARRIOR EQUIPMENT LIST

Men-at-arms and Soldiers choose their equipment from the Warrior list.

Hand-to-hand Combat Weapons

Dagger.....	first free/2 gc
Hammer/Mace.....	3 gc
Axe.....	5 gc
Sword.....	10 gc

Morningstar.....	15 gc
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Double-handed weapon.....	15 gc
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Spear.....	10 gc
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Halberd.....	10 gc
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Ranged Weapons

Crossbow.....	25 gc
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Pistol.....	15 gc
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Duelling Pistol.....	25 gc
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Bow.....	10 gc
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Long Bow.....	15 gc
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Handgun.....	35 gc
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Armour

Toughened Leathers.....	5 gc
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Light armour	20 gc
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Heavy armour.....	50 gc
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Shield	5 gc
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Buckler	5 gc
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Helmet.....	10 gc
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New equipment

The following items are available to all warbands for any warrior that can use them, not just the Altdorf Expedition.

Familiar **Ld** **20 gc**

A familiar is a magical animal bound to the will of the wizard. Often a small animal such as a toad, raven, cat, etc, they help the wizard to do wizardy things. I dunno, it is late. Everyone knows what a familiar is anyway.

Availability: Wizards only

Model a small animal onto the wizard. Once per game, the wizard may re-roll the first failed casting roll. A familiar is magically bonded to its master. Once bound a familiar may never be traded, sold, or taken from the wizard.

Quarterstaff **Common** **3 gc**

A staff is one of the simpler weapons around. It is a shaft of hardwood between five and seven feet in length, sometimes with metal tips, ferules or spikes.

Availability: Anyone that can use a club, mace, or hammer may use a quarterstaff.

Range: Close Combat; **Strength:** As user; **Special Rule:** Concussion, Two-handed, Parry.

SPECIAL RULES

Concussion: Hammers and other bludgeoning weapons are excellent to use for striking your enemy senseless. When using a quarterstaff, a roll of 2-4 is treated as *stunned* when rolling to see the extent of a model's injuries.

Two-handed: A model armed with a quarterstaff may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his Armour save against shooting.

Parry: Quarterstaves offer an excellent balance of defence and offence. A model armed with a quarterstaff may parry blows. When his opponent rolls to hit, the model armed with a quarterstaff may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

Glyph of Blasting **Rare 10** **25 gc**

From the crude but effective scrawlings of the orcs to the ethereal and elegant tracteries of the elves many magic users will imbue their favoured weapon with glyphs of power to aid them in battle. Staffs, daggers, and swords are all common subjects, but any weapon with a surface can have that surface inscribed with magical designs.

Availability: Wizards only

Once the materials for enchanting the glyph of blasting have been purchased they may be added to any weapon that the chosen warrior has equipped. If they lose the weapon then the glyph is also lost. If they later regain that weapon then the glyph is regained along with it.

For the purposes of selling an item the weapon and the glyph count as one item. Simply add the value of the glyph to the value of the weapon when needed to see how much the weapon is worth.

A glyph of blasting is a piece of equipment that takes up a ranged weapon slot so, for example, a sword with a glyph of blasting will take up both a melee and a ranged slot. A bow with a glyph of blasting would take up two ranged weapon slots. A wizard equipped with a weapon that has a glyph of blasting may cast the following spell:

Arcane bolt Difficulty: 5 **Range: 24"**

An arcane bolt sizzles from the weapon and strikes the target. Strength 4, normal ranged targeting restrictions apply. May not be used in close combat. All relevant ranged modifiers apply.

Special skills

Expeditionary Party wizards may use the following special skill list instead of the standard skill lists. Some of these skills may also be chosen by casters from other warbands.

Power Surge

By channelling truly prodigious amounts of energy, the wizard can attempt to increase the likelihood that he will cast successfully. The wizard may roll an additional dice when casting Common Magic. Note that it will still only require 2 1's to cause a Miscast. This skill may only be taken by a College wizard.

Arcane Reach

The wizard may extend the range of any spell cast by them by 6". This skill will have no effect on a spell that normally only targets the caster; nor will it extend the range of effect of a spell that affects all targets within a certain area – only distance to the initial target is affected. This skill may be taken by any wizard or prayer user.

Surveyor

When rolling exploration the surveyor may, instead of rolling one die, roll two dice and choose which one to keep. You may do this once per Exploration phase. This skill may be taken by any College hero.

Dispell

Focusing the winds of magic in disruptive ways, the wizard may negate the spellcasting of enemy wizards. After the enemy wizard has successfully cast a spell, you may nominate one wizard with Dispell that has line of sight to the caster. This wizard may make an attempt to dispell the spell. Roll 2d6. If you roll equal to or higher than the roll the enemy caster rolled to cast then the spell is dispelled. Note that only one attempt to dispell can be made per casting.

May be taken by any wizard or prayer user.

Arcane Barrage

By overloading his body with magic, the wizard can attempt to cast another spell after casting. After casting the wizard may opt to cast an additional spell. First, the wizard suffers a S3 hit as the energy wracks his body. No armour saves or Dodge saves will avoid this hit. If the wizard is still standing he may attempt to cast as normal.

This skill may not be used after any other skill or ability that allows multiple casts per turn, nor may any skill or ability that allows multiple casts per turn be used after this skill is used. This skill may be

taken by any wizard or prayer user.

Combat wizard

The wizard has decided that it is folly to rely on magic alone and has studied various forms of combat in addition to magic. When selecting skills, the wizard may choose from the Combat, Shooting, and Strength list. The wizard may only have a number of skills equal to half his WS (rounded up) allowed only by this skill.

May be taken by any College wizard.

Large familiar

The wizard's familiar is larger than normal. When summoning a familiar, the wizard has the option of summoning a large familiar such as a wolf, giant spider, panther, etc. The familiar follows the normal rules for a familiar except where noted.

The familiar is always deployed at the same time as the owning wizard and will not be deployed without him/her. The familiar may roll off its owning wizard's leadership if within 6". The owning wizard must pass a leadership check or be stunned when the familiar is taken out of action. Large familiars roll as henchmen if taken out of action to determine if they are lost or not.

Large familiars do not count towards the maximum models of the warband. May be taken by any wizard

Fierce Casting

The wizard's spells are employed in a particularly fierce manner. Spells cast by the wizard that have a strength value will cause critical strikes according to the normal critical strike rules. If the optional critical tables are being used, use the default ones instead. Spells that summon a weapon or conjuration will use the type appropriate for the weapon or conjuration (e.g. a summoned hammer will use the bludgeoning table, a phantasmal knight with a sword would use the bladed table etc.)

May be taken by any wizard

Hardened Will

The wizard's will has been hardened after years of exposure to the horrors and temptations of chaos. The wizard may reroll leadership checks.

May be taken by any College wizard.

Common Magic

College wizards study a single colour of magic, but only the mightiest of these spells are used on the huge battlefields depicted in Warhammer. No matter which colour of magic your wizards study they will all have spells that achieve certain ends common to each colour. It is the smaller scale of these spells that are presented here for your Expedition Warband to use.

Common Magic is used by Arch-mages and Mages. No spell effect of any kind may stack with the same kind of spell, even if cast by a different wizard. For example: no model may have more than one Empower cast on them and no model will suffer more than one Debuff at a time.

These are the generic names of the spells. Feel free to invent your own names and background for the spells. The important thing is that they will follow the rules outlined below. For example: for Blast 3 a Light wizard may shoot a beam of light and call it 'Gaze of Agnesh', where an Amber wizard would summon a mighty hunting spear and hurl it with deadly force and call it 'Jimbo's pig-sticker'. Up to you.

1 Blast 1

Difficulty 9

Clouds of insects, balls of fire, rains of stones, acid, ice, etc.

The missile has a range of 18" and strikes the target and all models (friend or foe) within 2" of the target. All models struck suffer a single S4 hit.

2 Blast 2

Difficulty 9

Tentacles or vines out of the ground, phantasms summoned, lighting from the sky, etc.

This spell targets the nearest enemy within 12 inches. Target suffers d3S4 hits.

3 Blast 3

Difficulty 10

Thrown spears, beams of light, jets of water, fire, acid, wind-blown detritus or simply a ball of air solidified etc.

Range: 12". The spell strikes the first model in its path. Target suffers d3S5 hits. Normal shooting targeting rules apply. Roll BS to hit, normal shooting modifiers apply.

4 Buff

Difficulty 7

Empowering the soul, animated suits of metal, bestial rage, summoned crystals of sharpness, etc.

Target any single friendly model within 2" (including the caster). The model gains +1 Initiative, +2 Strength. The spell lasts until the model suffers an unsaved wounding hit.

5 Ward

Difficulty 9

All manner of energy barriers, precognisance, sacrificial summonings, etc.

Target any single friendly model within 2" (including the caster). Target gains a 4+ ward save. The caster must pass a LD check in the recovery phase to maintain.

6 Debuff

Difficulty 9

Depleting energies, swarms of insects/shards/sprites, private thunder storms, distracting visions, etc.

Range: 24". Target enemy is -1 to hit. Target must roll a 4+ in the recovery phase to end the spell.

The Colleges

Amber

Amber magic is the magic of the wild. It blows through the forests and the plains and the tundras and the jungles. All the wild places where there are the hunters and the hunted.

Blast 2 ignores armour saves.

Amber Wizards gain the spell 'Children of the Wild'. This functions as Children of the Horned Rat, only summoning badgers, lizards, giant raccoons, dire-weasels, etc instead (use the giant rat stats).

When an Amber wizard casts Debuff on an animal it will alter their M characteristic to 0 for the duration.

Gold

Gold magic is the heaviest magic and sinks into the earth where it is absorbed by metals and ores of different kinds, particularly gold. This is the magic of metals and transmutations.

Blast 1 counts as Flaming*.

Blast 2 S = target's Armour Value and ignores armour saves.

Blast 3 S = target's Armour Value +1 and ignores armour saves

For Blast 2 and 3, S is +1 if the target is wearing a helmet.

Alchemist: Instead of searching for rare trade, the wizard may instead attempt the creation of d3 units of Flash Powder, Superior Gunpowder, or 1 Fire Bomb. The warrior will succeed on a roll of 4+.

Amethyst

Amethyst magic is one of the hardest for mortals to comprehend as it is the magic purely of the soul. As such it is not fettered by concepts such as time and freely blows back and forth in it.

Amethyst Buff causes the target to cause Fear.

Amethyst Blast 2 and 3 will drain unsaved wounds to the caster. They will be lost at the end of the battle, but may take the caster over their starting and racial maximum. Undead, Possessed, Unliving, and Demonic are immune to these spells.

Grey

Grey energy boils across the ground like a shifting mist. It is carried by the natural winds and strongly affected by the weather. Grey Wizards are particularly wise and their advice is often sought by powerful men.

Buff causes the target to cause Fear. The subject of Buff may immediately make a normal move or charge when this spell is successfully cast.

The subject of Ward may fly up to 12" in the movement phase instead of moving. If this takes them into b-b contact with an enemy model it will count as a charge.

Bright

Bright magic is the magic of flame, fire, and heat. It blows over volcanoes and in furnaces, over forest fires and hearth fires alike.

All Blast spells count as Flaming*.

The model subject to Buff will cause Flaming hits in Melee.

Debuff causes a S0 Flaming hit for each failed recovery test.

Models hitting a Warded model will suffer a S0 flaming hit.

Light

Light energy is particularly effuse: it penetrates solid things and its energies soak into the ground. Because it is so thin and diffuse, Light Magic is notoriously difficult to concentrate into a form that can be controlled.

Blast spells are +1 vs Undead, Demonic, and Possessed.

Ward heals the model 1 wound and stands them up on the turn it is first cast – no penalty in melee i.e. they will not strike last etc.

Buff makes all those within 8" of the subject immune to fear.

Celestial

Celestial magic rises high into the sky. By monitoring the way it distorts the light of the stars, portents of the future may be gained.

Buff grants rerolls of missed hits.

Ward grants rerolls of missed saves and Stat tests.

Debuff forces rerolls of successful hits.

Celestial mages gain the spell Scrying: Difficulty Auto. May alter one dice +1 or -1 in the exploration phase.

Jade

Jade magic sinks into the water where it is absorbed and makes its way into all growing and living things. Jade magic falls from the sky in rain and flows over the land in life-giving rivers. Jade hippies go barefoot.

Blast spells are +1S if the target is within 1" of a terrain feature that is Difficult or worse.

Debuff halves the M stat of the subject.

Empower doubles T and halves the M and I of the subject.

Ward heals the model to full on the turn it is first cast

After Serious Injuries are rolled, choose one result of 36 or less to be ignored on a 3+.

*Flaming hits: If a model suffers an unsaved flaming hit then on a 5+ it is set on fire. In the recovery phase a model that is on fire will take a S4 hit. If they survive roll a d6. On a 4+ the fire will go out. Any unengaged xp-earning friendly model in contact with the model on fire may also roll. A 4+ from any of them will extinguish the fire also. A model that is on fire will flee in a random direction following all the normal fleeing rules.

The magic used by the Colleges is not the hedge-magic casually thrown around by other casters. The slightest inattention is quickly rewarded with calamity. If a wizard casting Common magic rolls two ones then a Miscast has occurred and he must roll immediately on the table to see what happens. Note that no modifications of the dice can cancel a miscast, not even re-rolls, although they can cause miscasts.

2D6 Result

2 Aaarrrgh! The powers of Chaos lash the mind of the caster. The wizard is taken Out of Action automatically.

3 Gglbddd! The wizard is now stupid. Roll a D6 after the battle. On a 2+ the effect ends.

4 Magical Shutdown: The wizard cannot cast any spells for the duration of this battle.

5-6 Uh-oh! The spell has been cast successfully – upon the wizard himself! Any additional decisions (e.g. with Flight of Zimmerman from the Lesser Magic) are made by the Wizard's left player.

7 Pooh, nothing at all! Except for the spells failure there are no further consequences.

8-9 Magical Explosion: The wizard is thrown D6" in a random direction and then lands knocked down.

10-11 Magical jam: The wizard cannot cast a spell in his next shooting phase. Missile weapons may be used as normal, of course.

12 Backlash! Fantastic energies careen around the sky as the wizard loses concentration and struggles to keep control of the magic. If present, one randomly determined wizard will take control of the energy and may cast a spell of their choice for free. First randomly select a warband (from those that *have* a caster) and then randomly select a caster within that warband. This spell does not have to be rolled for to succeed, but all other rules follow as normal.