

阿拉伯海

WARHAMMER

THE MYSTERIOUS ORIENT

An Oriental Warhammer Armies Supplement

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"Over Cathay's temple
Flashing timeless winds
Swords in war"

- A Haiku, by Warrior-Poet Moon Szu

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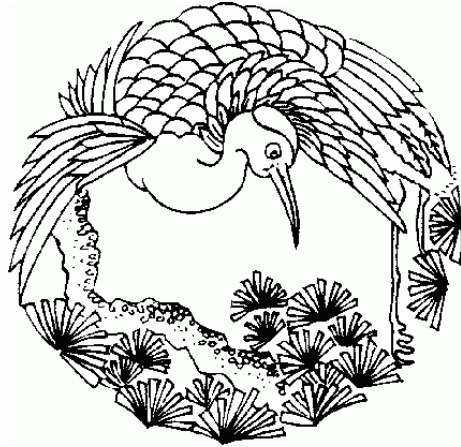
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THE MYSTERIOUS ORIENT

INTRODUCTION

Year by year
The monkey's mask
Reveals the monkey
- a Haiku, by Moon Szu, Warrior-Poet

This book describes in detail the troops that fight when the armies of the Orient march to war. A fully arrayed Cathanese army is striking battle force filled with colour and variety. Sturdy Ronin and Bushi form the core of the army, majestic Phoenixes glide overhead, elite Samurai prove their martial prowess, and the Wu Jen call forth awesome natural power of the Oni forest spirits. Terrifying Storm Dragons and invisible Ninja assassins roam the battlefield. In this book you will find the following sections:

The Mysterious Orient

The history of the Empire of Cathay and its uneasy alliance with neighbouring Nippon and the Hobgoblin Hegemony.

Dwellers in the Floating World

A comprehensive description of the different troops and characters in Oriental armies.

The Forbidden Arts

Descriptions of all the magic spells Cathanese Wizards can use – the nefarious Wu Jen and warrior-priest Shukenja.

Treasures of the Cherry Blossom

A list of the arcane magic items that can be carried to battle by your characters.

Armies of the Celestial Bureaucracy

All the units, options, points values and other details you need to equip your army for battle.

Worshipful Heroes

Rules and background for five special characters the Bride, the Monkey King, Samurai Jek and 'Grasshopper' Kain.



CATHAY - A WARTORN LAND

Imperial Cathay is a land of bamboo forests, steep cloud covered mountains, terraced rice-fields, deserts, swamps, moors, steppes and airy plateaus. Animals and plants are abundant. In the more settled Jade-Chang river basin the land is usually covered with rice paddies, all divided into rectangular plots. In mountainous or hilly areas, the slopes are terraced with paddies, sometimes covering an entire hill or mountain.

Cathay is the largest cohesive nation in the Old World, with the longest continuous history of any human nation. However, it is not entirely ethnically so homogenous. Unlike the Old World, which is divided along ethnic and national boundaries.

Cathay is filled with hundreds of small tribes. Some are established in cities, some in agriculture, some in mountains, and some nomadic groups in desert areas. They operate independently but are still taxed and must send recruits to the local banner when the individual Warlords (or *Daimyo*), or maybe even the *Shogun* of Cathay, march to war. Occasionally one of these tribes becomes powerful enough to become a

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threat. The result is usually a war with the Imperial forces in the area, eventual subjugation, and tribute due to the Shogun for generations.

There are few civilised non-humans living in Cathay and the Shogun is content to see things stay that way. Sea Elves live in some carefully controlled and ostracized islands. Contact with them is strictly forbid except for trade. Dwarves (*Korobokuru*) are known, especially from the mountains of Kitsevara. However, they are regarded as strange and exotic. Ogres are relatively prevalent and live in Wan Tsou, Shuang Hsi and Shan Jiao. The largest Ogre enclave is at Churn Arg, in the Hobgoblin Hegemony, and from there Ogre Mercenaries are hired by the Empire.

Cathay is in a unique position among the great nations of the world in that it is almost completely cut off from its neighbours, while enjoying a rich, and fertile terrain. Its boundaries are formed by the Chaos wastes to the north, the inhospitable and dangerous Dark Lands to the west, and the Great Heavenly Sea to the east. The Cathanese, who founded their civilization here spread to the south, along the basin between the rivers Jade and Chang.



The rivers Jade and Chang originate in the Hei Chou mountains. From here the rest of Cathay is stepped like a staircase down to the ocean. In the high mountains it is harsh and inhospitable to all except the Hobgoblins and the Kitsevara. Further down, the foothills form high plateaus with temperate weather, while rugged this land provides ample resources for villages and small towns. Finally there is the lush river basin. Here are

the large cities and towns, terraced foothills and plains.

Cathay is rich in nearly every resource imaginable. Mining occurs throughout the Empire, but especially in the northwest hills which are rich in copper, iron, saltpeter, gold and silver. In the south are found marble and jade quarries as well as a few gold mines. Gems are mined all over Cathay- rubies and emeralds the most prevalent. Warpstone is also found in Cathay, particularly in the Linshen Forest of Kun Tsou, and the Ning Desert of Shuang Hsi.

Rarely found, but only in Cathay, is *Yuguei*, lumps of warpstone embedded in jade. If left uncut, it is safe, as the jade acts as a natural shield. It is unknown if long term exposure is safe, but short term exposure is fine. Even without warpstone inside, jade is considered an auspicious substance in Cathay. It is believed to repel evil Oni and Undead and bring good luck. Many important nobles own a suit of armour made from small squares of jade for ceremonial occasions. Some are even buried in it.

The history of Imperial Cathay stretches back to the dawn of Man's ascent upon the Warhammer world. Sages in the court of the current Guang Shogun traditionally ascribe the founding of their nation under the reign of the first son of Heaven, Shogun Chung I-Hsien in -3000 I.C. The Cathanese themselves ascribe dates by the Dynasty/Shogun/Year of Reign (e.g. Year Iron Tiger of the Vermilion Shogun Lian during the reign of the Kui).

Dynastic Timeline

- **Twin Shoguns Wu & Wei**
- **Huang** (-3500 to -2500 IC)
- **Ma-Yuan** (-2500 to -11270 IC)
- **Warring Kingdoms** (-1127 to -255 IC)

- **Wei** (-255IC to -233 IC)
- **Tanaka** (-233IC to 408 IC)
- **Northern Liao** (408 to 534 IC)
- **No-Cha** (534 to 947 IC)
- **Kui** (947 IC to 1749IC)
- **Chiang** (1749 IC to 2350 IC)
- **Guang** (2350 IC - Present)

Twin Shoguns Wu & Wei

These two mythical figures are accredited with introducing agriculture, medicine, divination, flood control, and rulership to the people of the Jade river valley. Early Cathanese scrolls speak of the power of these early "Shoguns" in outrageous and magical terms. Some claim this is evidence of contact with the Old Slann but nothing is known for certain.

Huang Dynasty (-3500 to -2500 IC)

The Huang Dynasty was (perhaps mythically) ruled by a succession of sage-kings, in an era when gods and men walked the earth together. Many of the tales of the

Nine Sages, the Cathanese ancestral Gods and fundament of their religious belief, come from this time. Tales from this era are often fables arising from the conversation between a king and his philosopher-advisor.

Ma-Yuan Dynasty (-2500 to -1127 IC)

The Ma-Yuan was the first truly aristocratic, post tribal society. A king presided over a military nobility of Warlords (or *Daimyos*). In turn, provincial control was ceded to the Daimyos who were compelled to support the king in military affairs. A literary class of wizards (*Wu Jen*) and scribes record events and divination. Ma-Yuan worshipped a multitude of nature spirits (*Oni*) and daemons.



Time	Event
-19 cent. IC	The Ma-Yuan begin to construct towns in the Jade River valley. Serious flooding of the Jade river basin. Ma-Yuan wizards experiment with elemental summoning to control the river. With little success at controlling the yearly floods, the Ma-Yuan turn to sacrificing peasants and captives. River returns to normal with sufficient 'propitiation'. Possible contact with the Dark Elves at this time. Ma-Yuan kings begin performing elaborate funerals, accompanied by human sacrifice.
-14 cent. IC	Ma-Yuan kings begin granting land titles to local nobility. Ma-Yuan complete the wall around the capital near Anlu.
-1127IC	Ma-Yuan experiments with Daemonology and Necromancy climax at the burial of Ma-Yuan Dan, the last Ma-Yuan Shogun. Hundreds put to death to accompany him in the Afterworld. Ironically, the "sacrifices" refused to rest so easily. Corpses began crawling out of the earthwork tomb, looking to feed. Within weeks the capital is empty. Scholars remain divided whether this catastrophe was the work of a necromancer or simply heavenly justice.

Warring Kingdoms (-1127 to -255 IC)

After the fall of the Ma-Yuan, and with no central leader, the vassal states of the two river basins began internecine warfare that lasted for almost 600 years. This era is known as a time of great upheaval, as each independent state took its own course. At

the beginning there were nearly 18 feudal contenders involved. Over the course of time this was whittled down to 5 'states.' Contemporary with this incessant warfare was a burgeoning of philosophical and magical thought - with each Wu Jen or cult hoping to advise the local Daimyo in matters moral, military, and political.

Time	Event
-1127 IC	Various petty warlords and five larger kingdoms begin to vie for power, especially in the south along the Chang river. The Hobgoblins begin raiding the fledgling city-states of eastern Cathay.
-9 cent. IC	The foundation of the cult of the Nine Sages is written by monks in the western state of Kuo. After defeating Po, Huan, and Chiu states, the general Hu Yao appeals to the Red Mansion for aid. Bands of mutants, once the soldiers of Hu, roam the river basin in an orgy of death. Only through the efforts of the Knights of Wei is Hu Yao slain and his state added to that of Wei.
-813 IC	Wei begins warring on its neighbour, Sheng.
-7 cent IC	Within Wei, worship of Jintoki and Raiko, and an autocratic, almost fascist, socio-political agenda prove to be effective combination. Continuing it's policies of expansion Wei, assimilates Ge and Hua and conquers Wen. Alongside the new state-cult of Wei, numerous smaller "societies" spring up in the countryside-
-6 cent IC	many of them refugees from the struggles of the big city states.
-504 IC	Sheng armies besiege the Wei capital. Wei retaliates with the aid of the White Monks of Raiko. By morning, only the corpses of the Sheng army remain. With
-455 IC	the defeat or subjugation of the last remaining city-state, Wei is victorious.

Wei Dynasty (-455 to -233 IC)

Having defeated or assimilated all of the other kingdoms, save those in Kun Tsou and Bei An, the Shogun assembles the armies and nobility together in the capital. Here, the avatar of Jintoki appears for twelve hours, blessing the dynastic founder as Wei Yi, and narrating the fundamental Cathanese text, *The Law of Heaven and Earth*. With the help of his Chief Minister, the Legalist Su Ma Rong, Wei Yi later welds the loose confederation together into the first historic Imperial Cathay. Nevertheless, harsh measures were

taken to assure obedience. Later, Wei Yi spends lavishly on building projects, including the first stretch of the Shogun's Wall. Much of the labour comes from the ranks of Shukenja and Daimyo who were enemies of the new state. After Wei Yi's death, his decadent son ruled incompetently and the Dynasty ended with civil war.



Time	Event
-454 IC	Shogun Wei Yi begins the Age of Law from the capital at An Lu. All other philosophy is outlawed, as is the practice of magic. Several Wu Jen and religious philosophers (<i>Shukenja</i>) killed or exiled. Wei Yi orders the first construction on the Shogun's Wall. State enemies are forced into hard labour on the project.
-437 IC	Wei Yi dies of a wasting disease. His teenaged son Wei Er ascends the throne. Wei Yi is buried in his immense underground necropolis, two companies of Samurai 'volunteer' to follow their Shogun to his grave.
-435 IC	Hobgoblin attacks in the west increase. Border resistance is weak from the poorly supplied human troops. Wei Er sends two generals Hong Fei and Gao Gao to run the Hobgoblins out of human lands. Hong Fei and Gao Gao are both successful.
-434 IC	The Monastery of the Timeless Wind traces its foundation to this time. First appearance of Battle Monks.
-433 IC	Wei Er dies. The future of the Dynasty is left to his 13 sons. The eldest, Wei Tsun,
-419 IC	already a minister, poisons 11 of the others. Only Fei Rou, the youngest escapes to the South. Civil war ensues immediately. Fei Rou is finally captured and slain by the armies of Wei Tsun.
-267 IC	The Wei become increasingly intolerant, enacting stringent taxes and levies upon the local nobility. Civil war again erupts when various local noble clans revolt.
-233 IC	Barbarian tribes on the outskirts of the Empire begin reclaiming tracts of land they claimed as historically theirs.



Tanaka Dynasty (-233 to 408 IC)

During the chaos surrounding the end of the Wei Dynasty there arose a barbarian king of the northwest named Kao Pang. Swiftly occupying the capital, Kao proclaimed himself Shogun of the Tanaka Dynasty. The coronation was marked by the appearance of Tsen Wo, God of Law, who charged the new Dynasty with upholding Law and driving Chaos from the land. The Tanaka strengthened the foundation of the Wei state with some important changes - burdensome

edicts were retracted, taxes lightened, and greater religious tolerance was allowed. At first, the hereditary fiefdoms were granted to relative Daimyo and their supporters. By 1 IC however, most of these had been absorbed into the Imperial system.

Along with religious freedom this era also saw the establishment of the Imperial state ideology that Cathay follows to the present.

Politically, this ideology is formalized through bureaucratic testing- conceived as the only honest method of finding the most talented magistrates, judges, and ministers. By the end of the Dynasty, almost the entire ranks of the bureaucracy, save the military, was filled by literate, career officers.

Time	Event
-233 IC	Tanaka Cao becomes Shogun of the Tanaka Dynasty. Capital established at Chungcheng.
-205 IC	Pang Tse, a Wu Jen from Yunjing, formulates his philosophy, spells and magical practices into the magical Lore of the Wu Jen. Additions and repairs to the Shogun's Wall to repel the first of many waves of Hobgoblins to the west.
2 nd cent. IC	First contact with the Nipponese, who are still barbarians. Dark Elven ships begin raiding coastal provinces. The Shogun accepts plans for the construction of the first Imperial navy. Dark Elven black ark sunk in the Bay of Chee Kun by the Imperial fleet commanded by General Ge Ang
3 rd cent. IC	Following the death of the Shogun Gen, his 2 nd wife, the Dowager Empress Tan Yu dominates the reign of her imbecile son Chu and her grandson Yang.
266 IC	The Dowager Empress is murdered by palace eunuchs. A succession of puppet Shoguns rule until the end of the Dynasty. Corruption and hedonism in the court is later blamed on the influence of greedy court advisors and bureaucrats.
235 IC	Army of mutants and Beastmen begin terrorizing the southwest, led by the Lavender Robe Chaos society, Hsijing falls to the Chaotic hordes. Within a few months Naan Guang is besieged.
236 IC	Naan Guang falls. Hai Kang is ravaged by Beastmen when the impoverished Imperial troops flee north, leaving the city helpless.
408 IC	Southern Tan Dynasty established in the South by the Chaotic sorcerers of the Lavender Robe. A barbarian general from the northern borders Gu Liao sacks the capital during the New Year festivities. The last Tanaka Shogun, Ling Hsing, abdicates.

Northern Liao Dynasty (408-534 IC)

Using the element of surprise, Gu Liao sacked the capital and took hostage or killed all of the Tanaka generals. The Tanaka Shogun was captured and forced to abdicate. Gu then moved to Anlu, where he declared himself Shogun of the Northern Liao. Inexperienced in managing such a large nation, Gu and his advisors retained many of the career bureaucrats of the Tanaka Dynasty, replacing only those deemed to be Tanaka loyalists.

Trade also began at this time along the Old Spice Road. The Remean Empire (current day Tilea) began sending caravans through Mad Dog Pass to Cathay and Indhya. Spice and silk are traded for silver bullion.

It was also at this time that the cult of Vimta, known as **Vimtaoism**, first appeared. Still largely unknown, it rapidly gained converts in the hostile western areas, many of whom had suffered at the hands of Hobgoblin raiders and Imperial troops alike.



The Society of the Lavender Robe, the Tien Ts'in (**Tzeentch**) cult behind the uprising and civil war in the south, promptly sunk the south into four centuries of Chaos ruin. Anarchy reigned almost from the beginning. In Hai Kang there were eruptions of

tentacles, in Naan Guang a rain of acid. Mutations began to appear in frightening numbers, many of them forming into

Beastmen herds that trouble the south to this day. The end of the reign of Tien Ts'in was almost as quick as its beginning.

Time	Event
408 IC	Gu Liao establishes the first barbarian Dynasty, the Northern Liao. Ogre mercenaries, in the employ of Liao, are first seen in Cathay.
5 th cent IC	Trade begins along the Spice Road. With a few decades a number of fortified trade towns spring up throughout the west. The cult of Vimtaoism is introduced into Cathay. Hobgoblin raids are common.
534 IC	The White Monks of Raiko are successful in their crusade against the chaotic southern provinces. All of the major cities are freed from their captivity, and the Lavender Robe is effectively destroyed.
560 IC	The last Liao Shogun, He Ji takes the throne. As a young man his successful campaigning against the Hobgoblins and northern barbarians proves popular. Later, he becomes increasingly megalomaniacal, spending huge amounts on public works and fruitless military endeavours. Dying childless in 611 IC led to a brief struggle culminating in the No-Cha Dynasty.



No-Cha Dynasty (534-1109 IC)

The No-Cha Dynasty took over with the death of the childless Shogun He Ji. After a brief power struggle, the Chief Minister No-Cha Po assumed the throne. A staunch follower of Tsen Wo the God of Law, he strengthened and expanded the bureaucratic system designed by the Tanaka. It was also at this time that Vimtaoism began to spread into the central and coastal provinces. With

popularity came a brutal crackdown by the legalist No-Cha. Only until late in the Dynasty was there a weakening and some measure of acceptance. During this period the Vimtaoist monks develop many martial art styles, originally as a means of defence against armoured Imperial troops.



Event	Time
611 IC	Death of Liao He Ji, and the beginning of the No-Cha under Shogun No-Cha Po.
7 th cent IC	Beginning of the Vimtaoist Persecution (also known as the Imperial Inquisition). Despite mass martyrdom in the larger cities, the religion continues to spread. Representatives of the Phoenix King of the High Elves arrives in Heyang. Elven-Cathanese trade begins to flourish.
9 th cent. IC	Reign of Ge Tse No-Cha, the Dove Shogun, and the first to openly declare sympathy with Vimtaoist ideas. The increasingly civilized and luxurious life of the gentry, combined with trade income from the Spice Road result in the Golden Age of No-Cha. Arrival in Chungcheng of the Shukenja Pang Jun.
888 IC	
947 IC	The ogre chieftain Aglu Ghurguz, commander-in-chief of the palace guard, leads his troops in a rampage of murder through the Summer Palace. Legend has it, he was angered at being denied a seat at a banquet being held for an Elf diplomat.
1109 IC	General of Chao kills Aglu, seizes the capital and proclaims himself Shogun of the Kui (Water) Dynasty . The other states are too weak to dispute by this time, although they last as long as five years from this date.

Kui Dynasty (947-1749 IC)

The Kui Dynasty begins with the ascension of the Chao general. Assisted by Elven advisors and Cathanese sages the new rulers moved quickly to consolidate their Empire and to bring back some semblance of law and order. The Kui Shoguns sent bureaucrats and engineers south to educate the people about the use of dikes, improved irrigation, new agricultural methods, and the traditions of

Law. By and large their efforts were successful. It was during this Dynasty that the major part of the Great Waterway was constructed, due in part to the efficient bureaucracy and Cathanese engineering, which rivalled that of the Dwarves, in scope if not in actual technique. Only late in the Dynasty, as the Shoguns became predictably more and more lax or corrupt were any serious problems encountered.

Time	Event
12 th cent IC	The General Chao Lu-an inaugurates the new Dynasty with the title of <i>Kui</i> (Productive in Cathanese). Celestial College of Magick established in Chungcheng. Lu-An assassinated by Skaven of Clan Eshin, brief power struggle brings the third noble son, Tung Chan to the throne. Tung Chan dies childless, his concubine Rou Sou seizes power with the help of the palace eunuchs.
14 th cent IC	The Dowager Empress Rou Sou, aided by greedy bureaucrats, squanders much of the yearly tax on elaborate and expensive additions to the Summer Palace. Corruption in the provinces is rife. Hobgoblin raids along the wall increase dramatically and a number of trade towns along the Spice Road fall.

- 1345 IC** With the death of Rou Suo the provincial bureaucracy, many of whom had been exiled there by the Dowager Empress, revolt. The Minister of War, Ling Chuan is elected Shogun.
- 17th cent. IC** The royal court, incapable or unwilling to deal with the duties of rulership, largely abdicates day-to-day decision making to the ministers. Nepotism and corruption is unrivalled. Defence of border areas is entrusted to various petty barbarian warlords.
- 1749 IC** Ungol hordes sweep through Cathay. Cities are sacked and the inhabitants enslaved or impaled. Kui Dynasty overthrown by the Ungol led by Khengis.

Chiang Dynasty (1749-2350 IC)

The conqueror Kenghis was quick to take advantage of the weak defences of the north. Leaving the younger Jublai in command, Kenghis and the horde left for greater conquests to the southwest. Unaccustomed to ruling such a large and wealthy Empire

the Ungols quickly grew lazy. During this time, most of the day-to-day rule was left in the hands of the native Cathanese bureaucracy. Religious freedom was at an unprecedented high, as the Ungols had no desire to stamp out the various native cults. This was to prove disastrous when Chaos cults led rebellions in the south.

Time	Event
18th cent IC	The Ungol conqueror Kenghis briefly establishes control over the region then goes south towards Indhya leaving his son-in-law Jublai, Khan of Cathay. The Ungol Khans, becoming accustomed to the ease of city life in Cathay ease restrictions on travel and commerce. Remnants of the Hobgoblin Hegemony reform in the west, return to rebuild the Args.
2011 IC	The last Ungol Khan of Cathay, Ublai, is assassinated by a Cathanese Minister. The manifestation of Raiko, the Supreme God, appears before the assembled Ministers who elect one of their number, Hsu Wan Ting as new Shogun.
20th cent IC - 21st cent IC	Cathay undergoes a renaissance of political and cultural life under the leadership of Wan Ting. The military is slowly reformed with the goal of recovering Imperial power in the outlying provinces. Cathanese continue their Imperial conquests to the south and west. Skirmishing with Hobgoblin and Ogre tribes continue with both sides trying to secure the lucrative Spice Road trade.
22nd cent IC	The Hobgoblin Hegemony, decimated by the continual state of war reaches a state of uneasy truce with the Cathanese, who begin to supply them with weapons and grain in return for security along the western border.
2350 IC	The last Chiang Shogun dies without an heir. A bloodless coup installs General Guang Te Fan on the throne. Although Vimtaoism has taken hold as the state religion, the monasteries of the elder Gods, the Nine Sages, are established on Mount Yangming as a sign of eternal respect..

Guang Dynasty (2350 IC to Present)

Time	Event
2476 IC	Cathay and Nippon sign a treaty for mutual support in war against the scourges of Chaos and the Hobgoblins. An uneasy alliance is formed and made sacred by inscription in the Plum Rain Scrolls.
2502 IC	The present.

NIPPON - ISLAND OF SPIRITS

The islands of Nippon were inhabited by mankind around -2,000 IC. Almost a thousand years passed until the first significant cultural development in Nippon took place. **Jintoki**, Child of **Chang-Er**, (one of the immortal Nine Sages and Goddess of the Sky, Moon and Dragons), was born in 1037 IC.

Chosen by Chang-Er to lead the Nipponese to prosperity, Jintoki quickly conquered the neighbouring tribes. The entire Kamato region was united under Jintoki by the year 1,010 IC, the advent of the Nipponese Calendar. This year Jintoki made his pact with the leaders of the clans, who declared him and his descendants their Lord Eternal (*tenno*). According to ancient Shinto myths, upon his death Jintoki became the Lord Eternal of the Oni Realm, second only to Pang-Er herself.

Upon Jintoki's death in 59 NC, a Shinto High Priest was sent a divine vision in which Jintoki instructed him to take Jintoki's son, Iyoda, to Fujiyama Mountain. There, in a cave, they found a spring of purest water. Jintoki spoke directly to the soul of Iyoda, instructing him to drink the water, thus infusing himself with the spirit of Chang-Er and making his Blood Pact with Jintoki. The lands of Kamato lived in peace and prosperity for the next some 250 years, ruled by the semi-divine descendants of Iyoda.

On that day great stone **Temple Dogs** appeared at the entrance to the cave, and they have allowed no one but the Sons of Jintoki to enter. Upon any Shogun's death, his successor has gone to the cave to accept the gift of water and make his pact.



Djorka Khan, Age of Warring Clans

In the summer of 307 NC a huge Hobgoblin tribe landed on the western shores of Nippon. Led by the infamous Djorka Khan, the Hobgoblins defeated the unprepared soldiers of the Jintoki Empire. The Nipponese were enslaved in the new Djorkian Hegemony. After some twenty years Djorka died, and one of his potential successors proved to have the skills needed to rule a land; instead the different candidates fought each other (in true Hobgoblins style!). During the vicious fighting, what little was left of Jintoki society was destroyed.

Yuki

The leader of the Mitsusaki clan was one Yuki, who claimed to be a direct descendant of Jintoki. Already as a young man Yuki had proven himself a man second to none. Before his twentieth year he ventured alone into the wilderness east of Kamato; sixty days later he

returned wielding the Ryatso Katana (the sword carried by the Jintoki Shoguns' War Marshall) and riding one of the legendary winged **Ki-Rin**, which stayed with him the rest of his life.

The Shinto Shukenja took these events as a proof that Yuki was indeed the child of Chang-Er, and he was worshipped as the divine descendant of Jintoki by his subjects. Within months of Yuki's accession to the throne he declared that he had received a vision from Jintoki: he must gather all of Nippon into one Empire. Yuki, the Nipponese united behind this charismatic leader, started a campaign against the wearing Hobgoblin factions, a war that would last for twelve years. When the opposing leaders were given the choice of becoming vassals of Yuki or annihilation, the Hobgoblins fled back to the safety of their own mountainous realm. In the year 998 NC all resistance had been broken, and in early autumn the same year representatives of every clan of Nippon gathered at a coronation feast at Fujiyama Mountain where Yuki was proclaimed Yuki I, rightful *tenno* of Nippon. On the first day of feasting, Yuki entered the cave in the Fujiyama mountain, the first man to step over the threshold in 700 years. When he returned, the sun shined so brightly that the gathered masses had to turn their eyes to the ground, lest they be blinded.

Yuki retained a just rule over Nippon until his death in 1022 NC. His oldest son ascended the throne as Yuki II. Unfortunately, he had not inherited his father's skills of leadership. The Imperial Daimyo saw the opportunity to increase power within their provinces. During the reign of Yuki's grandson, Yuki III, the Shogun, though still the formal ruler of all Nippon, only effectively controlled the Imperial Province, home of the capital Edo.

Nippon had dissolved into feuding chiefdoms lead by clan leaders.

The Tsien-Tsin Epoch

The most ambitious Daimyo, who dissociated themselves with the state Shinto religion, proved easy victims for Chaos. The most rabid leaders dedicated themselves to the worship of Gojira (*Khorne*), while the cunning were lured by Tsien-Tsin (*Tzeentch*). The Tsien-Tsin cultists had great success in defeating the clans still loyal to the Shogun.

For centuries, Nippon suffered from constant fighting between the Shogun's 'Faithful' and Tsien-Tsin. The Faithful gathered in the lands of Kamato, ceding the rest of the island to Chaos. But the Nine Sages proved to be a most powerful ally against the huge bands of Tsien-Tsin cultists.

More than four centuries had passed when Nakamura, leader of The Faithful, started the campaign that would bring an end to the Tsien-Tsin epoch. In 1896 NC on the eastern plains the final battle took place. It lasted for weeks of bitter fighting, and eventually Chang-Er herself intervened, sending a gigantic wind Oni against the Tsien-Tsin forces. Already exhausted, they were completely broken by this unexpected and ferocious attack. The Faithful gave thanks to Chang-Er for sending the *Kamikaze*, divine winds, and praised their stern leader Nakamura.

Nakamura, the 1st Shogunate

As peace finally spread across the lands, Nakamura proved himself as capable in political intrigues as in warfare. He had the collected and united Daimyo pronounce him Shogun, martial leader of all Nippon. To secure the country against the Chaos threat the warrior caste of the Samurai was founded. They brought the worship of Ishii, who had guided them to victory, though he

would never become popular with the people outside the Samurai caste.

Nakamura died few years after becoming Shogun, but had prepared the way for his son, Nakamura Eyatsu, to replace him as Shogun. Eyatsu strengthened the position of the Shogun as the ruler of Nippon, although the prosperous times to come would bring ever more ambitious Daimyo. He also set out to colonize the archipelago of islands surrounding Nippon. For decades to come, the Nakamura would hold the Shogun seat, while the tenno in Edo remained the formal head of the state religion of Shinto.

Eventually in 2212 NC Nakamura Tohei was assassinated by Ninja. Months passed as different Daimyo factions tried to bring their candidate in position. In the summer of 2213 NC, the young tenno Haijo took them all by surprise.

Haijo, the Imperial Rule Restored

Supported by Shinto and Ishii Shukenja, Haijo appointed his own government of civil servants and restored Imperial power. But a hundred years of factional disputes escalated. In the end, the tenno could not keep control of the situation and war broke out across the lands. The following war would later be known as the War of the Five Shoguns, which lasted half a dozen years. Haijo proved to be as capable in warfare as in political intrigue. Disputes and fighting between the Daimyos was common and fully accepted by the Shogun, who was more interested in retaining the seat than keeping the peace.

As the centuries went by, the Shogun administration changed to a regular court, growing ever more decadent. For the last fifty years, the worship of Zai-Neshi, the Prince of Lust (*Slaanesh*), was evident at the Shogun's court. The tenno was advised by the Shinto and Jintoki Shukenja to discharge

the Shogun and did so in 3010 NC. After some 300 years of Haijo rule, the candidates for the Shogun seat were reduced to two, Daimyo of clans Tokamoto and Koshima.

Tokamoto, the 2nd Shogunate

In the year 3315, the Tokamoto army defeated clan Koshima and its supporters. Tokamoto Ieyatsu was appointed new Shogun of Nippon. The Tokamoto Shogunate has maintained the rule to this very day, although the firmness and effectiveness of its rule has declined during the last century. The present Shogun is Tokamoto Iemitsu, leading the Nippon Empire in the name of His Holiness Tenno Meihito, 129 time great grandson of Jintoki.

SOCIETY

**Wearing straw cloaks
With Spring
Saints greet each other**

- a Haiku, by Moon Szu, Warrior-Poet

The Empire of Cathay's highly complex, and at times, baroque bureaucracy is a direct result of the belief in an orderly, systematic approach to government. The Ruler of the Earth (the Shogun) is spiritually chosen by Raiko himself, as the head of the Heavenly Bureaucracy.

On a more practical level, the Empire is made up of a strong Imperial central core (the various Ministries in the capital and the Shogun), a widespread and fairly well educated bureaucracy, self-governing provinces with a huge local peasantry.

The Cathayan idea of dynastic Empire is based on the concept of Heaven and the Great Mandate. When the first Shogun Wei unified the warring city states of Cathay into a single nation, his rule was signified by the first appearance of a divine avatar and the narration of the Law. This narration was

transcribed from a divine language by the Shogun's first advisor, Su-ma Rong, into stanzas of various lengths in classical Cathay. These 12783 stanzas are known as the Dialects. The Dialects are a delineation of the role of Shogun and people, heaven and earth, history, and spell. The text is the subject of the gruelling bureaucratic tests and its advice is the basis of most family and social relationships. To be considered a truly educated man or woman in Cathay, it is necessary to know the Law.



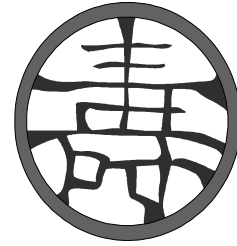
To obtain any kind of appointment to the service, one must first pass the rigorous Imperial examination. This makes at least ten to fifteen years of study a common prerequisite. Once the person has taken the belt of a scholar it is then possible to search for a position, which are usually distributed strictly through appointment by a magistrate. Obviously a good social standing is important here, as the best appointments will surely go to those of a good clan

Crime and Punishment

Because of the influence of Law in Imperial Cathay, most crime is punished severely. Those of little social status are accorded few rights under the law, and crimes committed by them are usually punished with either death or forced labour (which usually results in the same).

Crime committed by the nobility are treated differently. If the crime is not a serious one (treason), they will usually be fined or just reprimanded. Crimes between one noble clan and another are usually dealt with through duels or assassination. Although the

latter is officially proscribed, it is common in the case of feuds.



The Imperial bureaucrats, especially the magistrates, are charged with investigating and bringing to court those suspected of committing a crime. But, according to Cathanese legal tradition, the accused must confess before any sentence may be passed. This condition often results in the judge using typically heinous methods of torture to extract a "confession".

Every magistrate and governor will have under them a body of law enforcement officers. These officers range from local watchmen in the cities, to small armies of troops charged with tracking down and eliminating bandits. A list of crimes, and their typical punishments is listed below:

Crime	Punishment
Theft	Amputation
Interfering with Imperial officer	Death - Flaying
Blasphemy	Torture, Exile, Forced Labour
Murder	Death - Beheading
Tax Evasion	Forced labour
Dangerous spell casting	Amputation of hands
Failure to show respect to bureaucrats	Whipping
Striking one's parents	Beheading

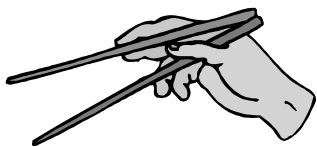
Taxation

Taxation is conducted throughout all levels of society. Typical taxes include land and agricultural taxes, forced levy, corvee labour, import taxes, salt and iron taxes, and taxes on foreign "guests". In addition, many roads and canals will impose various toll taxes on users. By far the greatest form of taxation is kickbacks in the form of money or goods.

Education

Education is generally supported throughout Cathay. Most towns will have one or two schools which specialize in teaching reading, writing, and the classics to the sons of the local landowners. Larger cities will also have larger institutions much like the universities of the Old World. Subject matter at these universities will range from the classics (required) to arts, science, magic, mathematics, engineering, medicine, and astrology. Most of the graduates are expected to move on to the Imperial examination after graduation. Monasteries and temples will also provide education to initiates and monks who are living there, this education is generally limited to reading, writing, and theology.

Throughout Cathay education is held in the highest regard and it is generally believed to be the only way in which one can truly improve their lot in life. Despite this, the vast majority of Cathanese are illiterate.



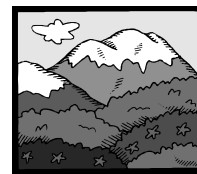
Family

The most basic and important social unit in Cathay is the family. The Cathanese place great importance on a person's position in the family and the interdependence of family members. Cathanese society is strongly

patrilineal, meaning that kinship is traced as a line through men, from the grandfather, to father, to son and then grandson. Women come into the family line to provide children, leaving their previous family and often having little or no contact with them after marriage.. Ancestor worship affirms and reinforces patrilineality. Not having a son breaks the patrilineal chain. This is the reason the Shogun, for one, has hundreds of concubines, as insurance against dying without an heir.

The Cathanese family is usually an extended clan-group of tens or hundreds of brothers, uncles, cousins etc. Everyone will have a very detailed knowledge of their own clan members and their relationship to each other, from father and son on to second, third and even fourth cousins. In most cases, these clan-groups will live close together in the same town or village, or if it is a smaller clan, even in the same house.

The eldest male, usually the father or grandfather, is considered the patriarch of the clan. He makes most of the important decisions and is respected by those younger. As old men became weak or doddering, their sons gradually take over, but younger Cathanese are still expected to treat their elders with respect.



Social Classes

Cathanese society is highly stratified, but not so much so as some other nations of the east, such as Nippon. There are six general classes in society. While moving from one to the other is not common, it is possible. These classes are:

- Imperial family and dependants

- Bureaucracy, Scholar families, Old nobility
- Military Officials
- Merchants, Artisans, Local Landowners
- Commoners
- Peasants

It should be noted that the military class is not inclusive of all soldiers. Only those who are Imperial officers or members of their families are included in this class. In many cases these families will actually be members of the old nobility. As for rank and file troops, they are largely made up of peasants and commoners.

Unlike Nippon there are NO special rights and privileges associated with the military in Cathay. The carrying of weapons and the wearing of armour is controlled largely through the cost of such items. Furthermore, members of the Imperial bureaucracy will generally look with scorn on soldiers as being brutish and uneducated

Business & Trade

The Cathanese economy is huge. It is comparable to that of the whole of the Old World. For centuries, the Empire has been involved in various kinds of import and export and domestic trade both along established land routes such as the Old Spice Road, or upon river or sea routes. As mentioned earlier in the section concerning taxation, both the Shogun and local bureaucrats assess duty tax on most kinds of trade. This usually takes the form of a flat toll or a percentage of the goods value.

Within the towns and cities, there is a wide variety of shops, stalls, restaurants and inns. All of the various businesses familiar to Old Worlders will be present in some form in a Cathanese city. In addition, many businesses unique to the east can be found as well. Each industry or trade is represented by a guild.

Even criminal organizations, prostitutes, and gambling houses are represented by guilds. Often these guilds will have fanciful or elaborate names (e.g. "*Companions of the Double Thread*" a boot maker's guild). These guilds and their members are usually, but not always, localized by district or street.

Money in the Cathay is divided into bronze *fen*, silver *liang*, gold *yuan*, and paper denominations of 100, 500, and 1000 *yuan*. Understandably, the paper currency is generally only used by money-lenders, merchants, and the bureaucracy. All coinage is circular with a square hole in the centre to allow it to be strung together with other coins of a similar denomination. The Dynasty and reign period of issue will also be stamped on front and back of both coins and paper currency.



Honour

Social interaction in Cathay is governed by the principle of honour. Simply put, each person bears responsibility for the reputation of themselves, their clan, and their social position. To act in a manner not befitting one's status results in embarrassment or a loss of face. This should not be confused with morality. In fact, it is possible to be quite immoral yet have a lot of honour! The key is not necessarily to be upstanding but rather to appear as such.

Below are some examples of situations in which a person might gain face:

- Laying on a big banquet for associates or holding a large ostentatious funeral for a family member.

- Openly donating large sums to a temple or public project (usually involving a large plaque with the name of the benefactor).
- Garnering an Imperial post for oneself or a family member. Actually deserving such an honour is another matter!
- Marrying into a family of greater social status
- Paying strict heed to local superstition or belief
- Giving birth to a son

Conversely, the following can result in a loss of honour - and maybe even a fight!

- Being publicly criticized
- Being perceived as being stingy or greedy
- Public blasphemy
- Dishonouring one's elders
- Leading a lifestyle beneath one's social status
- Reneging on a public promise

Because of the rather serious and sometimes dangerous nature of embarrassment, most Cathanese will hesitate to do anything that might cause another a loss of honour. 'Telling it like it is' is definitely not welcomed.

SECRET ORGANIZATIONS

*Dying cricket -
how full of life,
His song tells tales*

- a Haiku, by Moon Szu, Warrior-Poet

There are four kinds of secret organizations in Cathay:

Political

Because of the centralized, rather harsh realities of politics in Cathay there has not surprisingly been a proliferation of secret and not-so-secret societies throughout history. With every movement a number of such groups (variously known as Academies, Lodges, Societies, and Gangs) will arise on both sides of an issue. In addition a select few secret organizations exist with a more far-reaching agenda, such as overthrowing the Imperial system, or infiltrating it.

One example of this latter is the Speckled Partridge Lodge. Membership is highly secretive, and made up of middle and high ranking bureaucrats dedicated to preserving the Empire. At various times their training and organization has allowed them to influence the course of Cathanese history to further their goal of preserving and protecting. It is believed that at least one Shogun during the Hokun Dynasty was a member.



Religious

There have been many examples of religious persecution throughout Cathanese history. So, it comes as no surprise that many philosophical and religious secret societies exist. In the earlier dynasties, Vimtaoists were often forced to go underground to protect themselves and their religion. It was during this time that many of the Martial Arts first developed, and many of these schools still maintain at least a modicum of their past as a secret society. All of the Chaos cults fall into this category as do those that worship Hachiman (see Nine Sages Religion). Some of the more extreme Law

cults are also highly secretive, counting high ranking nobles and bureaucrats amongst their members.



An example of a religious-oriented secret society in the current Dynasty is that of the Vermilion Path. The members are all worshippers of the Sage Hachiman, the Cathanese form of Khaine. They practice necromancy and assassination. Their lodges are often in underground tunnels or caverns beneath cities or towns.

Criminal

These are commonly known as *bangs* or *tongs*, which roughly means a gang. They are run by Yakuza, the crime lords. Like their counterparts in the Old World, they profit from all kinds of illegal racketeering, prostitution, drugs, and gambling. In the countryside, bandits have sometimes formed large groups of 700 or more for the purposes of staving off Imperial troops intent on wiping them out. Martial arts are sometimes practiced by these societies, as is battle magic.

An example of a criminal Yakuza organization is the Bamboo Union of the southern provinces. The members are all rogues of one sort or another, divided like an extended family with Younger and Elder Brothers. The heads of the Union are known as the Fathers and Grandfathers. In some places, the Union may also serve to protect the locals from ruthless bureaucrats. Members are recognized by their extensive use of tattooing.

Magical

These societies are made up of practitioners of like mind or style. They jealously guard their secrets, and in many cases will only

train those who are born into the organization. Most wizards in Cathay are members of one secret society. Those who choose to practice the arts of necromancy and demonology are of course highly illegal, but nevertheless some of the most powerful.

An example of a magical secret society is Celestial Octagon. Members are all alchemists and wizards of high ability. While spread throughout Cathay they share a common goal, that of synthesizing the Elixir of Life. Perhaps they have already done so, for many of them seem to be quite ageless.

REGIONS

Below is a brief description of each of the provinces of Cathay. These are important to determine the political climate, and also the provinces where it is more likely that you will find a steady supply of Bushi (indentured militia) to be the core of your army. It is worth consulting the map of Cathay in the Appendices while reading this section, as much reference is made to it insofar as city and land feature locations.



The Capital: Datai

This is the central, and most important of the Imperial provinces. The cities of Lujou and Kenting are also among the largest in the Empire. The capital is Chungcheng, which is also the seat of power of the Shogun and the location of the Imperial Palaces, including the opulent Summer Palace.

A section of the Emperor's Wall runs to the outer wall of this fortress-city, and units of troops can ride along the top of the wall

speedily to support the line right up to the neighbouring city of Yangshun.

The Plains: Pingdong, Kun Tsou, Wan Tsou, Shuang His, Shan Jiao

Elephants are found in the south in the Kun Tsou region. Rarely they are also brought north to the capital-more often they are known for their ivory which brings a high price in most cities. They may be found working logging the forests of Kun Tsou and Hanmei. Considered holy by the people of Kitsevara and Tialan; there is some respect for them in Cathay as well, especially amongst Vimtaoists. It is considered bad karma to kill or overwork an elephant. Only rarely will elephants be used by the military-only one mercenary unit in Cathay is known to do so - Hsiung's Confident Tusks Society.

The Skaven have few underground lairs in the lands of Cathay. Clan Eshin does have warrens in the major coastal cities such as Hai Kang but this is largely for communication purposes with their larger warrens in Nippon. In the western mountains in the province of Wanbao, Clan Moulder maintains a medium sized warren for the purposes of tracking down warpstone in the area.

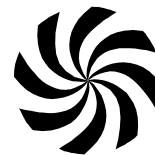
The Coast: Bei An, Dongtan, Yukou, Wei Ao, Leofoo, Song Jiang

These maritime province is situated on the Bay of Chee Kun near nation of Han Kuo and the Chaos Wastes of the north. The climate is cold and the planting season is short. The Red Mansion of Khorne is close, so raids from Chaos warbands are relatively common, so the natives of northern Bei An are tough, literal minded people. Mutation is also a problem in Cathay, as it is in the Old World. Usually these unfortunates are killed

immediately. However, a few have banded together into groups and are known to live in the wastelands of the west. Around the Watchtower of Leng, mutations are frequent and the few human settlements in that area are filled with them.

In past Cathanese dynasties incursions of Chaos have never been much of a serious threat, as the gods of Chaos seemed to turn most of their attention to the Old World nations. However, within the present Dynasty they have becoming more and more frequent- terrorizing the border provinces to the north and the south. The two large enclaves are situated at the Red Mansion of Khorne and the Tower of Leng (Tzeentch). Those bands dedicated to the Blood God are generally heavily armoured behemoths as they are elsewhere. Those dedicated to Tzeentch however are usually mutated psychopaths proficient in the use of both magic and Martial Arts.

Villages in this province are usually enclosed by a stout wall to repel these raids as well as to serve as corrals for the sheep and horses that are commonly herded here.



Kitsevara

Kitsevara is a mountainous region nestled in the higher peaks of the Kamalayan Mountains. The natives are short and hardy, they make exceptionally tough soldiers and are the best mountain climbers in the world. Kitsevara has been annexed by Imperial Cathay – the Cathanese army marched in and took over, the peace-loving and completely Vimtaoist Kitsevarans were overwhelmed without a blow being struck. The change in government changed little, the Kitsevarans remain primarily concerned

with their Vimtao monasteries; those who are not Monks support the Monks so they may continue on their paths to illumination.



Hobgoblin Hegemony

This is a loose confederation of petty warlord clans west/southwest of Cathay. Apart from periodic thrusts west, the Hegemony primarily interests itself with the taxing trade routes while guarding them from smaller bandits. The Hobgoblins have an uneasy alliance with the Chaos Dwarves of the Blasted wastes, and don't often cross the icy peaks of the Kamalayans. Most of the clans are semi-nomadic, moving between hill caves, cliffs, passes according to the season. Warbands make seasonal raids on neighbours. At various times the Hegemony has shrunk to as small as 2 or 3 clans or expanded to as many as 8. Since the rise of the Chaos dwarves further west, the hobgoblins have seen their territory shrinking considerably, and have some of the more restless clans have migrated northwest as far as Kislev. Lately, rumour has it that the Shogun has been sending supplies to the Hobgoblins in their war with the Chaos dwarves in return for safe passage of the trade caravans.

Some of the cave dwellings are more or less permanent settlements. One of them, Da M'Arg is a small city. Built originally by the Cathanese as a trading post during the heyday of the old Spice Road, it was taken by the Hobgoblins when the humans died of plague in 1840 I.C. Since then, it has grown into a haphazard collection of buildings and hovels both big and small encircled by a crumbling 20' wall of adobe. Filthy and disgusting by human standards, it nevertheless sports primitive sewer facilities-

true innovation for Goblinoids. The largest clan, Umpeg-varg live here. Trade is flourishing, with smugglers coming to sell weapons, alcohol and armour to the goblin market and caravans bound for Cathay buying water and protection. The slave market is large, with Peasants from throughout the east. Hashish is produced in the town and sold in the market, mainly for goblins and hobgoblins who love it. It is also a good place to buy horses and camels. Leather goods such as saddles or boots are produced here. Craftsmanship is crude but durable. Pottery is also sold here, as are dried meats and fruits.

What the town is really famous for though, is the 'Thinkun Tank' - a massive bronze bell turned upend and now the sight of nightly pit fights. Mercenaries looking for work get their first chance for employment with a good showing in the Tank. Not surprisingly, a fair number of ogres are to be found here along with an occasional troll.



Indhya

Very little is known of this land south of Cathay, across the Kamalayan Mountains. Some travellers have managed to make the journey and return to Cathay but there is no constant trade between the two. Rumoured to be a land of dark-skinned warrior-Shukenja.

The Shogun's Wall

Urnst fidgeted in the saddle. His backside ached after what seemed like a lifetime spent riding across one wasteland after another. Behind him, the Tilean began another of his interminable hacking fits. Their third companion, the dwarf, let out a low snicker. "For the love of Sigmar, will you two shaddup," Urnst growled. Lately, tempers had begun to flare amongst the three unlikely travellers. It wasn't unreasonable given their fortunes of late.

The Tilean's uncle, the patriarch of the Caldieri family of Miragliano had provisioned a large and well supplied caravan, bound for the east. The Schattenburg Rangers, a condottieri outfit of which Urnst and Kellri had been a part was contracted to provide protection. Over 8 months later, and a series of nasty run-ins with hobgoblin "toll collectors", only the three were left. During the past week, they had passed a number of small villages. Fearing another encounter with the sorcerers they had kept their distance.

Pushing his horse through a winding trail strewn with gravel, Urnst forged ahead of the others. Despite a constant thirst, he had managed to stay alert and determined not to die on this fool's quest. Above him the path looked like it was rising across a ridge. Spurring his horse upwards he caught his breath when he saw what lay on the other side.

On the next ridge, stretching for miles on either side was a wall...

The building of the massive Shogun's Wall can be viewed as the outstanding example of

Cathanese civilization or as a tribute to historical folly. Standing over 50 feet and wide enough for three chariots in some places it is unlike anything in the Old World. First begun under Shogun Wei Yi it was originally designed to be a barrier against the barbaric Beastmen tribes that lived in the North. Supplying the hard labour necessary for the lawful Wei was a simple process of rounding up scholars, prisoners, mutants, and Beastmen in a "Purge of the 4 Uncleans"



The wall was fortified by towers and lengthened by the Tanaka; at the end of their Dynasty the wall stretched from Anlu, in the west to Chungcheng, the central capital. During the troubled years of the Northern Liao Dynasty, the Liao began to build the wall south across Datai hoping to halt the tide of Beastmen from the South. This stretch of the wall was hastily made in most places from local mud brick, gravel, or rough stone. Only through constant patrol was it effective. Today, much of this section is in total ruin, some portions are missing, crumbled, or its stone used for other construction. Ironically, it has become a favourite haven for Beastmen and occasionally a Chaos warband.

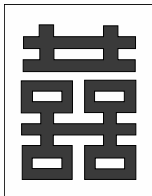
*As the Wall goes,
so goes Cathay*

- **Hobgoblin Proverb**

EASTERN RELIGION

God, bend
 To Autumn wind -
 My sobbing.
 - A Haiku, by Moon Szu, Warrior-Poet

There are roughly three primary religions in Cathay: the old Nine Sages, the Vimtaoist cult, and the cult of Imperial Legalism. The Imperial state at turns favours either Vimta or the Imperial cult. The Nine Sages cult is local and rural, but pervasive throughout Cathanese lands. Religions in Cathay are not generally so intolerant as those in the Old World. In many cases, an individual may follow a single deity or many of them. A hermit might, for example, meditate for the illumination of Vimtaoists throughout the night and make offerings to the Sages at sunrise.



THE NINE SAGES

The sages are Shukenja-kings and heroes that lived during the mythical First Dynasties era. In addition to these nine "universal" deities (or *Shen*) of each province, city, village or neighbourhood will have its own ancestral heroes, Oni, and local sages that are worshipped in that place. Families and clans will also worship prominent ancestors and the Oni of those recently departed. Nearly every home will have a small table for the Oni on which libations, food, and incense are placed. Certain other places will also have a small shrine such as a rice paddy, a teashop, a tomb, or a well.

Unlike the Old World, which has a separate organized hierarchy for the worship of each God, the worship of the Nine Sages is generally more loosely defined. While each monk will have a patron whom they try to emulate, the other sages in the pantheon are looked upon as equal, and at various times a Shukenja may supplicate any one of them. In this sense, the worship of the Nine Sages is more akin to the worship of the Old Religion, as it is essentially a folk religion. Only the God Hachiman (Khaine) is proscribed by the Empire. He is worshipped usually by solitary bands of cultists and renegade assassins.

Monks will usually closely follow the strictures of his or her patron and show respect for the strictures of the other. As a general rule a follower of the sages should be upright and try to live according to the 'Way'-showing filial piety, doing nothing to shame his clan, following the traditions of his home, and giving libation to the ancestors. Sometimes monks become hermits or ascetics, living far from any villages or towns, perhaps tending a little-visited shrine.

Shrines or temples can be found almost anywhere. Shrines are usually, but not always, dedicated to a single God. A field may have a small shrine as may a kitchen. Temples are for the worship of the entire pantheon, possibly with one or two primary patrons. Temples can range in size from a simple altar and cauldron to huge walled compounds with a progressive series of altars and separate areas to honour local saints and heroes. A village usually has a single small temple. A city on the other hand may have three or four large temples and a host of small shrines. The Gods are usually honoured individually at shrines in areas appropriate to their worship (e.g. a

University may have a shrine of Amamoto, an isolated cliff one of Raiko etc.).

In addition to the Nine Sages there is a literal plethora of various demigods, local Oni, heroes, saints and celestial beings too numerous to list here. Almost any place will have a guardian Oni along the same lines as Leshy, Vodyanoy, etc. Many historical heroes from Cathanese history are also deified, such as General Chiang P'ao, known as the Torturer of the First Hell.

There is a surplus of holidays relating to these gods. On any given day one can safely assume there is a religious festival somewhere in Cathay. Certain areas favour one God over another (e.g. the coastal provinces favour the God Pan Gu and the Goddess Ishii). In addition, each province (and sometimes each city district!) will have a number of local saints and heroes who have their own individual festivals and holy days. Once a month one day is reserved for offering to one's own ancestors, cleaning the family crypt, and spell.



Raiko (Supreme God of the Heavens)

Portrayed as a bearded ancient. Known for creation and control. Monks usually wear white robes, as opposed to the orange robes of the Vimtaoists, although this elder God and the relatively new cult of Vimtaoism are inextricably linked. Other cult symbols vary depending upon the deity but they can take the forms of utensils, ink stones, runic symbols, and staves of wood or bamboo.

Raiko can sometimes be found travelling among mortals. On these occasions he appears to be an aged man with a long white beard, dressed in tattered robes. He also likes to float in the air ethereally, viewing cities and towns and taking note of the places he is most worshipped.

Raiko is the head of the Celestial Bureaucracy, and all other deities ultimately report to him. His word is law among all of the Gods and Goddesses, regardless of whether they are good or evil, and he is the final arbitrator of any dispute among them.

Monks of Raiko wear white.

Worshippers of Raiko will ally with any other faiths except Hachiman.



Chang-Er (Sky, Moon, Dragons)

Supposedly exiled to the moon, she is rarely worshipped as many of her attributes have been taken on by that of Ishii.

Chang-Er appears on the earth with fifteen massive arms, four eyes in her barely human head, and red scaly skin. She rides in a chariot of adamant with gold figures of Dragons decorating the sides. The wheels of her chariot are of unbreakable green jade and sparks fly from them whenever they are touch the ground. A bright red flag flutters from the chariot, and when Chang-Er is angry the flag transforms into a red Dragon's head which breathes fire.

Monks of Chang-Er wear crimson.

Worshippers will ally with any of the Nine Sages except Hachiman and Shinto.

Omikami (Minister of Medicine)

Omikami is a deified holy man who is well known as the author of the Gong Yao Bu, the central work in Cathanese herbalism.

Omikami first discovered the medicinal and poisonous properties of Ren-sen and lotus flower, especially the exceptionally rare blue lotus. He supposedly lived during the Soo Dynasty – dying at the auspicious age of 1010. He is still a popular figure, especially during festivals, birthdays, or old age.

Symbols or statues of Omikami are considered lucky in one's home. Shrines will be frequented by the aged as well as herbalists and surgeons.

This God looks like a portly balding male with an easy grace about him. Omikami is noted for his good-natured outlook and often uses his powers for the benefit of his monks and worshippers.

Monks of Omikami wear sky blue.

Worshippers will ally with any of the Nine Sages except Hachiman.

Amamato (Valour, Honour)

An aged, stooped old man with incredibly long eyebrows-reaching to his feet. This symbolizes his great wisdom. Amamato is the Celestial Advisor, but in his lifetime during the Huang Dynasty he was a famed sage-king credited with introducing writing and the beautiful, delicate art of calligraphy that is practised in rituals across Cathay.

Amamato is the God of valour and honour. He prescribes that a man's life is his honour. The only way to regain lost honour is through the ultimate show of valour and commitment, *seppuku* (ritual suicide). Apart from that the best way to show your valour is through strength of combat. Followers of Amamato stress that combat always takes place according to *Amamatodo* (the Way of Amamato), a strict code which (among other

things) means man-to-man combat to the death. No true follower of Amamato would surrender as this would be the total loss of honour. Amamatodo also prescribes total loyalty and commitment to your master. Failing to do the bidding of your master would result in loss of honour.

Monks of Amamato wear white.

Worshippers of Amamato will ally with any of the Nine Sages except Hachiman.

Pang Gu (Seas and Storms)

Portrayed in the form of a great sea Dragon, but can shape change at will into his true countenance – a huge man with smoking black skin and eyes with pupils like lightning bolts. As lord of the seas and storms he is worshipped by fishermen, although he is an angry and vengeful God and has been known to make foul weather of one type or another at the request of other Gods in the Celestial Bureaucracy. These Gods will request such when they feel that their worshippers need a lesson. Pang Gu particularly delights in creating wind storms that destroy fragile things of beauty and value.

Monks of Pang Gu wear grey.

Worshippers of Pang Gu will ally with any of the Nine Sages except Hachiman.



Yoshi (War)

This God is portrayed as a great general with black skin and bright blonde hair. Always clad in armour and brandishing a large iron club. He is believed to protect, defeat evil Oni, and provide strength. He watches every

battle in which his worshippers take part, and when any mortal dedicates the last ten slain enemies to Yoshi, the God may destroy utterly the eleventh foe the mortal faces. Slain enemies dedicated to Yoshi must have their heads taken off and burnt, or the sacrifices will not be received. All sacrifices must be those of the once-living (Daemons and Undead don't count).

Monks of Yoshi wear yellow.
Worshippers of Yoshi will only ally Hachiman, Raiko, Tsen Wo or Pang Gu.

Tsen Wo (Law, Judge of the Dead)

Portrayed as a wise and powerful judge. It is he who consults the Great Records of Hell and pronounces judgement on the souls of men. He collects all the souls and spirits of the dead and makes sure that they are transported to the proper final resting place and do not roam the earth at will. He tracks down spirits that do and makes them suffer for eternity. He has no power over the dead who have been deified through their good deeds. Worshipped rarely, except by witch hunters and mourners, who must always wear midnight black.

Monks of Tsen Wo wear black.
Worshippers of Tsen Wo will ally with Raiko, Legalism and Yoshi.



Hachiman (Murder)

This is Khorne, the Daemoniac Blood God, in the form of a huge scaled humanoid with a reptilian head and four arms. His skin is deadly poisonous to the touch. He has the

strength of many men, and is worshipped sporadically throughout Cathay, since its introduction from Indhya. While officially outlawed, Hachiman has managed to insinuate himself into Cathanese culture by corrupting the hearts of Samurai, turning them into morbid Chaos Warriors with their own perverted sense of honour. Large monasteries of this God are believed to exist high up in the Kamalayan Mountains. And a stronghold to Hachiman exists in the Red Mansion in the far north of Cathay. An earlier, possibly Dark Elven, aspect is also known.

Monks of Hachiman wear blood red.
Worshippers of Hachiman will ally with Yoshi only.

Ishii (Fertility, The 'All-Mother')

She is probably the most popular of the sages. Ishii is the mother Goddess of mercy, who freely comforts and aids all who pray to her. She appears as a slim young woman wearing a green satin dress, whose deep sad eyes reflect the cosmos. No act of violence can be directed towards her by any being in the universe.

Her main following is with the common folk and all may work in her cause and expect to be rewarded some day. Her monks are the peacemakers of the world and work diligently for the ultimate end of all violence.

Monks of Ishii wear deep emerald green.
Worshippers of Ishii will ally with Raiko, Chang-Er, Vimtao and Shinto.



VIMTAO

Vimta, a religious prophet and visionary, was one of many to emerge from the Indhya region. He was originally born a prince, and became quickly bored and jaded with his wealthy lifestyle. After following one God after another in a series, he stopped in the area of Shan Jiao to meditate on his choice. For forty days he sat, without food or water until he was assaulted by a horde of Daemons of Khorne (in the guise of Hachiman). These he merely willed out of existence.

Afterwards he began to speak, describing the cosmos as a small speck in the eternal warp. Law and chaos, good and evil, misery and peace are only conditions of existence. To be *illuminated* is to escape this chain. To become one with the cosmos, and privy to the workings of the universe should be man's goal. Finishing this sermon, Vimta simply disappeared. He left behind a stunned audience of listeners, the core of the new religion. In time, the small sect grew into a populist cult of peace, non-aggression, and good vibes that attracted many members of the middle-caste and at least one Shogun.



Gu Liao, an expansionist barbarian Shogun, was recorded as breaking Agni Astra (the Daikyu of Fire) in disgust at the sight of Hobgoblins dying on the Plain of Sa Mou, and immediately swearing to take up the robe of the beggar monk, Vimta. With royal patronage the cult grew until the barbarian Ungols arrived from the North. With the invasion, the followers of Vimta moved

across the Kamalayan Mountains. But the cult continued in secret and grew in strength among the Cathanese of the western state of Pingdong.

Within a few decades Pingdong was almost wholly Vimtaoist. Monasteries and hermitages sprang up by the hundreds. Due to the rugged terrain, many of these early enclaves were carved whole into the mountains and hills and apart from Dwarven complexes, these are the finest examples of underground construction in the world. Later with the rise of trade across the Spice Road followers increased and the cult began to spread into Cathay proper.

Many of the outlying states, far from the influence of Chungcheng, had always felt uncomfortable about the worship of the Shogun, and often secretly still adhered to worship of nature Oni, or traditional practices associated with the Nine Sages. It is here, where the beliefs of Vimta took root. Offered not only as a religion, but also as a new way of thought and life, the Cathanese followers of Vimta quickly gained in numbers, and to a certain degree in power, as Vimtaoism won influence among scholars who found room for themselves to think and exercise power outside of the edicts and decrees of the doctrinal worship of the Shogun.

One teaching that made Vimtaoism popular amongst the commoners was ironically its support of monasticism. Many saw this as a way leave their lives of serfdom and move into a more egalitarian community. Not surprisingly, the No-Cha Shoguns took notice and sent troops to destroy the large and wealthy monasteries. Vimtaoist followers in the Imperial bureaucracy were purged, and religious leaders massacred. This was known as the Imperial Inquisition and was a time of much bloodshed and civil strife within Cathay. Instead of fighting back,

the new converts, in accordance with Vimta philosophy, went underground, rather than rebelling. Meeting in obscure areas, practicing their faith, and hiding holy documents, they persisted.

When the No-Cha Shogun heard of the lack of resistance, he called back most of his troops, assuming he had broken the movement. Instead, he had driven them together in tight-knit secretive groups. These groups began to practice Vimtao thought, and apply it even the odds in their struggle against the heavily armed Imperial troops. They adopted a number of weaponless techniques to defend themselves from the persecution of authorities and of brigands and other dangers. It was these small groups, practicing their own interpretations of Vimtaoist thought that were to be the beginning of the famous Cathanese monastic Martial Arts.

It was also during this struggle that the worship of Vimta as the avatar of Raiko was conceived as a kind of melding of the Imperial cult and that of esoteric "godless" Vimtaoism. Down through the centuries this speculation has seen Cathanese Vimtaoism waxing increasingly law-abiding in some places and increasingly neutral in others.

Three distinct variations of Vimtaoism are prevalent. The oldest, "pure" Vimtaoism is found in Shan Jiao and Pingdong. Cathanese Legalist Vimtaoism is found in Song Jiang. A third secretive and mystical strain is practiced in Kitsevara. Laymen have no distinctive clothing. Monks will usually wear homespun orange robes. Symbols include a rosary, a begging bowl, a spell wheel, or a staff set with a spoked wheel (the symbol of the ever-turning cycle of suffering). Vimtaoists respect life and seek to lessen or end suffering wherever it is found. Do not shed blood needlessly. Honour the natural order. Abstain from all meat, alcohol, and

sex. Keep no savings. Spend at least five hours a day in meditation and silent reflection. If worshippers fulfil all these tenets, their dead are brought into a Pure Land of bliss and an end to all suffering. Those of great "illumination" keep a memory of the past and continue as Oni beings.

Shrines may be found almost anywhere. Temples are usually situated on a plot of land belonging to the temple and housing a monastery of up to monks. Architecture varies from place to place in the East, but a statue of Vimta is always in a prominent location, as is a bell for calling the working monks to worship.

Monks of Vimtao wear orange.

Worshippers of Vimtaoism will ally with Ishii, Raiko, Shinto and Legalism.

LEGALISM

This cult is not a formalized religion *per se*, rather it is an agglomeration of various traditions regarding the Heavenly Bureaucracy, the roles of the Shogun, the earthly bureaucracy and the masses. All Cathanese deities and Oni, at least those approved by the state, are assumed to be a part of an all-encompassing Heaven, of which Jintoki (Tien Di) is the supreme monarch. The most famous text on which this cult is based is the *Book of the Law of Heaven and Earth*. Others include the *Annals of Ancestors*, and the *Celestial Songs*. There is no extensive priesthood as there is in the other popular religions in Cathay, rather a select few who are necessary for ceremonial occasions in the Imperial palace. The majority of the devotees are members of the sister organizations such as the Sons of the Imperial Dragon.



The cults of the Nine Sages are afforded some respect, as they also encourage the traditional Cathanese way. Neutral towards Vimtaoism. Unbridled hostility towards evil or chaotic cults. The cult's distinguishing principles and doctrines include: always uphold the Mandate of Heaven, oppose and exterminate Chaos, hold inviolate the will of heaven and his servant the Shogun, respect one's ancestors and elders, rule with humility and strength of will. The following strictures apply to followers of the cult:

- Honour and respect one's elders
- Honour and respect one's ancestors
- Balance one's freedom with responsibility
- Act when one must act, and endure when one must endure

Ascension to take one's place in the heavenly bureaucracy, whether that be as a lowly labourer (common man) or a celestial bureaucrat (Shogun), is decided after a lifetime's following of the strictures. Temples are solidly built structures with red columns surrounding bamboo exterior walls. The columns and walls are austere in design, lacking ornamentation of any sort. The interior of the temples are unfurnished except for an altar and podium upon which stands the "*Laws of Heaven and Earth.*"

Monks of the Imperial Cult wear maroon.

Worshippers of the Imperial Cult will ally with Raiko, Vimtao, Shinto or Ishii.

SHINTO

The two spheres of religious belief in Shinto are the Way of the Oni, and the Nine Sages, especially Chang-Er. Shinto is an old religion with elements stretching back to the primitive religion of the pre-Slann Ages. The Nine Sages were known but didn't have many worshippers until the latter stage of the Nipponese Tsien-Tsin period. Since then it has grown very popular within certain classes of Nipponese society.

Though the different powers are respected by most Nipponese, worship is tightly connected with social class. Members of The Imperial Court are Shintoists. The Samurai worship Raiko and their ancestral clan Oni. The intellectuals and monks worship either Raiko or Amamoto. The lower classes (farmers, artisans and tradesmen) are Shintoists.

The central aspect of Shintoism is the belief that all things (dead and living) possess a spirit known as an Oni in the metaphysical Realm of Oni. Thus the material world is but a mirror of the constant influences of the Oni upon one another. To have a good and harmonious life one must seek peace and harmony with his Oni. This is obtained through respectful behaviour towards other Oni (other people, animals and nature) and making peace with oneself through a life of purity and beauty.

Greatest among the Oni is the Nipponese Shogun, the *tenno*. The first tenno, Jintoki, was the very essence of all Oni, and his semi-divinity lives on in his descendant, the present tenno. Thus all living things should pay the deepest respect to the tenno of Nippon. Every location also has its own Oni, and some places have extraordinarily great Oni strength. Greatest among these is holy Fujiyama Mountain. Shinto Shukenja

manipulate the powers of the Oni to cast magical spells.

Monks of Shintoism wear dark brown.

Worshippers of Shinto will ally with Vimtaoists, Legalists and Chang-Er.



CATHAY AT WAR

With a surge of energy, Lord Wan leaped onto his own horse. Holding the Cobalt Dragon Sword point outthrust he raced down the hillside, his eyes aflame, his eyebrows bristling at the sight of his nemesis, Red Fox. Fearless, he arose nearly erect in his saddle. The army parted in waves before him as he pushed straight towards the gesturing sorcerer. Before Red Fox had opportunity to call forth one of his abominations, he and Wan were face to face. The sorcerer was too slow, and with a single flashing stroke he was pierced straight through. Before the stunned troops, Wan dismounted and cut off the head, strapped it to the saddle of his horse, remounted, and sped away, sword raised in victory- all as if moving across an empty plain. The mercenaries of the north were thrown into a tumult, routed without having fought. Lord Chao's troops seized the moment. The dead were beyond number. The booty in weapons and horses was enormous.

Lord Wan ascended the hillside, to the acclaim of Lord Chao's generals, and laid the head before Chao, who was heard to remark: "Surely this man is more than mortal."

-The Romance of the Warring States

MILITARY ORGANIZATION

The armies of Imperial Cathay are based on the banner, or regiment. Each regiment is commanded by a general. Below the banner is a variable number of companies led by Commanders. The smallest unit is the squadron of between 30 and 50 men, each with their own Sub-commander. Also attached to the army is a variety of skirmishers, cavalry, artillery, scout units, and wizards trained in battle magic depending upon the resources available.

There is also a navy, which is broken into several fleets each with an Admiral.

The primary troop type in Cathay is the foot soldier, usually armed with a spear or polearm of some kind. Armour is generally limited to padded cloth jerkins and possibly a leather cap or wicker hat. Cavalry is reserved for the nobility, responsible for their own gear and upkeep. They are usually armed with halberds, sword, and clad in scale or banded leather.

The Cathanese artillery is perhaps the most feared in the Warhammer World. They are masters of Rocketry, and take their lethal short range Sky Rockets and vast variety of hand bombs onto the field in great numbers.

Strategy is considered a philosophical as well as a martial pursuit in Cathay. For this reason, many of the most famous scholars have written or commented on strategic treatises such as the "Art of Combat".

The Shogun and the local nobility both employ a wide range of mercenaries and hired troops for their campaigns. The most famous of these are the ogres of the west, who often come east for the better "victuals" than those found in their native desert and hill country.



Human mercenaries are also quite common, including the northern barbarians such as the Ungol, who are highly skilled as light cavalry, footmen from Han Kuo, and the occasional Hobgoblin freebooters.

The variety of weapons and killing tools is literally staggering in Imperial Cathay. Nearly every region has produced something extraordinary or colourful. Regarding armour, unlike the Old World, the use of heavy plate and chain mail armours is rare. The warriors of Cathay prefer speed and dexterity to the complete protection sought by the Old World knights. Shields (*Sode*) are known, but rarely used. Some weapons are also inextricably linked with Cathanese and Nipponese Martial Arts; if a weapon in the table below is marked as a 'Martial Arts weapon,' then some skill is required in its proper use, and it cannot be utilised without

familiarity with the relevant martial art. Check the Martial Arts entries for details.

Generally this means that Martial Arts weapons cannot be wielded by common foot soldiers.

The Cathanese were the first civilized nation in the Old World to develop and use explosives. Even today, their use of various kinds of rockets, fireworks, bombs, and cannons rivals that of the Old World nations. Only in the use of personal firearms does Cathay lag behind that of the West. Following is a table of those kinds of explosives that are most commonly encountered on the battlefields of Cathay.

CLOSE COMBAT WEAPONS

Weapon	Description	Rules
Naginata	A lightweight but strong spear. The shaft is six feet long and ends in a curved sword-like blade. They are cheap, easy to use and manufacture.	Treat as a Spear (Warhammer rulebook page 91).
Tetsubo	This is an iron-shod rod and is a much larger and heavier version of the western mace. It is a long wooden rod wielded with two hands, the upper half of which is covered with studded iron strips. It is often used by wandering monks, as it can also be used as a walking stick.	Treat as a Great Weapon (Warhammer rulebook page 91).
Ko	A standard halberd. The shaft is eight feet in length and ends in a stabbing pointed blade.	Treat as Halberd (Warhammer rulebook page 91).
Tau-Kien	A Standard sword.	Treat as Hand Weapon (Warhammer rulebook page 91).

Wakizashi	<p>This is a short sword, similar in design and construction to the katana. The wakizashi of a noble warrior holds almost as an important place in the Samurai's honour as his katana, although cheaper versions are made to arm Bushi and common foot soldiers.</p>	<p>Martial arts weapon.</p> <p>Treat as Hand Weapon (Warhammer rulebook page 91), although may be used in tandem with the Katana by Bushido Martial Artists.</p>
Katana	<p>The katana is a single-edged slightly curved sword ending in a chisel point. It evolved gradually from the normal sword and is noted for its superior construction and design. It is perhaps one of the finest and deadliest types of swords made. Great care is taken in the making of a katana and the forging is respected as a true art form. When correctly made the blade is light, well-balanced, and combines great strength with flexibility and resilience.</p>	<p>Martial arts weapon.</p> <p>A Katana is a unique weapon in that the wielder may choose whether to use it as a Hand Weapon which would enable the use of a Sode or second Hand Weapon ; or as a Great Weapon which would require 2 hands to use. The wielder must nominate at the start of each combat turn which mode is used.</p>
Kumade	<p>The Kumade is a multi-purpose tool. It is a long wooden shaft with a rake-head fitted to one end. It can be used for climbing by setting the rake prongs in cracks, ledges or sills and climbing up the pole. It can also be used as a weapon, and is favoured by Fish Oni.</p>	<p>Martial Arts weapon.</p> <p>Two handed, but can be used defensively. Treat as both Spear and Shield. (Warhammer rulebook page 91).</p>
Ninja-To	<p>This is the Ninja's standard sword. It is approximately the length of a short sword, making it easy to conceal on the body. Unlike the katana, the blade is straight and of lower quality. However, in keeping with the Ninja's methods, the sword and scabbard have multiple uses. Some include secret compartments for carrying poisons or daggers, the scabbard can be used as a blow pipe or breathing tube.</p>	<p>Martial Arts weapon.</p> <p>Treat as Hand Weapon (Warhammer rulebook page 91).</p> <p>In addition, the blade can scythe through normal armour with ease, and an extra -1 armour save modifier is applied, regardless of how the wielder chooses to use the Ninja-To. This means a katana wielder hitting at S4 would inflict a -2 armour save modifier instead of the usual -1.</p>

Lajatang	<p>This rare and unusual weapon is often found in the hands of a martial artist skilled in its use. It is the favoured weapon of Oni, and especially the Monkey King. It consists of a five foot shaft with a crescent blade fitted at each end. Some have smaller barbs projecting downwards from the outer edges of the crescent. The Lajatang is wielded with two hands, like a staff.</p>	<p>Martial Arts weapon.</p> <p>In the hands of an experienced Martial Artist, the Lajatang may be used to unleash a flurry of blows that are very hard to block. It is two-handed, so no shield may be used while the Lajatang is in action. The wielder of the Lajatang gains a +1S and +1A bonus in combat.</p>
Nunchaku	<p>This is a Martial Arts weapon derived from the common agricultural flail. It consists of two hard lengths of wood or iron connected with a short chain or cord. It can be used to entangle attacks, club an opponent, or parry weapons.</p>	<p>Martial arts weapon.</p> <p>Nunchaku is treated as a Flail (Warhammer rulebook page 91). In addition, it may be used to enhance a Martial Arts parry. A model equipped with Nunchaku parries hits on a D6 roll of 5-6.</p>
Kau Sin Ke	<p>This weapon is also called a 'whipping chain.' It is a length of six short iron bars connected by several lengths of chain. Its origins are in the agricultural flail. Used properly, it can be a deadly weapon, the iron bars able to whip around shields or to land crushing blows.</p>	<p>Martial arts weapon.</p> <p>Treat as Flail (Warhammer rulebook page 91), except the armour modifier is at an extra -1. (Strength 4 hits will penalise an armour save by -2).</p>
Kusari-Gama	<p>This weapon is a development of the common sickle designed for fighting. It is a sickle with a length of weighted chain attached to the butt end of the handle. It can be used to attack with the sickle in hand, to club and entangle with the chain, or to whirl the sickle at the end of the chain.</p> <p>This is a complex but versatile weapon to use, and requires a high degree of Martial Arts skill.</p>	<p>Martial arts weapon.</p> <p>A Kusari-Gama is a unique weapon in that the wielder may choose whether to use it as a Hand Weapon, a Flail or a Morning Star, which would require 2 hands to use. The wielder must nominate at the start of each combat turn which mode is used.</p> <p>Treat as either Hand Weapon, Flail or Morning Star (Warhammer rulebook page 91).</p>

Man Catcher	A man catcher is a two-pronged halberd. Each prong is curved to encircle an approximately man-sized humanoid creature. The inside of the prongs have sharpened spikes to damage the captured enemy and prevent them using their limbs.	<p>Martial arts weapon.</p> <p>Roll to hit as normal with the Man Catcher. On a successful hit, the target is automatically caught by the long prongs, and loses all its attacks that round. At the end of the close combat round the victim may make a Toughness test to attempt to escape. If the test is successful, the victim escapes. If unsuccessful, the victim is caught on the spikes, remains caught and takes 1 Wound damage with no armour save allowed.</p> <p>The Man Catcher lives up to its name and cannot be used on large creatures (40x40 bases) or animals (25x50 bases).</p>
Sai	The Sai is a Martial Arts weapon used primarily for defence. It is a tapered iron bar with two short tines projecting from the handle. It is not sharp. The Sai is used to block attacks and catch weapons. It can also be used to strike blows.	<p>Martial arts weapon.</p> <p>Treat as both Shield (Warhammer rulebook page 64) and a Hand Weapon (Warhammer rulebook page 91).</p>

MISSILE WEAPONS

Weapon	Description	Max. Range	Strength	Rules
Chu-Ko-Nu	Repeater crossbow, capable of firing several bolts before needing reloading. Mounted on the top is a magazine that can hold 10 quarrels. The cocking and reloading action is worked by a single lever, pushed forward and then pulled back. This allows a faster rate of fire than normal. The Chu-Ko-Nu is heavier than a normal crossbow and has a shorter range.	24"	3	2 x Multiple Shots. See page 92 of the Warhammer rulebook).
Chu-Ko-Nu Pistol	Repeater crossbow pistol. This is a smaller version of the repeater crossbow with a greatly reduced range. Its main benefit is it can be used in close combat as a 2 nd hand weapon, as well as firing it at range.	12"	3	2 x Multiple Shots. Close combat.

Shuriken	<p>The Shuriken is a small throwing star. It comes in many shapes and sizes, the most common being the star and the spike. Stars have three or more razor-edged points, ensuring that at least one will strike the when n thrown. Spikes are large pins, tapering to sharp points. There is no difference in their effect for game purposes. They are easily concealed, either hidden in the folds of clothing, tucked in sashes, or even in the hair. For this reason they are the preferred missile weapons of the Ninja.</p>	6"	As Thrower	Shuriken are thrown weapons (see page 90 of the Warhammer rulebook).
Daikyu	<p>This is the largest type of bow found in Cathay and Nippon. In some ways it is similar to the longbow, although sacrifices the western bow's extended range for the ability to fire many types of arrow. It is five feet long and bent at the ends for great power. Unlike western bows, the grip is not centred, being closer to the bottom. This allows the bow to be fired more easily from horseback and kneeling position.</p>	24"	As Arrow	The daikyu may fire four different types of arrow.
Wedge Head	<p>Standard arrow for a Daikyu, the arrows have broad heads designed to cause maximum injury.</p>	As Daikyu	3	
- Humming Bulb	<p>Arrow is fitted with a carved wooden head that whistles loudly when fired, causing an eerie effect. Unfortunately these arrows cause less damage on impact.</p>	As Daikyu	2	Any unit being fire at must make an immediate <i>Panic</i> test.
- Frog Crotch	<p>The frog crotch arrow head forms a 'V,' the inner edge of which is sharp. These are designed to cut standards, armour cords, and inflict terrible wounds on beasts caught between the jaws. To successfully use the cutting action the arrow must hit a specific point.</p>	As Daikyu -12"	5	Frog Crotches may only be used at close range from a Daikyu, which is 12". At this range, they are truly deadly in the hands of experienced bowmen.
- Iron Cleaver	<p>This arrow has a spiked head is designed to punch through armour. These arrow heads are usually carved with artistic designs, making them works of art in themselves.</p>	As Daikyu	4	-2 armour save penalty, instead of the usual -1.

阿拉伯海

Stench bomb	Contains excrement, oil, foul smelling herbs, sulphur, poisons, fire beetles or ants. The stench bomb is inert and easy to make from manure, and doesn't require the lighting of a fuse to be effective. This makes them very popular with peasant militia and poorer soldiers.	6"	-	If a stench bomb hits a unit (check range then roll just once to hit), a Leadership test is required to avoid falling down in a fit of nausea. If hit by multiple bombs only 1 test is ever made. If the test is failed then the unit may do nothing for 1 turn. Bombs are thrown weapons (see page 90 of the Warhammer rulebook).
Lime powder bomb	Lime powder bombs contain oily resins and sawdust. Which belch smoke when lit from a short waxed wick. Some peasants believe that these bombs contain restless and evil Onis freed to torment their victims when the bombs explode. The Wu Jen, who discovered the effects of lime powder in combat, know better.	6"	-	Creates an oily black cloud that makes vision difficult. The cloud uses the 2" template and blocks line of sight. Any unit caught under the bomb's template (determine who is hit like a Stone Thrower hit) are at half Movement for their next turn. Bombs are thrown weapons (see page 90 of the Warhammer rulebook).
Mustard gas bomb	Poisonous vapours cause blisters and injury. Mustard gas bombs are very volatile and consequently difficult to light and throw. Their use is frowned upon by honourable and elite units, which tends to make these bombs the province of unscrupulous Ninja.	6"	-	Creates a poisonous cloud that makes vision difficult and causes irritation. The cloud uses the 2" template and blocks line of sight (determine who is hit like a Stone Thrower hit). Those caught within the cloud must make a T test or take a Wound with no armour save. Bombs are thrown weapons (see page 90 of the Warhammer rulebook).

WAR MACHINES

Weapon	Rules	Max.	Strength
Range			
Sky Rocket	<p>An explosive rocket made of stiff paper and flexible bamboo stakes, and filled with incendiary oil and metal fragments. These munitions are light and effective at close range, the rocket head often carved into the grinning visage of a Storm Dragon. Transported to the battlefield in great bundles of 20 or more on the battlefield. It is assumed that the army brings enough Sky Rockets for an entire battle.</p> <p>The Sky Rocket is fired as a Stone Thrower (see pages 120-121 of the Warhammer rulebook). The major difference is that Sky Rockets explode on impact, causing extra damage to <i>Flammable targets</i>.</p> <p>Because Sky Rockets are portable, they are carried into battle by squads of 5 or more Ashigari. Any one of the Ashigari can fire the rockets with ease, so the entire unit must be wiped out to destroy the rocket's firing potential. Only one Rocket maybe fired by the Rocketry squad per turn, and multiple Rocketry squads may not join up. Sky Rockets can be transported at standard pace, but cannot be moved and fired in the same turn. At half range (18" or under) they are even more destructive and cause S8 hits (bracketed Strength).</p> <p>A Misfire result for a Sky Rocket immediately destroys the Rocket and its bearer, there is no need to roll on a chart.</p>	36"	6(8)



ARMOUR

Type	Description	Save
Haramaki-Do	Light lacquered armour covering the torso. Normally made from silk woven with chain mail, or small interlocking metal plates. It is not bulky and can easily be worn under clothing. It is also relatively cheap to produce.	6+
Do-Maru	Heavy lacquered Armour covering torso, legs, arms. Small tassels hang down over the waist and upper part of the leg. The Do-Maru can be very plain or elaborate in construction and is normally made of woven fibres interlaced with strips of bamboo. Do-Maru is expensive family armour, handed down from father to son, and may only be worn by Lords, Heroes and Samurai.	5+
Sode	Lacquered wooden arm shield to be worn over a <i>Kote</i> , or armoured gauntlet. The Sode is square or rectangular in shape and is about one foot square. In battle a piece of dyed cloth painted with a crest is tied over the Sode.	+1
Jingasa	A iron version of the peasant's round straw hat, worn by Bushi and provincial soldiers. It has no guards for the ears, cheeks or the back of the neck. However, it is popular as it also serves as a cooking pot or drinking vessel while out on campaign.	-
Kabuto	Metal helmet covering head and back of neck. The bowl of the helmet is made of strips of iron riveted together. There is normally a small opening at the top of the head where the plates meet. Mounted on the back and sides of the helmet is a flowing neck guard which normally curves outward in two wings at the front. Crests are normally mounted on the front part of the helmet. The helmet bowl is often decorated with silver, copper, gold while the neck guard is brightly laced on the outside and covered with dyed or painted feathers on the inside.	-
Kote	A pair of armoured sleeve connected by a band of leather or cloth across the shoulders. The sleeves extend from the shoulders to the back of the hands. Normally made of mail and some have small metal plates sewn into them. Kote are an integral part of Ninja equipment, long metal rods are sewn into the sleeves of their costume. Only Ninja may use them, and a trained Ninja using the appropriate Martial Arts can deflect a sword blow with a flick of his wrist. Obviously the Kote are useless against missile weapons.	+2 (close combat only)



HERBS

Cathay is very lush in all kinds of vegetation and plant life. Because of the differences in climate and terrain throughout the country almost any kind of plant species is represented. There is also a prevalence of herbs, perhaps even more than the west. Herbalists will find a variety of natural barks, roots, lichens, leaves, mushrooms, toadstools, and flowers. Agriculturally there are 2 important crops: rice and millet. Vegetables and fruits are common, especially in the South. Of all the plants of Cathay however, none is so useful as bamboo. Suitable for construction, weaponry, armour, furniture, tools, and food it is nearly found everywhere.

Many poisonous plants bedeck the eaves and gardens of Cathay, but their use in warfare is frowned upon by the government bureaucracies and noble Samurai. Not so the unscrupulous Ninja, who have long perfected the art of silent botanical death.

Ren-Shen

This gnarled root is used in preparing tonics, liquors, and potions. It is prized for its use in dark magi and necromancy. It is relatively rare and will fetch a good price in a market. Larger specimens are accorded the status of lesser elemental Oni.

*Although Ren-Shen is not itself evil, and its Oni is not evil, its application has evil effects. Ren-Shen root smeared on blades is a deadly poison, and any model applying it before the battle counts as having **Poisoned Attacks** (see Warhammer rulebook page 114).*

Black Lotus

There are three varieties of this flower all with distinct differences (black, white, and blue). The lotus is magically sensitive and will open its petals in the presence of magic. Black Lotus is found only in the hills in and around Kun Tsou.

It is illegal but used regularly throughout the South and more recently the North. When treated by a herbalist, burnt and inhaled, it acts as a powerful narcotic and hallucinogen.

If a unit inhales Black Lotus fumes – either from a brazier or incense burner before the battle – they are less likely to notice damage in their euphoric states. Unfortunately, they are also less likely to hit back at enemies! The unit is at –1 to hit, but also –1 for enemies to wound them (which mean a to-wound roll of 4+ would become 5+).

White Lotus

White Lotus is common to the Jade-Chang River basin. It is usually seen floating in freshwater lakes or ponds. It flowers in the Spring and Autumn in these marshy wetlands and is much sought after. Generally herbalists pulp the delicate white flowers into a poultice or brew it into a potion.

A unit carrying white lotus poultices into battle can use it to treat injuries. At the end of any close combat engagement (not turn!) when the unit is not engaged with the enemy and has time to apply the healing herbs, they regain 1 Wound per ten models in the unit. This means you will have to keep track of any losses during the previous engagement, as this may mean regaining a whole model. The regaining of models does not affect the combat resolution of the previous engagement. White lotus cannot be applied if the unit is fleeing for any reason.

Blue Lotus

It is also believed to be a magic sponge, feeding off the spirit life in the area. Blue lotus, the least common, is inert, but the most sensitive to magic. It is a common ingredient in spells.

Units daubed with ground blue lotus before the battle gain **Magic Resistance (1)**. In addition, the unit's attacks all count as **Magical**.

MARTIAL ARTS

Seven temple gates
Under the moon,
Seven sects.

- Haiku, by Warrior-Poet Moon Szu

MONASTIC ORDERS AND STYLES

There is one general field of Martial Arts, which instructs the student in the arts of self defence. Many in Imperial Cathay and Nippon are trained in this rudimentary style, from Imperial Cathanese Bureaucrats, to Skaven Assassins, to Nipponese Samurai. Those who choose to study Martial Arts as Monks, Ninja, Kensai or Samurai will progress in both knowledge and skill as they are instructed in the secrets of their Order. The Orders have their own unique styles, employed by the order, and it is in the Orders' advanced style that the Martial Artist will be trained to an incredible degree.

The monastic existence, meditations, devotions and training the character receives throughout the lengthy internship is done in the Monk's most formative years and is essential to his career. The single focus of the training is essential, and any other distractions will prevent a true understanding of the path one must choose. All monastic initiates must be human, and pure of soul and body. Mutations are punishable by death in most orders, although there are rumours of certain mutants who are skilled in the Martial Arts.

Martial Arts exists within Imperial Cathay, and beyond, with a strong following in Nippon. When the Ungols conquered the Empire, Imperial Cathay's rival, the Ungols moved south to the region of Indhya. One of the Ungol policies was of uninhibited

religious freedom for their subjects. One of the primary religions in the Indhya region was the faith of Vimta. Vimta, a religious prophet and visionary, was one of numerous in the Indhya region. However, with the Ungol invasion, the follower of Vimta moved into the north region, to preach to the Cathanese of the Tanaka Empire.



Many of the outlying states, far from the influence of the palace, had always felt uncomfortable about the worship of the Shogun, and often secretly still adhered to worship of ancestors, nature Oni, and many other traditional practices. It is here, where the beliefs of Vimta took root. Offered not only as a religion, but also as a new way of thought and life, the Cathanese followers of Vimta quickly gained in numbers, and to a certain degree in power, as Vimtaoism won influence among scholars who found room for themselves to think and exercise power outside of the edicts and decrees of the doctrinal worship of the Shogun.

When news of this "heresy" spread to the Imperial Palace, the Shogun at the time, Shogun Cao Tanaka, sent troops to outlying states and provinces. The bureaucracy was purged, and religious leaders massacred. Instead of fighting back, the new converts, in accordance with Vimtao philosophy, went underground, rather than rebelling. Meeting in obscure areas, practicing their faith, and hiding holy documents, they persisted.

When Shogun Cao Tanaka heard of the lack of resistance, he called back most of his troops, assuming he had broken the resistance. Instead, he had driven them together in tight knit secretive groups. These groups began to practice Vimtao (or Vimtaoist) thought, and applying it even to their struggle. They adopted a number of weaponless techniques to defend themselves from the persecution of authorities and of brigands and other dangers. It was these small groups, practicing their own interpretations of Vimta thought that were to be the starting of the famous Cathanese Monastic Orders.



MONASTIC RANKS

BATTLE MONK

Initiates in a monastery attain the rank of Battle Monk quite quickly. Within each monastery there are also non-combatant Monks who have taken vows of pacifism or eternal meditation. The Battle Monks train in separate quarters to the peaceful monks, their diet has a higher level of protein to keep up their energy levels, and they attend to watch and guard duties in times of war. When the forces of the monastery are called for, Battle Monks choose their specialist weapons and draw up into tight, fast, highly manoeuvrable units to make use of each other to aid in fighting.

SILENT MASTER

The Silent Master is a Master, who like the Wandering Master, has left his monastery to travel in solitude, and quietly contemplating the sun set on a summer day, or the swaying

of the cherry trees in a gentle Spring wind, or basking in the falling of the cherry blossoms.

The Silent Master has made a vow to live a hermit-like existence, and never speaking to anybody. The Silent Master must rest his soul in the oneness of the universe, never speaking out, but being carried about through life like a leaf caught in a stream. He cannot kill, but must eat of the fruits of the world, consuming only that that is offered them.

WANDERING MASTER

The Wandering Master is a Master who has left his monastery to travel about, learning from the patterns of ripples in a lake, or experiencing the wisdom whispered by falling leaves. Seen meditating on mountain tops, on rocks in the middle of a roaring stream, or discovering absolute nothingness of true silence and solitude near the bottom of a thunderous waterfall.

The Wandering Master may speak to others in their quest for the Elusive Seven Truths or the Six Blissful Miseries. Some choose to lead an existence of a hermit, others work with the common peasants, eating their food and living with them. The most famous Wandering Masters wander the earth, living a nomadic existence righting wrong and fighting evil, and seeking nothing in return.

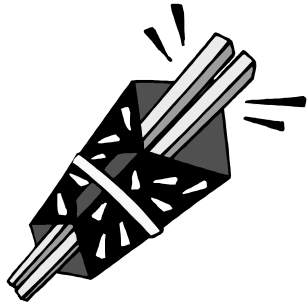
HONOURED FATHER

The Honoured Father is the highest level of illumination attainable to a Master. The Honoured Father is the leader of a monastery, spending most of his or her time giving guidance and meditating. The Honoured Father is the central focus of the monastery, and makes decisions when to go to war and when to retreat to the safety of the mountain refuges. Honoured Fathers care little of world or even human affairs, their only responsibilities are to maintain the

balance of natural forces, the deities and the wellbeing of their monasteries.

GRANDMASTER

The Grandmaster is a master who has sought out the existence of nothingness, and seen his or her soul reflected in it, and chooses to never see anything again. Many blind themselves, others simply wear blindfolds. They attain such a degree of self-awareness, that they may fire daikyu or practice Martial Arts with no loss of skill. They will often remain as guardians of the monastery, using their longbow blindfolded with no loss of accuracy, as their will alone guides their arrows. They are the most feared of archers.



MARTIAL ARTS IN COMBAT

Each Martial Art style is treated as a weapon. They have bonuses or penalties to Initiative, To Hit, To Wound, and a special rule, the Martial Arts Parry. In addition, a Martial Art confers the ability to wield certain weapons that may not be used by non-Martial Artists.

Although the styles present the same bonuses despite the seniority of the Martial Artist, whether they be a Monk, Master or Grandmaster, the ever-changing abilities and skills will allow the Martial Artist to become far more deadlier with each level despite the absence of any level advancement in the Style Table. The reason for this is that it is

the Martial Artist himself that becomes deadlier, that the style is just a tool to be used, and the true strength and power resides in the person bearing and employing the weapon.

MARTIAL ARTS PARRY

Due to the nature of unarmed and semi-armed combat, and the unusual skills acquired and necessary for this method of combat, Martial Artists have a unique category when it comes to parrying in their traditional styles. They are all capable of parrying lightly armed opponents, other opponents using no weapons or using only improvised weapons. Parrying a well armed and trained opponent is different. A few of the more traditional and pacifistic schools train the user in parrying armed opponents.

A Martial Artist may attempt to parry attacks once they have hit. He rolls a dice for each successful hit, if he rolls higher than that dice the attack is successfully parried. Modifiers to the parry roll depend on the Martial Arts style and are given below. The attempt to parry receives a -3 penalty against heavy weapons, which include: **Great Weapon, Flail, Morning Star, Lance, Halberd** and any of their variants. This is cumulative with the separate style modifiers below.



Martial Arts Styles Table

Style	Ini.	To Hit	To Wound	To Parry	Herbs	Weapons	Deities
Bushido	+0	+0	+0	+0	No	Katana, Wakizashi, Daikyu	Raiko, Vimtao, Shinto, Yoshi
Breeze in the Willows	+1	+1	-1	+1	No	Sai, Kusari-Gama	Vimtao, Omikami
Tiger Crane	+0	+1	+1	-2	Yes	Lajatang	Yoshi, Hachiman
False Death	+1	+1	+0	+1	No	Man Catcher, Sai	Ishii
Timeless Wind	+1	+1	-1	+1	No	-	Pang Gu, Shinto, Chang-Er
Ninjitsu	+0	+1	+1	+0	Yes	Ninja-To, Shuriken, Nunchaku, Kumade, Kusari-Gama	Tsen Wo, Hachiman
Heaven's Lightning	+1	+1	+0	+1	No	Kumade, Lajatang	Vimtao
Imperial Dragon	+0	+1	+1	+0	No	Nunchaku, Kau Sin Ke	Legalism, Vimtao, Raiko

MARTIAL ARTS SKILLS

Below are the Martial Arts skills, the unleashed trained potential of the Martial Arts practitioner. Their knowledge and training are so complete, they are capable of deeds and actions that few others are capable of. Martial Arts skills cannot be used in conjunction with each other, and only one may be used per turn.

To use a specific skill, the Martial Artist makes a Leadership test at the start of their turn unless otherwise noted. Success means that the character has lapsed into an altered state of consciousness, in tune with their body, their mind, they're soul, and the universe in a harmony of contemplation. They are then free to wreak vengeance on the world. If unsuccessful, they are unable to

try again until twenty four hours later and after proper meditation for a four hour period (which means they cannot use the skill for the rest of the battle). A new Leadership test must be made on each usage of the skill.



BUSHIDO

Bushido is the way of the Samurai, and the art revolves around the use of the great bow, the Daikyu, and the twin swords the katana and wakizashi. Bushido imparts a sense of equilibrium through meditation in its

adherents, combined with a singular and deadly martial style. Bushido is strongly supported by the state religions for its practice of turning out well-disciplined, honourable and obedient crack troops and leaders.

Followers of **Raiko, Vimtao, Yoshi** or **Shinto** may utilise the Bushido style.

IAJATSU

This skill enables the Samurai to draw and strike all in one fast, smooth action. Because of this ability a Samurai always compares Initiatives with his opponent to see who will strike first, even if the Samurai has been charged.

KYUJUTSU (ARCHERY)

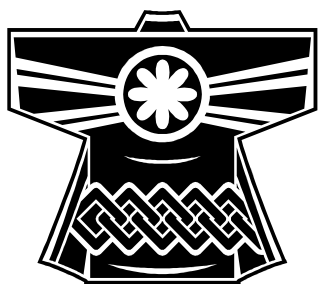
The Bushido archer may fire in total darkness or magically blinded, with no penalty if they pass a successful Leadership test, and may fire their weapon falling or while on fire if they pass a Leadership test.

A Leadership test is not required to use this skill.

NI-TO-KENJUTSU

This is the skill of fighting simultaneously with the wakizashi and katana. When both swords are used in tandem, the wielder gains +2 extra attacks instead of the normal +1.

A Leadership test is not required to use this skill.



BREEZE IN THE WILLOWS

This style is one of the defensive styles. The fundamental doctrine behind this is that the practitioner employs methods to avoid an opponent and dodge their strikes, to bend and twist as a willow in the breeze. By dodging and parrying, even the smallest parts of nature can survive the gale. The order is fairly small, and centred amongst half a dozen monasteries in the outer northern provinces of Cathay. They are noticeable by their location near orchards.

This style is one of the original Vimtao styles, and it closely related to the ideas and concepts of **Vimtaoism**. It originated during the persecution of the No-Cha Dynasty from a martial art developed by followers of **Omikami**.

CLEANSED BODY

Devotees of this Martial Art is immune to the effects of Poison.

A Leadership test is not required to use this skill.

BREAK LIKE THE WIND

The devotee has the ability to break weapons with his bare hands! Under the influence of this skill, any weapon parried may possibly be broken on the roll of a 6 on the parry roll. Magical Weapons can not be broken.

ZEN PARRY

The devotee may parry almost any attack made against them. All thrown missiles, arrows, and crossbow bolts may be batted away, as well as any melee strikes against the devotee. For each missile that hits the Martial Artist roll 2D6 and compare with the devotee's Initiative. If the roll is equal to or

under Initiative, the missile has been deflected and causes no damage.

TIGER CRANE

The most violent and brutal form of martial art, honed by generations of thugs and Ninja. Originated from a grassroots resistance movement, the Veiled Ones, this is the practice of rage. Within the rage and passion of inner turmoil, within that conflict, one seeks to embody the angry bear, unstoppable and terrifying for all to behold. The student of this field is trained to strike and crush, and endure any opposing attacks.

The Tiger Crane is a young movement, and not a traditional one. Rather, it grew out of popular uprisings in the south. Although no longer proscribed by the Shogun, they are only allowed to maintain three monasteries, there are limits on the number of students, and they are closely watched by the bureaucracy. The students of Tiger Crane are not liked by other orders.

Followers of **Yoshi** and **Hachiman** utilise this fighting style.

AURA OF WRATH

The adherent, when using this, is immune to all psychology effects and causes *Fear*.

BURST OF RAGE

The Martial Artist's body takes on a shroud of rage and invulnerability. He is subject to *Frenzy* and counts as having +1S.

FALSE DEATH

This is a long practiced art. A relative peaceful style, it seeks to disarm its opponents and then strike them senseless. The shedding of blood is frowned upon, and those that cannot control themselves, must not be allowed to bear weapons and use them.

This was the most influential style in the Early monastic period. Clinging closely to Vimtaoist thought, it focuses much more on scholarship than any of the other orders. They have few monasteries, but quite a few masters and Grandmasters, who share their knowledge with a few pupils in each region. It is very much an order of hermits, and numerous adherents are spread throughout the Central Imperial States.

Followers of **Ishii** utilise this fighting style.

PURITY OF MIND

The Martial Artist may re-roll all failed psychology and rout tests. A Leadership test is not required to use this skill.

SLEEPING STRIKE

The Martial Artist is so proficient, that all successful attacks by the Martial Artist against an opponent causes the opponent to make a Toughness test to maintain consciousness (a 6 always fails). This test must be completed for each damage-causing strike. Failure in the T test causes the opponent to be struck senseless for an entire turn. All subsequent attacks on the stunned model hit automatically.

SILENT EVASION

The adherent, when using this power and not foregoing any close combat attacks they may have, may dodge all melee and missile attacks directed against them. An Initiative test is required for dodges against each attack. The adherent, while using this skill, may also attempt to dodge *magic missile* attacks.



TIMELESS WIND

This style seeks to emulate the mountain stream and the winds, that wear down the great mountains by their timeless persistence. When attacked, practitioners are taught to wait, and then strike out against their opponents, by turning their own weight against them. Throws, grapples, and sweeps are all means of accomplishing this without resorting to purely violent means.

This order is also one of the first Vimtaoist orders. When persecution under Shogun No-Cha Po began, this order fled to the mountains, to preserve their holy works. As such, they have three large monasteries, in the North, where all the adherents practice their arts. The three monasteries are larger than most monasteries, and are placed high in the mountains, far from civilization. It is difficult to find any adherents outside of the monasteries.

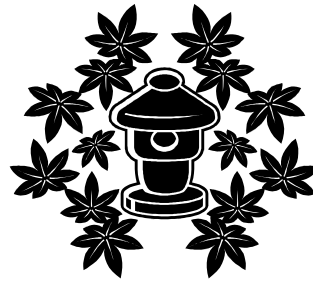
Followers of **Pang Gu**, **Shinto** and **Chang-Er** utilise this fighting style.

ZEPHYR THROW

The Martial Artist, when throwing an opponent, may wind them, or attempt to disable them. Nominate all attacks that are attempts to throw. If the opponent is hit, they count as thrown: they must test against Toughness, or be thrown a full 3" out of close combat in a direction chosen by the Martial Artist. They take D6 S5 hits with no armour save and any models they are thrown into take D3 S3 hits with normal armour saves.

RIPOSTE

If a devotee successfully parries (as per the Martial Arts parrying rules above), he may then attempt a retaliatory Zephyr Throw against the opponent using a free attack. Roll to hit as normal and follow the rules for the Zephyr Throw above.



NINJITSU

Precise, deadly strikes is the expression of this deadly form. Artful, calculated movements form a signature of the practice. Small in number, the practitioners of this school are greatly feared.

This group has little to do with the traditional Vimtaoist orders, rather a militant martial order who seeks to use the Martial Arts for their own benefit. Not so much an order, but rather cells or cults of practitioners. This style of Martial Arts has many practitioners in the military, the government, and criminal organizations. This is also the order with the most nefarious members in the Cathanese Empire, the Ninja.

The followers of this order are secretive, and there is little status placed on this order. Rather, it is the social status of the practitioner that is important. Few practice this exclusively, but adopt its' combat styles and continue on with their normal occupations.

Followers of **Tsen Wo** and **Hachiman** utilise this fighting style.

SHURIKENJITSU

Ninja are adept at utilising shuriken, or throwing stars. Their skill with these stars is so great that they may throw stars twice during the shooting phase.

A Leadership test is not required to use this skill.

DEATH STRIKE

The Ninja strikes at the most vulnerable locations on the body with deadly accuracy., and counts as having *Mighty Blow*. This often means a Ninja will have both *Mighty Blow* and *Poisoned Attacks*.

HEAVEN'S LIGHTNING

Rapid strikes, at unexpected locations, overwhelming the foe with elemental energy. This style is the least traditional. Discarding the writings of Vimta, they seek to emulate Vimta's lifestyle. The Master or the Grandmaster, wander about the countryside preaching, doing good deeds, teaching a few pupils, and practicing their faith. They are often at odds with the dogma of the other orders. This group is particularly liked by the poor masses, but greatly disliked by the Celestial Bureaucracy which has many times ran into conflict with the practitioners of Heaven's Lightning who reject Imperial Authority.

Heaven's Lightning has one monastery, which is empty except for the caretaker. Every five years, all the Grandmasters and Masters return to the monastery, up high on a mountain in Kitsevara enshrouded perpetually in storm clouds, for a secretive meeting.

Followers of **Vimtao** utilise this fighting style.

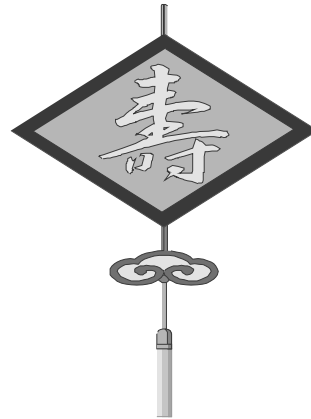
SHOCKING SPEED

The Martial Artist may make all attacks before anybody else, regardless of Initiative. He also charges double the normal distance into close combat. Not that he will leave a unit if this burst of speed outruns the maximum charge distance of the unit the Martial Artist is with.

A Leadership test is not required to use this skill.

LIGHTNING STRIKE

All of the Grandmaster's parries are so swift and certain, that all opponents suffer -1 to hit him.



IMPERIAL DRAGON

The Shogun, also known as the Imperial Dragon, had a number of Masters gathered who created this art as an expression of Imperial Will. Amongst the most beautiful and fluid, it is also one of the most aggressive. Flying leaps, kicks, spins and flurries.

The Imperial Dragon Order was organized by Shogun Cao Tzu of the No-Cha Dynasty, who organized this monastery to head off the popularity of other cults. Supported by the Shogun, it is the largest order, with a score of monasteries and numerous pupils, spread all about the Central States of Imperial Cathay.

Many of its pupils end up with commissions in the Imperial Army. The most fanatical and loyal followers will become body guards to the Shogun. Others are used to fill Imperial posts. Many of the members of this Order are the sons of bureaucrats and other Imperial officials.

One secretive branch of the order known as the Order of the Puissant Flame is rumoured to be based in the capital. They are dedicated

to the war against Chaos. They are the closest to an official Inquisition in Imperial Cathay.

Followers of **Legalism**, **Vimtao** and **Raiko** utilise this fighting style.

SPEED OF THE HAWK

The Initiative of the Martial Artist is raised by 1.

SPINNING DRAGON KICK

When using this skill, the Martial Artist may attack all engaged opponents with this kick. Each Spinning Dragon Kick counts as an attack, and all opponents in close combat with the Master may be struck. The Master rolls hits against all opponents at -1 to **WS**. Damage is rolled as normal.

BATTLE HONOUR

Come, sea real
flowers
of this painful world.

- a Haiku, by Moon Szu, Warrior-Poet

Power, wealth and position. All these mean nothing to a warrior of the Orient if he is without honour. Honour is a reflection of his character and the character of his family. It is a measure of his worth in society, his dependability, his personal character, his trustworthiness. The honour of a family affects the honour of a warrior, and vice versa. With honour comes respect, power, influence and position. It also may be the difference between rising up into the Celestial Bureaucracy as an Oni of some importance, some station. Without it, warriors lose hope and become Ronin, or worse. They can expect to be shunned in society, be disrespected, insulted, even spat on.



Honour is something every warrior earns through his actions on the battlefield. Moreover, honour can also be lost through cowardice or sometimes plain bad luck. Breaking faith, treachery, un-avenged insults result in a loss of honour. Valiant deeds, self-sacrifice, mastery of skills, and keeping faith learn honour.

Warriors with high honour are not necessarily good, just as those with low honour are not necessarily evil. A Dark Samurai who has pledged his soul to Hachiman can have higher honour than a

White Samurai of Raiko who fled from battle. Honour is more of a measurement of the deeds and accomplishments of the warrior and his family or clan. It reflects talent, obedience, loyalty and success.

ARMY HONOUR

An Oriental General must keep track of his army's honour, as it affects the actions of troops on the battlefield. The army has a starting *Honour* score, which is calculated from the number of high honour troops and characters that are fielded, as calculated from the chart below -

Type	Honour
Army Base Honour	3
Shogun	+1 per model
Shukenja	+2 per model
Ninja / Invisible One	-1 per model
Oni Lord	+1
Grandmaster	+3
Storm Dragon	+1
Ki-Rin	+1
Temple Dog	+1
Samurai Unit	+2
Kensai Unit	+2
Ronin Unit	-1
Oni Unit	+1
Battle Monk Unit	+2
Ogri Unit	-1
Sky Rocket Unit	-1
Dogs of War	-1
Samurai Jek	+3
The Monkey King	+1

If your army's starting honour drops below zero, you may not field that army, the honourable warriors refuse to take the field, and must re-select some units and character so the army is honourably legal.

HONOURABLE JUDGEMENT

During the battle the army's *Honour* score may change according to the heroic or cowardly acts of the units and characters.

Each time one of the following occurs, adjust your *Honour* score. If your score ever drops to zero, the army disbands in a wave of fleeing and hari-kiri, and you automatically lose the battle. If your Honour ever doubles its starting value, the warriors of your force understand they are fighting for a divine and righteous cause, all fleeing units are automatically rallied, and gain +1 to hit for as long as your *Honour* score remains there.

Battle Honour Adjustment Table

Deed	Honour Adjustment
<i>Each time a unit or character flees (either routing or due to psychology).</i>	-2
<i>Each time a character refuses a Challenge.</i>	-2
<i>First time a character uses a Ninja-preferred weapon.</i>	-1
<i>First time a unit of Samurai fires Humming Bulbs</i>	-1
<i>Per assassination attempt (revealing a hidden Ninja).</i>	-1
<i>First time a Shukenja takes a life</i>	-1
<i>First time a unit of Battle Monks takes a life unless Monks are devotees of Hachiman or Yoshi.</i>	-1
<i>First time a Monk character takes a life, unless Monk is a devotee of Hachiman or Yoshi.</i>	-1
<i>First time the army fires a Sky Rocket</i>	-1
<i>First time the army uses any type of hand Bomb.</i>	-1
<i>The first friendly casualty in the battle</i>	-1
<i>The first time a friendly character is killed by war machines or missile fire</i>	-1
<i>Each time a unit of Battle Monks or a Monk character defeats Monks from a rival monastery in close combat (Nine Sages vs Vimtao, Shinto vs Legalism, Hachiman vs everybody else)</i>	+1
<i>Each time a character wins a Challenge by killing the enemy.</i>	+1
<i>Causing an enemy unit to flee, or destroying an enemy in close combat.</i>	+1
<i>Destroying a unit of Daemons or Daemon character</i>	+1
<i>The first enemy killed in a battle.</i>	+1

DWELLERS IN THE FLOATING WORLD

They dance to battle
Mementoes for
The floating world

- Haiku by Warrior-Poet Moon Szu

ONI

Unlike the western world, the Oriental mind has organized the world into a unified whole. The Oni are the servants of the Celestial Bureaucracy, and they inhabit every living thing – the trees, the rivers, the animals and flowers, even the clouds, sun, moon and storms. Like the bureaucrats of the real world, these spirit officials can be corrupt, lazy, disobedient, just or incompetent.

Because of the relative popularity of elemental magic in Cathay the lesser Oni such as nodes, sprites, and servants are not uncommon. However, this should not be taken to mean that these creatures are to be seen everywhere! They will generally be tied to a certain place in some way and usually only take action if there is some disturbance or danger. Units of Oni march to battle only when their environment is in danger, and with the march of industry in Cathay this is a more frequent occurrence.

Each type of Oni has a single spirit ruler, or monarch. The Monkey King is the monarch of all monkeys and apes, while Grandfather Carp is the most powerful water spirit. These Oni monarchs can be called on to lead their subjects into battle. The Oni Monarchs have the same abilities as their type of Oni, with the exception of the trickster Monkey King, who is represented as a Special Character later in this book.

	M	WS	BS	S	T	W	I	A	Ld
Oni	6	4	3	4	4	2	4	2	8
Monarch	6	6	3	5	4	2	6	3	8

SPECIAL RULES

ONI SAVE

As Oni are partially non-corporeal and dwell on two planes, they benefit from a 6+ Ward (unmodifiable) save in the same way a Daemons. Character Oni are magically stronger and have a 5+ Ward Save. Unlike Daemons magical weapons **DO NOT** negate the effects of the Oni Save. Oni are easily able to absorb the effects of magical weapons with a flick of their elemental wrists.

INDEPENDENT

Oni characters cannot associate with or lead units of troops that are not Oni of the same type. A Bear Oni character cannot lead a unit of Fish Oni, for instance.

CAUSE FEAR

Oni are terrifying supernatural creatures who *Cause Fear*.



BEAR ONI

Bears are found throughout Cathay but most prominently in the colder North. Skins are highly prized as well. The Bear Lord, a distant relative of the Kislevite Father Bear

spirit, is their ruler in the Heavenly Bureaucracy. Bear Oni go to battle standing upright.

Bear Oni may substitute their attacks for one **Bear Hug** attack. The bear and the victim each roll D6 and add their Strength to the roll. If the Bear Oni's roll is equal to or higher than the victim's, the victim takes a Wound with no armour save allowed. If the victim's roll is higher, he breaks the Bear Oni's hold and suffers no damage from the attack.

WOLF ONI

Wolves are a threat in the northeast and the mountainous areas of the West that border on the Hobgoblin Hegemony. The most common type found in Cathay is the Pack Wolf. Certain hobgoblin bands are known to train and ride great wolves, and in this they are nearly the equal of the horsemen of Ungol. Wolf Oni take on a humanoid 'wolfman' shape to go to battle. The Duke of Wolves is their monarch.

Wolf Oni are incredibly fast on their feet and their base Movement is increased to 8. In addition, when they charge into combat they gain +1S in the first round due to their slaving claw and fang impact.

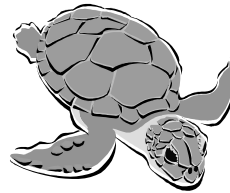


TIGER ONI

Large felines with an orange/brown and white marked with black or dark stripes and spots, although the highly prized white tigers occasionally appear. Tigers roam the forests and grasslands of Cathay, especially in the more tropical southern provinces. While they rarely endanger humans in settlements they can be more than a match for a small party of travellers. Not to be trifled with. The skin, teeth, claws and other

"parts" are sought after throughout the East as aphrodisiacs or medicinal agents. Tiger Oni take on a standing, humanoid shape to march to battle. The Tiger King is their sovereign.

If a Tiger Oni scores 2 or more hits in a close combat round, they may leap and use their rear paws, and get an automatic extra hit. Roll for 3 wounds instead of 2.



TURTLE ONI

Turtles are accorded some respect as symbols of longevity. Especially large and old turtles may have become a 'Turtle Monarch' - an animal Oni whose greater intelligence and abilities allow it to protect and serve nature. Even more rare is the Dragon turtle. These are believed, probably correctly, to be servants of the sea God Pan Gu. The Turtle Oni are the protectors of rivers, ponds, lakes, and certain coastal areas. Turtle Oni take on a vaguely humanoid shape to march to battle.

Turtle Oni have a **Hard Shell** that provides a 3+ armour save.



FISH ONI

Fish are one of the staples of the Cathanese diet. They are also considered auspicious symbols of longevity and prosperity. Certain species are especially revered such as the

great golden carp, the flying fantail, and the Shogun's carp. Fish are often kept in carefully landscaped garden ponds, or in giant stoneware jars near the doors of a restaurant- (the best kind of advertisement!). Grandfather Carp is their lord, a potent Oni form known for its protection of ponds, lakes and wells and it's great wisdom regarding all things. Grandfather Carp is an extremely ancient Oni closely tied to the element of water. If respectfully approached he may give advice (usually cryptic) or aid if it is possible. Fish Oni morph into a humanoid 'merman' shape to go to battle.

Units of Fish Oni are **Magical** are treated as a single Level 2 Wizard (in the same way as Lesser Daemons) and may generate 2 spells from the Lore of the Oni. The unit may cast as a Level 2 Wizard until completely wiped out, but may not take or use magic items.

REN SHEN ONI

This conscious root is closely tied to elemental earth. Scholars have speculated that the Ren-Shen, and other intelligent plant Oni are akin to the rare Treemen. This Oni is rarely found, except in the little known Ren-Shen patches of high hills and steep mountainsides. There, the Oni will act as a guardian, keeping away those who would trespass. Using their natural magical ability they will usually scare away animals, when humans think to come and harvest the root they will use their spells.

The Ren-Shen Oni is human-sized and humanoid, like a smaller version of the Treeman. It can also sense very precisely the location and movement of nearby life.

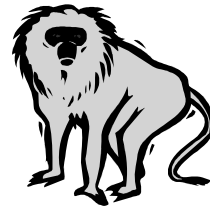
The Ren-Shen Oni emits a natural aura of **Terror**. Those coming near will be unaware of any source of their fear (except possibly the very earth) but will run screaming unless a **Fear** test is passed



PEACOCK ONI

Birds, like fish, are ever-present in Cathay. Two kinds bear further mention. The nightingale, renowned for it's charming voice, is best sought after in the street markets of the southeast where keeping a small caged nightingale is all the rage. The peacock is also a popular bird, whose colourful plumage is used by noblewomen in their elaborate wedding headdresses. The Peacock Queen is their Monarch.

Peacock Oni count as a *Flying Unit*.



MONKEY ONI

Monkeys are also seen frequently in Cathay. The forests and the jungles of the south are home to too many varieties too list here. When they go to battle, Monkey Oni take the form of large apes walking upright.

The apes wield Lajatangs in battle, like their ruler, the Monkey King.

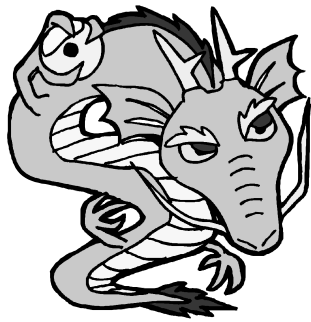
FOX ONI (HU LI JIN)

These are not animal Oni like the turtle and carp, rather they are a variety of lycanthrope. Usually the Fox Oni will take the form of a young and desirable maiden. The male fox Oni, rare as they are, appear either as erudite and handsome men or a wise sage. Fox Oni can be discovered by their tails. Some of them have not quite mastered the human

form. While their body looks human enough, the tail remains. They solve the problem by tucking their tail inside their pants or under their skirt. The ones who have mastered the human form can be enticed to show their true form by getting them drunk. Their other form is that of a fox-headed humanoid. They will only take this form during the full moon or during a lunar eclipse. If they are killed, they revert to this original form.

Usually it is the female fox Oni which are the most dangerous. They usually seek to copulate with human males. They use the sexual act itself to absorb their partner's *chi* (energy) in order to add to their own powers. Such relationships, if prolonged, result in sickness and eventually death for the man.

The Fox Oni goes berserk when cornered or in combat, and is subject to *Frenzy*.



STORM DRAGON (Long Yi)

Unlike the Old World, where they are relatively rare and almost legendary, Cathay has a preponderance of Dragons of many types. Rather than attempt to describe each type of Dragon individually here, let it be said that almost any colour/size/shape or Dragon exists somewhere in Cathay. Like all Dragon-kind they aren't given to much interaction with lesser beings, instead they usually act as protectors and guardians of certain areas. In some cases, Dragons have a special divine relationship with the Nine Sages, whom they act for or with.

Additionally, they also have an elemental nature which might account for the variety.

The one type of Dragon that takes an interest in human affairs, and the breed that appears to hold the top place in the Dragon internal hierarchy, are the mountain-dwelling Storm Dragons. Raiko has charged the Storm Dragons with causing typhoons and hurricanes, a task they enjoy immensely. Although they are only supposed to act on the orders of the Celestial Bureaucracy, they have a habit of forgetting this fact, launching into destructive rampages for amusement. Such is their great power that Raiko finds it hard to restrain or punish them.

M	WS	BS	S	T	W	I	A	Ld
6	6	-	6	6	6	3	5	8

SPECIAL RULES

FLY

Nipponese Dragons can fly on huge bat-like wings sprouting from their scaled backs, and are able to *Fly*.

SCALY SKIN

Storm Dragons have scaly skin and benefit from a 3+ armour save.

LARGE TARGET

Storm Dragons are enormous and powerful creatures and count as *Large Targets*.

LIGHTNING BOLT

The breath weapon of the Storm Dragon is slightly different to others in that it doesn't use the breath weapon template. The lightning bolt jags forth from the Storm Dragon's jaws like a *magic missile* (although one that cannot be dispelled), with a range of 18." Any unit in the way takes D6+3 S4 automatic hits, and any unit taking casualties

must make a Leadership test to make any actions next turn. Lightning is super-conductive electricity so any unit hit wearing heavy armour or carrying Great Weapons takes D6+6 automatic hits.

CAUSE TERROR

Nipponese Dragons are hideous, huge monsters who cause **Terror**. This means that they are also immune to **Fear** and **Terror**.

LARGE TARGET

Nipponese Dragons are enormous beasts and count as *Large Targets* on the battlefield. They may be ridden and count as *Monstrous Mounts*.

KI-RIN

According to the sages of Cathay, the race of Ki-Rin were born of a union of Air and Earth when the world was young. The story is typical of the Orient, and hence manifestly fanciful, but does reflect accurately the potency of these creatures. Ki-Rin are creatures of wholly unnatural composition, although appearing not unlike normal flesh and blood. They live amongst the devastating forces of lightning, storms and thunder. Ki-Rin are aerial creatures who ride the roaring winds and storm clouds, bellowing like thunder and screaming great cracks of lightning through the electric-charged air.

Ki-Rin have horse-like bodies with long, flowing manes spun with sparks and slivers of lightning. In the centre of the creature's forehead sprouts a long silver horn used to impale its foes. They are truly celestial beings of great intelligence and wisdom. They act as servants for the celestial bureaucracy, relaying messages and aid as required. Like the *feng huang*, killing one of these creatures is considered bad luck, although their horn is in great demand as an ingredient in certain

tonics and potions. They come from under the sands, sacred beats to the superstitious Nipponese, and guardians of their temples.

M	WS	BS	S	T	W	I	A	Ld
8	4	-	5	4	2	7	3	8

SPECIAL RULES

FLY

Ki-Rin can *Fly*.

MAGICAL CREATURE

The Ki-Rin is a magical creature, the result of a divine union at the dawn of time. A Ki-Rin's attacks are considered magical in the same way as Daemons and all creatures normally immune to non-magical attacks.

CHARGE

Whenever it charges into close combat, the Ki-Rin uses its horn as if it were a mounted lancer, adding +2S. This only applies to 1 of the Ki-Rin's attacks, it's other 2 attacks are gores from its flashing hooves.



TEMPLE DOG (Goou Baw Ta)

Temple Dogs are stone statues found guarding temple and sacred site entrances in the lands of Nippon, the most famous being the holy Mount Fujiyama, the centre of the Shinto faith. They resemble nothing so much as a cross between a giant Pekinese and a lion, although theoretically they could be carved into any likeness. In times of war, the

power of Yuki and Chang-Er is channelled into the Temple Dogs by Shinto Shukenja, animating them. About the size of a horse, Temple Dogs retain some of the properties of stone, giving them very tough skin and tremendous weight.

M	WS	BS	S	T	W	I	A	Ld
5	5	-	5	5	3	3	3	8

SPECIAL RULES

STONE SKIN

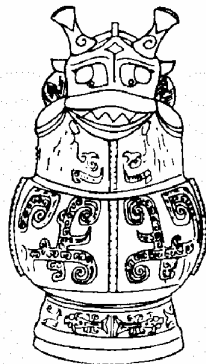
Because of their stone-like skin, Temple Dogs have a 4+ armour save, that is modifiable as normal.

SMASHING ATTACK

Because of their great weight, Temple Dogs are very effective at smashing into their opponents. They can use their extra weight give themselves extra impetus during a charge. Whenever a Temple Dog charges into combat it may fight with a S8 during that round. In subsequent rounds the Temple Dog's Strength reverts to normal.

HOLY MOUNT

Temple Dogs may only be ridden into battle by followers of the Shinto faith or followers of the Goddess Chang-Er.



PHOENIX
(Feng Huang)

Unlike the Western phoenix, which is a mythical flaming bird, the Cathanese phoenix is a divine winged creature of rainbow hue. Very rare, like the Dragon in the Old World, these creatures are believed to symbolize good fortune and heavenly will. They are the servants of the Nine Sages and are employed to provide aid and advice to those favoured by the gods. Killing these creatures is extremely bad luck, doing so will remove all of a characters Fate Points immediately (this should be kept secret, and only when they are needed should it be revealed what misfortune has been laid on the head of the wrongdoer).

M	WS	BS	S	T	W	I	A	Ld
2	5	-	4	4	3	4	2	8

SPECIAL RULES

FLY

Phoenixes are a *Flying Unit*. M given is for ground movement. May not be tamed or ridden by any means.

OGRI

(Shyr Ren Muo)

Ogres from the Orient are unlike their western cousins from the mountains and the Hobgoblin hegemony. They have light blue or pale brown skin. Their hair is typically of an opposite and darker colour (blue-green, green-blue) except that brown-skinned Ogri have bright blonde hair. Their nails are black, and they have short protruding tusks that are very white. Their apparel is generally coloured with patterns from their homeland. They are marginally more intelligent than their western cousins and have rumours abound in Cathay that Ogri who have mastered the arts of the Wu Jen have been sighted around the foot of the holy Mount Yangming.

Ogri were nearly hunted to extinction in Nippon during the Dark Ages, and are rare when spotted there. In Cathay they often find their way into the Daimyo's armies, forming the hard-hitting vanguard of the force their build and strength makes them ideally suited for.

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

SPECIAL RULES

CAUSE FEAR

Ogri are large strange-looking creatures that *Cause Fear*.

MAN OF JADE (NAN REN YU)

The Man of Jade is a semi-mythic giant statue of the Shinto demigod Yuki, carved in the early centuries of the Nipponese Empire to watch over the future Shoguns and ensure they maintain the honour of the Empire. About a century before the current day an archaeological dig in the outermost Nipponese islands dug up the fabled Man of Jade, and the Shukenjas went to work to unravel the aeons-dead enchantments.

Finally, after a hundred and one years of work, the Man of Jade was restored, re-carved and reanimated, and now strides into battle in the armies of the Orient.

M	WS	BS	S	T	W	I	A	Ld
6	3	-	6	5	6	1	4	8

SPECIAL RULES

IMMUNE TO PSYCHOLOGY

The Man of Jade is a magical construction and thus is completely unaffected by all psychology, and cannot rout.

CAUSE TERROR

The Man of Jade is a massive, imposing creation, inspiring dread in the hearts of the enemy, and causes *Terror* (see page 81 of the Warhammer rulebook).

LARGE TARGET

The Man of Jade towers over the Nipponese legions. They follow the rules for *Large Targets*.

UNSTOPPABLE ASSAULT

The charging Man of Jade is a terrifying and eerie sight to behold, smashing into the enemy and sending them flying beneath his massive club and huge fists. For every wounding hit that the Man of Jade inflicts when he charges (before saving throws) the Man of Jade gets to make an additional attack. Such additional attacks also benefit from this rule.

HOBGOBLIN

Hobgobla Khan is the despotic leader of the Hobgoblin Hegemony, and undisputed leader of the vast steppes to Cathay's east. He is chief of the Mourngul tribes, fierce Hobgoblins whose lax standards in hygiene and sadistic habits ensure that the truce between the Hobgoblins and the human Orient is uneasy at best. The Hegemony dominates vast tracts of steppe and includes many tribes and countless bands of Hobgoblin nomads. From time to time, hobgoblin warbands split off from the centres of civilisation and range outside the realm of the Khan on their swift running wolves. These rampaging bands are usually led by some lesser noble, and some of them find their way into the Northern Cathanese lands. So far from home, Hobgoblins are nothing if not cunning and pragmatic, and when allowed safe passage in return for

service in a Daimyo's armies, the Hobgoblin Wulfboyz seldom refuse.

	M	WS	BS	S	T	W	I	A	Ld
Boyz	4	3	3	3	3	1	2	1	6
Wolf	9	3	-	3	3	1	3	1	3

SPECIAL RULES

FAST CAVALRY

Hobgoblin Wulfboyz operate as *Fast Cavalry*.

BUSHI

Bushi are peasant warriors, men working the rice paddies of the provinces with strong ties to a local Daimyo, temple, or monastery. They are commonly town law thugs, tax collectors and excisemen, mercenaries, bandits, highwaymen or wanderers, earning their money however they can through their physical prowess.

Bushi can be found serving Samurai, protecting the court, or swelling the ranks of armies. A few may be Kensai who have fallen by the way. Most, however, are men of low birth who have chosen the way of the warrior to escape a mundane agricultural existence and advance themselves in the world.

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

KENSAI

Kensai means 'sword saint' or 'sword master' and is usually applied to men who have perfected the art of fighting with the sword, generally the twin fighting style of katana and wakizashi. There may also be Kensai who specialise in halberds, nunchaku, unarmed combat, or any number of weapons. In all cases, it is the aim of the Kensai to become the perfect master of his

weapon; for the man and the weapon to become one single thought is the ultimate goal of the Kensai.

To achieve this the Kensai must master his weapon and himself, and must study and learn monastic and meditative arts. He must practice daily with his weapon, condition his body and purify his spirit through meditation and ordeal. This is why Kensai find others of their martial order and march to battle, to improve themselves as steps towards their eventual goal.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	5	1	8

SPECIAL RULES

MARTIAL LORE

Kensai may select one Martial Art to be proficient in, either a weapon from the specific Martial Art list.



SAMURAI

The Samurai is first and foremost a warrior, one who lives and dies by his sword. The prime duty in his life is to serve and obey his Daimyo in all things. In doing so, the Samurai gains honour and experience, increasing in power and importance in the world. However, *bushido* (the code of the Samurai is hard and unrelenting. A Samurai must be willing to accept his own death at any moment. There can be no failure for a Samurai when serving his Daimyo, for his only choices are to succeed or die in the attempt. If the Samurai accepts these choices, he cannot fail since death is not failure – it is

the ultimate service a Samurai can render to his Daimyo.

To properly serve his Daimyo, a Samurai must be skilled in many things. He is routinely expected to know the use of the katana and Daikyu. He must be adept at horsemanship. Ideally, he must also be accomplished in the arts. These include calligraphy, music, noh theatre, poetry and painting. A Samurai must strive for perfection in all things, since they reflect upon his honour, the honour of his Daimyo, and the honour of his family.

M	WS	BS	S	T	W	I	A	Ld
4	5	3	4	4	1	5	1	8

SPECIAL RULES

BUSHIDO

Samurai are proficient in the Martial Art Bushido, and generally fight with the twinned Katana and Wakizashi (although they may change weapons as the army list dictates).

RELIGION

Samurai are honour-bound to the state religions, and may only worship Vimtao, Legalism or Shinto. This restricts the Martial Arts they may train in.

LEAD UNITS

Samurai are unusual troops in that they are used to lead units of lesser troops – namely Ashigari and Bushi. Their high honour and discipline make them perfect warriors to keep the less motivated troops in line.



RONIN

Sometimes the precepts of the Samurai – death before dishonour, mercy is not due the enemy, cowardice is dishonourable – are difficult to live by. Samurai must maintain their honour above any other values. Failure to do so, running from battle for instance, will result in the unfortunate warrior losing his Samurai status. The Ronin is a disgraced Samurai, who has been expelled from his Daimyo’s service in eternal shame. He may also leave a Daimyo voluntarily, especially if he is forced to perform an act that would normally bring disgrace to his lord, such as mistakenly slaying an innocent.

A Ronin walks the lands looking for mercenary work, for his martial skills are still exceptional and he looks to regain his honour in battle to return to his Daimyo. It is common to see a Ronin leading a force of Bushi or Ashigari into battle, his sense of discipline keeping the less experienced soldiery in line. Some Ronin continue the endless spiral that results in them taking up the worship of the malevolent Hachiman and becoming a Dark Samurai.

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

SPECIAL RULES

BUSHIDO

Ronin may be fallen Samurai, but their skills and training are the same. They are

proficient in the Martial Art Bushido, and generally fight with the twinned Katana and Wakizashi (although they may change weapons as the army list dictates).

ASHIGARI

The common peasant classes of Cathay differ from servants in that they are the property of their Daimyo, as indentured to their land as slaves, As such they have no rights, privileges, or pay. All they receive is food they grow themselves and the right to work the land for their masters, but they must comply with any and all of their masters wishes, or face punishment or death. Needless to say, the lot of many Ashigari is a poor one, especially those involved in labour, who are forced to work the mines, work on construction etc.

Many Daimyos are exceptionally cruel and dish out lashings to peasants for the slightest error. Although the lot of other peasants is slightly better than those in labour, the fact is they have no life of their own, and a comfortable prison is still a prison. No Ashigari attempt to escape, because that would dishonour themselves and their families for generations to come.

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

DAIMYO

The Cathanese noble, or Daimyo, is a far cry from his Imperial rivals. The Cathanese experienced a renaissance much earlier than the Old World and their nobles reflect this. Cathanese nobles were extensively trained in the arts and refinement was highly valued. They are much more reserved, dignified and aloof than Imperial royalty and would never dream of sullyng themselves by entering any common establishment or associating with the unwashed masses. They certainly

don't engage in such 'uncivilised' behaviour as getting drunk. After all, such actions show a lack of control and may even lead to contact with a commoner.

In addition they are often rich enough to make Imperial nobles seem like paupers by comparison. Despite their refinement, they should never be trifled with. They are no strangers to conflict and have every right to carve up a peasant or infidel (or get a large nasty band of guards to do the chore for them). The Shogun of imperial Cathay or Nippon is the highest rank of Daimyo.

	M	WS	BS	S	T	W	I	A	Ld
Shogun	4	5	5	4	4	3	5	3	9
Daimyo	4	5	5	4	4	2	5	3	8

WU JEN

The human sorcerers of The Orient are known as the Wu Jen. They gain their magical powers through communion with the elements and the Oni commonplace amongst the homes and monasteries of the Empire. The Shogun has his own personal Wu Jen as a wise man, philosopher and bodyguard, but generally Wu Jen are seldom found living with the rest of human society.

Instead, they live as hermits in the wilderness, purifying their bodies and minds through contact with the various natural and supernatural forces in the world. From these they learn their spells. Since Wu Jen draw their power from supernatural sources, they must operate under special taboos that do not affect others. Some Wu Jen cannot cut their hair, others cannot eat meat, or light a fire, or sit facing north. The Oni they commune with are wise but fickle and can withdraw their benefits in an instant if these taboos are ever broken.

	M	WS	BS	S	T	W	I	A	Ld
Wu Jen	4	3	3	3	3	2	3	1	7
Lord	4	3	3	3	4	3	3	1	8

SPECIAL RULES

MAGIC

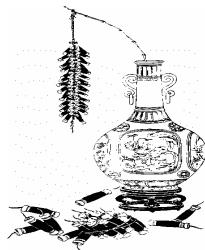
A Wu Jen is Wizard and may choose spells from the Lore of the Oni.

NINJA

The Art of Ninjitsu is as old as the Empire of Cathay. Ninja are the invisible warriors; spies and assassins practiced in the skills Daimyos need but their honour forbids. To perform their tasks, Ninja must master concealment, stealth, trickery, disguise, acrobatics, and silent murder. They possess a number of special powers and use many unique devices.

Their abilities and reputations are clouded in mystery. Many ascribe supernatural powers to them. The Ninja themselves have done nothing to discourage this speculation and may very well spread the tales themselves. Such confusion only enhances their reputation, inspiring more terror at the mere mention of their name.

All Ninja receive their missions from their Daimyo, although the actual instructions may be transmitted through others. A Ninja must maintain his own honour above his family's honour.



Failure to do so is an offence against the family and carries the punishment for disobedience: death. A Ninja who refuses to complete a mission loses all honour and is considered to have defied the head of the family. Most Ninja in this unthinkable situation perform their last murderous mission on themselves.

	M	WS	BS	S	T	W	I	A	Ld
Ninja	6	6	6	4	3	2	7	3	9
Lord	6	9	9	4	3	2	9	3	10

SPECIAL RULES

NINJITSU

Ninja are accomplished Martial Artists proficient in the sinister art of Ninjitsu.

HIDDEN

If you wish, any Ninja in your army may start the game hidden in any one the following units: Bushi, Kensai, Battle Monks (Samurai cannot hide Ninja, they are too honourable).

Hidden Ninja are not placed on the table, but are assumed to move along with whatever unit they are with. At the start of the game, make a note of which unit they are hidden in. If the unit is wiped out or flees before the Ninja is revealed then the Ninja is lost and Victory Points are scored as normal. Before he is revealed, there is no other way the Ninja may be harmed.

Hidden Ninja may be revealed at the start of any of your turns or at the start of any Close Combat Phase. The player declares that his unit contains a Ninja and places the model amongst the ranks where he can fight, displacing a normal rank-and-file model. If there are no such models in the front rank, the Ninja is placed in the second rank until there is enough room for him in the first rank. Ninja always strike first in the first

round of Close Combat they are revealed, even against chargers. If an enemy model is always entitled to strike first, the model with higher Initiative strikes first (roll a D6 if they have equal initiative).

INDEPENDENT

Ninja are not great leaders, but are ruthless and highly disciplined warriors. Units in the Oriental army can never use the Ninja's Leadership value, a Ninja – even an Invisible One - cannot lead a unit and can never be the army's General.

SHUKENJA

A Shukenja is a priest who has accepted a life of hardship and poverty. This self-sacrifice, combined with devout religious beliefs, places the Shukenja outside the caste and honour system. Where Battle Monks maintain a lifestyle of hard physical and weapons training, Shukenja are imbued with a divine power that allows them to use their bodies as vessels for the magical powers of their God. The Shukenja is treated with universal respect, by all members of society, from Shogun to Ashigari. In return he gives his aid, both spiritual and magical, and instruction to those who desire and need it. His main power are the spells he can cast to enlighten, aid and protect himself from others.

	M	WS	BS	S	T	W	I	A	Ld
Shukenja	4	3	3	3	3	2	3	1	7
Lord	4	3	3	3	4	3	3	1	8

SPECIAL RULES

DIVINE MAGIC

A Shukenja is a Wizard and may choose spells from Celestial Lore, which covers the gamut of the Celestial Bureaucracy.

RELIGION

Every Shukenja must select a God to worship. This must be compatible with the other religions selected by units of the army.

BATTLE MONK (Jaan Serng)

The Battle Monks defend the various monasteries across Cathay. Although they could have progressed through the ranks of the cult to become a Father, Master or Grandmaster, the Battle Monks have made it their life's work to protect the greatest of their religion's treasures.

In times of direst need the Battle Monks sally forth as part of an Cathanese army, when the monastic leaders have adjudged that the very existence of their cults are in danger.

	M	WS	BS	S	T	W	I	A	Ld
Battle Monk	4	5	4	3	3	1	5	1	8
Father	4	5	4	3	3	1	6	2	8
W. Master	4	6	6	4	3	2	7	3	9
Grandmaster	4	7	6	4	3	3	8	4	10

THE FORBIDDEN ARTS

The sorcerer Pang Jun remarked, "Though I myself have no talent in these matters, I once perused certain divine texts for tracking the movements of the heavens. These spells could be used to call forth the winds and rains. When my Lord Commander wants a southeast wind, he should build a tower, the Platform of the Eleven Celestial Bodies, on that hill to the south. It should be nine cubits high, with three levels, and surrounded by one hundred and twenty men holding the banners bearing the correct sigils. On the platform I will perform the necessary incantations to borrow three days and three nights of southeast winds to assist your endeavours against the Hobgoblins. What say you?"

- The Romance of the Warring States

CELESTIAL LORE (Charn Mo Fa)

Magic in Cathay is highly ritualized and generally focused on alchemical and elemental. That is not to say that the other schools don't exist, just that they are usually found as sub-schools of the two most popular. Magical practices in Cathay generally predate those in the west. The largest magical academy in Cathay was founded in Chungcheng over 1500 years ago.

According to Cathanese philosophy, all of reality can be divided into either fives or twelves. Elements, organs, personalities, animals etc. follow this pattern. Whether or not this is actually correct is beside the point, as the Cathanese will always assert that it is. Sometimes assigning a thing or idea to an

arbitrary list can be cause for lengthy debate-warpstone is one such case. While officially outlawed, Daemonology and Necromancy are widely practiced in Cathay. Much of this is a result of early contact with the Dark Elves and longstanding interactions with Chaos, especially Tzeentch (Tien Tsin).

To randomly generate a Shukenja spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again. A Wizard may substitute one spell for *Nine Sages Fire* if he does not generate it randomly.

D6	Spell	Casting Value
1	Nine Sages Fire.....	6+
2	Celestial Blow.....	6+
3	Judgement of Tsen Wo.....	9+
4	Moon Sacrifice of Chang-Er.....	10+
5	Psychic Duel.....	10+
6	Purge Foul Enchantment.....	11+

Nine Sage's Fire

The Shukenja is filled with the burning wrath of the Nine Sages, and his eyes blaze with lightning as he rains fire down on his enemies.

This is a *magic missile* with a range of 24." If successfully cast the Nine Sage's Fire hits its targets and causes D6 S3 hits. No armour saves are allowed.

Celestial Blow

The Shukenja is granted the power to strike an enemy a single great blow of righteous power and holy might.

The Shukenja must be in base contact with a model for this spell to take effect. A successful attack enhanced by this spell causes 1 Wound per magic dice expended. The number of dice to be expended must be declared after the spell takes effect. This is the only damage caused by the attack, and the Shukenja does not add his Strength, weapon damage bonuses, or any other skill or magical damage bonuses to the damage caused. No armour save is allowable to protect against the Celestial Blow.

Judgement of Tsen Wo

The Shukenja is granted the power to place a creature's statements before the divine judgment of the Judge of the Dead, Tsen Wo. If the divine patron judges that the creature's statements have been false, untruthful, or deliberately misleading, the creature is in trouble!

A victim within 12" of the Shukenja makes a Leadership test. If the test succeeds, the creature receives 1 Wound of fire damage disregarding armour. If the test fails, the creature receives D6 Wounds fire damage. This spell does not compel a creature to speak; it only judges the truthfulness of any statements it chooses to make voluntarily.

Moon Sacrifice of Chang-Er

The Shukenja is granted the power by the Goddess Chang-Er to call down a form of moon madness upon one unit on the battlefield.

The unit must be within 12" range, with the following effects (roll a D6) -

1-2 Mesmerized: Unit stands still, gazing up at the moon. Unit may take no other actions for the rest of the turn, and is struck as if prone. **3-4 Dazzled:** Unit is distracted and bewildered by dancing phantasms and hallucinations. Unit may take no action other than parrying or fleeing for the duration. **5-6 Spooked:** Unit is panicked by sweeping feelings of dread and horror. Unit flees in a random direction.

Psychic Duel

The caster engages another spell caster in mental combat on the spirit plane, the plane of the Celestial Bureaucracy where the Oni dwell.

The Shukenja rolls 2D6 and adds his magic level. The enemy Wizard rolls 1D6 and adds his magic level. The winner removes a spell at random from the other Wizard, the spell is lost completely and cannot be cast for the rest of the battle.

Purge Foul Enchantment

The Shukenja is granted the power to dispel the enchantments upon a sorcerous artefact. The Shukenja need not know the name of the enchantment, who cast it, or its specific effects; he need only indicate to his divine patron in general terms what magical effects he wishes to have nullified - "O Raiko, please dispel the powers of that fell sword! In thy name, we beseech thee!"

The spell has a range of 12" and affects one magic item. **For a magic item of 50 pts value or less:** all enchantments are permanently dispelled, and the item becomes non-magical. **For a magic item of 51-100 pts value:** all enchantments are permanently dispelled on a roll of 5-6 on a D6.

LORE OF THE ONI (Oni Mo Fa)

To randomly generate a Wu Jen spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again. A Wizard may substitute one spell for *Oni Possession* if he does not generate it randomly. Below, in the spell description the spell caster is referred to as the 'Wu Jen,' which is interchangeable for 'Oni' who may also cast these spells.

D6	Spell	Casting Value
1	Oni Possession.....	5+
2	Radiant Armour.....	7+
3	Quicken Tree Oni.....	7+
4	Oni Counsellor.....	8+
5	Summon Oni.....	9+
6	Oni Mastery.....	9+

Oni Possession *Remains In Play.*

The Wu Jen is temporarily blessed by the friendly possession of a minor spirit of his cult, granting the Wu Jen the knowledge, training, and experience to use a single skill favoured by his cult. The Wu Jen remains in control of his body, but his body and mind is enhanced by the knowledge and skill of the friendly possessing Oni. The Wu Jen may consult directly with the intelligence of the Oni which simultaneously inhabits his body. The Wu Jen may do as he wishes with his enhanced abilities, but prudent consultation with the cooperating intelligence of his minor spirit may prevent the Wu Jen from making foolish or fatal errors.

The Wu Jen receives all of the special abilities associated with one type of Oni (his choice), including the character 5+Ward Oni Save and Cause Fear.

If an Oni casts this spell, he may choose a second set of skills from a different type of

Oni, and his Ward Save is strengthened by +1.

Radiant Armour *Remains In Play.*

The Wu Jen glitters with shining stars mingled with a thousand rain drops.

The Wu Jen receives an armour-like protection from missile and melee attacks. Each time the Wu Jen is wounded by a missile or melee attack, roll a D6 to determine how many Wounds the Radiant Armour automatically absorbs.

Quicken Tree Oni *Remains In Play.*

The Wu Jen is granted the power to animate and command a single tree. The Wu Jen must concentrate to control the quickened tree by telepathic commands to the tree's Oni; if the Wu Jen's concentration is broken, the spell's effect is cancelled. This spell will not work on old, root-bound trees or on younger saplings; only fairly young trees which have not lost the vitality and

flexibility of youth, but which are still old and substantial enough to have developed a respectable Oni.

The Wu Jen must be within 6" of a tree or forest on the battlefield. The Quickened Tree Oni has the same statistics as a Ren-Shen Oni, and may charge and attack, operating normally until dispelled or killed.

Oni Counsellor Remains In Play.

The Wu Jen is granted a brief personal conference with a minor divine spirit of the wilderness. He bends and speaks to a blade of grass, or a whisper of wind.

The minor spirit can offer the Wu Jen guidance and information. Divine counsellors of different cults have varying abilities, motivations, and personalities. On cult-related topics, they are often well-informed. On other subjects, they are somewhat less reliable. The Wu Jen gains an insight into the future and can warn his brethren. All units within 12" of the Wu Jen are immune to psychology while this spell remains in play, and fleeing units automatically rally. All Oni Monarchs and units gain +1 to hit.

Summon Oni Remains In Play.

The Wu Jen is granted to power to summon and command a single Oni. The Oni is bound to the Wu Jen's service for the duration, and may be

commanded to perform tasks at the Wu Jen's request.

A normal Oni (not a Monarch) of the Wu Jen's choice appears within 6" of the Wu Jen. If an Oni is casting the spell, the summoned Oni must be of the same type as the caster. The Oni remains in play until dispelled or killed, and may charge and fight as normal in subsequent rounds. This spell may be cast multiple times to create many Oni.

Oni Mastery

The Wu Jen is granted the power to communicate telepathically with a wild or domesticated beast and to command it to follow his bidding.

Communication between the Wu Jen and the creature is limited to concepts familiar to the creature through its own experience, behaviour, and limited intelligence.

This power lasts one turn, but the duration may be extended by expending additional points, so long as the creature is still within 18" of the Wu Jen. The Wu Jen may take control of any animal, including Warhorses, Wolves, giant animals and spirits of animals like Oni, for the next turn only.



TREASURES OF THE CHERRY BLOSSOM

In this section the common magic items are listed first (see page 154 of the Warhammer rulebook for a complete description). They are followed by lists of 'The Orient Only,' magic items. There are also some specific rules for certain more powerful or sensitive items. Oni of any sort can never use magic items. Note that all the rules for magic items presented on pages 152-153 of the Warhammer rulebook apply to the magic items listed below.

COMMON MAGIC ITEMS

Violets -
How precious on
a mountain path.

- a Haiku, by Warrior-Poet Moon Szu

SWORD OF STRIKING 30 pts

Weapon; +1 to Hit.

SWORD OF BATTLE 25 pts

Weapon; +1 Attack.

SWORD OF MIGHT 20 pts

Weapon; +1 Strength.

BITING BLADE 10 pts

Weapon; -1 armour save.

ENCHANTED SHIELD 10 pts

Armour; 5+ armour save.

TALISMAN OF PROTECTION 15 pts

Talisman; 6+ Ward save.

STAFF OF SORCERY 50 pts

Arcane; +1 to dispel.

DISPEL SCROLL 25 pts

Arcane; automatically dispel a spell.

POWER STONE 25 pts

Arcane; +2 dice to cast a spell.

WAR BANNER 25 pts

Banner; +1 Combat resolution.



MAGIC WEAPONS

The Feathered Shaft - 30 pts.

When the arrows of The Orient are unleashed, they fly with a grace and speed rarely seen.

The character with this item and the unit he is with may add +1 to hit with any missile weapons they have.

Wakizashi of the Humble Mind - 50 pts.

This Wakizashi, crafted on the iron forges of the Ronin, leaps and plays in the bearer's hands, eager to quench its thirst for blood.

The bearer of this blade gains +2 Attacks.

Agni Astra, the Daikyu of Fire - 40 pts.

This huge longbow is the sacred weapon of Bei An province, and is often borne into battle by the strongest Samurai put forth by that province.

The Agni Astra is automatically equipped with all special types of arrow available to armies of the Orient. In addition, all arrows fired count as flaming when adjudging

effects on *Flammable* creatures. In addition, the Daikyu may fire twice during the Shooting Phase, at different targets, and with different types of ammunition.

Jade Sceptre of Defending – 30 pts.

The bearer of this sceptre transports their physical body to a realm of perfect equilibrium, a Zen centre of perfect harmony and physical defence.

The bearer may not be harmed by any weapons in close combat, but the bearer cannot fight either – all his concentration is taken maintaining the Sceptre's powers. Attackers should roll for attacks anyway, for every attack that hits, roll a D6. On a roll of 1, the concentration of the bearer is broken and the Sceptre ceases to function for the rest of the battle.

The Venomous Oil of Yo – 100 pts.

This oil, made from the recipe of the Yellow Thatch Sorcerer Yo Pei, is transparent, and may be identified only by its pungent odour. It conceals a deadly and insidious disease. Its use has only been reported widely in the death of the Shogun Jing Huo-di, presumably at the orders of the Dowager Empress.

The Oil of Yo is applied to one normal weapon (which must be purchased separately by the bearer of the Oil) before the battle. The weapon must be nominated by the bearer, and may be either a missile or close combat weapon. Any enemy hit by the affected weapon will begin to sprout small tentacle like growths that wiggle and respond to sound and light. This mutation is short lived, and after about thirty seconds the victim will shudder violently, collapse, and die.

Hits automatically wound. The Oil only affects living enemies (not Undead or Daemonic). All wounds kill instantly, regardless of the number of Wounds the victim has. Normal armour saves apply.

Flute of the Gray Flower – 35 pts.

This short lacquered bamboo flute is enchanted to be as hard as cast iron. The Flute is very ancient and its power has started to wane, but it still provides a strength on the battlefield.

When used as a weapon, the Bamboo Flute is treated in all respects as a Great Weapon, except that it does not always strike last and maybe used in conjunction with another weapon. The Flute can only be used in the first round of any Close Combat engagement.

Monkey King's Lajatang 50 points.

The armies of the Orient have the natural elements of the woodland realm fighting for them. When this Naginata sings then all is laid waste before it, and vengeance is taken by the righteous followers of the Monkey King.

Each turn during the Shooting Phase the Naginata may fire a magic missile 24" and causing D3 S3 hits. A unit taking at least one casualty must take a *Panic* test. The red hot Naginata inflicts double wounds in combat and counts as fire against *Flammable* creatures.



The Crimson Katana – 60 pts. Not Hachiman.

Forged during the time of the 1st Dynasty, this blade has been passed from generation to generation until one day when the war against the Dark Samurai of the Red Mansion will be joined.

No armour saves against blows from this blade. +1 to hit and to wound against Daemons, +2 to hit and to wound against

Daemons and Champions of Hachiman (or Khorne)

The Bloody Mace – 40 pts. **Follower of Hachiman Only.**

The Bloody Mace is the a ritualistic club used in the twisted rituals of Hachiman, and may also be wielded in combat.

It cries for the taste of blood, and when a Shukenja causes a **W**, the Bloody Mace sucks an additional **W** from the unfortunate victim. This dramatic loss of blood causes the victim to black out on a D6 roll above their **S**. When unconscious, All blows hit automatically and they may not defend themselves. The darkness wears off after D3 turns, and creatures without blood (Undead, Daemons, Oni etc.) are not affected by the blacking out rule.

Precious War Fan of the Shogun – 30 points.

This is a fan made of overlapping strips of a mysterious white metal, similar to the Dwarfen Gromril. It is amazingly light and shimmers when flicked through the air.

When thrown, the war fan will speed unerringly towards its target (12" range, D6 S3 Hits) and return again to its owner. It is also used as a shield and confers a basic 6+ armour save.

Dancing Sword of Lighting – 50 points.

This light and airy sword is a favourite weapon of the demigods of air, the precocious dancers on the clouds of time.

This weapon is lightning fast and the bear may add +2 to their Initiative. In addition, the blade can shoot one lightning bolt *magic missile* once per Magic Phase. The lightning bolt has a range of "24 and causes D6 S4 hits on the targeted unit.

Dust of the Wild Lotus – 25 points. **One Use Only.**

This dust is distilled from the delicate flowering buds of the Black Lotus.

Anyone in base contact with the bearer , and thus inhaling the resinous particles must make a Leadership test or fall into a deep sleep (and is thus be removed from the battlefield).

Scholar's Learned Fan of Knowledge – 35 pts.

This fan was once owned by the famous Warrior-Poet Moon Szu. When commanded by its owner it will hang in midair and swat flies, shield from the sun, and gently flutter.

The additional blows of this fan in combat accumulate to a +1Attack for the bearer, and -1 Attack for his enemy.



MAGIC ARMOUR

Buckle of Privileged Steadfastness – 30 points.

The clasp of the belt is a strong symbolic representation of unity, balance and trust. It is the Yin and the Yang. Hence, many belt buckles are blessed in the superstitious Cathay.

This bronze buckle will add +1 Toughness when worn.

Buckle of Adamant Defence – 30 points.

This jade buckle has been carved by a master jade-smith in the form of a curled Dragon, and blessed

by a Wandering Master of the White Monks of Raiko.

This buckle acts as armour, conferring a basic save of 5+ that can be combined with additional armour and a shield.

Winds of Change - 45 points.

This robe whips a buffeting wind up around the wearer when it senses he is in peril.

All blows against the wearer are at -1 to hit.

Cloak of Storm Protection - 20 points.

Also known as the Cloak of Pang Gu, this masterpiece of intricate lightning tapestry was created from the silk of the giant Sky Rockets of Mount Yangming, and magically bound with the heat of a thousand suns.

This magical cloak protects the wearer against the powerful rays of the sun by converting all heat into light. The wearer can suffer no damage from fire-based attacks, including Dragon's breath. In addition, the light glimmering off the white fabric of the cloak means that all combat and missile fire directed at the character suffers a penalty of -1 to hit.

Crimson Armour - 30 pts.

This armour is made of strips of the oldest bamboo lacquered in the hottest furnaces and then daubed with the blood of a thousand enemies. Its creation takes seven years, then it is handed to the monks of Yoshi and blessed with the strength of the God himself.

1+ armour save. This cannot be modified down further by any means.

Mask of Horrific Terror - 50 pts.

This large wooden mask is ornately carved into the horrible visage of a Wolf Oni on the attack. It is lifelike and deadly.

The wearer causes **Terror**.



TALISMANS

Ink Stone of the Winter Downpour - 25 points.

This is a blotter stone decoratively carved and bearing a large-flat surface for the mixing of ink and a hollowed out area for water.

If a calligrapher uses this stone to prepare ink, and then paints his body with ancient Cathanese wards, he will gain a 5+ Ward Save.

Geisha's Dancing Fan - 20 points.

This fan has been blessed by the personal Geishas of the Shogun, and its bearer becomes incredibly seductive to anyone else on the battlefield.

At the beginning of the Close Combat phase select one enemy in base to base combat with the bearer. The selected model must make a Leadership test. If the test is failed, the victim cannot attack in the Close Combat phase.

Chalice of Most Efficacious Recovery - 50 points.

This gourd-shaped vessel will produce a potion of healing once per week if filled with normal water.

Drinking from this ever-full chalice restores all lost Wounds.

Anointed Skullcap of Raiko - 60 points.

The floating apparition of the Supreme God is watching over his ardent worshipper, the beneficed holder of this sacred religious artefact.

Bearer gains a 4+ Ward save.

Coins of Almighty Fortune – 20 points.
One Use Only.

Only found in sets of three, these antique coins will bring luck upon the bearer once per day.

The lucky coins allow the bearer to re-roll 1 dice result during the battle. The re-roll must be for a dice roll that affects the bearer.

Bamboo Flute of Taming and Soothing – 30 points.

Bound Spell. Power Level 3.

This long bamboo flute, when played by a skilled flautist, casts a hypnotic spell over the spirits of the land.

Playing the flute casts the Lore of Beasts spell *The Beast Cowers* (page 147 of the Warhammer rulebook).

The Crimson Throne – 60 points.
Shogun Only.

A Shogun of Cathay may ride into battle on the Crimson Throne itself. The throne is carved from pure gemstone and glistens darkly in the noonday sun. Arcing lightning crackles within its surface as it imparts wisdom to its rider and death to the enemies of Cathay.

The Crimson Throne confers a 4+ Ward save against magic weapons for the Shogun. In addition, the Shogun's Leadership radius is extended from 12" to 18".

ARCANE ITEMS

Gong of Commandment – 20 points.
Bound Spell. Power Level 2.

This is large bronze gong, covered in unknown sigils. Its creation is a mystery, yet scholars tell us that it is very ancient, potentially from the beginning of time and the Dynasty of the Emperors Wu and Wei.

Ring the gong casts the Lore of Metal spell *Commandment of Brass*.

Bottle of Mist
One Use Only.

This small porcelain vial will release a huge cloud of mist if broken. The mist pours across the battlefield, enveloping all in its path.

The cloud will fill an area 6" in diameter and last for the entire battle unless dispelled. The bearer may throw the bottle of mist up to 12" away from him to break it. Those caught inside the mist cannot strike blows in close combat, cannot fire any shooting weapons, and all Movement is reduced by half.

Rod of the New Year - 50 points.

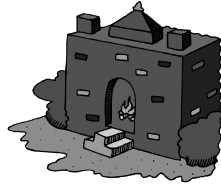
A rod of sparkling pink diamond, multifaceted and as long as a man's arm. Some say the rod holds the power of a rainbow, others believe it is the month of Spring in material form.

The Rod of the New Year can be used by a Shukenja to harness the powers of the Moon for greater power. At the beginning of the game, the Shukenja chooses a spell to enter the rod in the normal way. At the start of each Magic Phase, the Shukenja gains an additional D3 Magic dice on top of his normal quota, for use in casting the spell held within the rod only. The spell in the rod does not count toward the Shukenja's magic level, nor can the rod dispel magic. For the purposes of dispelling the rod's spell, it counts as a Level 1 Shukenja. If not enough magic dice are used to power the spell, it may not be cast and the Shukenja cannot use his magic dice to supplement its casting.

Canon of Changes – 50 points.

This is the great book of the Celestial Bureaucracy, used by the Gods to redistribute the core elements of material and motion. It takes three weeks of constant reading to learn the words of one given thing, and another three weeks to utter them and create a double of that thing.

The Canon of Changes may be used to create a second magic item from the Orient or Common magic items list that you have already purchased for your army. You must pay the points for the Canon and *half* the initial points cost of the item being manufactured. This is the only time the rule about having only a single instance of any magic item in an army can be broken.



ENCHANTED ITEMS

Iron Wand – 40 points. *Not Wizards.*

This device was created in the dark ages before the Shoguns in an era where magic was foul, depraved and forbidden. The wand is plain, burnished metal and always seems to be in shadow.

The Iron Wand dispels all spells within a 12" radius. Any Wizard attempting to cast a spell within 12" (including friendly Wizards) adds +4 to the Casting Value of the spell. Any spells directed at the bearer of the Iron Wand are automatically dispelled without effect on a D6 roll of 4+. The Wand does not affect magic items.

Oni Brush – 25 points.

This rather large and ornate brush is in fact the physical form of an Oni.

If the Wizard holding this brush is within 24" of an enemy spell that is cast successfully, he can roll 1D6. On a roll of 5-6 the Oni inside the brush has copied the spell down and the Wizard may use the spell later in the battle, but only once, as if it was one of his own. The Oni Brush does not prevent the original spell being cast successfully.

Brush of Inviolable Translation – 50 points.

This brush looks like the expensive brush of the Imperial Shogun, and writes with an authority and dedicated hand of Moon Szu himself.

This Brush is similar to the Oni Brush above, but any spell copied down successfully may be used repeatedly by the holder of the brush for the rest of the battle.

Kite of Omniscient Watching – 25 points.

This silken kite is constructed in the form of either a long-tailed Cathanese Dragon or a feathered phoenix. When the kite is sent aloft by its owner it will relay images of all that it sees.

This Kite may be flown at the start of each turn. If the bearer of the Kite is within 12" of a friendly war machine, the war machine may act as if it has line of site to a potential target even if it doesn't.

The Kite may be targeted by enemy archers, they may target it if they are able to target its bearer. The Kite is T2 and has 1 Wound. Naturally if the bearer is slain the Kite is also removed. This would make a great miniature. Note that the kite has no ability to see in darkness and will only see things visible to a normal human.

Pi- Pa of Everlasting Repose – 35 points.

When the strings of this mandolin-like instrument are plucked by an experienced musician all listeners are lulled into a deep sleep. The Pi-Pa is said to have been fashioned by the Imperial Concubine for the 1st Shogun.

The Pi-Pa can only be played if the bearer does nothing else except move in that turn. When the Pi-Pa is played at the start of the bearer's side's Magic Phase, one unit within 12" must make a Leadership test or fall into a deep sleep. The unit may not perform any actions for their entire next turn. The Pi-Pa

does not affect units already in close combat, they are wide awake and cannot be lulled!

The music of the Pi-Pa is not a spell and cannot be dispelled.

White Poppy Petal Slippers - 20 points.

Shrinks wearers' feet to the size of a lotus blossom. May only be removed by whispering the secret password.

The wearer of the slippers is fleet of foot and gains +1 Movement.

Slippers of Silent Treading - 30 points. Ninja Only. One Use Only.

These silk slippers are much favoured by the shadowy Ninja, as they allow the wearer to pass without trace – no scent, no sound, no footsteps to be heard in the dead of night.

A Ninja wearing these slippers may hide again once he has been revealed for an assassination attempt. The Ninja may leap back into his unit, as long as the unit is still of sufficient size and is not fleeing, and is replaced by a normal warrior figure. Of course, your opponent knows the Ninja is in the unit, but the Ninja may not be targeted and is protected by the unit in the same way as before. The Slippers can only be used once, as the enemy is wise to the Ninja's clever tricks after the first vanishing act!

Urn of the Dynastic Oni - 50 points. One Use Only.

A mystical adventurer once discovered this earthenware pot high in snowy peaks of the Kamalayan Mountains. In battle, its swirling gases summon forth the nature spirits, the Oni.

This bottle houses an Oni. Once per battle at the start of the bearer's turn, the holder may open the bottle, summoning forth the Oni under his command. Once the bottle is opened, roll on the table below:

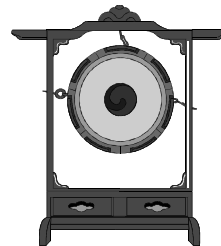
- 1 None. The Urn is useless.
- 2 Ren-Shen Oni
- 3 Turtle Oni
- 4 Monkey Oni
- 5 Peacock Oni
- 6 Bear Oni

The urn can be held until needed, thus surprising the enemy of the Cathanese when an Oni appears in their midst (the Oni being revealed in the same way as the Ninja **Hidden** rules).

Jewel of Ming-Ko - 50 points.

This glowing sphere of crimson shone in the turban of Ming-Ko during his reign as Shogun of Nippon, leading the island nation into a golden age. It is said that one who bears the stone can see all, even the thoughts of others.

The telepathic powers of this jewel gives the wearer the ability to read all minds within 12'. When the wielder is within 12' of a Wizard, the Wizard must show him all his spells and magic items. This also applies to Heroes, unless they can roll under their Ld on 2D6. Wizards cannot test like this because they are more susceptible to the scrying powers of the jewel.



MAGIC STANDARDS

Although the Oriental armies take relics other than standards and musicians to war, they are still counted under the same accoutrements when it comes to magical abilities. Braziers, Bells etc may be purchased if the unit has purchased a standard (or the Army Standard), and magical drums may be

purchased if the unit has purchased a musical instrument.

Brazier of Omnipotent Will - 25 points.

The scented smoke arising from this great ceremonial brazier has been blessed by the wise Omikami, Minister of Medicine. The fumes promote courage and relax jangled nerves.

The unit's Leadership is increased by +1.

Drums of Precious Battle - 25 points.

These massive wooden drums sound the impending doom of the enemy. Yoshi, the God of War, surely rides into battle with this great army of Cathay.

All enemies within 12" of the drums must take any psychology and rout tests at -2 Leadership.

Tsen Wo's Honoured Temple Bell - 50 points.

Many Temple Bells are used to summon worshippers throughout an area to worship. This large bronze drum is engraved with the hideous visages of spectral ghosts and skeletal warriors. Bells from Pang Gu's temple alter weather, bells from Tsen W's temple are terrifying arbiters of death.

The unit bearing this Temple Bell causes *Fear*.

Banner of Passing - 40 points.

The unit carrying this banner may pass into the elemental world of the Oni and appear easily on the other side.

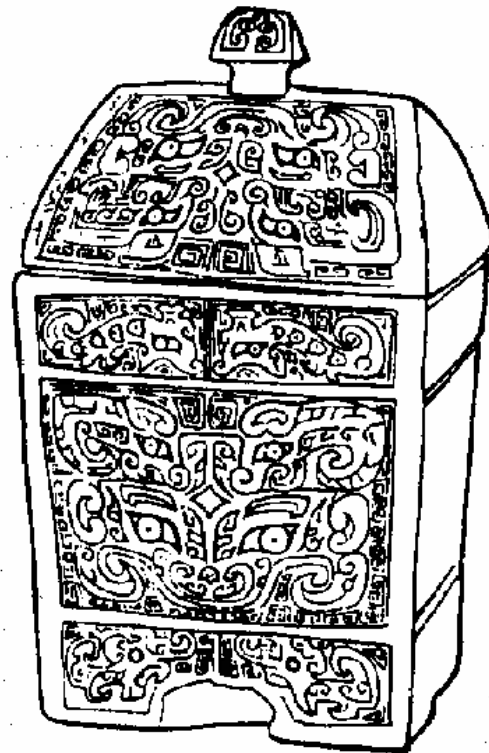
The unit associated with this banner ignore all scenery for purposes of movement (this

does not affect Line of Sight). Once per battle the unit bearing the banner may make an extra movement of 8" in any direction. This may take the unit into close combat, but the unit does not count as charging if it does.

Galloping Banner - 40 points. Cavalry Only.

This beautiful banner rides at the head of the Army. It was once the banner of Xing Gao the Grand Shogun, he enchanted it himself.

The unit gains +D3 to combat resolution when it charges.



ARMIES OF THE CELESTIAL BUREAUCRACY

Summer grasses
All that remains
Of soldiers' dreams

- a Haiku by Moon Szu, Warrior-Poet

The purpose of an army list is to allow players with vastly different armies to stage games which are as fair and as evenly balanced as possible. The army list gives each individual model a points value, the better it is in one or more respects: stronger, tougher, faster, better leadership, and so on.

As well as providing points costs, the list also divides the army into its constituent units. The list describes the weapons and optional equipment that troops can have and occasionally restricts the number of very powerful units an army can include. It would be very silly indeed if an army were to consist entirely of Oni. The resulting game would be a frustrating and unbalanced affair, if not a complete waste of time. We employ army lists to ensure this does not happen!

USING THE ARMY LIST

The army list enable two players to field armies equal points values to fight a battle, as described in the main body of the Warhammer rules. The following list has been constructed with this purpose in mind.

The list can also be used when playing specific scenarios, either those described in the Warhammer rulebook, or others, including ones invented by the players. In this case, the list provides a framework the players can adapt as required. It might, for example, be felt necessary to increase or decrease the number of characters or units

allowed, or to restrict or remove options in the standard list such as magic items or monstrous mounts. If you find to the Scenarios section of the Warhammer rulebook (pages 196-213), you'll find some examples of this kind.

ARMY LIST ORGANISATION

The army list is divided into four sections.

CHARACTERS

These represent the most able, skilled and successful individuals in your army: extraordinary leaders like the Shogun of the Crimson Throne or a Wu Jen Lord. These form a vital and potent part of your forces.

CORE UNITS

These units are the most common warriors. They often form the bulk of the army and will often bear the brunt of the fighting.

SPECIAL UNITS

Special units are the best of your warriors and include the more unusual troop types. They are available to your army in limited numbers.

RARE UNITS

So called because they are scarce compared to your ordinary troops. Rare units represent unique units and unusual monsters.

CHOOSING AN ARMY

Both players choose armies to the same agreed points value. Most players find that

about 2000 points is enough for a battle that will last over an evening. Whatever value you agree, this is the maximum number of points available to you. You can spend less and will probably find it impossible to use up every last point. Most 2000 point armies will therefore end up something like 1998 or 1999 points, but they are still '2000' point armies for our purposes.

Once you have decided on your total points value it is time to choose a force.

CHOOSING CHARACTERS

Characters are divided into two broad categories, Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below:

Army Points	Max. Total Characters	Max. Lords	Max Heroes
<i>Less than 2000</i>	3	0	3
<i>2000 or more</i>	4	1	4
<i>3000 or more</i>	6	2	6
<i>4000 or more</i>	8	3	8
<i>Each +1000</i>	+2	+1	+2

An army does not have to include the maximum allowed characters, it can always include fewer than indicated. **However an army must include at least one character: the General.** An army does not have to include Lords, it can include all the characters as Heroes if you prefer. At the start of the battle, choose one of the characters to be the General and make sure you let your opponent know which one it is.

For example, a 2500 point army could include A Shogun, an Oni Monarch, a Ninja and a Daimyo (i.e. four characters, one of which is a Lord).

CHOOSING TROOPS

Troops are divided into Core, Special and Rare units. The number of each unit available depends on the army's point value, indicated on the chart below:

Army Points	Core Units	Special Units	Rare Units
<i>Less than 2000</i>	2+	0-3	0-1
<i>2000 or more</i>	3+	0-4	0-2
<i>3000 or more</i>	4+	0-5	0-3
<i>4000 or more</i>	5+	0-6	0-4
<i>Each +1000</i>	+1 min.	+0-1	+0-1

In some cases other restrictions apply to a particular kind of unit. This is specified to the unit entry. For example the Man of Jade Rare Unit entry is accompanied by a note (0-1) explaining that a maximum of one unit of this kind can be included in the army. Read every unit entry carefully.

ALLIES

In the same manner as the Kislevites army list (WD 286), the Orientals may be used as allies in other armies -

Friendly Allies: Empire, Bretonnia, Hobgoblins, Estalia.

Unfriendly Allies: Wood Elves, High Elves.

Army Points	*Allied Char.	Allied Core	Allied Special	Allied Rare
<i>Less than 2000</i>	-	-	-	-
<i>2000 or more</i>	1-2	1-3	2	-
<i>3000 or more</i>	1-3	2-4	3	1
<i>4000 or more</i>	2-4	3-5	4	2
<i>Each +1000</i>	3-5	4-6	5	3

* If the army is 3,000 points or more one allied character may be a Lord for every 1,000 or part over 3,000 points.

UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops of each unit are given in each unit entry. Where several profiles are required, these are given even, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In the case of Core units this is usually ten models. In the case of other units it is usually less. There are exceptions as you will see. In some cases units will also have a maximum size.

Weapons and Armour. Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

Options. List the different weapons, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member into a Champion. See the appropriate section of the Warhammer rulebook for details (pages 108-109).

Special Rules. Many troops have special rules which are fully described elsewhere in the book. These rules are summarised for your convenience in the army list.

It would be a long and tedious business to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where

special rules apply and, where space permits, we have provided notes in the list as 'memory joggers.' Bear in mind that these descriptions are not necessarily exhaustive or definitive and players should refer to the main rules for a full account.

DOGS OF WAR

Dogs of War are troops of other races prepared to fight in return for money, food or some other reward. The most common types of Dogs of War units are the Regiments of Renown. Although the two terms are used to describe mercenary units, both work in the same way as the army list.

A selection of such regiment is available as part of the Dogs of War range of models. The descriptions and rules of these units can be found in White Dwarf magazine and are compiled in the Warhammer Annual and Warhammer Chronicles books.

The rules for individual Regiments of Renown detail exactly which armies may take them and which army list choices they take up. Most Dogs of War units take up a Rare choice, but some count as Special choices, or may take up more than one choice. This is detailed in the individual rules for the unit itself.



LORDS

The Shogun of Imperial Cathay, ruler from the Crimson Throne, sometimes deigns to lead his Daimyos and Samurai into battle. Usually astride a mighty Ki-Rin or a Storm Dragon, wielding the sacred treasures of Chungcheng in titanic battle, he is a proud and resplendent sight on the battlefield.

Although the rulers of a mystical land, the Shogun is a bureaucrat, an does not share the martial prowess if his trusted lieutenants, the Samurai, Ninja and Monks.

A Shogun, Shukenja Lord or Wu Jen Lord may ride into battle on a Storm Dragon. Riding a Dragon takes up an extra Hero choice.

Storm Dragon..... 320 pts.

M	WS	BS	S	T	W	I	A	Ld
6	6	-	6	6	6	3	5	8

Unit Size: 1

Weapons & Armour: None

Special Rules

Large Target, Lightning Bolt, Fly, Scaly Hide (3+), Cause Terror

SHOGUN.....80 points.

	M	WS	BS	S	T	W	I	A	Ld
Shogun	4	5	5	4	4	3	5	3	9

If purchased, the Shogun of Imperial Cathay must be the Army's General.

Weapons & Armour: Tau-Kien.

Options:

- May choose Haramaki-Do (+3 pts), a Sode (+3 pts) or Do-Maru (+6 pts).
- May choose a Naginata (+6 pts), a 2nd Tau-Kien (+4 pts) or a Tetsubo (+6 pts).
- May choose a Daikyu (+15 pts), Humming Bulbs (+10 pts), Frog Crotches (10 pts), Iron Cleavers (+5 pts).
- May ride a Warhorse (+2 points) with Barding (+6 pts), a Storm Dragon (+320 pts, see sidebar), a Ki-Rin (+75 pts), or a Temple Dog (+65 pts).
- May choose magic items from the Common or Oriental magic items list to a maximum total value of 100 pts.



Sinister, hooded, cloaked, yet capable of unimaginable savagery when provoked, the Invisible One, Lord of the Ninja, walks among the soldiers of the army unnoticed, his lair the shadows, his friends and ally the darkness and the commotion of battle. For then, and only then, the Invisible One strikes, and his blood oath is fulfilled.

General

Your army must include at least one General, which may be a Lord in armies of 2000 pts or more.



NINJA INVISIBLE ONE.....155 points.

	M	WS	BS	S	T	W	I	A	Ld
Invisible One	6	9	9	4	3	2	9	3	10

An Invisible One Ninja Lord must choose a God to follow, that is permitted under the religion rules. The Invisible One cannot be the Army's General.

Weapons & Armour: Ninja-To, Shuriken, Nunchaku, Kote

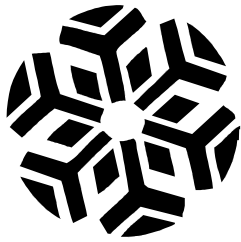
Options:

- May choose a Kumade (+10 pts), a Kusari-Gama (+10 pts).
- May choose a Chu-Ko-Nu (+15 pts), a Chu-Ko-Nu Pistol (+15 pts).
- May choose a Daikyu (+15 pts), Humming Bulbs (+10 pts), Frog Crotches (10 pts), Iron Cleavers (+5 pts).
- May choose Stench Bombs (+10 pts), Lime Powder Bombs (+10 pts), Mustard Gas Bombs (+10 pts).
- May coat all weapons with Ren-Shen (+20 pts), inhale Black Lotus (+10 pts), carry White Lotus poultices (+20 pts) and daub himself with Blue Lotus (+20 pts).
- May choose magic items from the Common or Oriental magic items list to a maximum total value of 100 pts.

Special Rules

Hidden, Martial Art: Ninjitsu, Independent

Whispered to be able to commune with the Storm Dragons, guardians of the Celestial Bureaucracy who dwell in the very pinnacles of holy Mount Yangming, the Shukenja Lord is the High Priest of his religion. Any warrior, chief, or commoner would gladly sacrifice their lives and that of their families in the service of the Shukenja Lord, but these great clerics are humble, wishing for nothing except peace, tranquillity and meditation.



Whipping the winds around him and summoning the elemental powers forth to smite his foes, the Wu Jen Lord cuts a spectacular and dangerous figure as the spirit folk of the battlefield emerge from their secret hiding places at his command. For which enemy would stand long against the vary might of nature itself?

SHUKENJA LORD.....175 pts.

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

A Shukenja Lord must choose a God to worship prior to battle. The God must be compatible with all the other Gods worshipped by units or characters in the Army.

Weapons & Armour: Tau-Kien.

Magic: A Shukenja Lord is a Level 3 Wizard. He may use Celestial Lore.

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May ride a Warhorse (+2 points), a Storm Dragon (+320 pts, see sidebar), a Ki-Rin (+75 pts), or a Temple Dog (+65 pts).
- May choose magic items from the Common or Oriental magic items list to a maximum total value of 100 pts.

Special Rules

Divine Magic, Religion

WU JEN LORD.....175 points.

	M	WS	BS	S	T	W	I	A	Ld
Wu Jen Lord	4	3	3	3	4	3	3	1	8

Weapons & Armour: Tau-Kien

Magic: A Wu Jen Lord is a Level 3 Wizard. He may use Lore of the Oni.

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May ride a Warhorse (+2 points), a Storm Dragon (+320 pts, see sidebar), a Ki-Rin (+75 pts), or a Temple Dog (+65 pts).
- May choose magic items from the Common or Oriental magic items list to a maximum total value of 100 pts.

The Grandmaster very rarely leaves the serenity of his monastery, as he has little interest in the affairs of the world of men. When he does he arrives fully kitted in his martial finery. The simple robe and sandals of his God loose, well-fitting, hiding the awesome power the Grandmaster is capable of unleashing. A blur of movement, the flash of blades faster than the eye can see, silence falls ... and the monastery is safe again.



MONK GRANDMASTER.....150 points.

	M	WS	BS	S	T	W	I	A	Ld
Grandmaster	4	7	6	4	3	3	8	4	10

A Monk Grandmaster must choose a God to worship prior to battle. The God must be compatible with all the other Gods worshipped by units or characters in the Army, and will limit the Martial Art the Monk Grandmaster must select.

A Monk Grandmaster may choose any one weapon free from the list of the Martial Art he selects. This means a Bushido Grandmaster may select a Katana free, and purchase a Wakizashi and a Daikyu using the option below.

A Monk Grandmaster may only lead units of Battle Monks of the same religion as him.

Weapons & Armour: None

Options:

- May choose permitted Martial Art weapons (+15 pts each).
- May choose a Chu-Ko-Nu (+15 pts), a Chu-Ko-Nu Pistol (+15 pts).
- If a Daikyu is permitted and purchased, may choose Humming Bulbs (+10 pts), Frog Crotches (10 pts), Iron Cleavers (+5 pts).
- If poisons permitted by Martial Art, may coat all weapons with Ren-Shen (+20 pts), inhale Black Lotus (+10 pts), carry White Lotus poultices (+20 pts) and daub himself with Blue Lotus (+20 pts).
- May choose magic items from the Common or Oriental magic items list to a maximum total value of 100 pts.

Special Rules:

Martial Art: (choose), Religion

HEROES

In times of peace the rulers of the Provinces bicker and squabble, lobbying for power under the Shogun's watchful gaze. In war, the Daimyos compete with one another, their tales of heroics in the face of the enemy have become legendary in their bamboo towers on battle's end.

BATTLE STANDARD BEARER

One Hero may carry the army's Battle Standard for +25 pts.

The Battle Standard Bearer cannot choose any extra non-magical weapons, nor may he use a shield.

The Battle Standard Bearer may have any magic banner (no points limit) but if he carries a magic banner he cannot carry other magic items.

The total number of Heroes you can field in your army can be found on page 76.

With a roar the power of the Oni is brought to bear on the battlefield. The spirit folk may be tricky and eccentric in peacetime, but when it comes to defending the homeland they love, the force of nature becomes savage and unforgiving.

DAIMYO50 points.

	M	WS	BS	S	T	W	I	A	Ld
Daimyo	4	5	5	4	4	2	5	3	8

Weapons & Armour: Tau-Kien.

Options:

- May choose Haramaki-Do (+3 pts), a Sode (+3 pts) or Do-Maru (+6 pts).
- May choose a Naginata (+6 pts), a 2nd Tau-Kien (+4 pts) or a Tetsubo (+6 pts).
- May choose a Daikyu (+15 pts), Humming Bulbs (+10 pts), Frog Crotches (10 pts), Iron Cleavers (+5 pts).
- May ride a Warhorse (+2 points), a Ki-Rin (+75 pts), or a Temple Dog (+65 pts).
- May choose magic items from the Common or Oriental magic items list to a maximum total value of 50 pts.

ONI MONARCH.....105 points.

	M	WS	BS	S	T	W	I	A	Ld
Oni Monarch	6	6	3	5	4	2	6	3	8

An Oni Monarch must choose an Oni type – Bear, Wolf, Tiger, Turtle, Fish, Ren-Shen, Peacock or Fox. An Oni Monarch may only lead units of the same Oni type.

Weapons & Armour: None.

Options: None.

Special Rules

Oni Save, Cause Fear, Special Rules for Oni type



阿拉伯海

Cloaked and distant, drifting on the edges of society, whispering in the ears of the Shoguns and the Daimyos, Ninja are distrusted by the greater populace. Then they disappear into the forests and distant provinces for months on end, armed only with glittering daggers and vials of poison they carry. When they return the ordinary men know that it is a time for war, and that the Ninja will take their dangerous art to the enemies of Imperial Cathay.



NINJA.....95 points.

	M	WS	BS	S	T	W	I	A	Ld
Ninja	6	6	6	4	3	2	7	3	9

Weapons & Armour: Ninja-To, Shuriken, Nunchaku, Kote

Options:

- May choose a Kumade (+10 pts), a Kusari-Gama (+10 pts).
- May choose a Chu-Ko-Nu (+15 pts), a Chu-Ko-Nu Pistol (+15 pts).
- May choose a Daikyu (+15 pts), Humming Bulbs (+10 pts), Frog Crotches (10 pts), Iron Cleavers (+5 pts).
- May choose Stench Bombs (+10 pts), Lime Powder Bombs (+10 pts), Mustard Gas Bombs (+10 pts).
- May coat all weapons with Ren-Shen (+20 pts), inhale Black Lotus (+10 pts), carry White Lotus poultices (+20 pts) and daub himself with Blue Lotus (+20 pts).
- May choose magic items from the Common or Oriental magic items list to a maximum total value of 50 pts.

Special Rules

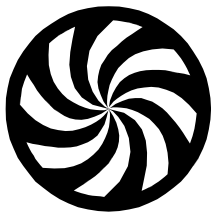
Hidden, Martial Art: Ninjitsu, Independent

阿拉伯海

The Wu Jen and Shukenja are selected young from the Cathanese peasant villages, and brought to the grand temples of Cathay when still infants to be groomed for their powers of the future. They enjoy the thrill of battle because it gets them away from their book-learning and the harsh gaze of their masters.

Young Wu Jen are popular with the men, their laidback attitude concealing fiery and dangerous – if untapped – power. Once they are trained in the ways of the Oni they lead solitary, hermitic existences, communing with and befriending the spirit folk. This makes them distant, forgetful and out of touch with the general populace.

Young Shukenja are more reserved, concentrating on the attainment of illumination and perfect worship of their God. The road to illumination is long and the Shukenja have only just started on the path.



SHUKENJA.....60 points.

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

A Shukenja must choose a God to worship prior to battle. The God must be compatible with all the other Gods worshipped by units or characters in the Army.

Weapons & Armour: Tau-Kien.

Magic: A Shukenja is a Level 1 Wizard. He may use Celestial Lore.

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May ride a Warhorse (+2 points), a Storm Dragon (+320 pts, see sidebar), a Ki-Rin (+75 pts), or a Temple Dog (+65 pts).
- May choose magic items from the Common or Oriental magic items list to a maximum total value of 50 pts.

Special Rules:

Divine Magic, Religion

WU JEN.....60 points.

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

Weapons & Armour: Tau-Kien

Magic: A Wu Jen Lord is a Level 1 Wizard. He may use Lore of the Oni.

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May ride a Warhorse (+2 points), a Ki-Rin (+75 pts), or a Temple Dog (+65 pts).
- May choose magic items from the Common or Oriental magic items list to a maximum total value of 50 pts.

On the roads and pathways of the Cathanese subcontinent, it is always prudent to stop and offer food and lodging to weary travellers. Some may be ruffians and brigands, but some may be the legendary Wandering Masters on their long sojourns to personal fulfilment. It is said that a house that shelters a Wandering Master for the night is blessed for eternity by the lords of the Celestial Bureaucracy itself.



WANDERING MASTER.....95 points.

	M	WS	BS	S	T	W	I	A	Ld
W. Master	4	6	6	4	3	2	7	3	9

A Wandering Master must choose a God to worship prior to battle. The God must be compatible with all the other Gods worshipped by units or characters in the Army, and will limit the Martial Art the Wandering Master must select.

A Wandering Master may choose any one weapon free from the list of the Martial Art he selects. This means a Bushido Wandering Master may select a Katana free, and purchase a Wakizashi and a Daikyu using the option below.

A Wandering Master may only lead units of Battle Monks of the same religion as him.

Weapons & Armour: Tau-Kien.

Options:

- May choose permitted Martial Art weapons (+15 pts each).
- May choose a Chu-Ko-Nu (+15 pts), a Chu-Ko-Nu Pistol (+15 pts).
- If a Daikyu is permitted and purchased, may choose Humming Bulbs (+10 pts), Frog Crotches (10 pts), Iron Cleavers (+5 pts).
- If poisons permitted by Martial Art, may coat all weapons with Ren-Shen (+20 pts), inhale Black Lotus (+10 pts), carry White Lotus poultices (+20 pts) and daub himself with Blue Lotus (+20 pts).
- May choose magic items from the Common or Oriental magic items list to a maximum total value of 50 pts.

Special Rules:

Martial Art: (choose), Religion

CORE UNITS

Shamed Samurai flock to the battlefield to once again prove themselves before their God and their Daimyos. Theirs is a sad and lonely existence, forced onwards by the need to atone, when ritual suicide would be the quick and easy answer. Ronin fight with unmatched fury in combat, trying to wash away their cowardice with blood.

RONIN.....13 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Ronin	4	4	3	4	4	1	4	1	8
Champion	4	4	3	4	4	1	4	2	8

Unit Size: 10+

Weapons & Armour: Katana, Do-Maru

Options:

- May choose Wakizashis (3 pts per model), Daikyu (4 pts per model).
- May choose Sode (+1 pts per model).
- If Daikyus are purchased, may choose Humming Bulbs (+2 pts per model), Frog Crotches (2 pts per model), Iron Cleavers (+1 pt per model).
- Upgrade one Ronin into a Musician for +6 pts.
- Upgrade one Ronin into a Standard Bearer for +12 pts.
- Promote one Ronin to a Champion for +12 pts.

Special Rules

Martial Art: Bushido



阿拉伯海

The noble lords of battle march to war in perfect formation, their katanas, sharp, their bodies and minds honed, their auras charged with honour. Few stand before the slicing blades of the Samurai, and the glory of Cathay and the Orient rests comfortably on their broad, strong shoulders.



SAMURAI.....17 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Samurai	4	5	3	4	4	1	5	1	8
Champion	4	5	3	4	4	1	5	2	8
Warhorse	8	3	-	3	3	1	3	1	5

Samurai must choose a God to worship prior to battle from either: Raiko, Vimtao, Shinto or Yoshi. The choice of God must be compatible with all the other Gods worshipped by units or characters in the Army..

Unit Size: 5+

Weapons & Armour: Katana, Do-Maru

Options:

- May choose Sode (+1 pts per model).
- May choose Wakizashis (3 pts per model), Daikyu (4 pts per model).
- If Daikyus are purchased, may choose Humming Bulbs (+2 pts per model), Frog Crotches (2 pts per model), Iron Cleavers (+1 pt per model).
- May ride a Warhorse (+8 pts per model).
- Upgrade one Samurai into a Musician for +8 pts.
- Upgrade one Samurai into a Standard Bearer for +15 pts.
- Promote one Samurai to a Champion for +15 pts.
- A Samurai Standard Bearer must may carry a Magic Standard up to the value of 50 points.

Special Rules

Martial Art: Bushido, Religion, Lead Units

When the Daimyos of the Cathanese provinces go to war, the poor peasants are dragged from tilling the fields for military service. All Cathanese receive basic military training, and each Daimyo attempts to outdo his fellows with the swordsmanship and archery skills of his city militias. Enlisted against their will, driven forward to the thud of drums and the snap of whips, the Ashigari have only one chance in battle, to distinguish themselves for their Daimyo so maybe ...just maybe ... they can earn their freedom. It is a wish more than anything, as most Ashigari are born into indentured service, and are destined to die in service under the weapons of the Daimyo's enemies. It is truly an accursed life.



The fighting elite of the common classes of the Cathanese army, the Kensai are the deathly ones, their treasured weapons by their sides. When they charge the Kensai are eerily silent, so focussed are they to the coming onslaught. Only the hiss of a blade leaving a scabbard is heard ... before the death begins.

ASHIGARI.....4 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Ashigari	4	2	2	3	3	1	3	1	6
Samurai	4	5	3	4	4	1	5	1	8

Unit Size: 20+

Weapons & Armour: Tau-Kien, Sode

Options:

- Any unit of Ashigari be equipped with Tetsubos (+2 pts per model), or Ko (+2 pts per model).
- Upgrade one Ashigari into a Musician for +4 pts.
- Upgrade one Ashigari into a Standard Bearer for +8 pts.
- Upgrade one Ashigari to a Samurai Champion for +13 pts. Samurai has a Katana and Do-Maru and is proficient in *Bushido*.

KENSAI.....12 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Kensai	4	4	4	3	3	1	5	1	8
Kensai-San	4	4	4	3	3	1	5	2	8

Each unit of Kensai must select a Martial Art. The cost of the Martial Art and associated Martial Arts weapon is included in the profile, and all Kensai must be of the same discipline.

Unit Size: 10+

Weapons & Armour: Weapon depends on Martial Art.

Options:

- Promote one Kensai to a Kensai-San Champion for +12 pts.

Special Rules

Martial Lore

阿拉伯海

Landsmen would rather be out tending the rice paddies or cutting wood in the picturesque Cathanese forests. But when the call comes from the Daimyo, the Bushi swell the ranks of their great armies, agricultural scythes replaced by long swords and spears.

The Bushi fight earnestly and with confidence, for there is a pride in serving the Daimyo, and the sooner the battle is over they sooner they may return to hearth, home and the safety of their ancestors.

BUSHI.....5 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Bushi	4	3	3	3	3	1	3	1	7
Samurai	4	5	3	4	4	1	5	1	8

Unit Size: 10+

Weapons & Armour: Naginata, Tau-Kien

Options:

- Any unit of Bushi upgrade their Naginatas to Tetsubos (+1 pt per model), or Ko (+2 pts per model).
- One unit may choose Stench Bombs (+3 pts per model), Lime Powder Bombs (+3 pts per model), Mustard Gas Bombs (+3 pts per model).
- Upgrade one Bushi into a Musician for +5 pts.
- Upgrade one Bushi into a Standard Bearer for +10 pts.
- Upgrade one Bushi to a Samurai Champion for +10 pts. Samurai has a Katana and Do-Maru and is proficient in *Bushido*.



SPECIAL UNITS

The monasteries of Cathay and Nippon are normally places of peace and contentment, the worship of the Gods creating a harmonious serenity that subsumes all within its comfortable embrace.

But sometimes the monasteries are threatened, by godless heathens and – worse – the followers of the blood god, the loathed and despised Hachiman, the fallen sage. Then the dwellers of the monasteries stride forth to protect their country's honour, the gods on their side.



Cathanese Ogri are by nature peaceful creatures, aware of their great strength but shunning the martial causes to live hidden deep in the forests. Some Ogri tribes form alliances with the local Daimyo for protection so they are not hunted by unscrupulous humans. But protection comes at a price, and when the call to battle comes, the Ogri have no choice but to respond.

BATTLE MONKS.....10 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Monk	4	5	4	3	3	1	5	1	8
Father	4	5	4	3	3	1	5	2	8

Unit Size: 10+

Weapons & Armour: Weapons depend on Martial Art.

Options:

- Upgrade one Monk into a Musician for +6 pts.
- Upgrade one Monk into a Standard Bearer for +12 pts.
- Promote one Monk to an Honoured Father for +12 pts.

CATHAY OGRİ.....35 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Ogri	6	3	2	4	4	3	2	3	7
Champion	6	3	2	4	4	3	2	4	7

Unit Size: 3+

Weapons & Armour: Great Weapon

Options:

- Upgrade one Ogri into a Musician for +10 pts.
- Upgrade one Ogri into a Standard Bearer for +20 pts.
- Promote one Ogri to an Ogri Champion for +20 pts.

Special Rules

Cause Fear

阿拉伯海

These semi-mythic birds live in the deep forests in the centre of the Nipponese isles, their vast wingspans carrying them aloft to the very borders of human and Elven eyesight. Sometimes they can be summoned to war, where claws and talons and flaming red plumage descend on the enemies of the Orient from above.



The spirit folk, the sprites of nature, the keepers of the forests, the trickster Gods. Oni keep homes safe at night, guard travellers on the road, bless the honest man and the honourable family, and fight for their homeland when threatened.

PHOENIXES.....50 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Phoenix	2	5	-	4	4	3	4	2	8

Unit Size: 1-4

Weapons & Armour: None

Special Rules

Flying Unit

ONI.....48 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Oni	6	4	3	4	4	2	4	2	8

An Oni must choose an Oni type – Bear, Wolf, Tiger, Turtle, Fish, Ren-Shen, Monkey, Peacock or Fox. An Oni Monarch may only lead units of the same Oni type.

Unit Size: 3+

Weapons & Armour: None except Monkey Oni, who wield Lajatangs.

Options: None.

Special Rules

Oni Save, Cause Fear, Special Rules for Oni type

阿拉伯海

Warriors of the northern tribes provide lightning fast troops to supplement the armed and armoured human Cathanese. The Hobgoblins regard their human brethren with barely disguised disgust – these mercenary troops are as comfortable allying with the Chaos Dwarves of the east as the Cathanese of the west. As long as the forbidding steppes belong in the hands of the Khan's and their tribes, the Hobgoblins don't care.

HOBGOBLIN WULFBOYZ.....15 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Wulfboyz	4	3	3	3	3	1	2	1	6
Khan	4	3	3	3	3	1	2	2	6
Giant Wolf	9	3	-	3	3	1	3	1	3

Unit Size: 10+

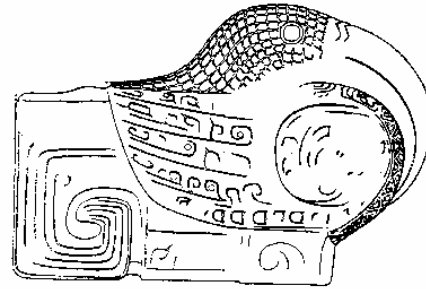
Weapons & Armour: Tau-Kien, Naginata, Bow, Haramaki-Do

Options:

- Upgrade one Hobgoblin into a Musician for +6 pts.
- Upgrade one Hobgoblin into a Standard Bearer for +12 pts.
- Promote one Hobgoblin to a Khan for +12 pts.

Special Rules

Fast Cavalry



RARE UNITS

Unstable, ornate tubes packed with gunpowder, it takes a certain kind of dedication to carry the tubes of the Sky Rockets to battle. It is a sign of honour if a Rocketeer survives one war, a sign of blessed benevolence from the Celestial Bureaucracy to survive two!

Ancient, mysterious, forbidding, the Man of Jade is a symbol of Imperial Cathay like no other. Dating back several dynasties to the times of the great twin Emperors Wu and Wei, the Man of Jade stalks to battle at the beckoning of his Shukenja commanders, solemn, silent, honourable, devastating.



SKY ROCKETS.....80 points/model.

	M	WS	BS	S	T	W	I	A	Ld
Sky Rocket	-	-	-	6/8	-	-	-	-	-
Crew	3	3	3	3	3	1	3	1	7

Number of Crew: 5

Crew's Weapons & Armour: Tau-Kien, Haramaki-Do

Special Rules

See War Machines section of this book and page 120 of the Warhammer rulebook.

0-1 MAN OF JADE.....210 points.

	M	WS	BS	S	T	W	I	A	Ld
Man of Jade	6	3	-	6	5	6	1	4	8

Unit Size: 1

Weapons & Armour: Tetsubo, Do-Maru

Options: None.

Special Rules

Large Target, Immune to Psychology, Cause Terror, Unstoppable Assault

DOGS OF WAR

Dogs of War are mercenary units you can hire to supplement your army.

You may opt to choose a unit of Dogs of War as a rare unit choice, unless otherwise stated in the Dogs of War unit's special rules.

The exceptions are *Golgfag's Ogres* and *Ogla Khan's Wolfboyz* which may be fielded as Special unit choices.

WORSHIPFUL HEROES

This section of the book is devoted to the mightiest Lords of The Orient there have been powerful Kings and Lords , but the names of only a few have become the stuff of famous legend. The following list includes the most famous of these feared individuals.

Feel free to expand on what is detailed in The Orient's rich history section earlier in the book, if you want to include other special characters in your games. The following pages include the full details for five characters – the mystical Samurai Jek, Moon-Tzu the Warrior-Poet, 'Grasshopper' Kain, the Bride, and the Monkey King. You may use any of these characters in your games by paying their points cost as normal.

You do not need to agree with your opponent about using any of the characters listed here, they are balanced for normal games. However, if you wish to use any new characters of your own devising, or want to use expanded versions of the ones on these pages, then you must agree with your opponent before the battle.

SAMURAI JEK

Long ago in a distant land, Atu, the shape-shifting master of darkness, unleashed an unspeakable evil, but a fool Samurai warrior wielding a magic sword stepped forth to oppose him. Before the final blow was struck, Atu tore open a portal in time and flung him into the future where Atu's rule is law. Now the fool seeks to return from the future and undo the evil that is Atu.

This Samurai had been schooled in every martial art and many weapons, and his deeds preceded him as he had no name. The people of the future world gave him the nickname 'Jek' or 'surly one,' and so the legend was born. Even the Warrior-Poet Moon Szu wrote this Haiku of the great Samurai –

Can't go back

Can't go back

Samurai Jek

Jek has one destiny – to return to the ancient past and face down his nemesis and mortal enemy Atu, who he must revenge for the senseless slaughter of his parents and peaceful village. It is unsure and semi-mythic when these events occurred, but it is

assumed they were during the reign of Emperors Wu and Wei.

In life, Samurai Jek could easily be mistaken for any other travelling Wandering Master. He wears a basic white monk's travelling robe and ties his long black hair back with a single tassel. He wears square wooden clogs and occasionally weaves himself a straw Jingasa. He was master of all forms of combat, and many say that he moves like a dancer in melee, his basic white robe flowing about him and hair flowing in the wind.

Samurai Jek

M	WS	BS	S	T	W	I	A	Ld
4	8	6	5	5	3	4	5	10

Samurai Jek counts as two Hero choices or one Lord choice. He will never be your Army's General. Samurai Jek must be fielded as presented here and no extra equipment or magic items may be bought for him.

Points: 420 points.

Weapons: The Magic Sword

Armour: None

Magic Items: None

SPECIAL RULES

THE MAGIC SWORD

This katana (with the standard katana rules) is the last revered heirloom passed on to the Samurai by his father, who was an honoured Samurai in his own right. It is unknown whether Jek's father actually forged the sword or it is older still. Unusually for a work of such elegance, the sword has no name.

Firstly, the sword is deadly against mechanical artifices, cutting through them like butter. Jek always rolls to wound on a 4+ against war machines (including technical creations like Steam Tanks and Gyrocopters) and constructs (including Tomb King constructs). Naturally if Jek already wounds at better than 4+ he will use the more effective of the two options.

Secondly, the sword can parry D3 attacks per turn, and this includes missile fire. D3 missile shots at Jek are discarded automatically if the Samurai finds himself fired upon (and this includes war machines), or D3 close combat attack is negated. Jek may choose the attacks to be negated, and the sword cannot negate the effects of magic.

IMMUNE TO PSYCHOLOGY

Samurai Jek has faced down the only physical manifestation of the gaping void at the centre of the Warp, Atu, Master of Darkness, and fears nothing. He is immune to psychology.

INDEPENDENT

Samurai Jek may never lead a professional warrior unit into battle, although he has been known to take young or inexperienced warriors under his wing to train them in martial disciplines. Jek may lead a unit

whose Leadership *and* WS is at least 3 less than his own. He may join a unit, but the unit cannot use his Leadership while he is associated with it.

JUMP GOOD

Samurai Jek cannot fly, but he has been taught by a race of forest-dwelling intelligent to 'jump good.' Jek can travel up to 12" per Movement phase exactly the same as a flying model. He will automatically leave a unit if he jumps.

WAR CRY

When charging into combat Samurai Jek utters a fearsome war cry, the unit he is charging must make an immediate *Fear* test if subject to psychology. This does not occur if Jek is charged.

FIGHTING ATU

If Samurai Jek is in battle against Atu, the Master of Darkness, Jek is subject to *Frenzy* and cannot lead units. In addition, he will always move towards Atu in the fastest possible way (generally by Jumping Good) and charge when in range. While fighting Atu, Jek attacks with inhuman berserk fury, utilising every martial discipline he can muster, gaining +2S and +2A (which are then doubled for *Frenzy*) for the term of the combat.

Flatly speaking, Atu is fish food if he comes up against the Samurai, which is why Atu fears him so much.

SAMURAI SKILLS

Jek is skilled in *Bushido* and may choose one more Martial Arts discipline, he is not restricted by Gods. He does not need to make a Leadership test to use his chosen skills.

MOON SZU, WARRIOR-POET

Moon Szu, the pre-eminent Cathanese poet and diarist, was born in Chungcheng in the No-Cha Dynasty. He spent his youth as the companion to the son of a local Daimyo, and with him studied the dark arts of writing seventeen syllable magic verse. When he was nearing thirty he moved to Mount Yangming where he continued to develop his poetic art. He eventually became a recluse, living on the outskirts of the Yangming Plateau in a bamboo hut. When he travelled he relied entirely on the hospitality of monasteries and fellow warrior-poets. In his writings he was heavily influenced by the lore of the Nine Sages.

It is night: imagine, if you will, a path leading to a hut lost in a wildly growing forest, shaded by wide-leafed banana trees peculiar to Cathay. A sliding door opens: an eager-eyed young man in monk's habit steps out, surveys his shadowy thicket and the purple outline of a distant mountain, bends his head to catch the rush of the river just beyond. Then he looks up at the sky, pauses for a while, and claps his hands.

Three hundred years pass – the voice remains fresh and exciting as at that moment.

Moon Szu

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

Szu counts as a Hero choice. He may be your Army's General.

Szu must be fielded as presented here and no extra equipment may be bought for him.

Points: 155

Weapons: Kumade.

Armour: None.

Magic Items: Brush of Inviolable Translation, Ink Stone of the Winter Downpour.

Spells: Szu is Level 3 wizard and may take spells from the Lore of the Oni.

SPECIAL RULES

Brush of Inviolable Translation

This rather large and ornate brush is in fact the physical form of an Oni.

If the Wizard holding this brush is within 24" of an enemy spell that is cast successfully, he can roll 1D6. On a roll of 5-6 the Oni inside the brush has copied the spell down and the Wizard may use the spell later in the battle as many times as Moon Szu wishes as if it was one of his own. The Oni Brush does not prevent the original spell being cast successfully.

Ink Stone of the Winter Downpour

This is a blotter stone decoratively carved and bearing a large-flat surface for the mixing of ink and a hollowed out area for water.

If a calligrapher uses this stone to prepare ink, and then paints his body with ancient Cathanese wards, he will gain a 5+ Ward Save.



THE MONKEY KING

Monkey King is one of the more energetic of the Oni rulers. He loves to meddle in human affairs, whether his intervention is requested or not. Legend has it that the Monkey King was born at the dawn of time, from a volcanic thunder egg on a mountain top. The punkiest monkey that ever popped. He knew every magic trick under the sun, to tease the Gods and everyone and have some fun.

Monkey magic, Monkey magic.

What a cocky saucy monkey this one is; all the Gods were angered and they punished him. Until he was saved by a kindly priest and that was the start of their pilgrimage west.

Monkey magic, Monkey magic.

With a little bit of monkey magic there'll be fireworks tonight; with a little bit of monkey magic every thing will be all right.

Monkey King

M	WS	BS	S	T	W	I	A	Ld
6	6	3	5	4	2	6	3	8

The Monkey King counts as a Hero choice. He may be your Army's General. The Monkey King must be fielded as presented here and no extra equipment may be bought for him.

Points: 170

Weapons: Monkey King's Najatang.

Armour: None.

SPECIAL RULES

Monkey King's Lajatang - 50 points.

The armies of the Orient have the natural elements of the woodland realm fighting for them. When this Naginata sings then all is laid waste

before it, and vengeance is taken by the righteous followers of the Monkey King.

Each turn during the Shooting Phase the Naginata may fire a *magic missile 24"* and causing D3 S3 hits. A unit taking at least one casualty must take a *Panic* test. The red hot Naginata inflicts double wounds in combat and counts as fire against *Flammable* creatures.

PINK FLUFFY CLOUD

One Use Only.

Once per battle the Monkey King may rip a single hair from the back of his head, cast a magic spell on it and transform it into a fluffy pink cloud.

The fluffy pink cloud will transport the Monkey King anywhere on the battlefield, including into base combat with enemy troops. In this case the Monkey King counts as charging. The Monkey King may only cast this spell once every day, which translates to once per battle.

MARTIAL ARTS

The Monkey King is a skilled *Tiger Crane* Martial Artist.. He does not need to make a Leadership test to use his skills, although he must nominate which style he is using in any round of close combat, only one is permissible.

ONI SAVE

The Monkey King has a 5+ Ward Save. Unlike Daemons magical weapons **DO NOT** negate the effects of the Oni Save. Oni are easily able to absorb the effects of magical weapons with a flick of their elemental wrists.

CAUSE FEAR

Oni are terrifying supernatural creatures who *Cause Fear*.

THE BRIDE

You may include in your army the greatest Ninja that ever lived. As per Ninjitsu tradition she has forsaken her original name and is known as 'the Bride.' This daring and deadly assassin is unusual in the Orient in that she has blonde hair, and carries one of the incredibly rare Hanzo Swords, only three of which were ever made. The Bride was once part of an elite assassination guild known as 'The Cobras,' who were rightly feared in the northern Cathanese provinces as far as Donyang and Chen Pao. When she fell pregnant she tried to escape the guild, but they hunted her down and massacred her entire bridal party, leaving her for dead. One by one, the Bride has hunted down and killed her would-be assassins, performing the arcane revenge ritual of *kilbil* over their twitching dying bodies. She is as lethal as she is beautiful.

The Bride

M WS BS S T W I A Ld

4 7 6 4 3 3 8 4 10

The Bride counts as two Hero choices or one Lord choice (you choose). The Bride must be fielded as presented here and no extra equipment may be bought for her.

Points: 345 points.

Weapons: Hanzo Sword

SPECIAL RULES

MARTIAL ARTS

The Bride fights with a berserk fury in both the *Bushido* the *Tiger Crane* Martial Arts styles. She does not need to make a Leadership test to use her skills, although she must nominate which style she is using in any round of close combat, only one is permissible.

HANZO SWORD

The bride wields one of only three Hanzo Swords in existence. Hanzo was a master Nipponese weaponsmith who rose to the pinnacle of his art before giving it all away to open a sushi restaurant. The existing Hanzo Swords are priceless; katanas imbued with a deadly magical power. The wielder of a Hanzo Sword comes back to life when slain – not once, but twice ! This means that when the Bride's Wounds hit zero, she dies and the model is lain on her side. While in that state she cannot be targeted by any attacks, for all intents and purposes she has been killed. After 2 of her side's turns she comes back to life with 1 Wound, and stands up at the start of her 3rd turn. She may act as normal that turn, including charging. The second time she is killed, exactly the same thing happens, but this time she only stands up for 1 whole turn (in which she may charge, fight close combat, etc.) before she succumbs to her wounds and is removed permanently from the board.

FIVE POINT PALM EXPLODING HEART TECHNIQUE

The Bride is the only person on the planet who can perform this martial art feat, which involves touching five pressure points on the victim. These five points cause the victim's heart to explode, after he has walked five steps. In battle terms the Bride can use this ability only if she is fighting a Hero or Lord character model – she will not sully her dead master's name by revealing the feat to lesser combatants. She rolls once – if she hits and wounds, the victim is slain, regardless of how many wounds her victim has. Note that there is no armour or Ward save possible to stop this feat. If the Bride hits and wounds, that's it. The Bride must nominate she is using the technique at the start of the close combat phase. This feat can only be successfully used once per battle.

'GRASSHOPPER' KAIN

Kain was once a simple Shukenja devoting his life to the careful study of Chang-Er and contemplation of the great Storm Dragons of Mount Yangming. It was during one meditative cycle high in the snowy mountains that a Great Old Dragon, one of the dawning of time elder wyrms, rose up before him. In its huge maw there lay a katana of simple majesty, glimmering with the stored wisdom and prescience of generations of sleeping Storm Dragons.

The mysterious Dragons had chosen Kain as their Lord Protector, and the bearer of the Katana of Dragonkind. Kain led an army of Shukenja and night-blue Monks of Chang-Er, each riding one of the Great Dragons, to meet of the armies of barbarian Warlord Xing Gao, a murderous tyrant sweeping across the plains of Shuang Hsi on their way to sack and pillage the wealthy monasteries of Mount Yangming. Kain met Xing Gao in single combat, sweeping from the sky on the back of his Storm Dragon and wielding the Katana to such effect that even the mighty Warlord was overwhelmed. Kain defeated Xing Gao, and saved the monasteries of the Nine Sages on Mount Yangming.

After this titanic victory, Kain was hailed as the new saviour of Cathay and a Shogun in waiting. He declined the attention, leaving Yangming to take up the mantle of a Wandering Master, under the simple and natural moniker of 'Grasshopper.' It is said that Grasshopper aided the poor and the desperate many times over his long life of wandering, for he lived to be as ancient as a Dragon, over a thousand years old.



'Grasshopper' Kain

M	WS	BS	S	T	W	I	A	Ld
4	5	3	3	4	3	3	2	9

You may field either Kain the Lord Protector or Grasshopper. Kain the Lord Protector is mounted on a Storm Dragon and counts as a Lord and a Hero choice (see points value below). 'Grasshopper' Kain is on foot.

Kain may be your Arm's General.

With the exception of his mount, Kain must be fielded as presented here and no extra equipment or magic items may be bought for him.

Points: Kain and Dragon – 586 pts, 'Grasshopper' – 266 pts.

Weapons: Katana of Dragonkind

Spells: Kain if a Level 4 Wizard and may choose spells from the Celestial Lore spell list.

SPECIAL RULES

MARTIAL ARTS

Kain is a practitioner of both *Bushido* and *Timeless Wind*. He does not have to make a Leadership test to use any of his abilities, although he must nominate which style he is using in any round of close combat, only one is permissible.

KATANA OF DRAGONKIND

This thousand-folded katana fairly pulses with magical power and shines with an eerie, inner light that shimmers through every colour of the rainbow.

No Dragon on the battlefield will attack or harm Kain. Dragons being ridden as mounts will refuse to charge him.

RUNNING WATER IS STRONGER THAN STONE

Town merchants
Who will buy this sword?
Lacquered in blood

- a Haiku, by Warrior-Poet Moon Szu

Here are some suggestions for tactics when using the armies of the Orient, and three main ways the army could be used. They are fairly diverse in nature, but all are well worth trying out. After a few games, you might find that one suits the way you play better, or that a mix of the three works well.

BASIC RULES FOR REGIMENTS

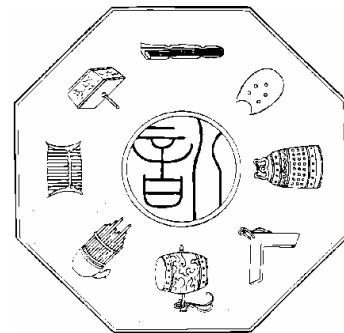
Your troops are not as tough as the hard close combat armies available, like Chaos or Lizardmen, your troops don't all cause fear, like Undead, they aren't overly impressive at missile fire, like Elves, and they have minimal war machines, outgunned by the Empire or Dwarves.

So why bother?

Skill! The incredible skill of your elite units, the awesome martial arts available to you, are the friends of the Cathanese General. You have at your disposal some of the best equipped, most disciplined and best trained warriors in the Warhammer World. When the Cathanese say elite, they mean it! Samurai are the only human warriors who can successfully go toe to toe with Chaos Warriors. Battle Monks and Kensai, if kitted properly and used in small, highly mobile strike forces can be devastating at either slowing up or stopping dead an enemy's advance. If you think of your army as 'good Chaos' you will be on the right track. Highly

trained shock warriors, but with the added support of stock human troops in the Bushi and Ashigari to soak up your enemies elites while you shift the balance of power your way.

Cathay are a fantasy "special operatives" force. They have staggering amounts of troops with unique abilities, and perhaps the best mixture of fast assault, skirmish, and missile forces. On the down side, they are elites, which means that they are expensive. My solution is to form the backbone of my army from Bushi and Ronin with very strong support of mounted Samurai and Battle Monks. This gives me enough numbers to survive any war machine/missile hits. Having said this, Cathay are not Skaven. They can not survive a prolonged war of attrition. Thus I also have Sky Rockets to deal with any long range attacks.



Let's look at some of the troop and character types individually. **Ninja**, the assassins in black. Only few points more than a Daimyo, free choice of equipment, poisoned weapons, disguise and first strike. And they are compulsory in my eyes for each and every infantry regiment that is going to melee. Give them all kinds of equipment, some suitable magic item and a couple of different weapons. Their high BS means they will hit

almost always, so buy repeater crossbows for them.

Battle Monks. Heed me well, against troops with fast and good shock troops like the Savage Orc Boar Boyz, Monks will be cut down before they get a chance to fight back. Because their ability to cause multiple wounds, monsters and other creatures with multiple wounds should be their opponents. Also, they can be used as guardians for the defended obstacles. Since your enemy will generally be outgunned in the **WS** department, you only with 6's, you can strike back with relative impunity.

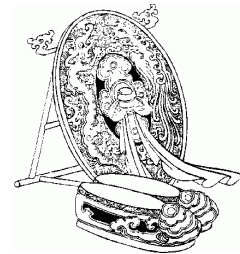
Sky Rockets. I generally target my rockets towards rank and file. If your opponent has a nasty habit of fielding a huge units of dragon ogres, then rockets are worth the points. Their major benefit is the need to wipe out the entire crew to stop them firing. That being said, in 2000 points one sky rocket and the Man of Jade would be the best option.

Ogri. You can usually surprise your opponent with the Ogri, because no one likes facing down 5-8 of them in formation barrelling across the field. Their high Toughness and massive Wound total makes them very resilient. Great Weapons are a very good choice, especially against Chaos and Dwarfs, for their initiative of 3 allows them to strike before Dwarfs. Skaven players get furious when you challenge his "invincible" Rat Ogres (and win) with your own Ogri.

At the end of the fighting day the key to an Cathanese army is to bog the enemy troops down with your cheaper deep-ranked units, as this enables you to mount shock attacks with your elites – Monks, Ogri, Ninja, Oni, Samurai. These troops cannot win a combat against large units by themselves as they will always be defeated by combat resolution – the presence of unit standards and rank

bonus will force them back, break them and destroy them.

But coming in from the flanks or rear while a large unit is soaking up Ashigari, will cause panic in the ranks of the opposition and allow you to turn the tide and roll up the enemy line. This is supported by some devastating magic, especially if you can access the spells of the Lore of the Oni, with its ability to propagate summoned Oni all over the battlefield every magic phase!



GREAT WALL OF CATHAY

Infantry is the most numerous type of regiment, and Oriental armies have a good options out of which their core units can be made of if they want to field an infantry based army Bushi, Kensai, Ashigari etc. In fact, if the Cathanese have a weakness, it is their relative lack of cavalry. If you are not worried about enemy missiles and war machines, you might as well wait for your opponent to come to you. Especially if your opponent favours lightning fast troops, it is a worthless dream to hope that you could ever get to charge your hated foes. A good option is to choose a very high armour save troops like Samurai, putting the front rank full of defensive characters and Martial Arts (False Death, Heaven's Lightning) and a Battle Standard Bearer with combat resolution boosting banner for a good measure. Such units can take on even a concentrated enemy charge and punch back so it hurts.

Select a more focussed army rather than the versatile combination that is very tempting

to take. Most players' first reaction with the Cathanese army list is to cherry pick one each of all the 'fun' and unique units and characters, without having a concept of overall strategy in mind. Another method of utilising this army is to stay focussed. This tactic relies on the solidity of the Bushi to win the day. This force consists of a good leader and solid blocks of Bushi on foot with some other troops to protect the flanks of your blocks. The basic idea is to move forward with a 'wall' of Bushi, keep the enemy off your flanks, and walk over anyone in front of you. Take three or four blocks of Bushi armed to the teeth, ranked up for maximum bonuses and packing unit standards.



In this configuration I would go straight for the Lord choices if possible, and a Monk Grandmaster rather than a Shogun. If the army is too small (under 2000 points), then you will want an Oni Monarch, and probably a second one to carry the army standard. High Leadership and an army standard are rather important to this army design, so don't skimp! The General should be planted firmly in the centre of the blocks to maximise his Leadership radius, while the Shukenja and Wu Jen should also be hidden in blocks where they can pepper the enemy with spell fire. The rest of your points should be in as many Ogri and Oni as you can field. These are awesome shock troops and used in combination with a good shelling of Sky Rockets and swooping assaults by Phoenixes

should seriously damage the enemy lines before they arrive at your 'wall.'

POISE OF THE MANTIS

Many people wish to field a variable army that has both defensive and offensive troop types. This is a good idea, as long as you know what you are doing. The very classic move is to concentrate all your offensive troops on one flank, and all your missile troops on other. While your melee troops charge and (hopefully) break any opponents on their own flank, the missile troops pound the incoming enemy on their own. The offensive flank then turns to face their enemies that are heading for their missile troops and tries to charge their flank or back. If this works like a textbook example you should be able to "roll" the enemy line, defeating a foe after another, spreading panic as you go. The trouble is that this is a very classic strategy indeed, and a wily experienced General knows how to deal with your flanking force.

Really fast armies employ this strategy, with maximised units of Wulfboyz and Phoenixes to harass the enemy. It relies on speed of attack, assaulting the foe's vulnerable spots and fading before the enemy's strengths. The rest of your army should be fast-moving shock troops – mounted Samurai, Ogri. A Lord on a Storm Dragon or a Ki-Rin can be very useful, as he will have the speed you require, can hit the enemy hard, and can rob them of precious ranks if he gets into their flank. Oni in this army would unquestionably be Peacock Oni to make use of their *Fly* special ability.

Depending on your points, you should probably use at least one Ninja, preferably more. They can move forward completely safely within your lines, giving units a chance to hold where you need them to, and then threatening the enemy with multiple

S7+ attacks should they get too close. Magic should come in the form of the Shukenja and Oni and maybe a Wu Jen, although points will be tight in armies of 2000 points.

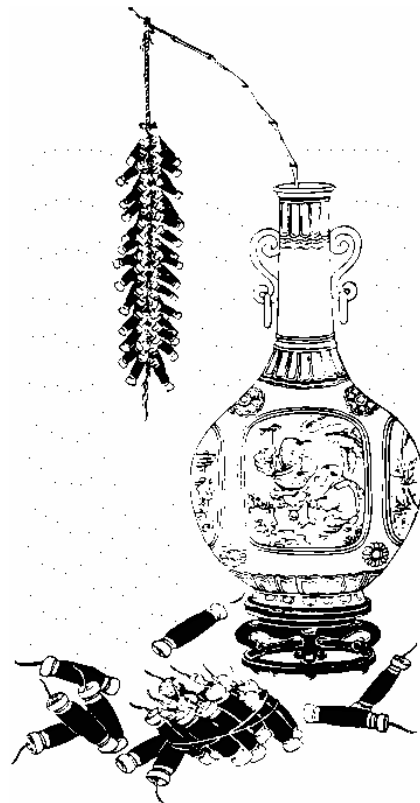
The army should be deployed with screens of Ashigari in front of everyone else. The General should naturally be as close to the centre of the line as possible, either in a unit or on a Ki-Rin. It is sometimes a good idea to concentrate your heavies on a flank, so you can quickly move up that side of the board and refuse the other; not many enemy armies can deal with a Ninja and an Oni suddenly appearing on one flank! The Ashigari and Bushi harass the enemy and attempt to dictate their movement, setting up the charges of the hitters.

Overall summary of Cathanese tactics :

- 1) Experiment with combination and pure armies, but don't spread yourself too thin. Even though a troop type is 'cool' it may not fit into your overall battle plan.
- 2) Kensai, Battle Monk and Samurai blocks can survive a charge from most things, even enemy cavalry, especially when the army standard is near and with the right Martial Arts chosen.
- 3) Keep your foot troops compact together; this will enable your characters and attacking regiments to do their work.
- 4) Do not let your combat units take missile casualties if possible. Protect them with cheap screens of Ashigari.
- 5) Support your units. Always have a mobile single model (a Hero) or small

elite unit (Battle Monks or Oni) on hand to slam into the flanks or rear of the enemy.

- 6) Be cunning. The Orient army list is a great list for trying tricks and sly tactics – make good use of your Ninja alone and in combination. Make good use of your Magic Phase, use the range of useful magic items and try out the various troops at your disposal. And definitely make use of the Martial Arts options, these are the most awesome weapons in your armoury. Most of all, have fun with them!



SLAYERS OF THE EASTERN EMPIRES

To the capital -
snow-clouds forming,
half the sky to go.

- A Haiku, by Warrior-Poet Moon Szu

This appendix offers players some interesting alternatives to the basic army list. It must be clear that the lists presented here are for fun and are in no way as balanced as the main list. Players should therefore agree with their opponent before the game whether or not they can make use of these lists.

Of course, should you wish to field a Mount Yangming army, you can always field an army based on the main list in the book and use the units you feel are most appropriate to a monastic force (as described in the prior Appendix), you don't have to use this Appendix.

Each of these armies is based roughly around 2000 points, and would have to be scaled accordingly for larger games.



MOUNT YANGMING

The battle forces of the holy Mount Yangming support the interests of the Nine Sages in the Celestial Bureaucracy, dating

back thousands of years. They have rarely needed to muster an army of their own, as their cumulative religions are accepted by the state Vimtao cult. But occasionally the doors of the monasteries of Yangming will swing wide and the Battle Monks will hone their skills on the enemy.

LORDS

0-2 Grandmasters

HEROES

Wandering Masters, Shukenja.

CORE UNITS

0-1 unit of Samurai, Battle Monks.

SPECIAL UNITS

Phoenixes (no maximum unit size).

RARE UNITS

0-1 Man of Jade.

THE RED MANSION

Like almost every other civilized place in the Warhammer world, worshipping the gods of Chaos is strictly forbidden and usually punishable by death. This shouldn't be taken to mean that no one in Cathay does, however! The inescapable hordes of Chaps have poured out of the northern reaches, subsuming the Cathanese lands of Weijin, Man-Chu, Wei-Tu and the Hobgoblin Hegemony Avags. The Red Mansion is the closest the peril has come into the Imperial provinces, and the perversions of Cathanese honour are constantly warring in those

lands. All four Chaos Gods are represented, but sometimes by different names -

Khorne

Hachiman "The Bloody Demon Warrior", "Inscrutable Shogun of the Legions of magic, which mirrors the average Cathanese's own spiritual beliefs.

Tzeentch

Tien Tsin "Lord of the Orchestra of Fifteen Devils", "Lord of the Invisible Empire" "The Sorcerous General of Illusion," "Lord of the Fifteen Devils, " "Master of the Five Elements."

Nurgle

Si Shen "The Crawler in Excrement", "The Great Contagion", "The Hairy Lord of Vengeance", "The Outsider."

Slaanesh

Bien Tai "The Pervert", "The Insatiable", "That Which Copulates with Three," "The Forgotten Knocker at the Gates."

Below are the Hachiman (Khornate) armies of the Red Mansion -

LORDS

All available from standard list, but must follow Hachiman. No Wizards.

HEROES

All available from standard list, but must follow Hachiman. No Wizards.

CORE UNITS

Dark Samurai (Hachiman), Ogri, Core Units from Warhammer Armies: *Hordes of Chaos*.

Mayhem", "Bold Lord of Destruction" "The Consumer of Flesh," "Cashit," "Great Gojira."

Khorne has been the most successful at infiltrating into Cathay due to his strict doctrine of martial code and distrust of

SPECIAL UNITS

Battle Monks (Hachiman), Fox or Wolf Oni, Hobgoblin Wulfboyz, Special Units from Warhammer Armies: *Hordes of Chaos*.

RARE UNITS

Sky Rockets, Rare Units from Warhammer Armies: *Hordes of Chaos*.

SPECIAL CHARACTERS

Atu, Master of Darkness. Treat as Daemon Prince.



CATHANESE

CALENDAR

Autumn moon
Tide foams to
the very gate.

- A Haiku, by Warrior-Poet Moon Szu

The Cathanese follow a lunar calendar cycle of twelve months of 29 or 30 days with a leap month added every 3 years. Each year is named for an animal (Rat, Ox, Tiger, Rabbit, Dragon, Snake, Horse, Goat, Monkey, Rooster, Dog, and Pig). Furthermore, each year is also identified with one of 5 elements (Metal, Fire, Water, Earth, Wood). This combination results in a sixty year cycle-around which all Cathanese histories are based. The seasons are six in total with an festival between each.

New Year's Festival

Week long festival celebrated with fireworks, feasts and giving of gifts to friends and relatives. Sacrifices made to the guardian Oni of the home and one's ancestors in hopes of a profitable new year.

First Month: Rat

Second Month: Ox

Kite Festival

Traditionally the beginning of the agricultural year, especially in the colder northern provinces. It is also traditional that kites are flown. Kites are made from paper or silk, cut into various shapes of animals and legendary figures, and are beautifully painted. A clan's ancestral tomb or crypt should be cleaned and proper sacrifices made to the ancestors and patron deities.

Third Month: Tiger

Fourth Month: Rabbit

Phoenix Boat Festival

This festival commemorates the victory over the forces of Chaos during the Southern Tan/Northern Liao period. Special rice cakes are eaten and great phoenix boat races are held. Festival especially important in the South.

Fifth Month: Dragon

Sixth Month: Snake

Seventh Month: Horse

Moon Festival

On this day the moons are said to be the brightest and roundest of the entire year. When it is dark, people like to sit outside with a pot of jasmine tea and plates of moon cakes, while chatting and appreciating the moon (Mannslieb- it is especially unlucky to look at Morrslieb this night). This also the beginning of the harvest in the north.

Eighth Month Goat

Ninth Month Monkey

Oni Festival

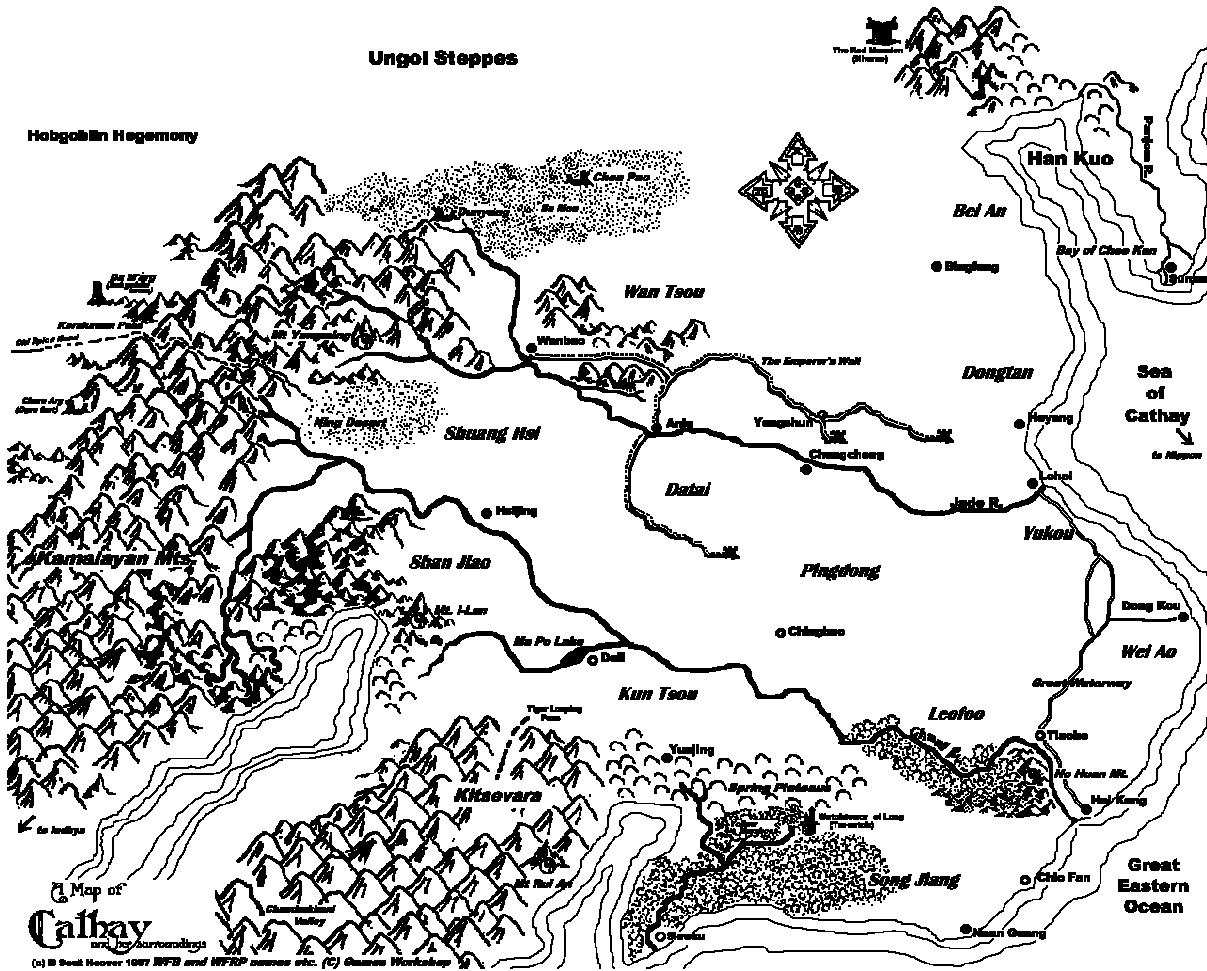
This festival commemorates the end of Monkey (or 'ghost') month and the return of the evil Oni to the underworld. Special ceremonies are held in temples and clan houses to make thanks for protection and the absence of misfortune during the previous month.

Tenth Month Rooster

Eleventh Month Dog

Twelfth Month Pig

MAP OF FAR CATHAY



Map of Cathay and Surroundings
 (a) © Best Haven 1997 BFD and WFDL names etc. (C) Ocean Workshop

DESIGNER'S NOTES

(v1.3)

Year's end
Still in straw hat
and sandals

- Haiku by Warrior-Poet Moon Szu



I've been playing Warhammer and other Games workshop products for nigh on twenty years. In that time I think I have fielded all the various Warhammer armies (including original Slann!) and most 40K armies, in both campaign and tournament play. *Warhammer Armies: The Orient* is my second army list (see also *Warhammer Armies: Araby*). I am keen on receiving any questions, comments, errata, special characters, new units, winning and losing armies that you may field, so I can improve the list. I have

tried to be as true to the current state of the Warhammer World as possible, integrating details of Cathay and Nippon from as far back as the 2nd edition *Warhammer Armies* 'brown book' to make sure everything was in keeping with the history of the Warhammer World, and utilising all the information I can glean from other army lists.

A big thank you to the legions of players who still continue on with the Undead games system, Warhammer Fantasy Roleplay, and the cornucopia of material that is available for the Orient region on the web. I have harvested some of this to flesh out this army list – if you recognise your work please email me and you will score an acknowledgement.

I can't paint or convert miniatures to save my life, nor can I draw, so if you are an artist or miniature painter and feel suitably inspired to throw me some public domain artwork, I will see it is definitely included and complete acknowledgement given.

Contact Details:

My email addresses are dpken@newwebcity.com and dpken@yahoo.com. Please attention with 'The Orient' in the title line because I get a chronic amount of spam.

Both Araby and The Orient army lists are available from <http://homepages.ihug.co.nz/~dpken/warhammer/>

- D. Kennedy, 27/04/04.

Special Thanks:

Robert Singers, Tuomas Pirinen, Ken Rolston, Garrett Lepper, Scot Hoover, and all the cool WHFRP resources on the web.