

WARHAMMER

CATHAY



WARHAMMER
ARMIES

CATHAY



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INTRODUCTION

Welcome to **Warhammer Armies: Cathay**. This is your definite guide to collecting, painting and playing with a Cathay army in the Warhammer tabletop wargame.

The Warhammer Game

The Warhammer rulebook contains the rules you need to fight battles with your Citadel miniatures in the war-torn world on Warhammer. Every army has its own Army Book that works with these rules and allows you to turn your collection of miniatures into an organised force, ready for battle. This particular Army book details everything you need to know about Cathay, and allows you to field their armies in your games of Warhammer.

Why Collect Cathay?

This book describes in detail the troops that march to battle when the armies of Cathay go to war. A fully arrayed Cathayan army is striking battle force filled with colour and variety. Crossbowmen and sturdy Imperial Infantry form the core of the army, Bastion Chariots attack like lightning, Celestial Dragon Monks prove their martial prowess, and Wu Jen call forth the awesome natural power of the Ying and Yan. All this is presided over by the Emperor of Cathay, who's unfaltering Leadership keeps Cathay the supreme state that it is.

How this Book Works

Every Army Book is split into sections that deal with different aspects of the army. Warhammer Armies: Cathay contains the following:

The Empire of the Celestial Dragon

This section introduces the people of Cathay and their part in the Warhammer world. It includes their society and history. You will also find information on the land of Cathay, the mystic land of the East.

Cathay Bestiary

Every character and troop type in the Cathay army is examined in this section. Firstly, you will find a description of the unit, outlining its place in the army. Secondly, you will find complete rules for the unit and details of any unique powers they possess or specialist equipment they carry into battle. Also included are the rules for Ying and Yan Magic, along with Cathayan special characters – Xen Huang, the Celestial Dragon Emperor, Zhao Fei and others.

The Imperial Host

This section contains photographs of the miniatures available for your Cathay army.

Cathay Army List

The army list takes all of the warriors and creatures presented in the Cathay Bestiary and arrange them so that you can choose a force for you games. The army list separates them into Lords, Heroes, Core, Special and Rare units. Each unit type has a points value to help you pit your force against an opponent's in a fair match. This section includes Treasures of the Seven Heavens, magic items that you can give to your characters.





THE EMPIRE OF THE CELESTIAL DRAGON

Cathay is a land of bamboo forests, steep cloud-covered mountains, terraced rice-fields, deserts, swamps, steppes and airy plateaus. Animals and plants are abundant. The Cathayan clans who founded their civilization naturally spread to the verdant south, in the basin between the two great rivers Jade and Cheng. The basin is covered with rice paddies divided into rectangular plots. In mountainous or hilly areas the slopes are terraced with paddies, sometimes covering entire mountains.

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 rich and fertile terrain. Its boundaries are formed by the Chaos wastes to the north, the inhospitable Kamalayan Mountains to the west and the Sea of Cathay to the east. Cathay is the largest and oldest cohesive human nation in the Warhammer World, with the longest continuous history of any human nation. However, it is not entirely ethnically so homogeneous. Unlike the Old World, which is divided along ethnic and national boundaries, Cathay is filled with hundreds of small family-clans. They dwell in cities, on farms, in mountains, and in nomadic tribes on the steppes. They operate

independently but are still taxed and must send recruits to the local banner when the local Warlord or, in times of direst need, the Emperor, marches to war.

Occasionally one of these clans becomes powerful enough to become a threat to the Cathayan bureaucracy. The result is usually a war with the Cathayan forces of the area, eventual subjugation and tribute due to the Emperor for generations.

The Cathayans are uniformly darker of skin than men of the Empire and Bretonnia, though they are generally of the same height. The men are usually clean shaven and wear loose-fitting, brightly coloured clothes. A vest and skullcap are common, though in the south-western part of Cathay, the forbidding Mangudai Steppes, men favour the top knot, a long pony tail tied with black silk. In public, women wear long dresses, white makeup and shawls that cover the hair. In the north the Cathayans are more conservative, women wearing even heavier clothing. The Cathayans are a deeply spiritual and superstitious people. One aspect of their belief system involves predestination: anything that happens does so because it was destiny. The difficult thing is to know what one's



destiny actually is. As a result, most Cathayans are quite content to leave things as they are. Outside the settled areas of northern Cathay, tribes of nomads wander the inhospitable stepped plateaus from watering hole to watering hole. These tribes and clans resemble trading caravans, but contain whole extended families. The nomads are fiercely independent of their city-dwelling brothers. There are few civilised non-humans living in insular Cathay and the Emperor is content to see things stay that way. High Elves live on some carefully controlled and ostracised islands in the Lizard Sea. Contact with them is strictly forbid except for trade. Dwarfs are known, especially from the mountains of Kitsevara. However, but are regarded as strange and exotic. Ogres are relatively prevalent, living near the Great Maw, their holy place and seat of their carnivorous god.

The history of Cathay stretches back to the dawn of man's ascent upon the Warhammer World. Learned Wu Jen in the court of the Dragon Emperor traditionally ascribes the founding of their nation under the reign of the first Sage, Emperor Chung I-Hsien, in -2000 IC. From humble beginnings, Cathay's mind-numbingly complex, and at times, baroque bureaucracy has developed as a direct result of the belief in an orderly, systematic approach to all things.

On a more practical level, the empire is run by a solid central foundation comprising the various departments and ministries in the capital of Weijin, answering ultimately through a vast hierarchy to the Dragon Throne, 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 the Seven Heavens and the Supreme Mandate. When the first Emperor Chung I-Hsien unified the warring provinces of Cathay into a single nation, his rule was signified by the first appearance of a divine emissary who bestowed upon him the narration of the heavenly laws. This narration was transcribed from the divine language by the would-be Emperor into stanzas of various lengths. These stanzas are known as the Laws of the Seven Heavens. They encompass a delineation of the role of Emperor and people, heaven and earth, history, and possible future prophecies. The text is the basis of the arduous exams all Cathayans wishing to enter the labyrinthine bureaucracy must pass. To be considered a truly illuminated Cathayan, it is necessary to fundamentally understand the Laws.

To obtain any appointment to Imperial service, one must first pass the rigorous examinations. This requires a minimum of fifteen years study, although the truly wise may complete the conditions in just ten. Once the person has taken up the mantle of a legal adept it is then possible to apply for a



position, which is usually allocated through appointment by an Imperial Magistrate. Obviously a high social standing is important, as the best appointments necessarily go to those of good breeding. Every magistrate and provincial Governor will have reporting to them a body of law enforcement officers. These officers range from local watchmen in the cities, to small armies of Grand Army charged with tracking down and eliminating bandits and chaos insurgencies. Generals of the Grand Army are viewed as trusted servants answerable only to the Dragon Throne, and act as their own petty walled fiefdoms within the provinces, complete with forces of standing Grand Army troops loyal to them. This creates a political tension between the power struggles of the provincially appointed Governors and the Weijin-appointed military leaders; with eagle-eyed impartial Magistrates keeping an eye on all of them should the constant wheeling and dealing escalate to direct hostilities.

Because of the influence of law in Cathay, crime is punished most severely. Those who lack social status are accorded few rights under the law, crimes they commit are regularly punished with either death or forced labour in the iron mines. Crimes committed by nobility are treated differently; if the crime is minor they will generally be fined, which is trivial, or publicly reprimanded, which is grim in the extreme and sometimes fatal, given the Cathayan ducal propensity to fall on their ceremonial longwords if downcast in matters of personal honour. Crimes between provincial clans are usually resolved through duels or silent

assassination by the terror-inducing silent order of the Nightblades. Although the latter is officially proscribed by the Dragon Throne, it is common in the case of feuds.

Cathayan bureaucrats, especially magistrates, are charged with investigating and bringing to justice those suspected of committing a crime. Cathayan law differs to Old World law in that the accused is assumed guilty until he proves himself innocent, which tends to efficiently cut down the average trial time. The other strangely Cathayan twist is that according to legal tradition, the accused must confess before any sentence is passed. This condition often results in the judge using heinous methods of coercion to extract a “confession”. Cathayan water torture and its ilk are justifiably renowned throughout the entire world, such are the advances Cathay has made in the art of pain; scholars argue their thousand-year experience in the application of “enforced suggestion” rivals even the Dark Elves or Skaven.

The most important social unit is the family. Cathayans place great importance on a person’s position in the family and the interdependence of family members. The Cathayan family is usually an extended group of tens or hundreds of brothers, uncles, cousins, half-cousins, great- great aunts, and onwards. Everyone will have a very detailed knowledge of their own family members and their relationship to each other. These families live close together in the same town or village, or if it is a smaller family, even in the same house. The eldest male, usually the father or grandfather, is considered the patriarch of the family, makes the decisions and is respected by those younger. As old men became weak or doddering, their sons

gradually take over, but younger Cathayans are still expected to treat their elders with respect. The military class, which produces lineages of officers to command the Grand Army, is not inclusive of all soldiers. Only those who are born of a military family or have been wedded to one are included in this class. In many cases these families will actually be members of the old nobility. As for common soldiery, they are made up of peasants and citizens.

Business & trade

The Cathayan 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 Emperor 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. Trade is the lifeblood of western Cathay. Cathayan merchants sail as far north as the great sea-ports Marienburg and Erengrad, and as far west as the lands Ulthuan and forbidding Lustria. Caravans peopled by the Mangudai nomad tribes make their way through the dangerous deserts and beyond. Most of the Cathayans trade originates in the Southlands, though. The Elves are very protective of their trade-routes, but the Cathayans have little competition in the Southlands, the area knowing little in the ways of civilisation and being easily exploited by ruthless traders.

Cathay’s biggest export lies in silk. There is a valley to the southeast of Nan Guang where a huge spider lives. Everyday villagers from nearby go in and chop down its fabulous webs, whilst trying to avoid the spider and its small broodlings.





Every year hundreds of the natives die in this pursuit, but they bring back tons of the web and using their feet, pound it flat, then use a thing like a comb to tease it into strips, before submerging it in a waterfall to get the shiny appearance and making it soft enough to use as a fabric. From that it is then dried out and either given to skilled tailors or sent to trading posts to sell to merchants across the whole world.

Honour

Social interaction in Cathay is governed by the principle of honour. Each citizen holds responsibility for their reputation, 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 much honour! The key is not necessarily to be upstanding but rather to appear as such. Power, wealth and position mean nothing to a Cathayan if he is without honour. Honour is a measure of his worth in society, his dependability, his personal character, his trustworthiness. Without honour, soldiers of the Grand Army of Cathay lose hope and become conscripts, no better than slaves. They and their families can expect to be shunned, disrespected, insulted, even spat on. Honour is something every soldier earns on the battlefield, and can also be lost through cowardice. Breaking faith, treachery, un-avenged insults result in a loss of honour, while valiant deeds, self-sacrifice, mastery of skills, and keeping faith earn honour.

Bureaucracy

The general populace of Cathay does reach some teaching in the written word, enough to read and write. From there any who show proficiency in such matters can be allowed to receive further lessons, in calligraphy and art forms such as painting and poetry. At some point these pupils undertake written and oral exams in order to progress in the Emperor's court. Those who fail may sit the exams at a later date or return home and begin a career with one of the powerful merchant families. Those who followed a mercantile career path had compromised and conceded a life of worthwhile opportunity to earn coin.

As to how the Dragon Throne maintains their armies and military positions, the peasants are not allowed to carry weapons of any kind by divine decree. In short, the people of Cathay possess no arms to defend themselves if they come under attack. This must make it easier to prevent an uprising against an unpopular sovereign, much like in Bretonnia.

Myths & Legends

Cathay has wealth of stories about it, yet it is mostly in keeping with the peasant population rather than the more civilized nobility.

The founding of Cathay predates the nations of the Old World by a couple of millennia, possibly at the same time as the founding of Khemri in what are now referred to as the Lands of the Dead to the distant south.

According to legend, the lands themselves had been formed from the body of a goddess, who was struck down from the sky for looking for a place to put her people. Her body became the lush fields of millet and rice, the rivers from her milk, and her blood the people of Cathay. To this day, peasants still believe the goddess watches and nurtures her people.

Yet the goddess did not provide all and it is spoken that another deity brought the light of the heavens to Cathay so the people might enjoy its benefits. He set it high above the clouds, but it would slip from its place and roll to the west, forcing the god to go looking for it every day to return it to the sky. Eventually he found a way to keep the sun in place and walked off into the forests, only to be brought back to unsettle the sun once again when the God of the Hills found him and told him of grumblings he had heard in Cathay now that there was no night. So it was that the god left the forests and created the Home of the Gods in the Mountains of Mourn, where he could catch the sun at the close of each day and then carry it to the Eastern end of the world to start the day anew.

The nature of these gods is different to that of the Old World gods. Gods do not seem to take such an active interest in the well-being of their followers,

some being little more than spirits of the major rivers or the winds. They also are not human in appearance. One among them is described as being the body of a tiger, with the tail of a rat and the head of a man and that isn't even the most outré of them.

Numerous legends also state that the gods dwell for the most part atop the highest peak in the Mountains of Mourn, where they can oversee the entirety of Cathay and thus the whole world. This mountain also holds the sky up, stopping it from drifting away and from crushing the world below. Since this home is above the sky, no mortals travelling through the Mountains of Mourn can ever reach it, though some magicians tell of younger gods that do come down from this high peak to dance atop some of the smaller peaks, with the light from their dancing witnessed by those who seek it. In recent years, these sightings had lessened to such an extent that the magicians now believe that the gods are retreating from mankind as they intrude upon their realms.

Once a man can scale to the Home of the Gods, then it is believed that they will retreat fully from this world to their distant castle in the cold north. It should be noted that those wise in the magic arts dislike foreigners travelling so regularly through the Mountains of Mourn, fearing that such excursions are scaring the gods away, bringing the Great Retreat closer to fruition.

One of the most popular legends is the one of the once God of War who is now considered an outcast. This legend states that the god was once a beast of the forests and hills, attacking anyone who tried to tame him, until the Great Hunter took it upon himself to hunt and best the beast.

For the longest of times, hunter and beast stalked each other across Cathay, occasionally fighting each other, until on the great plain where the Hung



now hunt, the two finally came to a conclusion. The hunter god won, but the beast wounded him mightily, leaving the Great Hunter weak. With the beast thought tamed, he brought it to the Home of the Gods and presented the tame God of War to the others, showing that it was possible for war to be civilised, but he was proved wrong, as the beast turned on him in the moment of triumph, mauling him to death and fleeing north in terror of the other god's retribution, fleeing until he could regain his strength and return. For his braveness, the Great Hunter was transformed into a mighty willow tree (which is supposed to stand in a square in the city of Nan-Gau). To this day, the image of the willow stands as an example of prowess and courage. As for the beast god, he gathered followers from amongst the rough tribesmen he found in the north and from time to time makes them attack Cathay to better prove his power.

There are also numerous tales of Tzeentch, the God of Trickery whose wicked deeds would ultimately be undone by his own deceptive words and schemes, only to try again and again.

Tales of seductive ghosts and shape-shifting many-tailed foxes belong to Slaanesh and the Woman of Plague, who appears as a hideous old widow in perpetual mourning is analogous with Nurgle.



The most commonly held belief was that of the creation of the Great Bastion by the very first Dragon Emperor. Apparently the first Emperor of Cathay was appointed by the goddess to form the first Dynasty. He was also a dragon, formed from the hair of the goddess, and therefore blessed in aspect and wise in measure. He could change into the form of a man at will and thus ruled well for many years. It was he who founded Weijin and personally built the Dragon Throne. For many years over the founding, the Emperor was forced time and again to face the followers of the reviled God of War in combat and as he grew older, grew more worried that he would not be able to protect his people in his dotage, or that his only heir, a feeble man unable to change into a dragon, would succeed him as Emperor.

The Emperor was sent a dream by the Goddess of the Moon where if he would lie down across the northern border of Cathay as a dragon, his Goddess would change his body into stone and thus he would halt the beast children of the warring god for all time. He agreed and appointed another heir to be the next Emperor. His son refuted this decision and begged his father to reconsider, even going so far as to ride on his father's back as the Emperor flew to the north border to fulfil the promise of his goddess. There, in the air, son fought with father, at first as a



feeble man, but then he changed into a bright dragon and continued fighting. The Dragon Emperor could see that his son was strong enough to become the new Emperor, lacking only the power to overturn his decision to put another on the throne. All he could do was plead with his son to let him continue north, the better to protect Cathay in death. Seeing the nobility in his father's action, the Emperor's son begged the Goddess of the Moon to allow him to help and together father and son would lie across the border and become petrified by the light of the moon, their bodies stretching across the plains, from then Mountains of Mourn to the Winter River in the east, forever to protect their beloved Cathay.



Dragons also play an important part in Cathay. Where most nations sees them as exemplifying the majestic wildness of nature, red in tooth and claw, unpolluted by Chaos, all wings and fire, the Cathayans sees dragons as the originators of their Empire and their saviours. They are noble servitors of their gods, messengers and paladins for their causes. Though the first Emperor and his heir are long dead, there remains the belief that whoever is the Emperor on the Dragon Throne is still a dragon, able to transform his physical form into that of a dragon, the better to defeat the enemy Cathay faces.

"Speed is the essence of war. Take advantage of the enemy's unpreparedness; travel by unexpected routes and strike him where he has taken no precautions."
Tzu Sun, Cathayan Strategist

UNITING THE EMPIRE

Before the unification of what would eventually become Cathay, the land was divided into several provinces, each controlled by a local warlord. This was a time of great upheaval, as each province and warlord took their own course. Power was derived from control of iron mines and the ability to smelt and manufacture weaponry. Contemporary with this incessant warfare was a burgeoning of spiritual belief amongst the common folk. However, amidst all the civil war of the humans, there would be a conqueror. Born as Zheng Ying, he was the ruler of one of the Warring Kingdoms, and the would-be first Emperor of Cathay.

Rise of the Emperor

He began his career like any normal soldier, but he would not settle for being a simple follower. He was a born leader, and this would soon show. He soon became a favourite of the local warlord, and was granted the position of commander. Zheng also practised law to help the warlord manage his ducal seat, with a deep desire to plead cases for the poor and the undone. As an officer he was severe in observing discipline in his men. When leading troops in the field, he never tried to ingratiate himself with common soldiers by flattery, though this custom prevailed at that time. By instructing them with the same exactness a monk would use in ceremonies, and punishing them with equal sternness when they transgressed the laws, Zheng rapidly rose through the ranks of the fledgling Cathayan military. When the local warlord died, it was Zheng who rallied the troops behind him, and he declared himself king of Dongtan.

With Zheng's growing popularity so grew his ambition, his dreams were filled with those of a unified Cathayan Empire.

By -2500 IC Wo had unified central Cathay and was proclaimed Emperor in his capital, Weijin. This position gave him unquestioned power over the plains south of the Cheng River. But constant raids by the northern, savagely chaotic daemon-worshipping Hung tribes remained a thorn in his side.

With his newly found position, he took himself the name Chung I-Hsien, meaning just "First Emperor". With this began Cathay's first Dynasty, a system which would last for more than five millennia.

Chung I-Hsien launched a successful campaign against the pillaging tribes north of the Jade River



in the winter of -2488, forcing them further into the wind-blasted Chaos Wastes and securing Cathay's northern frontier. Upon Chung I-Hsien's triumphant return to Weijin, his people erected scaffolds in the in the opera houses, the beautiful willow gardens, and in all other parts of the city where they could best behold the victory parade. All spectators were clad in red garments, and all the temples were open, full of garlands and perfumes. The ways were cleared and kept open by numerous officers who drove the crowd back from the main avenue. This procession lasted three days. On the first, colossal graven icons taken from the enemy, was drawn upon two hundred wagons. On the second the finest and richest living armour ripped from the very hides of the Chaos Warriors of the Hung. Helmets were thrown upon shields, coats of mail upon greaves; horse bows, saddles and quivers of arrows were strewn around, and through these there shone the points of naked and shattered daemon-swords, intermixed with barbaric flails. After the armoury wagons followed three thousand soldiers who carried liberated gold coined with Chung I-Hsien's image, in seven hundred vessels, each borne by four men.

Then Chung I-Hsien himself came, dressed in a cloak of red tiger pelt, interwoven with gold, and holding a white cherry blossom in his right hand. He was borne aloft upon his secret weapon against



the Hung - a battle chariot, magnificently adorned. During the campaign, the light arrows employed by the Hung pattered like rain off the unyielding wall of heavy chariots, each pulled by four stout warhorses. Wielding long halberds from the chariot platform was a full unit of elite Red Tigers, the cream of the Grand Army, Chung I-Hsien's personal guardians and sworn guardians of the northern border.

Chung I-Hsien, having gathered the assembly, declared that he would lead the people to everlasting against their enemies. But Chung I-Hsien demanded absolute obedience, for if the people proposed to command their commander they would render the seat of Emperor meaningless. This warning was overlooked in an otherwise generous oration. Entirely did the people of Cathay believe in their Rule of Iron Law, and would gladly obey the virtues of the newly crowned Emperor Chung I-Hsien.

Trade flourished between Cathay along the Spice Road. Tilea, Estalia and Lahmia, great powers in those days, sent diplomats and caravans through Mad Dog Pass, spice and silk were traded for silver bullion and iron ore. With war chests brimming with gold, Chung I-Hsien spent lavishly on building projects, including the first stretch of the Great Bastion directly to the north of Weijin, to guard against future incursions by Hung and daemon alike. This bastion extended over 1500 miles and harnessed the greatest engineers available across Cathay to achieve its construction.

War with Skaven

The union of Cathay came not a moment too soon. In the northwest a formidable foe had risen, the Cathayan gonu, man-rats or Skaven. After the Hung victory Wo led his forces west into the Warpstone Desert. In the depths of the desert there had emerged two Skaven warlords, Sniksnikch and Ikknt the Warped, both of whom were building arcane warplock artefacts and gorging themselves on raw chaos matter. As Chung I-Hsien was overly prideful of his new army, he ignored a disadvantage: his soldiers were all river natives unused to battle in the desert. Sniksnikch of Clan Eshin and Ikknt of Clan Pestilens put aside their squabbling and forged an alliance against the men. As his armies entered the desert, Chung I-Hsien ordered his supply wagons to travel in single file, infantry columns marching on either side to keep close to the precious water, aiming to reduce dehydration and Warpstone sickness. Ikknt knew of Chung I-Hsien's arrogance and sent the Emperor feigned surrender, and prepared a caravan of several large wagons allegedly holding the remnants of the Skaven army. Chung I-Hsien had not encountered Skaven before, and being a man of honour, nobly accepted the cowardly rat-man's terms. The wagons were filled with bundles of kindling, Warpstone bombs, plague censers, naphtha, dry reeds and fatty oil. As the Skaven cowards approached, warlock engineers opened fire with hidden warp lightning cannon batteries. The wagons, pushed by disposable Skaven slaves, slammed into the first supply wagon and set it

ablaze. Flames leapt from wagon to wagon right down the line, and within a short time dense green smoke stretched to the horizon. The Cathayans panicked, huge numbers of men and horses either burned to death or were picked off by Skaven snipers and dancing assassins as they fled.

The Skaven force marched from their desert catacombs to the Shanho Crossroads, where they met Chung I-Hsien's rearguard force. Plagued by disease and low morale due to the forced flight, in the guerrilla skirmish which ensued Chung I-Hsien's men were outclassed at every turn, and were driven back to the town of Julun. Sniksnikch led a lightly armed Clan Eshin street-fighting force to capitalize on the rats' advantage, and Chung I-Hsien's rearguard was utterly smashed by deadly Night and Gutter Runners appearing in their midst, envenomed throwing stars flashing in the moonlight as the township soaked itself with blood. The fortified town was the perfect setting for the assassins, the walls holding the Cathayan soldiers in rather than the Skaven out.

Chung I-Hsien's army fled along the Merchant's Road, then cut across country, back towards Weijin. Sorcerous rains summoned forth by Grey Seers reduced tracks to thick mire, making the route so treacherous that many sick soldiers had to carry bundles of grass on their backs to fill potholes for the Warlords' horses. Countless soldiers drowned in the mud or were trampled to death. To the misery of Chung I-Hsien, Skaven harried them all the way to Weijin.

The Skaven might have vanquished Chung I-Hsien's forces entirely. However, the crossing of the Jade River dissolved into chaos as the Skaven

army converged on the riverbank and, disdainful of water, fought over the limited number of ferries. The elite personal bodyguard of Chung I-Hsien, the Red Tigers, counter-attacked while the Skaven had stalled in the water, giving the Emperor and his remaining troops time to escape. It is said the last Red Tiger stood chest-deep in water, two-handed moon blades cutting down rat-men left and right as his heavy scaled armour dragged him to the bottom. In honour of the fallen, the Red Tigers were disbanded forever, but the Emperor kept the symbol of the red tiger as his personal motif as a reminder of his folly.

Sniksnikch's Eshin assassins had suffered far greater casualties than Ikknt in the extended conflict, and the 'accidental' death of Sniksnikch a year later resulted in Ikknt consolidating his power as Skaven Warlord of Cathay. The Warpstone he collected eventually bought him entry to that most revered of Skaven gatherings, the Council of Thirteen, although many learned strategists have since pointed out that Chung I-Hsien's defeat did more for the Cathayan military machine than tenfold victories against the Hung. To this day the Warpstone Desert remains a region in Cathay man fears to tread.

Chung I-Hsien brooded long after the defeat. He saw his soldiers as weak, spoiled and soft. In his mind, military preparedness was the greatest task of a nation after enforcement of the law, Chung I-Hsien when the momentum by which soldiers are killed moves with such rapidity as it did with the Skaven, what could be done? The Judge cloistered himself away from the public eye for many months



in the Jade Palace, the sounds of stonemasonry and hammering the only signs of life from the quieted halls. Finally, on the last day of the year, Chung I-Hsien flung the doors wide. The citizenry of Weijin gasped as a man carved purely of a single chunk of jade, over twenty feet in height and half again in width, strode to the city boundary, where it took up the position of sentinel, staring north towards the enemies of Cathay. The Man of Jade was both the guardian of Weijin and a symbol for Chung I-Hsien of the army he would forge from the ashes of defeat. No one knew how the Jade Man was given life from dead rock, but Chung I-Hsien drew the title 'breaker of stone'.

He declared, "If you count on safety and do not think of danger, if you do not know enough to be wary when enemies arrive, this is called a sparrow nesting on a tent, a fish swimming in a cauldron - they won't last a day! Without discipline, victory is impossible. Even bees have venom - how much more do nations? If you are unprepared, even if you are many, mere numbers cannot be counted on." Thus the Grand Army re-forged itself of stone, drawing inspiration from the tireless Man of Jade: each unit, banner and company drilling to the point of insanity and exhaustion, then splitting up, covering the country and repeating the process. Weapons and armour were standardized, and the Grand Army became one of the most disciplined standing armies in the world. Chung I-Hsien distributed large forces and supply dumps in a great wheel spanning the country, furnishing his strongholds and commanderies with arms, money, and men fit for service. He had in his armoury weapons for three hundred thousand men; in granaries and in places of strength, eight million cubits of rice and as much gold as would defray the charge of maintaining one hundred thousand mercenary soldiers for ten years in defence of Cathay.

The Madness of the Emperor

After these successes, it became obvious to Chung I-Hsien that his view was the one true way, and with the fortitude of absolute power decided that if some discipline was good for the average Cathayan, more was better. Chung I-Hsien, a believer in absolute logic, instituted the Rule of Iron Law, and cracked down on old clan beliefs surrounding animal ancestors, shamen and witchcraft. He believed these folktales had led the first Cathayans down the perilous road to chaos. This became a brutal inquisition driven by fanatical Magistrates. During this period, many villages still faithful to shamanic traditions developed the first Cathayan martial arts as a means of defence against Cathayan



troops. The Emperor issued an even more lunatic order, directing every subject in the empire, under pain of branding and banishment, to send all literature he possessed to the nearest Imperial Magistrate to be put to the torch.

Later in his life, Chung I-Hsien feared death and desperately sought the fabled elixir of life, which would supposedly allow him to live forever. He was obsessed with acquiring immortality and fell prey to many who offered him supposed elixirs.

In -2467 a large meteor is said to have fallen in Wei An in the lower reaches of the Jade River. On it an unknown person inscribed the words "The First Emperor will die and his land will be divided". When the emperor heard of this, he sent an imperial secretary to investigate this prophecy. No one would confess to the deed, so all the people living nearby were put to death. The stone was then burned and pulverized.

However, only one month later, Chung I-Hsien was found dead in his palace bed, reportedly due to the medicine given to him which was, ironically, meant to make him immortal.

So passed the first divine Dragon Emperor of Cathay, although legend would tell otherwise, including stories about him ascending to the Seven Heavens as one of the Celestial Sages.

A month after Chung I-Hsien's death, several full companies of his elite bodyguards, the Red Tigers, accompanied by Warlords loyal unto death to their Emperor, locked themselves in a vaulted underground necropolis at Xuanbei. With ashen, stony faces they marched silently into the darkness and slammed the doors, burying themselves alive. Huge cauldrons emptied their lethal contents of mercury into the tomb, and the army's fate was sealed in a river of liquid metal. Their ultimate sacrifice was to guard Cathay into eternity.

IMPERIAL CATHAY

The Three Kingdoms

With the death of Chung I-Hsien, Cathay once more fell into civil war. The three most powerful Warlords of the time divided the land between in what was to be known as the Three Kingdoms.

The Kingdom of the North was led by Chung I-Hsien's younger cousin, since the Emperor died without children and therefore had no clear heir. But his cousin was a weak ruler, only a puppet in the hands of his council, led by Chancellor Tsao Wen.

The southern and eastern kingdom was fighting mostly between themselves at the Jade River. This gave the northern kingdom time to consolidate their power, and soon Chancellor Tsao Wen began expanding south.

Weakened from the conflicts with the eastern kingdom, the southern Warlord, called Tsu Ming, quickly had to retreat with his forces.

Tsao Wen's mighty army swiftly conquered the southern province of Datai and the Battle of Changban is ignited when Cao Cao's cavalry starts attacking the civilians who are on an exodus led by Tsu Ming. During the battle, Tsu Ming's followers, managed to hold off the enemy while buying time for the civilians to retreat, but at a great cost.

Following the battle, Tsu Ming's chief advisor set forth on a diplomatic mission to the eastern kingdom to form an alliance between Tsu Ming and the Eastern Warlord by the name of Qin Xian to

deal with Tsao Wen's invasion. Tsu Ming was initially in the midst of a dilemma of whether to surrender or resist to Tsao Wen's forces, but was persuaded to join Tsu Ming to defeat him. After the hasty formation of the alliance, the forces of Tsu Ming and Qin Xian called for a meeting to formulate a plan to counter Tsao Wen's army that was rapidly advancing towards the Bloody Cliffs from both land and water.

The battle began with the allied forces using a force of light cavalry to lure Tsao Wen's vanguard army into the formation laid down by the allied forces. By letting the enemy in between their ranks, the allied forces quickly surrounded and destroyed them. Tsao Wen's vanguard army was defeated, but Tsao showed no disappointment and proceeded to lead his main army to the riverbank directly opposite the allied main camp where they made camp. While the allied forces threw a banquet to celebrate their victory, Jia Xu, the allied forces Strategist, thought of a plan to infiltrate Tsao Wen's camp on an espionage mission and maintain contact by sending messages via a pigeon.

Battle of the Bloody Cliffs

Meanwhile, Tsao Wen's army was seized with a plague of typhoid fever that killed a number of his troops. Tsao ordered the corpses to be sent on floating rafts to the allies' camp, hoping to pass the plague on to his enemies. The allied army's morale was greatly affected when some unsuspecting soldiers let the plague in, and eventually a





disheartened Tsu Ming left with his forces while Jia Xu stayed behind to assist the Eastern Kingdoms' army.

When Tsao Wen heard that the alliance had collapsed he was overjoyed, feeling sure of an easy victory over the remaining Eastern Kingdom. At the same time, his naval commanders Cai Mao and Zhang Yun proposed a new tactic of interlocking the battleships together with iron beams to minimize rocking when sailing on the river and reducing the chances of the troops falling seasick.

Subsequently, Jia Xu made plans on how to eliminate Cai Mao and Zhang Yun, and produce 100,000 arrows respectively. Jia Xu's used an ingenious strategy of borrowing of arrows from the enemy by using straw boats to feign an attack on Tsao Wen's fleet. Tsao Wen's army, unable to see the boats through the fog lying over the water, responded by firing volley after volley at the sound of gongs from the allied ships, unknowing of the real motif behind the "attack". Once the straw boats were covered with arrows, Jia Xu returned back to camp, successful in his mission.

When Tsao Wen found out that Cai and Zhang had basically donated the arrows to the enemy, he immediately ordered their execution. However, he soon realised his folly afterwards but it was too late, now being without his admirals to lead the fleet. In the Eastern Kingdom's camp, Nightblades returned from Tsao Wen's camp with a map of the enemy formation. Qin Xian and Jia Xu decided to attack Tsao Wen's navy with fire, anticipating that a special climatic condition would soon cause the wind to shift and that the resulting South-East Wind would blow to their advantage.

The battle began when the South-East Wind started blowing in the middle of the night and the Eastern Kingdom's forces launched their full-scale attack on Tsao Wen's navy, using fire ships to set Tsao Wen's fleet on fire. Yet even with their strategically

advantage, they were heavily outnumbered and suffered heavy casualties.

However, as hope began to falter, Tsu Ming's forces returned to the aid of the eastern Kingdom and started attacking Tsao Wen's forts on land. By dawn, Tsao's entire navy has been destroyed. The allied forces launched another offensive on Tsao's ground army, stationed in his forts, and succeeded in breaking through using the Tortoise formation despite suffering heavy casualties. Tsao Wen's was defeated but managed to escape back to Weijin, where he would raise a new army.

Internal Struggle

After the defeat of Tsao Wen, relations between Tsu Ming and Qin Xian gradually deteriorated. In accordance with Jia Xu's plans, Tsu Ming led his troops into Shuang Hsi Province in the north and took over the land from the incompetent Emperor. By then, Tsu Ming ruled a vast area of Cathay. In the east, Qin Xian and Tsao Wen's forces clashed with victories and defeats for both sides. The situation among the three major powers reached a stalemate after this until Tsao Wen's death.





Meanwhile, Qin Xian plotted to take Song Jiang Province after tiring of Tsu Ming's repeated refusals to hand the land over. He made peace with Tsao Wen and become a vassal of Tsao with the title of "King of the East".

Qin Xian sent his troops to seize Song Jiang Province, as part of his secret agreement with Tsao Wen. Tsu Ming's brother Chao Ming, ruler of Song Jiang, was caught off guard and lost the province before he knew it. He retreated to Nan Guang, where he was heavily surrounded by Tsu Ming's forces, while his army gradually decreased in size as many of his troops deserted or surrendered to the enemy. In desperation, Chao Ming attempted to break out of the siege but failed and was captured in an ambush. He was executed on Qin Xian's orders after refusing to renounce his loyalty to Tsu Ming.

Shortly after Chao Ming's death, Tsao Wen was found dead in his chambers, assassinated. His son Ping Wen quickly usurped the throne, and cast down the weak Emperor. In response, Tsu Ming proclaimed himself Emperor as well.

As Tsu Ming led a large army to attack Qin Xian to avenge his brother Chao Ming, Qin attempted to appease Tsu by offering him the return of Song Jiang Province. Tsu's advisers, including Jia Xu, urged him to accept Qin's tokens of peace, but Tsu persisted in vengeance. After initial victories, a series of strategic mistakes due to the impetuosity of Tsu leads to his cataclysmic defeat in the Battle of Xiaoping.

Tsu Ming died from illness shortly after his defeat. In a final conversation between Tsu on his deathbed and Jia Xu, Tsu granted Jia the authority to take the throne if his successor proved to be an inept ruler. Jia refused and swore that he would remain faithful to the trust Tsu Ming had placed in him.

After Tsu Ming's death, Ping Wen attacked the Western Kingdom, but the cunning Jia Xu managed to send the five armies retreating without any bloodshed. An envoy from the Western Kingdom subsequently persuaded Qin Xian to renew the former alliance with the Western Kingdom.

One year later, Jia Xu personally led a campaign against the Mangudai king Ozuk Khan who had risen from the plains to threaten the Western Kingdom. Ozuk was defeated and captured seven times, but Jia released him each time and allowed him to come back for another battle, in order to win Ozuk over. The seventh time, Ozuk refused to leave and decided to swear allegiance to the Western Kingdom forever.

After pacifying the south, Jia Xu led the Western Kingdom's army on five military expeditions to attack Ping Wen in order to end his reign and forge a Western Kingdom based Cathay. However, Jia's days were numbered as he suffered from illness, and his condition worsened under stress from the campaigns.

Jia Xu died of illness at the Battle of Wuzhang Plains while leading a stalemate battle against his nemesis, Ping Wei's Strategist Song Yu. Before his death, Zhuge ordered his trusted generals to build a statue of himself and use it to scare away the enemy in order to buy time for the Western Kingdom's army to retreat safely.

The Three Kingdoms United as One

The long years of battle between the Western and Northern Kingdoms saw many changes in the ruling Wen family in Ping Wen. Their influence would weaken after his death and the state power of the Northern Kingdom eventually fell into the hands of the Song Yu.

In the Western Kingdom, Tsu Ming's son Sun Ming continued to lead another nine campaigns against Ping Wen for a bitter three decades, but he failed to achieve any significant success. Sun Ming was incompetent and placed faith in treacherous officials, further leading to the decline of the Western Kingdom, and it was eventually conquered by Ping Wen.

After the fall of the Western Kingdom, Song Yu eventually forced the Ping Wen's son to hand over his rulership, effectively ending the Wen Dynasty. In the Eastern Kingdom, there was internal conflict among the nobles ever since the death of Qin Xian, the two mightiest Warlords making attempts to usurp state power. Although stability was restored temporarily, the last ruler was a tyrant who does not make any efforts to strengthen his kingdom. The Eastern Kingdom, the last of the Three Kingdoms, was eventually conquered by Song Yu after a long period of struggle. And so the Three Kingdoms period concluded after almost a century of civil strife. Song Yu declared himself Emperor of all of Cathay, having achieved superiority through political schemes and superior tactics. This was to be the beginning of the Yu Dynasty, which would be filled with a great economic, cultural and scientific expansion for Cathay, and many centuries of peace would follow. This would be known as the Golden Age of Cathay.

Dark Elf Raids

In the year -87 IC, Dark Elf raiders from the Black Ark Dark Horizon attacked the city-port of Dong Kuo, 12,000 people ruthlessly butchered or carried away as slaves.

The Emperor at the time, Emperor Chang, was quick to react and stationed his army along the coast to ward off any attackers, but it was a fruitless idea as the Dark could easily outmanoeuvre them and there were not enough troops to keep the entire shore under control.

The Cathayans had to engage the Dark Elves at sea and defeat them there. The Emperor sent out his fleet to battle against the Dark Elves, but to avail. The small Cathayan frigates were no match for the slick Dark Elf ships, who easily sank the Cathayan vessels with their bolt throwers.

The situation called for desperate measures.

Admiral Yi-Shun Ching, an eccentric at best, madman at worst, volunteered to find a plan to defeat the Dark Elves once and for all.

The Emperor, out of ideas of his own, grudgingly accepted. For many months Yi-Shun Ching worked on his plan in the Bay of Chee Kun in secret, trying to devise a secret weapon. Meanwhile, the Dark Elves continued to raid Cathay's eastern shore, thinking themselves undefeatable.

Once the situation looked it bleakest, Admiral Yi-Shun Ching brought forth his creation; the turtle ship. A large, heavily armoured warship equipped with crude, yet effective, cannons on the sides and iron spikes all around it to keep the Corsairs from boarding it. This was topped off with the head of a Dragon carved in wood to symbolise the might of Cathay. The Emperor and his generals gaped in awe; never had such a thing been seen before.

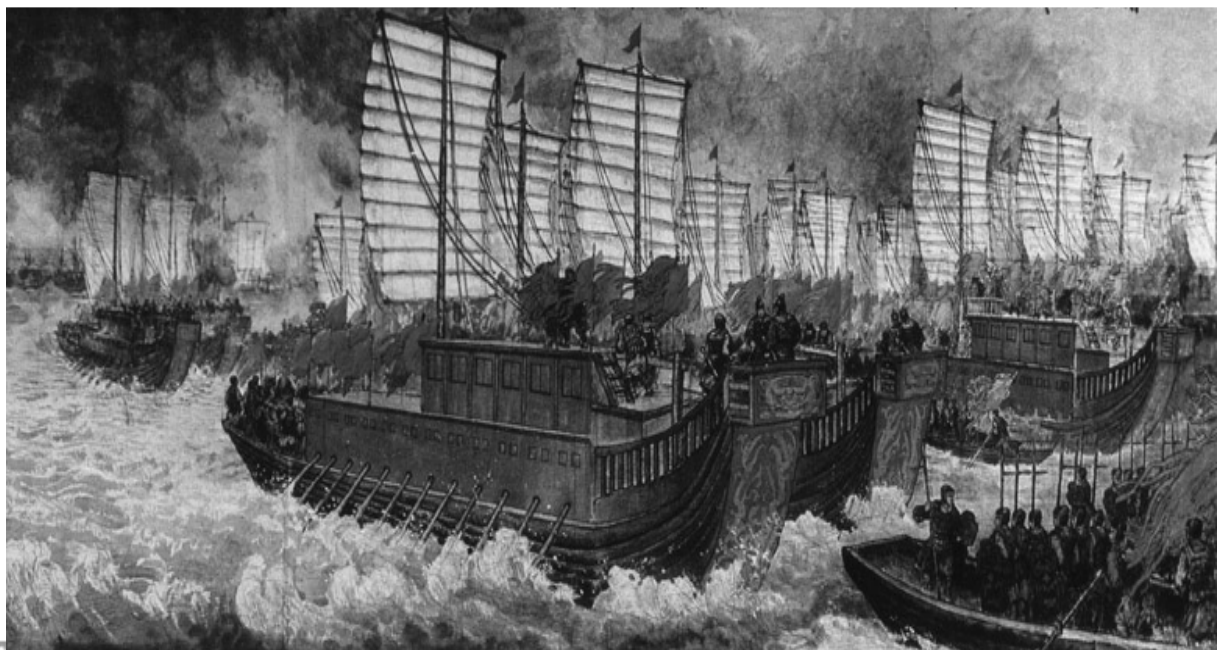
Admiral Yi-Shun Ching and a dozen turtle ships immediately sailed out from the bay Chee Kun to close up with the Dark Elf fleet. The Emperor sent his remaining fleet in support from the south to attack the Dark Elves from two fronts.

As the fleet appeared, the Dark Elves simply laughed, as vanity had gripped them. They did not fear a simple dozen ships, no matter how many their allied frigates might have been. But they should have, and this would be their downfall. As the Cathayan frigates kept the Dark Elf ships busy, Admiral Yi-Shun Ching's turtle ships attacked the Black Ark itself.

As the hatches on the sides of the ships opened, the Dark Elves stopped laughing. Simultaneously, the turtle ships opened fire on the Black Ark. Masonry flew everywhere, buildings collapsed and Dark Elves fell screaming overboard as the cannon balls rained upon them. When the overconfident Dark Elves on their attack ships saw this, they quickly turned around to assail the Cathayan turtle ships, but to no avail. The thick armour of the turtle ships was all but impregnable for the Dark Elf bolt throwers, and the few Corsairs that tried to board the vessels were impaled on the spiky hull.

After losing most of their warships, the Dark Elves signed their retreat, their Black Ark smoking and burning from the bombardment. Since that day, Dark Elf raids has become very much rarer in Cathay, and the few raids that happen are over quickly as the Dark Elves are either fought off or quickly retreats by fear of facing the dreaded turtle ships.

Admiral Yi-Shun Ching was promoted to Grand Admiral of Cathay, and a statue of him was raised Sümun the next year, to commemorate his memory into eternity.





Hobgoblin Invasion

When the Hobgoblin Horde led by Jublai Khan attacked in 1745, Cathay was a land in turmoil. Warlords fighting for themselves, peasant rebellions and a weak Emperor saw that the Hobgoblins faced little opposition when attacking the Great Bastion, and the wall soon was overrun. The Hobgoblin horde then plundered northern Cathay for four years, with no standing army of Cathay to defeat them. The Emperor attempted to bribe of Jublai Khan, but the sneaky hobgoblin still kept attacking even after receiving the gold. The same year, he sacked Weijin and overthrew the Ling Dynasty, and declared himself as Emperor. Naturally, the Cathayans would never bow down to a hobgoblin no matter his power.

The remaining Warlords set aside their differences and gathered their armies towards the common enemy. With the armies of Cathay united once more, they marched on Weijin to liberate the city from its captors.

A bloody siege took place, in which large part of the Jade Palace was damaged, but the Cathayans emerged victorious. The previous Grand General who had led the main assault was crowned the new Emperor, and Cathay was united in peace once more. From then on, despite any rivalries between the nobility, they would always join together for the greater good of their land when need demanded it.

War with Nippon

In the year 2355, the newly united Nippon invaded Cathay with the purpose of securing the trade routes to the Old World. This came as a surprise to the Cathayans, for the Nipponese had been fighting amongst themselves for centuries until now. The Cathayan defences in Han Kuo and on the eastern

coast were quickly overrun, and the Nipponese forces fortified the cities.

The Emperor begun to mobilize his forces to deal with the invading forces, but the well trained Nipponese warriors defeated the Cathayans time and time again on the battlefield. They were forced to resort to guerrilla tactics and ambush the Nipponese armies on the march.

This proved to be a successful tactic, as the ranked armoured warriors of Nippon had great difficulties pursuing the Cathayans into the forests.

The war would go on for another 120 years, with the Cathayans unable to commit their entire forces due to recent attacks from the Hung tribes.

The Nipponese started to take heavy casualties, and the war began to shift in favour the Cathayans.

The final battle of Xenyong would seal the defeat for the Nipponese forces, where the Cathayan army lured their largest army with their leader into a valley and surrounded them. On a cue, the Cathayans unleashed their Fire Arrows on the Nipponese, firing straight into their ranks.

Thousands of Nipponese warriors fell to the massed Cathayan fire, unable to attack their higher position, and as their morale began to falter, the Cathayans signalled the attack. The Cathayan stormed down the hills from three sides, with their cavalry attacking the Nipponese from the rear. Only a handful of warriors survived and managed to retreat back to the coast. The Emperor himself cut down the Nipponese leader, and his head was sent in a weaved basket to the self-appointed Nipponese governor of Fu Chow. The coast cities soon fell to the Cathayans, and the remaining enemy forces retreated back to Nippon.

Today, there is great enmity between the two nations, with the Nipponese Emperor surely plotting against Cathay. But should Nippon think of invading Cathay again, they will be ready for it.

THE CELESTIAL DRAGON

In 2051 IC, a malevolent Daemon Prince of Tsien-Tsin, Malchezaar the Insidious, attacked Cathay with his innumerable Deemonic hordes. Despite being unified at the time, the Cathayans stood little chance against the Deemons, and the Great Bastion soon fell. The Warrior-Emperor Zhangdi personally led the defence, but was cut down by the Daemon Prince himself.

Rise of the Dragon

Without a leader, the Cathayans were weak. What remained of Cathay's armies gathered in the south to defend Jade River and keep the Daemons from crossing it, while the northern armies were under siege in Weijin. Times indeed looked dark for Cathay.

But the race of men could always produce a hero. The son of a nobleman, Leng was nothing out of the ordinary. He knew basic strategy and how to fight, but had never led an army in his entire life. Only nineteen years old, he was forced to go to war with the other Warlords, leading a regiment for himself.

At Anlu, the Cathayans clashed with a large part of the Deemonic army in a titanic battle in which thousands of soldiers were slain. Things were looking grim indeed for Cathay, as Malchezaar himself swooped over the field, his malevolent eyes set on Lui Zilong, the Cathayan commanding officer, who was haplessly thrown

aside by the monstrosity as he tried to attack it. Leng, standing near, attempted to aid his commander. Just as the Daemon was about to deliver the killing blow to the Lui Zilong, it screamed in pain as Leng's blade serrated its leg. This gave Lui time to get up his feet, and he slashed Malchezaar across the stomach with his longsword, causing black blood to gush forward from the deep wound. The commander then quickly ordered the Dragon Cannon battery to fire a salvo towards the monstrosity. Before the Daemon could come to, it was hit by half a dozen cannon balls, ripping it to pieces and sending its soul back to the Chaos Realm. With Malchezaar gone, the remaining Deemonic forces were overcome by the Cathayan armies, now spurred by the glory of Leng and Lui Zilong, and won the day.

For his bravery, Leng was rewarded with the Phoenix Talon, the Emperor's personal sword that Lui had managed to save from the battle of the Great Bastion. Leng was to safe keep this treasured artefact until a new Emperor would be crowned. As Leng grasped the blade, he was filled with an immense power, light shining out from him. The Cathayan commanders gasped in awe at what much have been an intervention from the Ancestor Gods. At the sign of this divinity, Leng was made to be crowned Emperor, for clearly he was blessed by the Celestial Dragon itself, being a mere man no more.





Representatives of every province gathered at a coronation on the slopes of Mount Yangming, where Leng was proclaimed the first rightful Emperor of Cathay in six centuries.

The Cathayans, united behind this charismatic leader, started a campaign against the encroaching chaos factions, a war that lasts until present day. The Cathayans immediately set out to liberate Weijin, and driven by new found hope, the Cathayans quickly crushed the remaining Daemons, and Leng could take up his seat as Celestial Dragon Emperor. As he ascended to the throne, he cut down the name of Leng and took upon himself the name Xen Huang, meaning just “Dragon Emperor”. With the Daemons of Tsien-Tsin gone, peace ascended on Cathay, but it would not last long.

Chaos Incursion

While Xen Huang was busy pacifying western Cathay, Bloodlord Azaroth of the Red Mansion had carved a union between great champions of all four Chaos Gods. A military genius despite his unquenchable thirst for blood, Azaroth realised that the only a united chaos would create a new reign of the Daemon-Kings on the eastern continent. His navy of steam- powered brass ironclads swept around the Great Bastion and ransacked Dong Kou.

Xen Huang immediately summoned the Grand Army to lay siege to Dong Kou.

The armies met on the plains outside the city, Azaroth’s forces stretching to the horizon. Slobbering and blistering Chaos Spawn drew out charges from Dragon Lancers, but was in turn overwhelmed by the savage Cathayan cavalry attack, trampling the beasts and charging indiscriminately at the enemy lines. Azaroth successfully counterattacked with heavy cavalry formations he had hidden in nearby valleys. In the face of the dread knights, the Cathayan nobles fled in disarray, their retreat covered by Mangudai skirmishing with the heavily armoured Chaos cavalry. Despite the setback, the fortitude of the Grand Army infantry forced Azaroth to retreat to

the safety of the walls of Dong Kou before the end of the day.

The Bloodlord was strangled by the Siege of Dong Kou and needed to breach the Great Bastion for the most powerful chaos magic to take root in Cathay. His hordes were either trapped inside Dong Kou, stranded off the coast facing the Cathayan fleet, or backed up on the Hung plains facing the Bastion and its stubborn defenders.

Well organized Dragon Lancer units, backed by powerful Wu Jen, made the full scale invasion by the armies of the Red Mansion impossible. But wave after wave of Daemons supported by mutated troll monstrosities, eventually wore down numbers and resolute defiance of the Emperor’s Guard. After a year of siege along the length of the Great Bastion, a year in which it could be said that the entire empire of Cathay was under siege, the Great Bastion finally fell.

It took the construction of the Diabolus of Khorne deep in the great furnaces of the Red Mansion to crack the metres-thick Obsidian Gate. The Diabolus, a moving castle belching fire and brimstone, battered against the gate with pig-iron rams the size of giant tortoises. The Diabolus was so intricately worked with foul runic scriptures of Khorne that it overcame the magical wards woven into the Bastion by Emperor Chung I-Hsien. Wu Jen fell screaming, blood pouring from their mouths, as their minds were ripped asunder from the life-giving blue wind of magic. Once the wards were broken, the floodgates opened for chaos sorcerers and greater daemons to open warp portals on the far side of the wall. Legions of daemons poured through the gaps. Against an army of chaos a mere physical barrier was no obstacle.





Once inside the wall, the Bloodlord's forces found themselves restricted on the Long Road, defended by the Grand Army, as rice paddies and irrigation ditches to either side hindered cross country movement.

Many Cathayan commanderies were ready to surrender to him, as they saw no hope of winning. But when news of the live burial of two hundred thousand innocent Cathayan peasants reached the provinces, all this changed. To the surviving Cathayan Warlords, Azaroth was a cruel madman who would not let them live even if they surrendered unconditionally. As a result, they decided to hold their ground until the very end. Azaroth's forces thus faced fierce resistance all the way from the desperate Cathayan troops. But the chaos sorcerers responded in kind –there were eruptions of tentacles, rains of blood and flocks of screaming Furies so dense they blocked out the sun. Mutations appeared in frightening numbers, many of them forming Beastmen herds that wreaked havoc in the land. When Azaroth broke out of the siege of Dong Kou and fought his way to the Grand Waterway, he was close to an attack on Weijin. Cathay was held in the grip of chaos.

Azaroth had faced Xen Huong in battle before, but in the last battle the Bloodlord had little luck against the Emperor. Xen Huong took advantage of the large quantity of supplies the Cathayan army had, and avoided direct battle, withdrawing to the safety of the ancient walls of the capital. Therefore, Azaroth decided to take command of the central force of Chaos Warriors against the heart of Cathay itself – sacred Weijin.

The day of the battle is remembered as being in midwinter, the defenders manning the outer walls of Weijin being lashed with rain and lightning strikes – both natural and of foul black sorcerous power. Xen Huong walked among the defenders with a group of peasants, including women and children. He introduced them to each and every Grand Army soldier, saying simply, “These people feed you. Fight for them.”

The wet weather hampered the shooting of the Dragon Men, who found it difficult to fire and reload their arms at the advancing horde. Even so, Grand Army missile troops took a hideous toll on the advancing army, packed Fire Arrows blasting massive gaps in the chaos marauders as they sought to protect their own chaos champions. With a rumbling that shook the earth Azaroth revealed his secret weapon, which had been hidden from sight with the twisting magic of Tzeentch. The Diabolus emerged from a shadowy cloak of darkness, and standing astride it was Bloodlord Azaroth. The chaos general had been horrifically gifted by the chaos gods and had metamorphosed into a full Daemon Prince of Khorne, with thick black bat wings, brass armour and the snout of a swine. His very presence caused a wave of frenzy to sweep through his troops, who threw up scaling ladders to the walls, as Hellcannons belched their fiery payloads and smashed great chunks out of Weijin's stony defences.

The Emperor watched proceedings from his command pavilion on an elevated platform within the Jade Palace, and saw that the Grand Army simply would not hold against such a grievous force

of hate. He fell to his knees and prayed to the Ancestors Gods as the Diabolus crashed aside the gates of the city and broke through. With a determination borne of failure to protect his people, the Emperor drew the Phoenix Talon and strode down through his people, to face the fiendish engine and Azaroth, the next Daemon-King of Cathay.

Howling bestially, Azaroth leaped from the Diabolus and the two mighty leaders faced each other. The Diabolus opened itself and disgorged hundreds of chaos warriors who set about decimating the scores of spearmen who stood in their way.

Suddenly there was a pause in the battle, the wind and rain swirled with flashpowder and the unnatural fires of the Diabolus, which seemed to shake slightly, before exploding in a blast of brass shrapnel and brimstone.

Stalking through the ruins of Khorne's machine was the Man of Jade, the mighty stone monolith's sword carving through dense metal as if it were paper. Behind the great invention of Emperor Chung I-Hsien, in silent unison, marched rank upon rank of Terracotta Warriors, who had awoken from their centuries-old mausoleum to come to Cathay's final aid. Chaos warrior and impassive statue met, neither flinching, yet the blades of the warriors were turned aside.

Xen Huang saw his opportunity to strike, deflecting a blow from Azaroth, and reversed his blade in a cunning manoeuvre, the Phoenix Talon flashing

backwards and upwards to pierce Azaroth through the chin and into the brain. The spitted Daemon Prince fell with a howl from beyond as the chaos gods watched their champion expire.

As he staggered back from the blow, the Emperor absorbed the power sent to him by the Ancestor Gods themselves. He stumbled and fell, every inch of his body burning.

With a roar, the man who was once known as Leng, then known as the Emperor of Cathay, was no more. Where there was a man now stood the Celestial Dragon, as legends had spoken. The army of chaos was routed and fallen upon by the remnants of the Grand Army, and none made it from the field of battle alive. The Cult of Dragonkind prostrated themselves on the battlefield before the Emperor, who looked out from his visage with wise eyes.

In the present era, since the Dragon Throne has been reclaimed, Cathay is prosperous, with trade routes opening all over the world. The provinces have won greater freedom from the Emperor, and the monasteries have fortified their positions of power.

Cathay is united under one sovereign, with the Warlords having clear boundaries between their realms. Cathay has reached a pinnacle in power, and wishes to expand the Empire have increased among the court. Whether the armies of Cathay will march upon the lands of the west or not, only time will tell.

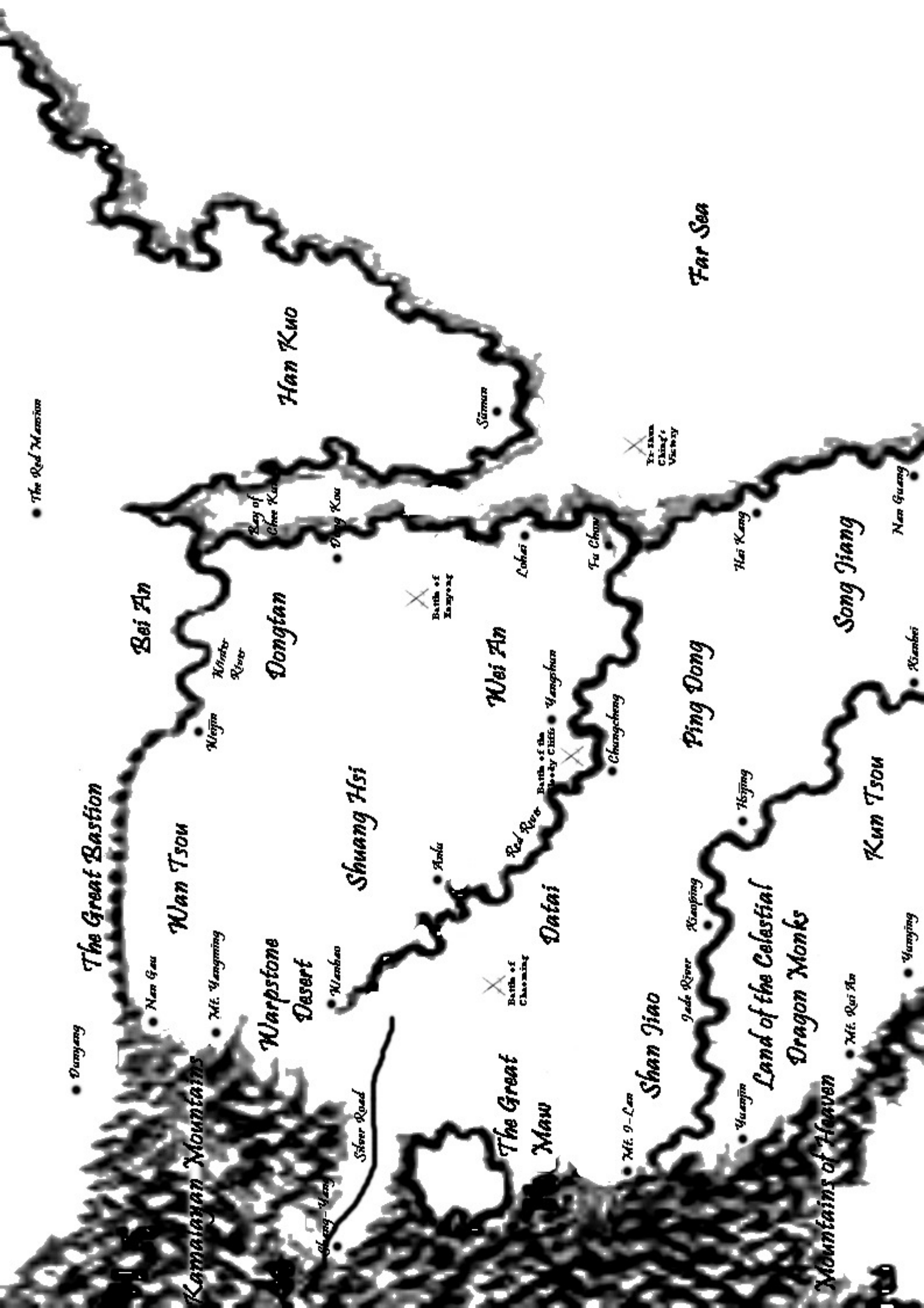


TIMELINE

- 2500 First Dynasty rises in Cathay, consolidating victory over local warlords.
- 2467 The First Emperor, Chung I-Hsien, dies.
- 2466 The time of the Three Kingdoms begin, with many years of civil war to come.
- 2412 The beginning of the Yu Dynasty and the Golden Age of Cathay.
- 2357 The Great Bastion is completed.
- 1911 Explorers from Lohai discover Nippon, and establish a colony there.
- 1666 The World Edge Mountains are riven by earthquakes. Portions of the Great Bastion collapse, allowing rampaging northern tribes to spill into Cathay.
- 1200 The Cult of Tsi-Tsien gains favour amongst the aristocracy of Cathay.
- 1040 The first attacks of Chaos worshipping men fall upon outlying Cathayan settlements.
- 1000 Dowager Empress Lilin assumes the celestial throne of Cathay after her father's sudden death. To this day she is the only woman to rule the Celestial Empire.
- 998 Orcs use the Silver Road to attack Cathay, aided by Hobgoblin allies. Empress Lilin orders the Grand Army to respond and they slaughter the Orc horde near Shang-Yang.
- 720 Jade Palace completed in Weijin.
- 713 The Age of Peace begins. Cathay enjoys its second golden age and flourishes, with a population reaching into the excess of twenty million.
- 589 Han Kuo is annexed by Cathay.
- 339: The Battle of Halyim Pass. Cathayan face the combine armies of the various Shahs' and Raj's of Ind. Cathayan victory insures loyalty from Ind.
- 87 Dark Elf ships start raiding the coasts of Cathay, but are defeated by Admiral Yi-Shun Ching.
- 55 Hobgoblins of Grazak Khan attack down the Silk Road pillaging many rural towns and villages before being crushed by the Cathayan army.
- 78 Wu Jen begins the magical enhancing of the Great Bastion in response to a predicted attack.
- 104 The invasion of Cathay by the traitorous forces of the rulers of Ind is crushed by Emperor Tsu before his own tragic death in battle.
- 148 Pirates from Nippon begin raiding Cathayan traders and their home ports.
- 354 The Hung tribes of the northern steppes are united and attempt to assault the Great Bastion, but are routed.
- 563 Corruption in the Jade Palace erupts as the Emperor's son, plotting with the Empress, attempts to overtake the Dragon Throne by force. Their plan is discovered and they are both executed for treason.
- 698 Representatives of the Phoenix King of the High Elves arrive in Cathay. Trade between east and west begins to flourish.
- 1043 The First Skaven attack in Cathay since the First Dynasty is repulsed by the defenders of Hsijing. Since this date sporadic attacks by the ratmen have stocked Cathay.
- 1359 Nippon declares independence from Cathay.
- 1410 Chaos Dwarf slavers attacks the western provinces. Tens of thousands of Cathayan civilians are taken to the slave pits of Hashut.
- 1699 Emperor Wu receives the first Old Worlders in Cathay, the Tilean explorers Ricco and Robbio, as guest in the Celestial Court. Trade routes between the Old World and Cathay are established.

- 1713 As a result of the developing trade rivalry between the Araby and Cathay, Emperor Wu orders an expedition to the Southlands to secure the sources of the Arabian spice trade. Over 1000 War junks and 100,000 troops were wrecked when hit by a pair of typhoons.
- 1745 Hobgoblin horde, led by Jublai Khan, sweep through northern Cathay and overthrows the Ling Dynasty.
- 2051 Xen Huang is crowned Emperor after defeating Malchezaar the Insidious's Daemon hordes.
- 2054 Bloodlord Azaroth attacks Cathay, nearly devastating the land. He is defeated by Xen Huang in the Siege of Weijin.
- 2355 Nipponese armies invade Imperial Cathay. Start of 120 year war between the two great Empires.
- 2522 The Storm of Chaos erupts in the Old World. The Hung Tribes of the North Steppe ride south and assault the Great Bastion, but are driven back by Zhao Fei.





• The Red Mountain

Far Sea

Han Kuo

Süman

Yü-shan
Chang's
Victory

Bay of
Chiao Kuo

Ding Kuo

Battle of
Langkat

Lohai

Fu Chow

Hai Kang

Nan Guang

Bei An

Kunming
River

Dongtan

Wei An

Yangshun

Song Jiang

Kuanhai

The Great Bastion

Wan Tsou

Shuang Hsi

Datai

Ping Dong

Kun Tsou

Warpstone
Desert

Anka

Red River

Battle of the
Red River

Changcheng

Hsiang

Nan Gau

Mt. Yangming

Wambao

Battle of
Chao ming

Jade River

Kuangfing

Land of the Celestial
Dragon Monks

Yangfing

Shan Jiao

Mt. 9-Lan

Yuanyin

Mt. Qai An

Kamaiyan Mountains

Silver Road

The Great
Maw

Mountains of Heaven

LAND OF CATHAY

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. 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.

The west coast is often hidden in low heavy clouds coming in from the ocean. As the clouds reach shore and run into the mountains they are forced upwards leaving most of the water behind, as rain. The south has a much more pleasant climate, with much less rain and more sun, providing the necessary elements for grain. There is a small grain production, but not enough, so large quantities have to be imported. The winters are long, cold and harsh, and often referred to as 'The dark months'.

The Great Bastion

The building of the massive The Great Bastion can be viewed as the outstanding example of Cathayan 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 Emperor Chung I-Hsien it was originally designed to be a barrier against the barbaric tribes that lived in the North. Supplying the hard labour necessary for the Lawful Wei was a simple process of rounding up prisoners and peasant workers. At the end of their dynasty the wall stretched from the Kamalayan Mountains in the west to Winter River in the East.



Weijin, Seat of the Dragon Throne

Less than a thousand miles south of the Great Bastion is Weijin. Here lies the Seat of the Dragon Throne, home of his divine Emperor and the Imperial court of Grand Cathay. Indeed the whole city is entrusted to the running of Cathay and its sole purpose is to serve the Celestial Emperor. All food has to be imported into Weijin. More than a hundred tons of food each week is required to feed the bureaucrats and staff.

Of all the creations of Cathay, the palace of the Celestial Emperor, where sits the Dragon Throne, and the Never-ending Stair are the greatest. It sits, a hundred feet above the ground, reached by a two thousand steps long stair, the Jade Palace is a place of eternal wonder. Dragons tilt and dive above its faerie gates and the Emperor's Guard stand guard before it, ever vigilant.

Nan-Gau

West of that, at the far western end of the Great Bastion lies Nan-Gau, the city that contains many of the military personnel of Cathay. These are primarily used to patrol the borders of their empire, walking the entire distance of the Great Bastion as part of their patrols and it would be they who would capture any foreigners who took it upon themselves to try and slip deeper into Cathay without a divine decree granted by the Bureaucracy. The greatest commanders of the Celestial Emperor's army are stationed here, travelling to Weijin only to make reports concerning military development or to log any events the army has

experienced, unless he needs to mobilise a large force to contain an enemy whereupon the chief commander will immediately convene with the Emperor himself.

The greatest reason for maintaining a large army in this area is that a preponderance of monsters populates the area and, if kept unchecked, could rampage through the area.

Kurdesh

The second largest concentration of military power was to the south, where Cathay borders Khuresh, a wild land of mountains, deserts, jungles and marshes.

Not totally uncivilised, Khuresh represents a large threat to Cathay as a number of dispossessed elements of Cathayan society have congregated in the northern part of the Hinterlands seeking ways to overthrow the Emperor. There is also the threat of ratmen who seem to mass periodically in the area. Here the military maintains a separate command to that of its northern counterpart.

The commander of this station is still subordinate to the northernmost provinces but it is seen as a way of promotion, for the southern command is usually the prime candidate for promotion into the role of their northern superior. Only the most severe censure can prevent this ascension, but has happened more than a few times in the past. The southern outpost is also responsible for maintaining the trade route of the Spice Road through to Ind and making sure that merchants stick to it and finally reach their stop over.

Fu Chow

Fu-Chow is an undisclosed port city at the end of the Red River, so-called because at certain times of the year, the waters would turn red. The same waterway which flows through the trade reservation itself, it grew as more tributaries added to it. Fu-Chow is the only place in Cathay that tolerates the

presence of outsiders, for it was at this port that a number of ships have traded through previously. This port is less used for foreign trade compared to the land-locked post as ocean-going vessels encountered greater difficulty in reaching Cathay than by way of the overland route.

Certainly ships from Araby, Remas, L'Anguille and Marienburg did dock, but their crews were fatigued, depressed and malnourished from the arduous voyage.

Encounters with pirates, elf boats, sea monsters, grim weather and the perilous storms sweeping across the coasts off of Nippon to the South-east of Cathay, threaten the long voyage.

The Mountains of Heaven

At the spiritual heart of Cathay lie the Mountains of Heaven, a small yet unreachably stark and tall range of mountains.

Foremost of these is the mighty Ho-Huan, the great pillar whereupon sits the Great Flame of Cathay and the Celestial Palace of the Emperor. Upon their western flanks lie lush forests which sweep up the tall slopes like a carpet of deep green. Upon their western slopes lie the hundred great Houses of Cathay, and below them the mighty city of Weijin, the capital of Cathay. The Mountains of Heaven form a natural ring that surrounds Mt. Hohuan, forming a final, nigh impenetrable defence against invaders. Only once in the history of Cathay have its peoples been driven to this mountain citadel, and in that final battle the servants of the Great Flame first came forth to aid the humans who worshipped them as gods.

The Great Flame is a relic of millennia past, a mighty beacon of the Old Ones, who created many such watch-fires to stabilize the world against Chaos. In the first great assault of Chaos upon the world, most of these fires were overturned and snuffed out by the legions of darkness. Only two





survived- the Flame of Asuryan in Ulthuan, though it was so battered by the assault of Chaos it was reduced from a furnace to a simple bonfire, and the Great Flame of Cathay. Whether this was because of its physical inaccessibility or because of the creatures that now inhabit it is unknown, but above the clouds, the mighty Flame of Cathay still drives back the darkness of Chaos. Around the Flame for around a mile, the energies of Chaos are held at bay and their corrupting essence can touch nothing. Creatures born in its influence are perfect, untarnished by the blemishes and maladies caused by Chaos. The Flame is perpetually guarded by creatures it is believed it created solely for that purpose- the Phoenix. Birds of flame and raging heat, they are concerned only with the protection of the Flame, yet they have often aided Cathay in her wars, ensuring that the people who protect their mountain domain do not succumb to the darkness and leave it once more defenceless.

The Silver Road

The Silver Road winds its way like a glittering promise across the wastes between the Old World and the Far East. While technically not a single road, but a conglomeration of many magically warded passages, the Silver Road still forms the most secure method of land travel from the West to the East. The Silver Road travels down from the Border Princes, following the World's Edge into the badlands, where it turns east for the first time. The pass through the World's Edge is reasonably safe, but from then on the true perils begin. Winding between the Ash Ridge Mountains and the Plain of Bones in the Dark Lands. From there it passes on to the relative safety of Pigbarter and the Plated Rock. The Silver Road

then splits into two distinct paths the Ivory Road which passes through the Mountains of Mourn and the Spice Route that passes along the coast of the Sea of Storms, preferring to risk the insidious predations of the Dragon Isles than the more brutish dangers of the Ogre Kingdoms. When the lucky few to ever reach Cathay find themselves on the eastern slopes of the Mountains of Mourn, they have finally reached the land they seek. While danger is still rife in the western deserts of Cathay, Nightblade patrols and Lowborn are common in those lands and most caravans who reach that point reach Weijin intact. All that remains then is to trade their wares and make the return journey...

Yuanjin

Situated at the foot of the Eastern end of the Kamalayans, Yuanjin derives its wealth from the iron and silver ore in the mountains. These tunnels stretch for countless miles, opening into vast caverns and if stories are to be believed, systems of tunnels more ancient than man. Taking advantage of some of these caverns and dried-out underground rivers, the merchants of Yuanjin can move their caravans under the great Kamalayan mountains to the upper echelons of the Old Spice Road. Though safer than travelling above ground, sometimes such caravans disappear, possibly losing themselves in the dark maze of tunnels under the mountains. From the mountains, thousands of small streams feed water to the Red River, the lake the city is built around. The Red River has the largest lake in all of western Cathay, not only due to it being almost a mile and a half across, but it is said to be virtually bottomless. The deeper down one gets, the wider the lake becomes. It is customary for newlywed couples to cast a golden trinket into the lake for luck. Whispered rumours tell of more sinister rites

and sacrifices made to appease the dark gods of the Red River.

The city of Yuanjin is nearly always shrouded in the shadows of the great Kamalayan mountains. Only at dawn and dusk does sunlight fall on the city, for a brief time bathing it in a red light. The city is famed for its many festivals and celebrations, as though its citizens try to forget the grip of shadow that lies over the city. Even so, the place is much cooler and more comfortable to live in than any other Cathayan city.

Han Kuo

Han Kuo This maritime province is situated on the near the Bay of Chee Kun and the Chaos Wastes of the north. The climate is cold and the planting season is short. The Red Mansion is close, so raids from Chaos warbands are relatively common, so natives of northern the northern provinces are tough, literal minded people.

In past Cathayan 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. Two large enclaves are situated at the northern Red Mansion. 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. The Emperor of the Dragon Throne claims the whole Cathayan peninsula as belonging to Cathay. This claim is hardly realistic. Most of the land is covered by hot deserts and dry shrub land. The population lies largely in the coastal cities or the towns and villages surrounding them.

The Steppes

The Steppes are harsh and rocky, its only valuable mineral a rugged black stone known as flashpowder. Volcanic in nature, boiling magma lying underground tainted with other substances to give the spraying lava from the mouths of the mountains a rich dark maroon colour. This is a loose confederation of petty Khan clans south/south-west of central Cathay. Apart from periodic thrusts west, the Khanates primarily interest itself with the taxing trade routes while guarding them from smaller bandits. 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 Khanates have shrunk to as small as two or three clans or expanded to as many as eight.



Lately, rumour has it that the Emperor has been sending supplies to the Hung in their war with the Old Ones 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 Cathayan as a trading post during the heyday of the old Spice Road, it was taken by the Hung when the humans died of plague in 1840 IC. Since then, it has grown into a haphazard collection of buildings and hovels both big and small encircled by a 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.

Dunyang

The ill-fated city of Dunyang in the north of Cathay has been a thorn in the side of the Emperors since its founding. For the first time in history, greed at the wealth to be found in the desert overcame the loyalties of the Lowborn of Dunyang and they revolted against the rule of the Emperor. Though the city itself was ultimately destroyed, the Dunyang rebels, as the survivors of that battle came to be known, were not. While most are greedy and are interested only in wealth, some have fallen to the worship of Chaos, and the Dunyan have become one of the greatest threats to the stability of Cathay, spreading the faith of the Dark Gods to the weak and easily tempted. The Magistrates have little tolerance for those caught with the Dunyangs, and they and any they have associated with are put to the sword as an example to all loyal subjects of Cathay.

The mindless assault of the bone goliath forced Grand Master Guo Liang to draw back and redress his iron fan. The weapon seemed ineffective against the raging monstrosity of bone whirling before him. Guo cursed himself. He knew better than to take on a liche's construct with such methods. But the day was cold, the evening even colder, and this beast had appeared before him like a dream, swirling through the morning haze like a dervish gone mad. The goliath's assault had surprised him, and that most of all, troubled the great Shu. No one, nothing, could ever surprise him. And the fact that this thing, this tower of clanging bone and dark plate, could catch him unawares and flat-footed, concerned Guo the most. Whoever controls it, Guo thought to himself as he ducked another thrust of the beast's mighty spear, knows who I am, what I carry, and why I've come. Guo Liang drew back a great inhalation of air, held it for a moment, then let fly a stream of fire through bared teeth. The flames splashed against the empty chest of the beast and leached through its body, bursting through the seams of its steel armour. Flames coursed into its skull cavity, igniting its large, hollow eye sockets and scorching its bleach-white teeth. The goliath flailed madly, dropped its spear, and fell into the line of dead trees flanking the narrow path through the woods.

The forest exploded into flame.

Guo leaped forward and grabbed the discarded spear with both hands. It was twisted and crude (more like a dead tree trunk than a spear) and lacked the necessary balance for one as skilled as himself, but it would serve its purpose nonetheless. He raised it above his head and raced toward the mass of burning bone trying to right itself through piles of seared bark and branches. Guo screamed and drove the tip of the spear into the soft dirt on the side of the path. The spear bent but did not break and Guo vaulted himself up and over the fire. He could feel the heat singe the frayed edges of his red robe as he released his grip from the spear and flew, like a bird, through the air. He landed square upon the hard, toothy chin bone of the beast and heard a crack as the jaw, weak and brittle from the intoxicating heat of the fire, gave way and snapped in two.

Some kind of mad, harrowing moan escaped the hollow mouth of the goliath. It was not the beast's words; it could not speak for it did not have lungs or a throat. But it seemed to understand that its jaw had been severed. An escape of hot breath came up through its charred mantle and washed across Guo's face, forcing him to leap to safety beneath the swipe of a huge skeletal hand. The beast rose out of the ash and flame, flailing with both arms now, twisting its jawless head back and forth as if it were trying to find its assailant through the billows of black smoke. Every loose strand of dry cloth, every leather strap hanging from the goliath's legs and arms was on fire. If the situation weren't so dire, Guo could almost appreciate the size, power, and relentless drive of his foe and the sheer determination of its master... wherever it may be.

But now was not the time for reflection.

Guo dodged another fist blow, leaped and grabbed hold of the goliath's wrist as the large curled fingers drew close. The rough bone of the beast's arm scorched Guo's bare hands. Pain shot through his arms. He was a Dragon Monk, true, and fire was as natural to him as breathing.

But the fire roping through the goliath's lurching frame was too hot even for a grand master.

I've overdone it again, Guo thought to himself with a frail smile.

The goliath waved his arm violently to try to shake off his attacker, but Guo held firmly. He waited -- one, two, three shakes - until his legs were close to the beast's neck. Then he let go, somersaulting through the air and landing solidly on the left clavicle where the armour had chipped away. Here the bone had been spared the flame. Guo held on tightly as if he were grasping the reins of a wild horse. The goliath thrashed to and fro, its sharp, razor-like fingers snapping over its shoulders to try to snatch Guo's robe. The goliath's skull rolled forward.

Guo drew his fan and snapped it open. Now or never...

With one swift motion, Guo drew the sharp edge of his weapon across the tender gap between neck bones. He could feel the fan cut through the dry, dead cord with a silent swick! The beast slowed, dropped its arms to its side, and wavered in place. Guo drew the fan back and made another cut, this time through the bone. The skull dropped forward again, but this time, it did not recover. Guo watched as his cuts grew larger, larger, until that final snap. The goliath's head tumbled off its shoulders and hit the ground with a deadening thump.

The fight was over.

The rest of the goliath dropped straight down, an eruption of bone, broken armour and black leather flying everywhere as Guo grabbed the limb of a nearby tree and flung himself away. He lighted gently upon the ground, turned and watched a huge, consuming flame sweep over the goliath's remains and reduced them to a pile of black soot. Guo smiled, breathed deeply, and waited until the final pop of heat escaped the heap and dissipated into the growing quiet.

Somewhere in the forest where the trees were not burning, a crow sounded, its screech resounding through the dead forest like the howl of a lost soul. Was it the liche, Guo wondered, revealing its displeasure with the destruction of its toy? Maybe so, but Guo had other concerns at the moment.

He found the path again and located his bedroll, which he had ditched into the weeds when the goliath had appeared. He checked it twice, rubbed away stray grass from its silk fabric and tucked it beneath his left arm. He then stuck his hand into the right pocket of his robe. The object, which he had sewn into the lining, was there and safe. He tapped his fingers across its tight surface and smiled. The liche had not prevailed in its attempt at recovering the object.

Guo was grateful for that. At least until his next attempt. And there would be others... no doubt about it. This conflict was far from over.

But now he turned his attention to the long walk before him. The day would take him out of the forest and into a flat land where the fortress monasteries of the monks resided. There he would take succour and bathe his sore feet. And then, gods willing, he would pass into the land of Cathay and greet the emperor.



BESTIARY

In this section you will find information and rules for all of the different warriors, heroes, creatures and war machines in the Cathay army. At the end of the section are some special characters – famous Cathayans that you can field in your army.

The discipline and honour of the Grand Army is legendary across Cathay, and for a soldier to be called up to the elite of the elite, the impassive Emperor's Guard, is the highest honour one of lowborn birth can aspire to. The Grand Army is trained to the same rigid tenets laid down by Emperor Chung I-Hsien during the first Celestial Dynasty, because these have proven effective time and again, down the centuries, against vastly different foes.

The armies of Cathay are based on large regiments of infantry. 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.

The primary troop type in Cathay is the foot soldier, usually armed with a spear of some kind. Cavalry is reserved for the nobility, responsible for their own gear and upkeep. 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 War*.

Fighting amidst the common soldiers are the Cathayan elites; the Swordsaints, the Nightblades and the Celestial Dragon Monks, each a skilled combatant and a great challenge for anyone to face. The Emperor and the local nobility both employ a wide range of mercenaries and hired troops for their campaigns, including the Mangudai of the steppes, who are unsurpassed as light cavalry, tribal warriors from the highlands, and the Monkey Warriors from the Mountains of Heaven.

On the following pages are the complete rules for the models in the Cathay army. Each entry includes the models profile and special rules. This is normally in combination with the army list on pages ??-?? to create a force that can be used in a one-off game in Warhammer. However, players can also design scenarios with specific forces involved, or run a series of games in a campaign, both of which may well use the information in this section without recourse to the Cathay army list.

Special Rules

Many troop types have special rules to reflect their unique nature and abilities, and these are explained in the individual Bestiary entries that follow. To save space and repetition, where a model has a special rule that is explained in the Warhammer rulebook, only the name of the rule is given in this section. Refer to the special rules section of Warhammer for the full details of how the rule works. Similarly, the following rule applies to most units in this Bestiary, and as such is detailed here:

Glorious for the Dragon Emperor: Cathay believes itself to be the largest and most advanced nation of all men and Cathay and its citizens take pride in themselves and their victorious armies. Fully devoted to their Emperor, the soldiers literally throw themselves at the foe, gladly sacrificing themselves for the glory that is Cathay.

All units with this rule may Fight in Extra Ranks as described in the Warhammer rulebook.



IMPERIAL INFANTRY

The lot of common Cathayans is often a poor one, especially those involved in labour, forced to work the iron mines, or in the laborious, harsh and continual construction of the Great Bastion, Grand Waterway, the system of Commanderies and watch towers or numerous other civic projects. Grand Army Soldiers are common men who would otherwise be working the rice paddies, with strong ties to a local General or monastery, who throw in their lots for a chance to see the world.

Soldiers are also recruited from town law enforcers, tax collectors and excise men, mercenaries, bandits, highwaymen or wanderers, anyone who earns their money through their physical prowess. This is the pragmatic Cathayan approach to recruitment, which is to turn your enemy into your ally through subservience. Professional soldiers can also be found serving Warlords as mercenaries, protecting their provincial courts, or swelling the ranks of their private armies. Most in the ranks of the Grand Army, however, are men of low birth who have chosen the way of the soldier to escape a mundane agricultural existence and advance themselves in the world.

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Infantryman | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 |
| Sergeant | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 |



Special Rules

Glory for the Dragon Emperor

CHU KO NU



The Cho Ko Nu, named after the weapon they wield, are the common missile troops in the Cathay army. Using a special version of the repeating crossbow, it has an even great rate of fire, but suffering from lesser range. Still, the amount of bolts unleashed by the weapon more than enough makes up for it, darkening the sky with missiles. Regiments of these units accompany the Imperial Infantry, supporting the battle line.

| | S | S | T | W | I | A | Ld |
|--|---|---|---|---|---|---|----|
| | 3 | 3 | 3 | 1 | 3 | 1 | 6 |
| | 4 | 3 | 3 | 1 | 3 | 1 | 7 |

Special Rules

Glory for the Dragon Emperor

Cathayan Repeater Crossbow: Cathayan repeater crossbows have a range of 16", Strength 3, and fire 3x multiple shots.

DRAGON LANCERS

The Dragon Lancers are the heavy cavalry in the Cathay army, fulfilling the role of shock troops. Heavily armoured and equipped with halberds, they are also efficient in prolonged combat. They are sometimes armed with fire lances, a black powder weapon that fires a small projectile just before entering combat. These deadly one-shot weapons give them an edge versus hand to hand combatants.

While not being as powerful as the knights of the Old World, they fulfil their own role in the Cathay army, taking out smaller units of enemy infantry, skirmishers and archers, before moving into position to flank the enemy battle line to support the infantry.

Most of the Dragon Lancers are nobles, but one can also reach this position through prolonged service in the army. To become a Dragon Lancer is a great

honour to the Cathayans. It also brings several benefits, such as tax avoidance, and an overall higher status in the society.

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Dragon Lancer | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 |
| Veteran | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Special Rules

Glory for the Dragon Emperor

Fire lance: One use only. In the beginning of the first round of combat, the unit may choose to use their fire lances. When doing so, all models in base contact cause a Strength 4, armour piercing Impact hit on the enemy unit, in addition to their normal attacks.



MANGUDAI

For centuries, especially during the Warring States period when no unified empire of Cathay stood to confront the enemy, the Mangudai steppe nomads were usually seen down the tip of a blade as enemies, not as partners.

This all changed though when the Emperor Chung I-Hsienu unified Cathay. He was the first to recognize their use on the field as allies rather than foes, and offered them land and gold in return for their services. From then on, the Mangudai would often show up in the armies of Cathay as mercenaries, filling the roles of scouts and light cavalry, peppering their foes with arrows from horseback.

Most renowned and most emulated of their skills is the parting shot. The Mangudai would feign retreat; then, while at a full gallop, lie back to shoot at the pursuing enemy. The manoeuvre requires superb equestrian skills, since the rider's hands were occupied with his bow, leaving only pressure from his legs to guide his horse. The typical employment of horse archers in battle is as fast cavalry capable of moving swiftly to avoid close combat, or to deliver a rapid blow to the flanks or rear of the foe. The Mangudai are masters of galloping around their enemies and encircling them; they prefer ambushes to frontal assaults, separating then destroying isolated units. They are among the best human cavalry in the world, with the possible exception of their distant northern cousins, the barbarian Ungols of icy Kislev. The foundation of the Mangudai way of war is a direct extension of their nomadic lifestyle, honed to a razor's edge by the Great Khan, his generals, and his successors. Enemies become increasingly frustrated at their inability to bring the Mangudai to battle, because a target never presents itself.

They are absolutely merciless and have no problems being cut off from their parent tribe, as they go to war with numerous steeds, can sleep in the saddle, and live off the land. Their manoeuvrability is almost infallible, having everywhere to flee to, and being able to attack anywhere.



The legacy of the Great Khan lives on in the manner the Mangudai go to battle as auxiliaries to the Grand Army of Cathay. From time to time, warbands split off from the centres of civilisation and range outside the Khanates. These rampaging bands are usually led by some younger glory-seeking Khan, and some of them find their way into the armies of Cathay. Far from home, the Mangudai are nothing if not pragmatic, and when allowed safe passage in return for service in a Grand Army General's armies, they seldom refuse.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Mangudai | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 |
| Bahdur | 4 | 3 | 5 | 3 | 3 | 1 | 3 | 1 | 7 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Special Rules

Fast Cavalry

HILL TRIBESMEN

The armies of Cathay often contain many of the tribesmen from the hills that dot the land. They are recruited as auxiliaries in support of the main battle line, and are often the first troops sent into battle to deal with enemy archers and lightly armoured troops.



They are found in the highlands of Cathay, where they live in small colonies outside of society and have established smaller fiefdoms for themselves. They live off the land, hunting and trading furs, and are sometimes hired as guides or to guard caravans. The Emperor leaves them be and allows them to sort out their own affairs as long as they do not bother in his or those of his servants.

Treated with blatant disrespect from the Cathayan aristocracy, Hill Tribesmen still perform an important role in the army, often lying in ambush or encircling enemy positions. They usually move ahead of the main force, disrupting the opposing army's troops with their javelins and harassing attacks.

While being cheap soldiers to maintain, their lack of discipline can be quite a nuisance to the Cathayan Warlords, often charging into the fray of battle instead of moving into a flanking position and disobeying orders. For this reason they are very rarely relied upon, and are mostly used as screeners for the main force, drawing enemy missile fire to them and thereby protecting more important troops.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Tribesman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Chieftain | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 |

Special Rules
Frenzy, Ambushers

MONKEY WARRIORS

The Monkey Warriors from the Mountains of Heaven are among the more curious creatures of Cathay. Like the Beastmen of the Old World, they too are a spawn of Chaos. Whether they group together for similar reasons as more common beast herds, these monkey-men do seem more benevolent than their Old World counterparts, depicted more as tricksters and conmen than blood-thirsty marauders. These forest denizens are able to fight using all four limbs, meaning these ape warriors have an unusual style of fighting. As dextrous as they are deadly, more movement is involved, using and interacting with the surrounding environment for any advantage it offers. It is a style that has been copied by the Dragon Monks, making for a more agile blend of blows from fists and feet.

If reported sightings of green apes in these parts are anything to go by then the creatures prefer to live in tight packs high up in the bamboo canopies. These lie predominantly in the southern region, with patches across the centre of Cathay leading sparsely up to more northerly aspects. Whether the forests provide better protection or they congregate here because it is in their nature, rumours suggest that these could be monkeys that are mutating into men!

Monkey Warriors are sometimes hired into the armies of Cathay, for they possess common knowledge just like any other man, yet only a few of them understands the human language. Whenever they go to battle it is mostly for food or equipment to bring to their tree colonies that they do not have the materials to make for themselves. On the battlefield they run around the enemy troops, harassing them with poisoned darts from their blowpipes and being a general nuisance.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Monkey Warrior | 6 | 3 | 3 | 3 | 2 | 1 | 5 | 2 | 5 |
| Chieftain | 6 | 3 | 3 | 3 | 2 | 1 | 5 | 3 | 5 |

Special Rules Skirmishers

Climbers: Monkey Warriors ignores penalties for impassable terrain like walls, rocks and building, but not water and the like. Note that they may still not end their move within impassable terrain.

Quarterstaff: Requires two hands. Enemies attacking a model armed with a quarterstaff suffer a -1 to hit.

Blowpipe: A blowpipe has a range of 12", strength 3, and fires 2x multiple shots. All shots made with a blowpipe are *poisoned*.



SWORDSAINTS



The Swordsaints are the best soldiers in all of Cathay, unsurpassed fighters with the blade, bested only by the Elves.

They are the image of the true warrior to the common folk of Cathay, as they are generally the most visible in battle, regiments of Swordsaints forming rallying points for the Imperial Infantry that make up the majority of the Cathayan battle line, and the Swordsaints themselves take to this reverence well. It is not entirely uncommon to see a Swordsaint leading units of Lowborn or teaching them some simple techniques and skills before a battle.

Over the millennia, the Swordsaints have created fortresses and training monasteries in every corner of Cathay, where they train day and night to perfect their art.

Those that are to become Swordsaints are given to the Order by their parents at birth and are expected to train from the moment they are born.

While infants are obviously incapable of focused training, they are taken and raised by a senior Blademaster. In their junior years they receive tuition and care by their master in return for their aid in performing simple maintenance and cleaning of their master's armour and weaponry, valuable experience for when they are given their own equipment for battle. As the young Swordsaint ages, his training will become longer and harder and he will, when the time is judged right, be given his own armour and weaponry and become independent.

He will then sleep with others his own age under the sky in the central square of the monastery, further strengthening him against hardship. Finally, after his tests to become a fully fledged Swordsaint succeed, he will be given his own quarters and personal heraldry. It is this independence yet reliance on both peers and masters that give Swordsaints their beliefs and effectiveness as a fighting unit.

Swordsaints bolster the Imperial Infantry in battle, regiments of heavily armoured warriors standing side by side with the common soldiers of Cathay, giving them both a focal point for their devotion and an unflinching anvil upon which the endless warriors of Cathay can smash their foes. Some put this down to nobility and honour, yet it could hardly be so, for they are warriors first and only.

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Swordsaint | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 2 | 8 |
| Blademaster | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 3 | 8 |

Special Rules

Glory for the Dragon Emperor

Inspiring Presence: Swordsaints and all friendly units within 6" of them may re-roll failed Psychology tests.

Cathayan Longsword: A Cathayan Longsword is a one-handed weapon that is so finely crafted that it confers +1 Weapon skill and +1 Initiative to the bearer when used in combat. It is armour piercing, as described in the Warhammer rulebook.

NIGHTBLADES

The Nightblades have become synonymous with darkness and fear since they began dealing death for the Emperor, acting as his secret bodyguard and removing political opponents. Using subterfuge and terror as their weapons, they go unseen until the time is right to strike, often leaving only corpses as a testament to their passage. Most often their forces will form patrols or scouting forces along the borders of Cathay, halting or alerting the populace to incursions.

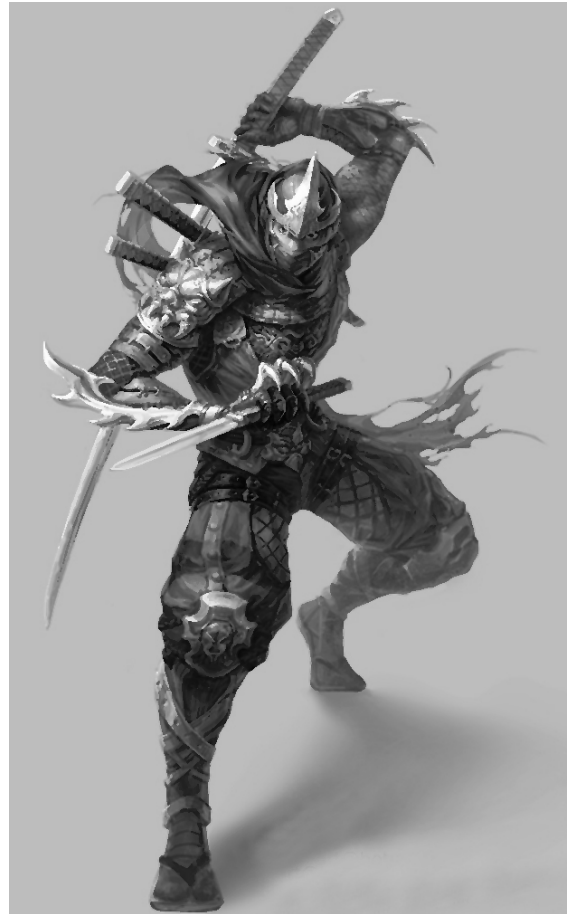
The battle garb of the Nightblades varies, but is inevitably dark-grey, deep green, midnight blue or black robes. Their blades are often lacquered black so as not to glint in the darkness as they approach their foes, and their armour is glossy black or dun. When they appear on the field of battle, they attack where the enemy is weakest, without warning, overcoming positions with bitter speed and ruthlessness.

Occasionally a Nightblades will be tasked with the destruction of the enemy commander and, equipped with the deadliest weapons of the east; they more often than not easily accomplish that task.

The Nightblades are extraordinarily dedicated to their art, they emphasize personal skill above else. Duels, sometimes lethal, are common among Nightblade novices attempting to prove their worth to their masters. Even the older, wiser Shadowhunters will often resolve conflicts with combat.

The Nightblades have been observed to train for over sixteen hours a day - a feat that would soon kill a normal man. It is only their mastery of the body and mind that allows such feats of endurance and creates such utterly dedicated warriors.

When they appear on the battlefield it is usually in small strike teams, moving with dead silence and striking the enemy when they least expect it. Armed with their deadly crescent swords, long knives with a strong rope attached at the handle, which they use to literally draw out enemy troops from their formations, cutting their throats as soon as the hapless victim is within range of their blades.



| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Nightblade | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 |
| Shadowhunter | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 2 | 8 |

Special Rules

Glory for the Dragon Emperor, Skirmishers, Scouts, Poisoned Attacks

Crescent sword: Hand weapon. A crescent sword may be thrown in the shooting phase, just like a throwing knife. These shooting attacks have the Killing blow ability.

CELESTIAL DRAGON MONKS



The Celestial Dragons Monks are the most alien of the warriors of Cathay, for as they ascend through their training they leave all that makes them human behind- anger, pain, hatred and every other human emotion is forfeit, the Celestial Dragons are incomprehensible to the normal man. While the monks of the dragon do not use any forms of armament or armour other than their fists and feet, this reliance on simplicity allows them to focus on their Chi, their inner life force. Celestial Dragons manipulate it, harnessing it to heal wounds, strengthen blows and increase their speed until they are merely blurs of death.

The Celestial Dragons are by far the most distant from the populace, aloof and concerned only with their own amelioration and ability to battle, the ultimate warriors performing the ultimate art. Strangely, the Celestial Dragons have been known for some of the most heroic and selfless actions in Cathayan history, saving several Emperors and Emperresses from certain death at the cost of their own lives and defending towns against overwhelming odds. The monks of the Celestial Dragon believe in spiritual enlightenment and ascension to the spirit world in finest fashion can only be attained through perfection as a warrior.

This quest to be the greatest fighter possible drives them and infuses every aspect of their lives and culture. They leave their humanity behind as infants and, as the few survivors of combat with the monks have described it, to battle with the Celestial Dragon Monks is to battle with death itself.

The Dragons Monks are often not content with mere training and actively seek out battle. Whenever they leave the mountain monastery they usually enter the service of the Cathayan Army, where they get to test their mettle against the enemies of the Celestial Empire. Wherever battle is to be found, there the Celestial Dragons go. However, should the call to defend their monastery ever reach them; their return is swift, for they can run for days upon end faster than even the greatest athletes of Tilea.

In some rare situations, a Celestial Dragon Monk has taken some mighty warrior under his wing and taught him a few of the secrets of their order, recognizing the potential for the chosen warrior to achieve enlightenment, but these cases are rare and, for the most part, the Celestial Dragons Monks remain distant and cold to the world, existing only to battle.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Dragon Monk | 5 | 5 | 4 | 4 | 4 | 1 | 5 | 2 | 8 |
| Enlightened One | 5 | 5 | 4 | 4 | 4 | 1 | 5 | 3 | 8 |

Special Rules

Glory for the Dragon Emperor, Skirmishers, Immune to Psychology

Martial Arts Fighting Styles: At the start of each round of combat in which a Dragon Monk fights, they must choose one of the following Fighting Styles to perform. They may not use the same Fighting Style in two consecutive turns of the same combat engagement.

Tiger: +1 Attack

Dragon: +1 Strength

Crane: Killing Blow

Tortoise: 4+ Ward Save

Mantis: Reroll to Hit in close combat

EMPEROR'S GUARD

To protect himself from enemy Warlords seeking to kill him and claim the throne for themselves, Emperor Chung I-Hsien created the Emperor's Guard, who dedicated themselves to a life of eternal vigilance and hardship in the pursuit of military excellence.

The Emperor's Guard are first and foremost warriors, who lives and dies by their blades. The prime duty in his life is to serve and protect the Emperor in all things, and to never let an enemy set foot in the Jade Palace. In doing so, the Emperor's Guard gains honour and experience, increasing in power and importance. However, the code of the Emperor's Guard is hard and unrelenting. An Emperor's Guard must be willing to accept his own death at any moment.

There is no failure for an Emperor's Guard when protecting his Emperor, his only choices are to defend or die. If the Emperor's Guard accepts these choices, he cannot fail since death is not failure – it is the ultimate service to his Emperor.

Elite units of Emperor's Guard form the driving force behind any Grand Army, driving the Imperial Infantry before them to soak up enemy missile fire so they could engage in close combat quickly and efficiently. They are chilling, calculating killers, who have mastered hundreds of different fighting moves and styles. In a sense they are very similar to the monastic schools of the Celestial Dragon Monks, but without the time spent on development of mind and faith that set the battle monks apart from mere warriors.

The Emperor's Guard were initially just a small force dedicated to the defence of the Emperor, even at the cost of their own lives, but over the years, they have developed from a single fighting unit to a Cathayan institution, where every boy grows up with aspirations to join the noble and chivalric fighting order. Their unique bladed weapon, the glaive or "reclining moon blade", is their badge of office.

They have many great admirers, for their versatility in battle have proved the Emperor's Guard triumphant for many years over threats from the Chaos Wastes, the western domains of the Ogres and the Red Mansion, where the Emperor's Guard are often the only survivors in close encounters with the daemonic legions.

In a sense, the Emperor's Guard is a symbol of the resilience of the emerging empire of Cathay - if they should fall, then Cathay would also fall into ruin.



The Citadel of the Emperor's Guard in the Jade Palace is devised to support the strength of the Emperor's Guard and develop training grounds outside the normal army regiments. The Citadel only offered places to young elite warriors and children of noble birth, and the children of the intakes are brought up according to the traditions of the Emperor's Guard - spartan dwellings, plain food and high degrees of mental training and combat practice. Despite the life of hardship, there is fierce competition between young men and warriors to enter the Citadel of the Emperor's Guard, and join the most disciplined and celebrated fighting force in the civilised world.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Emperor's Guard | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 |
| Citadel Keeper | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 8 |

Special Rules

Glory for the Dragon Emperor, Stubborn

BASTION CHARIOTS

The Bastion Chariots of Cathay are among the heaviest in the world, using four mounts instead of the normal two, and having a larger platform allowing for more soldiers to fight from it.

To ride into battle on one of Cathay's Bastion Chariots is a great honour, usually reserved to nobles, but some soldiers rising in the ranks of the army may also receive this privilege.

Some Warlords ride to war in one of these chariots, a stoic example of the grandeur that is Cathay. The Emperor himself has the grandest chariot in all the land, a resplendent construction decorated with gold and jade, glistening in the sunlight.

Fashioned from wood and steel, the Bastion Chariots move swiftly across the battlefield, smashing against enemy formations in force. Those that are not crushed beneath the hooves of the horses or the scythed wheels of the chariot are soon impaled on the spears of the crew.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Bastion Chariot | - | - | - | 5 | 5 | 4 | - | - | - |
| Charioteer | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 |
| Warhorse | 8 | 3 | 0 | 3 | - | - | 3 | 1 | - |

Special Rules

Chariot



FOO STATUES

Foo Statues are some of the strangest defenders of Cathay. They are statues that, for the most part, stand guard outside the temples and cities of Cathay but the Wu Jen long ago learnt the art of animating them in times of need and since then have perfected the enchantments required to do so. When the armies of Cathay go to war, it is not uncommon to see these arcane constructions loping with disturbing grace alongside the marching soldiers.

They are magical constructs, chiselled and set from enchanted stone and stand immobile guarding temple grounds from intruders. On closer inspection these avatars seem indistinguishable from a normal statue, but they suddenly spring into life when certain strictures have been violated on the temple grounds.

Heavy weathering on the majority of these constructs indicates they may come from an ancient time and that any such magic harnessed during their creation was lost or remains undiscovered. Fanciful tales of hidden shrines, their priests butchered by defilers, now lie concealed in ruin. Ruins watched over by ever vigilant guardians who shall resist all attempts to settle them back into quiet stone, warding off those who dare to unravel the mystery.

While possessing the durability and strength of stone, they move with startling agility and could almost be mistaken for real animals if it weren't for their grotesque, Daemonic faces of the statues and the creepers and mould trailing from their legs. In battle they fight like their living counterparts, charging and pouncing with surprising speed and crushing the skulls of their foe with the inevitability of stone.



| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Foo Statue | 7 | 4 | 0 | 5 | 5 | 3 | 1 | 3 | 10 |

Special Rules

Fear, Immune to Psychology

Stone Skin: The stony skin of the Foo Statues gives them a 3+ Scaly Skin save and immunity to all kinds of poisons, as well as Magic Resistance (1).

STORMHURLER BALLISTA

The Stormhurler Ballista is basically a larger version of the Chu Ko Nu, fielding a lot more destructive power. It can fire a huge amount of arrows in a single volley, covering the sky with bolts, killing everything within range.

It saw its first major use under the Warring States Period when Emperor Chung I-Hsien had hundreds of these war machines manufactured for his campaign to unify Cathay. The most remembered and feared moment was when he used ten batteries of Stormhurler Ballistas to assault the city of Hsijing.



Not a single soldier of his army was killed during the siege; they used the Stormhurler Ballista to bombard the city from afar for several hours, firing straight through the walls of the building and killing everyone above ground. The few survivors that took shelter in cellars immediately surrendered when his army reached the city gates.

Firing the Stormhurler Ballista

Stormhurler Ballistas fire volleys rather than large bolts. It shoots 8 bolts in the Shooting phase. These shots cannot pierce ranks and only inflicts one wound each, rather than D3. All bolts must be directed against a single target. Volleys have a range of 36", Strength 4 with armour saves suffering a -2 penalty. The Stormhurler Ballista does not suffer any penalties for firing multiple shots.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Ballista | - | - | - | - | 7 | 3 | - | - | - |
| Crew | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

Special Rules

War Machine

FIRE ARROW

For ages past in Cathay, fireworks have been used frequently in for celebrations. The grand fireworks that displays when a new emperor is crowned rival anything that magic can do.

The Cathayans were the first civilized nation in the world to develop and use explosives. Even today, their use of various kinds of rockets, fireworks and cannons rivals that of the Old World nations. Because of this long history Cathayan artillery is perhaps the most feared in the Warhammer World. They are masters of rocketry, and take their lethal Fire Arrows onto the field in great numbers. The earliest documentation of Cathayan fireworks dates back to the Yang Dynasty, where they were first used to frighten away evil spirits with their loud sound, and also to accompany prayers for happiness and prosperity.

Eventually, the art and science of the firework developed into an independent profession of its own. Cathayan pyrotechnicians are still well-respected for their knowledge and skill in mounting dazzling displays of light and sound. Fireworks may have also led to the use of military rockets in

Cathay, but their true origins are shrouded in mystery. The speed of the rocket-propelled 'ground-rat' firework frightened the Dowager Empress Lilin during a feast held in her honour by a courtier. She disappeared into the Jade Palace for some months updating the *Art of War* with the potential military uses of such a weapon.

By the Celestial Dragon Dynasty, rocket propulsion had become common in warfare, as the availability of black powder to propel projectiles became more widespread. Yin Dynasty Cathayan alchemists stumbled upon flashpowder and its explosive properties while searching for the Elixir of life; this accidental discovery led to experiments in the form of weapons like bombs, cannon, incendiary arrows and rocket-propelled arrows. Exactly when the first flights of rockets occurred is contested. Some say that the first recorded use of a rocket in battle was by the Wu Dynasty Grand Army against the Hobgoblin hordes. There were reports of Fire Arrows that could be heard for miles when they exploded, causing devastation for a radius the size of a barn.

The Fire Arrow consists of a two-wheeled cart carrying a launch pad or board, filled with holes into which the ammunition is inserted. This consists of about two hundred small rockets attached to long sticks, which are then ignited and fired. The rockets explode on impacts, dealing massive damage. Many are the foes that have been slain by an artillery barrage from these fearsome weapons.

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Fire Arrow | - | - | - | - | 7 | 3 | - | - | - |
| Crew | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

Range 12-48"
Strength 4
Wounds caused 1
Armour Save Normal

A Fire Arrow follows the rules for war machines in the Warhammer rulebook.

Firing the Fire Arrow

Nominate the target unit and turn the Fire Arrow to face it. Roll the Artillery Dice and multiply the result by 5. This is the number of rockets fired. Roll

to hit as normal, ignoring penalties for long range and multiple shots. If the artillery dice shows a misfire, something has gone wrong – roll a D6 and consult the rocket misfire chart. A misfire result automatically cancels out the shot.

FIRE ARROW MISFIRE CHART

| D6 | Result |
|-----|--|
| 1 | Boom! The rockets explode on the launch pad before it is fired. The Fire Arrow and crew are destroyed. |
| 2 | Oops! The rockets spiral out of control before coming to land in the Cathayan lines. Roll both the scatter and artillery dice (re-rolling misfires) to see where the errant rockets land. |
| 3-4 | Dud. The fuses fizzle out and the rockets fail to fire. It takes a complete turn to replace the rockets, so the battery cannot shoot this turn or the next either. |
| 5-6 | Short fuse. The rockets explode in mid air, so the shot has no effect this turn. |



DRAGON CANNON

Neither in Cathay nor in the Old World can scholars approach with certitude the origins of alchemy, but the evidences in Cathay appear to be slightly older. Indeed, Cathayan alchemy was connected with an enterprise older than metallurgy - medicine. The magical drug, namely the "elixir of life" is mentioned about that time, and that most potent elixir, "drinkable gold", which was a solution of this corrosion resistant metal, as early as the 1st century IC - many centuries before it is heard of in the Old World.

The discovery of alchemy eventually led to the invention of gunpowder. The Cathayans wasted little time in applying it to warfare, and soon the first cannons could be seen.

The first weapons were crude, and more often than not exploding in the faces of the crew operating them, but over the centuries they managed to both stabilize them and making them both more accurate and destructive.

They called it the "Dragon's Breath" after the Celestial Dragon that is so famed across the land, and the similarities of the two "breathing" fire. This was eventually changed to the Dragon Cannon as the name got to Cathay from the Empire.

In later years, the Cathayan engineers have constructed more effective ways to their war machines. While the Dragon Cannon is smaller than the ones of the Empire, it has a special type of ammunition not yet discovered in the Old World. Surrounding the actual cannonball is a thin metal shell packed with gunpowder. When the cannonball hits its target, the shell breaks and the spark it creates sets the gunpowder within on fire, exploding on impact, making in very effective against infantry and monsters alike.

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Dragon Cannon | - | - | - | - | 7 | 3 | - | - | - |
| Crew | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

A Dragon Cannon follows the rules for war machines (see Cannons) in the Warhammer rulebook.

Special Rules

Explosive Ammunition: Dragon Cannons fire extremely volatile ammunition, cannonballs with an outer layer packed with gunpowder that explode on impact. Place the 3" template on the spot where the cannonball lands before the bounce. Models touched by the template takes a S4 hit, in addition to the normal hit from the cannonball. Roll the bounce afterwards as normal.



PHOENIX

The Phoenixes are the guardians of the Great Flame of Ho-Huan Mountain, beings of awesome magical power and unsurpassed grace and beauty. Even bigger than the great eagles of Ulthuan, a Phoenix also have the ability to create a massive aura of flame around themselves in the shape of a far greater bird, appearing to be many feet larger in size when roused to anger.

It has a 500 to 1,000 year life-cycle, near the end of which it builds itself a nest of twigs that then ignites; both nest and bird burn fiercely and are reduced to ashes, from which a new, young Phoenix or Phoenix egg arises, reborn anew to live again. The new phoenix is destined to live as long as its old self.



The Phoenix rarely interfere in the wars of Cathay, but in times when the great flame itself is in danger, or its future is at stake, the Phoenix will fly forth from the peak of Ho-Huan like fiery comets to bring death to the foes of Cathay. The people of Cathay view sightings of a Phoenix as an omen of good to come and protection against evil. The Phoenix is heavily featured in Cathayan art and craft as a symbol of hope and virtue.

Scholars have theorized that, coming from the Great Flame, a beacon which Chaos cannot penetrate, the Phoenix are the antithesis of all Chaos and its creatures, though there is nothing other than speculation on this subject, as even to the Emperor and the Wu Jen the Phoenix are aloof and majestic.

| | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Phoenix | 4 | 5 | 0 | 5 | 4 | 3 | 5 | 3 | 10 |

Special Rules

Fly, Fear

Born from Fire

A Phoenix is immune to any fire-based attack, and all its attacks are *flaming* and magical.

Fiery Blaze

A wrathful Phoenix burns with a furnace heat that ignites and scorches anything that draws near. At the beginning of each Cathayan Shooting phase every unit within 6" of the Phoenix take D6 strength 4 hits.

Rebirth

Even if a Phoenix is slain, they will eventually burst back into flame and life. If the Phoenix is killed, place a marker where it died. At the beginning of each of your subsequent turns roll a D6. On the roll of a 4+ place the Phoenix back on the table on the marker, facing any direction. The Phoenix may act normally that turn.

TERRACOTTA WARRIORS

A legend in Cathay says that a Dragon Emperor pleaded with the God of Conflicts, for an unstoppable army to beat the hobgoblins to the north. Knowing that the strength of Cathay alone would be enough to best any foe, the god dug a wide trench and used all the earth and clay he removed to construct an army numbering one hundred thousand Terracotta Warriors for the Dragon Emperor.

The Dragon Emperor was most pleased and set this army on the Hobgoblins and was even more pleased when they utterly crushed them.

With the hobgoblins gone, the army stopped moving and nothing could be done to make them move again. The Dragon Emperor was disappointed by this and demanded that life be returned to the Terracotta Warriors. The God of Conflicts was outraged, so he ordered the soldiers to tear the Dragon Emperor limb from limb.

The Terracotta Warriors then stood quiet, unmoving for centuries, until the Wu Jen managed to solve the magical secrets of bringing them back to life.

Unfortunately, this requires a huge amount of effort from the Wu Jens side, and they can therefore only control smaller groups of them at a time. Once awoken, they will orders just like any other soldier, except that their morale is unflinching, making them perfect soldiers. However, due to the magic required to keep them alive, they are prone to become inanimate when weakened.

Still, as long as they are moving, they are a welcome unit if the Cathayan army, being the most disciplined warriors the world will ever see.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Terracotta War. | 4 | 3 | 2 | 4 | 4 | 1 | 1 | 1 | 10 |

Special Rules

Fear, Unbreakable

Magical Construct: Whenever a unit of Terracotta Warriors loses a combat, they also lose 1 wound with no saves allowed for every point of combat resolution they lost by. In addition, they are immune to all kinds of poisons, and have Magic Resistance (1).



WARHORSE



A Warhorse is a steed that has been trained to carry its rider into the chaos of battle without fear and to lash out with its iron-shod hooves. The steeds of Cathay are fine creatures, usually reserved for the nobility to ride.

While the Cathayan cavalry is less prominent than that of other nations, it is still a powerful one, and to own a steed is sign of respect amongst the people.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

KIRIN

The Kirin are a race of noble aerial creatures that roams the sky in search of good deeds to reward or malefactors to punish.

The Kirin's coat is covered with luminous golden scales like a sunrise on a clear morning; the thick mane and tail are a darker gold. The horn and hooves are gold tinged with pink. The eyes are a deep violet, and it has a beautiful melodious voice. The Kirin speak their own language. Being telepathic, they are able to mentally or verbally converse with virtually any living thing.

The Kirin rarely set hoof on solid ground, and only the males ever do so. No encounter with a female Kirin has ever been recorded, although it is certain such beings exist.

Likewise no young Kirin has ever been encountered, thus details of their reproduction are unknown and the Kirin themselves are reticent about these topics.

The Kirin come to the aid of the Cathayans if asked properly or if such they are faced with a powerful, extremely evil being.

The Kirin believe in self-improvement, and do not casually come to a Cathayans aid except in the most dire of circumstances.

When they do so though, they serve as very potent mounts for the Warlords and Marshals of Cathay, soaring across the battlefield to smite their unholy foes.

| | M | WS | BS | S | T | W | I | A | Ld |
|-------|---|----|----|---|---|---|---|---|----|
| Kirin | 9 | 4 | 0 | 4 | 4 | 3 | 5 | 2 | 8 |

Special Rules

Fly

Impale Attack: The Kirin attacks with +1 Strength when it charges into combat.



CELESTIAL DRAGON

The Celestial Dragons of Cathay are quite assuredly the most prominent image of the land, being their symbol as a nation. The Celestial Dragon is revered as a secret creature, worshipped by peasant and noble alike. The Dragons themselves are indeed potent beings, and powerful allies to the Cathayans. They soar high across the battlefields and cities of Cathay, content with the high position they possess in the Cathayan hierarchy.

They live high up in the Kamalayan Mountains, where they sleep in great caves. Cathayans often seek to make a pilgrimage to their resting places, bringing offerings and gifts to the Dragons.

The Celestial Dragons differ from the other Dragons of the world, being more wyrm-like and having a wild mane of hair. The greatest difference though, is their lack of wings. Instead, the Celestial Dragons magically soar through the air, graciously floating on the clouds.

Unlike the Dragons of the Old World, the Celestial Dragons possess their own magic, which both allows them to fly without wings. They can also communicate though telepathy, and often offer potent advice to the armies of Cathay.

While the Dragons mostly operate alone on the battlefield, they sometimes allow a hero to mount them. This is usually a result of great respect of friendship between the two, for no one would ever think of mounting a Celestial Dragon to tame it for himself.

| | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Celestial Dragon | 6 | 6 | 0 | 6 | 6 | 6 | 3 | 5 | 8 |

Special Rules

Fly, Terror, Large Target, 3+ Scaly Skin

Breathe Fire: The Celestial Dragon has a *flaming* Strength 4 Breath Attack.



COMMANDERS



The Cathayan Warlords are a far cry from their Old Worlder rivals. The Cathayans experienced a renaissance much earlier than the Old World and their nobles reflect this. Cathayan Warlords are extensively trained in the arts and refinement is highly valued.

They are much more reserved, dignified and aloof than Cathayan royalty and would never dream of sullyng themselves by entering any common establishment or associating with the unwashed masses, and they certainly do not 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 Cathayan 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.

The Warlords have ruled Cathay throughout its entire history, forming small kingdoms for themselves and dividing the land between them. A very successful Warlord might conquer others and expand his own territory, increasing his status and power in Cathay. The most successful Warlord ever was Han Qin Shi, who united the warring states and became the first Emperor of Cathay.

Since then, the other Warlords have somewhat lost their independence, now owing allegiance to the Dragon Emperor. They still control their own territory and armies, but are oath bound to the Emperor and cannot seek to expand their borders by attacking their neighbours.

Many Generals 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 Grand Army soldiers attempt to escape, because that would dishonour themselves and their families for generations to come.

The Drum and Gong

The Cathayan sacred drum is cast in bronze using the lost wax method, are up to a meter in height and very heavy. Drums are both musical instruments and cult objects to the Cathayans. They are decorated with geometric patterns, scenes of daily life and war, animals, birds and boats. Gongs are made of iron alloy. The gong is beaten with a hard, leather-covered pad fitted on a stick. It emits a peculiarly sonorous sound, vibrations bursting into a wave-like succession of tones, sometimes shrill, sometimes deep. In Cathay the drum and gong are used in spiritual ceremonies, state processions other festivals; and a skilled sounder can modify the tone by changing ways of striking the disk.

One reason the Grand Army of Cathay is famed across the world is the rigorous discipline that pervades the common soldiery. This is partially due to the Cathayans’ sense of honour and duty, but mainly due to the pounding of the drum and gong that accompanies an army to battle.

The Drum and Gong is an army-wide Musician, in much the same way as a Battle Standard is an army-wide standard. The Drum and Gong is silenced if its crew is killed or in combat, and its capture is worth 100 additional Victory Points. While the drum and gong is played, all friendly and units within 12” that ties in close combat (cumulative with normal musicians) counts as winning by one, and fleeing units may re-roll failed rally tests. The Drum and Gong follows the rules for war machines.

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Warlord | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 |
| Marshal | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 8 |
| Drum and Gong | - | - | - | - | 4 | 3 | - | - | - |
| Drummer | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

WU JEN

Neither peasant nor noble, the Wu Jen typically stands outside the traditional hierarchies of Cathay - their learning and personal power demand respect, but the Wu Jen's lack of family standing and social graces sometimes make it difficult for the wealthy and powerful to accept their talents and skills. When venturing through Cathay, the Wu Jen often find themselves forced to deal with a general distrust from the populace. For the most part, the common folk do their best to stay out of a Wu Jen's way. At the same time, their strangeness can sometimes make it easier for Wu Jen to acquire patronage and positions as advisors to the Warlords and the Emperor, since those nobles' preconceived notion of arcane magic causes them to see Wu Jen as shrouded in an air of exotic mystery and prestige.

Though few nobles care to sully their standing by consorting with Wu Jen and their uncouth ways, exceptional Wu Jen sometimes prove themselves sufficiently to emerge as magistrates under the Emperors and the Warlords. Some Wu Jen, in fact, have acquired tremendous political power by standing next to the throne of a figurehead Emperor who chooses not to contradict their dictates.

The Wu Jen are masters of elemental magic, and the greatest astromancers in the world, except for the Slann. They study the stars and the heavens, and focus on the aspect of the Yin and Yang, the balance of all that exist. The power they possess to unleash at the foes of Cathay is truly awe-inspiring.

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



THE YIN AND YANG

Every Cathayan, whether they be peasant or noble, soldier or farmer, rich or poor, high or low, is intimately aware of the internal harmonies of the Yin and Yang, the constant eternal struggle between order and chaos, black and white, up and down, left and right, the polarities are the engine that runs the Celestial Bureaucracy. The ancestor gods of Cathay produce the poles of Heaven and Earth, which in turn give rise to the energies of the dark (Yin) and the light (Yang). These two energies transform themselves, one ascending, the other descending; the interplay of their energies giving rise to form. If either energy gains ascendancy for too long then the world will plunge into an eternal night of oblivion.

Through the union of opposing energies the Yin and Yang reaches harmony. As a single, unified thing there exists in every Cathayan life and death, waking and sleeping, youth and old age, because the former have changed to the latter, and when the latter changes, they become the former. The central aim of Cathayan mysticism is to experience all the phenomena in the world as manifestations of the same ultimate reality. This reality is seen as the essence of the universe, underlying and unifying the multitude of things and events we observe. This ultimate essence, however, cannot be separated from its multiple manifestations. It is central to nature to manifest itself in myriad forms which come into being and disintegrate, transforming themselves into one another without end. The cosmos is thus intrinsically dynamic, and its dynamic nature is basic to all schools of Cathayan mysticism.

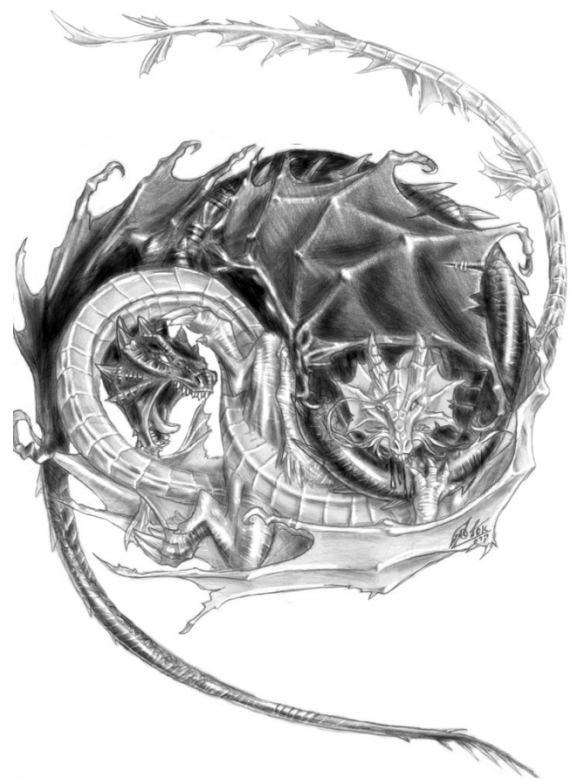
In Cathayan physics all things are in continuous dancing, vibrating motion, whose rhythmic patterns are determined by the polar energies of Yin and Yang. The cosmos has to be grasped dynamically; nature is not a static but dynamic equilibrium. If equilibrium cannot be maintained - and Cathayans see war as a means of maintaining cosmic balance - there are dire effects for believers. Disharmony cannot be tolerated even by manic Yang believers, and this separates Yang from raw chaos.

The Yin and Yang are divided into two Lores, used by the Wu Jen who channels their power. The Lore

of Yin stands for order and discipline, keeping the morale of the soldiers in check and using the power of the earth to crush their foes. The Lore of Yang on the other hand, stands for chaos and destruction, using the power of the heavens to rain death upon their enemies.

Yin and Yang magic works a bit different from other Lores. A wizard that uses Yin and Yang magic knows one spell more than normal, and must choose spells from both Lores. You may only have one more spell from one of the Lores than the other, so if you have three spells from the Lore of Yin you must have at least two spells from the Lore of Yang for example. Every other spell that you attempt to cast each Magic phase must be from the other Lore, or the wizard suffers a miscast as the Yin and Yang unbalances.

On the following pages you will find rules on how to include these two Lores of Magic in your Cathay army.



THE LORE OF YIN

To randomly generate a spell from the Lore of Yin, roll a D6 and consult the table below. If you roll the same spell twice, roll again. Any wizard can swap one spell for Armour of the Earth.

| D6 | Spell | Difficulty |
|----|----------------------|------------|
| 1 | Armour of the Earth | 5+ |
| 2 | Ancestor's Courage | 6+ |
| 3 | The Blazing Phoenix | 7+ |
| 4 | Curse of the Spirits | 8+ |
| 5 | Icon of Battle | 9+ |
| 6 | Awakening | 11+ |

ARMOUR OF THE EARTH **Cast on 5+**
The wizards conjure up the rich metals and minerals of the earth to strengthen the armour of his comrades.

Remains in Play. *Armour of the Earth* is an augment spell with a range of 12". If successfully cast, the unit gains a 5+ Scaly Skin save and Magic Resistance (1).

ANCESTOR'S COURAGE **Cast on 6+**
The wizard calls upon the strong will of the ancestors to fill the hearts of the soldiers, inspiring them to stand fast in the heat of battle.

Ancestor's Courage is an augment spell with a range of 12". Until the start of the caster's next Magic phase, the chosen unit is Stubborn and Immune to Psychology.

THE BLAZING PHOENIX **Cast on 7+**
The wizard emits a shining bright light from him, radiating the inner fire of the Phoenix.

This spell may be cast upon the wizard himself. If successfully cast, all enemy units within 6" take D6 flaming Strength 4 hits.

CURSE OF THE SPIRITS **Cast on 8+**
The wizard calls upon the spirits of old, to rip and tear at those that seek to defile Cathay.

Curse of the Spirits is a magic missile with a range 24". If successfully cast, the Curse of the Spirits hits its target and causes 3D6 Strength 3 hits.

ICON OF BATTLE **Cast on 9+**
Summoning the spirits of the greatest warriors of Cathay's history, the wizard unleashes it, inspiring his fellows to greater feats.

Icon of Battle is an augment spell with a range of 12". If successfully cast, the unit adds +D3 to their combat resolution bonus until the start of the caster's next Magic phase.

AWAKENING **Cast on 11+**
The wizard opens the ground underneath his foes, and creates great walls of earth and stone to smash at them from all sides.

Awakening is a direct damage spell. Place the small template anywhere within 18" of the caster. Models partially covered take a Strength 4 hit. Models wholly covered must pass an Initiative test or be removed as casualties, with no saves allowed.

THE LORE OF YANG

To randomly generate a spell from the Lore of Yang, roll a D6 and consult the table below. If you roll the same spell twice, roll again. Any wizard can swap one spell for Sapping of Will.

| D6 | Spell | Difficulty |
|----|-------------------|------------|
| 1 | Sapping of Will | 5+ |
| 2 | Warrior Incarnate | 6+ |
| 3 | The Dragon's Call | 7+ |
| 4 | Lightning Strike | 8+ |
| 5 | Path of Light | 9+ |
| 6 | Meteor Rain | 11+ |

SAPPING OF WILL **Cast on 5+**

The wizard drains the will force of the enemy, making them weaker and more physically frail.

Remains in Play. *Sapping of Will* is a hex spell with a range of 12". If successfully cast, the unit suffers -1 to their Strength and Toughness. The spell lasts until it is dispelled, the wizard chooses to end it, attempts to cast another spell or is slain.

WARRIOR INCARNATE **Cast on 6+**

The wizard injects the troops with true Yang power, exhilarating their minds and turns them into bloodthirsty berserkers.

This spell may be cast upon any friendly unit within 12", which may be in combat. Until the start of the caster's next Magic phase, the chosen unit is subject to Frenzy and Hatred.

THE DRAGONS CALL **Cast on 7+**

The wizard calls upon the power of the Celestial Dragon, and unleashes the true fire within.

If successfully cast, the Wizard may make a *flaming Breath Attack* at Strength 4.

LIGHTNING STRIKE **Cast on 8+**

The wizard speaks to the sky itself, calling down its awesome power on the enemies of Cathay.

Lightning Strike is a magic missile with a range 24". If successfully cast, the *Lightning Strike* hits its target and causes D6 Strength 4 hits with no armour save allowed.

PATH OF LIGHT **Cast on 9+**

Summoning a road of shining light, the wizard allows his comrades to travel at lightning speed.

Path of Light is an augment spell with a range of 12". If successfully cast, the unit may move 2D6" straight forward. If this move takes them into an enemy unit, they counts as charging. The enemy may only react to this be holding or fleeing.

METEOR RAIN **Cast on 11+**

Call upon the full force of Yang, the sky opens, and meteors from the heavens fall upon his foes, scorching and burning anyone underneath.

If successfully cast, place a marker anywhere within 24" of the caster and roll 4D6. The result is the radius in inches that will be struck by the *Meteor Rain*. Any unit within that radius takes D6 Strength 4 hits.

STRATEGIST

Although Tzu Sun's The Art of War was written more than 2000 years before present-day Cathay, in the time before human dynastic records, it is arguably the most important work on military strategy ever written by a member of any race, even the immortal and wise High Elves.

An attentive Cathayan general learns timeless principles, the words pragmatic and universally applicable to any situation that requires absolute victory. Equally important, a military strategist can learn to avoid disasters. Tzu Sun had a Yin Yang quality to his mind, sharp and deep, that he used to master strategy. To Cathayans the Art of War is priceless, more precious than green jade, a gift fit for the Emperor.

The bundle of bamboo on which the work was painted, was intended by Tzu Sun only for his personal use, as they were based on the ideas, concepts and techniques on strategy that Tzu Sun had tested and found to be effective. Although exact dates are blurry, he is believed to have lived during the Reign of the Twin Emperors No-I-Rit and Silket.

Tzu Sun had the advantage of a laboratory of titanic struggles against Chaos to develop and refine his concepts. For a scholar living 2,500 years ago he was also downright rational and practical: he did not believe in superstitions and scorned prophecy. Reliable, real, factual information on enemy plans is what Tzu Sun truly prized; his wars were first fought and won in the mind.

He set out a ranking criterion for the performance of Warlords utilising his strategies. Those who scored the worst were the ones who had their armies scaling walls of cities in order to win over an enemy. The best: those who won battles without even firing an arrow.

Regarding troop motivation, he stipulated exactly when and how to reward soldiers for their performance in battle. He suggested driving armies deep into enemy territory and not to linger at the borders, so that in hostile territory, men would unite for survival with stronger bonds of brotherhood than all the training in the world.

Even today, the Cathayans highly rely on the Art of War as their primary source for military tactics. Some people have even turned this into a trade; learned scholars thoroughly study it and add new tactics to it yearly. These Strategists are often hired by the Warlords to acts as military advisors on the battlefield. The Strategists train the troops and make the battle plans, and execute them with outmost precision. While any general is trained in the Art of War, no one is as accustomed to it as Cathay's Strategists, military geniuses bar none.

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Strategist | 4 | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 8 |



XEN HUONG, CELESTIAL DRAGON EMPEROR

After the defeat of the Deamonic legions, Leng was crowned Celestial Dragon Emperor of Cathay and took upon himself the name Xen Huong, meaning just “Dragon Emperor”. Some say he is immortal, for he has reigned over five hundred years, barely seeming to age at all, blessed by the ancestor gods and the Celestial Dragon itself.

Under his reign, Cathay has blossomed. While the land still has suffered from incursions, the spirit of Cathay is unbroken and every threat so far has been dispersed.

As a warrior, he is the strongest in all of Cathay, due to the power of the Celestial Dragon flowing through his veins. He is a skilled bureaucrat and politician, and is generally loved by his people.

He has given the tribes of Cathay more rights in the land, ensuring their continued loyalty, and has increased the size of the fleet, making it safer more trade ships o travel to and from Cathay.

If ever Cathay has reached its pinnacle it would be under the reign of Xen Huong.

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Xen Huong | 4 | 7 | 5 | 5 | 5 | 4 | 6 | 5 | 10 |
| True Form | 6 | 7 | 0 | 7 | 6 | 7 | 4 | 6 | 10 |

Equipment

Xen Huong wields the Phoenix Talon (see page ??) and wears the Imperial Seal, heavy armour and carries a shield.



Special Rules

Emperor of Cathay: Xen Huong must be the army’s General. Units may use his Leadership if they are within 18” rather than the normal 12”. The Emperor, and unit he is with, is Immune to Psychology.

True Form: Xen Huong may choose to turn into his true form of the Celestial Dragon, using the profile above, at the start of any Cathayan turn. In addition, he gains the all Special Rules associated with normal Celestial Dragons (see page ??). If he changes into his True Form, he may not join any units, and cannot use Magic Weapons. Any Mount he may be riding is transformed with him and cannot be used until he changes back to his human form. He may change back into his human form at the start of any other subsequent Cathayan turns.

Magic Items

The Imperial Seal (Talisman)

Carved from the finest jade centuries ago, this seal has always been in the possession of the Emperor of Cathay ever since its founding.

The Imperial Seal gives Xen Huong the Regeneration special rule. In addition, he is at -1 to hit in both close combat and against shooting.

ZHAO FEI, GRAND GENERAL OF CATHAY



Zhao Fei holds the highest ranking position possible of a warrior of Cathay. As the Grand General, it is he that is the first to lead the Emperor's armies against the enemies of Cathay. Born as a simple warrior, he enlisted in the Grand Army and quickly rose through the ranks, showing both skill as a fighter and a tactician. He was soon commandeering his own force, leading it from victory to victory against chaos warbands.

During the Storm of Chaos it was he who formed the defence against the innumerable hordes of the Hung. Zhao Fei sent his soldiers with the present Grand General, to attack the Hung army and to destroy their supplies.

However, the Grand General's army did not show up on time, so Zhao Fei along with a few hundred men went from the Great Bastion to looking for them. The Hung main force was marching at that time, and Zhao Fei ran into their vanguard. Not soon after the two sides commenced to engage in battle, the Hung main force arrived. The situation became very perilous for Zhao Fei, as he and his men were greatly outnumbered. He decided to attack the frontline of the Hung army. The Hung were surprised by the attack and momentarily dispersed. However, they soon regrouped and surrounded Zhao Fei. He fought his way out towards the Great Bastion.

The Hung army pursued Zhao Fei to the Great Bastion. Upon entering the camp, Zhao Yun ordered all banners to be dropped and hidden, all drums to be silenced, and the gates to be left open completely. Thinking that the Cathayans had retreated in panic, the Hung rushed towards the main gate.

Zhao Yun picked his moment to close the trap. He ordered his drummers to beat drums as loudly as they could, and his archers to rain down arrows on the Hung as they advanced, and to use firebombs against the once passing through the gate. The pile of Hung corpses was so high that their comrades

could use them to climb over the wall without ladders. Zhao Fei's forces were just about to be overrun, when a horn sounded in the east. The Grand General's army had arrived. The Cathayan Grand army flanked the stunned Hung army, which was completely routed and fled in panic back to the chaos wastes.

Zhao Fei lost almost his entire army that day, but the Great Bastion was held. After that bloody battle, he was made Grand General of Cathay, replacing his former superior who was killed in the battle.

While still young, Zhao Fei has proven time and time again his potency as a military commander. He is so far undefeated, and any army led by him is indeed a force to be reckoned with.

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Zhao Fei | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 |

Equipment

Zhao Fei wields the Skypiercer and wears the Dragon Plate.

Mount

Zhao Fei rides a barded Warhorse.

Special Rules

Grand General: Zhao Fei must be the army's General unless Xen Huang is also in the same army. All friendly units within 12" of him may re-roll failed Panic tests.

Magic Items

Skypiercer (Magic Weapon)

A long, slender and wickedly sharp spear, this weapon can thrust through whole ranks of enemies.

Spear. The Skypiercer adds +1 Strength to Zhao Fei's Attacks. In addition, he may allocate his attacks on ranks of troops rather than fighting individual models. Attacks that are allocated on ranks are resolved as hits from bolt throwers, expect that they do not ignore armour saves and only cause 1 wound each.

Dragon Plate (Magic Armour)

This suit of armour, fashioned from the hardest steel and reinforced with dragon scales gives its wearer unmatched resilience.

The Dragon Plate gives Zhao Fei a 3+ Armour Save and a 5+ Ward Save.

BROKEN SWORD

Broken Sword's real identity is unknown, but many theories are circulating around Cathay. Whatever his background may be, his motives are clear, justice for all, and spare none.

He fanatically seeks out wrongdoers and punishes them according to the law of Cathay. This has made him something of a phantom for the ruling nobility, as not even their wealth can protect them from Broken Sword's wrath, for they have nothing he wants and he cannot be bargained with. This has also served to make him something of a hero for the peasant class, protecting them from the over taxation and plunder that the local Warlords are prone to subject them to.

Legend even has it that Broken Sword tried to assassinate the Emperor himself at one point, succeeding to sneak into the Jade Palace in plain daylight, and getting as close as ten paces within the Emperor before attacking.

According to legend, he was plotting to avenge the death of his family who had been killed in the purging of village from Chaos, and that on the order of the Emperor every inhabitant would be put to the sword to eliminate anyone who could be a cultist of Tsien-Tsin.

Only a child at the time, Broken Sword was the only one saved, his mother helping him escape on a horse as the Emperor's troops burned the village. He travelled for many hours, until he was found by a travelling band of Dragon Monks, who took the boy in and learnt him the way of the true warrior.



On his eighteenth birthday, he left the monastery, being a perfect warrior, but hungering for revenge. He plotted against killing the Emperor on whose order the soldiers had acted.

When he had entered the Jade Palace, he lunged at the Emperor, and a duel not seen in years took place between them, sword and spear clashing against each other, until eventually the Emperor struck Broken Sword to the ground and held his sword against the assassin's throat, ordering him to explain his actions.

And Broken Sword told the Emperor his story. The Emperor, deeply moved by it, gave up his sword and to the horror of his advisors, turned his back to Broken Sword, allowing him to strike.

As Broken Sword picked up the Emperor's sword to deliver the killing blow, he noticed a scroll behind the throne explaining the ideal warrior, who paradoxically should have no desire to kill. As Broken Sword realized the wisdom of these words, he decided to leave the Emperor alive, and marched from the palace and down the steps to the courtyard, thinking a unified Cathay more important than personal revenge.

The Emperor's advisor begged to their liege to execute the assassin, but the Emperor would not heed, seeing the potential of such a great warrior. He allowed Broken Sword to pass unharmed from his palace, a free man.

Since that day, Broken Sword has roamed around Cathay, occasionally turning up in the Grand Army to test his mettle. On the battlefield he is an unstoppable force, cutting down anyone in his path in his quest for justice for all.

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Broken Sword | 5 | 7 | 5 | 4 | 4 | 2 | 7 | 3 | 9 |

Equipment

Broken Sword wields the Spear of Justice.

Special Rules

Martial Arts Fighting Styles (see page ??)

Stubborn, Immune to Psychology

Loner: Broken Sword may never be the army's General, and he may not join any units.

Magic Items

Spear of Justice (Magic Weapon)

An artefact of the Celestial Dragon Monks, this ceremonial weapon sweeps through the enemy ranks, felling all around the wielder.

The Spear of Justice gives Broken Sword +1 Attack for every enemy model in base contact.

THE MONKEY KING

Being born as a common Monkey Warrior, the Monkey King earned the respect of his tribe by discovering the Water-Curtain Cave behind a large waterfall and the clan made it their new home. The other monkeys honoured him as their king.

He soon realized that despite his power over the monkeys, he was not beyond mortality. Determined to find immortality, he travelled inwards to the civilized lands, where he found and became the disciple of a Celestial Dragon Monk, from whom he was able to acquire human speech and manners. The Dragon Monk was initially reluctant to take him because he was not human; but the Monkey King's determination and perseverance impressed the monk.

Soon, the Monkey King's eagerness and intelligence made him one of the favourite disciples of the Dragon Monk, whose guidance and training taught the monkey a number of martial arts and even cloud-travelling. The Monkey King became proud of his abilities, and began boasting to the other disciples. The Dragon Monk was not happy with this, and cast him out of his temple.

In search of a weapon worthy of himself, the Monkey King travelled into the oceans, where he searched for a proper weapon from the Dragon King of the Sea of Cathay. Finding that most of the weapons owned by the Dragon King were too light, he decided to acquire the Ideal Golden-bound Cudgel, which could change its size, multiply itself, and fight according to the whim of its master. Upon the Monkey King's approach, the Cudgel started to glow, signifying that it had found its true master. Its versatility meant that the Monkey King could wield it as a staff and keep it inside his ear as a sewing needle.

The Monkey King still travels Cathay looking for immortality, sometimes joining the armies of Cathay in his search. While being downright annoying to everyone in his environment, his potency in combat should not be underestimated.

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Monkey King | 6 | 6 | 5 | 4 | 4 | 2 | 6 | 4 | 8 |

Equipment

The Monkey King wields the Ideal Golden-bound Cudgel.

Special Rules

Martial Arts Fighting Styles, Climber (see page ?? and ??).



Trickster: The Monkey King is a notorious trickster, and as such no one in Cathay fully trusts him. He may never be the army's General, and he may only join units of Monkey Warriors. In addition, after enemy chargers has been declared, if any enemy units that are within charge range of the Monkey King but did not declare a charge this turn, then they must take a Leadership test to restrain themselves from charging him. If failed, they are forced to charge him. If passed, they may normally.

Magic Items

Ideal Golden-bound Cudgel (Magic Weapon)

An iron rod whose size changes as-one-wishes, which the Monkey King obtained from the undersea palace of Ao Guang. It is immensely heavy, only able to be carried by the Monkey King himself. When it is not in use, he shrinks it down to the size of a sewing needle and keeps it behind his ear.

Quarterstaff. The Ideal Golden-bound Cudgel adds +2 Strength to the Monkey King's attacks.

Hair of the Monkey King (Enchanted Item)

The Monkey king is able to rip a single hair from his head, and transform into a fluffy cloud on which he can soar across the battlefield on.

One use only. The Monkey King may choose to use his hair at the start of the Movement phase to make a single Fly move.



CHOOSING AN ARMY

This army list enables you to turn your miniatures collection into an army ready for tabletop battle. As described in the Warhammer rulebook, the army list is divided into four sections: Characters (including Lords and Heroes), Core Units, Special Units and Rare Units.

CHOOSING AN ARMY

Every miniature in the Warhammer range has a points cost that reflects how valuable it is on the battlefield. For example, an Imperial Infantryman costs just 4 points, while a mighty Wu Jen Lord costs 175 points!

Both players choose armies to the same agreed points total. You can spend less and will probably find it impossible to use up every last point. Most '2000 point' armies, for example, will be something like 1,998 or 1,999 points.

To form your miniatures into an army, look up the relevant army list entry for the first troop type. This tells you the points cost to add to each unit of models to your army and any options or upgrades the unit may have. Then select your next unit, calculate its point and so on until you reach the agreed points total. In addition to the points, there are a few other rules that govern which units you can include in your army, as detailed under Characters and Troops.

ARMY LIST 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 in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum size for each unit. In some cases, units may also have a maximum size.

Equipment: Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value.

Options: Each entry lists any available upgrades to the unit, together with their points cost.

Special Rules: Many troops have special rules which are described in this section.

With the points total agreed, players need to pick their forces using the army list in the relevant Warhammer Armies hook, and the system presented here.

THE GENERAL

An army must always include at least one Lord or Hero to be its General. Every army must have a General to lead it into battle. The General represents you — he issues the orders that lead to the moves, shots, spells and attacks that your troops make.

MINIMUM THREE UNITS

An army must always include at least three units in addition to any Lords and Heroes. An army just isn't an army unless it has plenty of warriors in its ranks.

UNIT CATEGORIES

Each army list divides the forces available into several categories. In a standard game, players are limited as to how many of their points can be spent from any particular category.

LORDS

You can spend up to 25% of your points on Lords. Lords are the most powerful characters in your army, individuals possessed of fearsome martial or magical might.

HEROES

You can spend up to 25% of your points on Heroes. Heroes are lesser characters, not as intrinsically deadly as Lords, but still worth a score of ordinary warriors.

WIZARDS AND SPELL LORES

Some Lords and Heroes are Wizards, and have access to one or more spell lores. Although you won't generate the spells that your Wizards know until you start to play your game you do need to make a note in your army roster of which spell lore each of your Wizards will use. If you have a Wizard that is allowed to choose specific spells, you must select which spells they are at the time you pick your army.

CORE UNITS

You must spend a minimum of 25% of your points on Core units.

Core units are the heart of your army, the iconic troops who make up the bulk of every warband and warhost. Unlike other types of unit, there is no maximum to the proportion of your points that you can spend on Core units.

Some Core units do not count towards the minimum points you must spend on Core units (sometimes written as 'do not count towards the minimum number of Core units you must include' or variations thereof) or indeed the minimum number of units you must include in your army. In fact, such units don't count towards any category, just the points value of the army.

SPECIAL UNITS

You can spend up to 50% of your points on Special units.

Special units are invariably elite troops, capable of anchoring a battleline of lesser warriors, or performing great deeds in their own right.

RARE UNITS

You can spend up to 25% of your points on Rare units.

Rare units are the most unusual warriors in your army, mighty monsters, weird war machines and elite soldiers of unsurpassed skill. Rare units are often fantastically powerful, but often require a canny general to get the most from them.

DUPLICATE CHOICES

An army cannot contain more than 3 Special choices of the same type and 2 Rare choices of the same type.

To further represent the scarce nature of Special and Rare choices there is a limit on how many duplicates of each troop type you can include in your army.

This limit applies only to duplicate Special or Rare unit choices of the same type, not to the total number of Special and Rare units overall.

Note that this limit applies to the basic troop type and isn't dependent on the size of the unit or optional war gear.

Two Units For One Choice

Some units are listed as taking up a single choice. As implied, this means that these two units count only as one choice.

GRAND ARMY

In a grand army, you can include up to 6 duplicate Special choices and 4 duplicate Rare choices.

If choosing an army of 3,000 points or more, it is considered to be a 'grand' army, with enough patronage, cash or muscle to get a larger supply of scarce units: up to 6 duplicate Special choices, and up to 4 duplicate Rare choices.

ARMY SELECTION SUMMARY TABLE

You must always include at least three non-character units, plus one Lord or Hero to be your General.

| | Points Limit | Duplicate Choices |
|---------|--------------|-------------------|
| Lords | Up to 25% | No limit |
| Heroes | Up to 25% | No limit |
| Core | 25% or more | No limit |
| Special | Up to 50% | Up to 3 |
| Rare | Up to 25% | Up to 2 |



LORDS

Xen Huang, Celestial Dragon Emperor

Points/model: 475

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Xen Huang | 4 | 7 | 5 | 5 | 5 | 4 | 6 | 5 | 10 |
| True Form | 6 | 7 | 0 | 7 | 6 | 7 | 4 | 6 | 10 |

You may only include one Xen Huang in your army.

Equipment: The Phoenix Talon, the Imperial Seal, heavy armour & shield.

Special Rules

Emperor of Cathay, True Form.

Options:

- May ride a Warhorse (+15pts) which may have barding (+6pts) or a Bastion Chariot replacing one of the normal crew (+110pts).

Zhao Fei, Grand General of Cathay

Points/model: 275

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Zhao Fei | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 |

You may only include one Zhao Fei in your army.

Equipment: Sky Piercer & Dragon Plate.

Mount: Barded Warhorse

Special Rules

Grand General

Options:

- May have up to 50 pts of Stratagems from the Art of War.



LORDS

Warlord

Points/model: 90

| | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Warlord | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 |

Equipment: Hand weapon.

Options:

- May be armed with a halberd (+6pts), a great weapon (+6pts) an additional hand weapon (+6pts) or a Cathayan Longsword (+15 pts). He may also be armed with a bow (+5pts) or a Cathayan Repeater Crossbow (+10 pts).
- If mounted, he may be armed with either a spear (+3pts) or a lance (+6pts).

- May wear light armour (+3pts) or heavy armour (+6pts), and may also carry a shield (+3pts).
- May ride a Warhorse (+15pts) which may have barding (+6pts), a Kirin (+60pts), a Bastion Chariot replacing one of the normal crew (+110pts) or a Celestial Dragon chosen from the Hero section (+320pts).
- May have up to 100 pts of magic items from the Common and Cathayan Magic Items list.

Drum and Gong

If your army includes a Warlord, you may field a Drum and Gong for +25 points. It is bought as a separate unit and is deployed at the same time as other war machines.

Drum and Gong

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Drum and Gong | - | - | - | - | 4 | 3 | - | - | - |
| Drummer | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

Equipment: Hand weapon.

Special Rules
War machine

Unit Size: 1 Drum and Gong with two Drummers.

Wu Jen Lord

Points/model: 175

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

Magic: A Wu Jen Lord is a Level 3 Wizard, who can use spells from the Lore of Fire, Metal, Heavens, Yin and Yang's lists.

Equipment: Hand weapon.

Options:

- May be upgraded to a Level 4 Wizard (+35pts)
- May ride a Warhorse (+15pts) which may have barding (+6pts) a Kirin (+60pts) or a Celestial Dragon chosen from the Hero section (+320pts).
- May have up to 100 pts of magic items from the Common and Cathayan Magic Items list.

Character Mounts

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Kirin | 9 | 4 | 0 | 4 | 4 | 3 | 5 | 2 | 8 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Special Rules

Kirin: Fly, Impale Attack

HEROES

Broken Sword

Points/model: 175

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Broken Sword | 5 | 7 | 5 | 4 | 4 | 2 | 7 | 3 | 9 |

You may only include one Broken Sword in your army.

Equipment: Spear of Justice.

Special Rules

Martial Arts Fighting Styles, Stubborn, Immune to Psychology, Loner

The Monkey King

Points/model: 170

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Monkey King | 6 | 6 | 5 | 4 | 4 | 2 | 6 | 4 | 8 |

You may only include one Monkey King in your army.

Equipment: Ideal Golden-bound Cudgel.

Special Rules

Martial Arts Fighting Styles, Climber, Trickster



HEROES

Marshal

Points/model: 50

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

Equipment: Hand weapon.

Options:

- May be armed with a halberd (+4pts), a great weapon (+4pts) an additional hand weapon (+4pts) or a Cathayan Longsword (+10 pts). He may also be armed with a bow (+5pts) or a Cathayan Repeater Crossbow (+10 pts).
- If mounted, he may be armed with either a spear (+2pts) or a lance (+4pts).

- May wear light armour (+2pts) or heavy armour (+4pts), and may also carry a shield (+2pts).
- May ride a Warhorse (+10pts) which may have barding (+4pts), a Kirin (+60pts) or a Bastion Chariot (+110pts).
- May have up to 50 pts of magic items from the Common and Cathayan Magic Items list.

Army Battle Standard

One Marshal in the army may carry a Battle Standard for +25 points. The Marshal carrying the Battle Standard can have a magic banner (no points limit) but if he carries a magic banner he cannot carry any other magic items.

Wu Jen

Points/model: 65

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

Magic: A Wu Jen is a Level 1 Wizard, who can use spells from the Lore of Fire, Metal, Heavens, Yin and Yang's lists.

Equipment: Hand weapon.

Options:

- May be upgraded to a Level 2 Wizard (+35pts)
- May ride a Warhorse (+10pts) which may have barding (+4pts).
- May have up to 50 pts of magic items from the Common and Cathayan Magic Items list.

Strategist

Points/model: 20

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Strategist | 4 | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 8 |

Equipment: Hand weapon.

Options:

- May have up to 75 pts of Stratagems from the Art of War.

Celestial Dragon

Points/model: 320

| | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Celestial Dragon | 6 | 6 | 0 | 6 | 6 | 6 | 3 | 5 | 8 |

A Celestial Dragon cannot be the army's General.

Equipment: Claws and Teeth.

Special Rules

Fly, Terror, Large Target, Breathe Fire, 3+ Scaly Skin

CORE

Imperial Infantry

Points/model: 6

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Infantryman | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 |
| Sergeant | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 |

Unit Size: 20+

Equipment: Hand weapon, halberd, light armour & shield.

Special Rules

Glory for the Dragon Emperor

Options:

- Any unit may exchange their halberds for spears for free.
- Any unit may exchange their halberd and shields for bows for free.
- Upgrade one Infantryman to a Musician for +3 pts.
- Upgrade one Infantryman to a Standard Bearer for +6 pts.
- Upgrade one Infantryman to a Sergeant for +8 pts.

Chu Ko Nu

Points/model: 6

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Chu Ko Nu | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 |
| Marksman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 |

Unit Size: 10+

Equipment: Hand weapon & Cathayan Repeater Crossbow.

Special Rules

Glory for the Dragon Emperor

Options:

- Any unit may be equipped with light armour (+1pt/model).
- Upgrade one Chu Ko Nu to a Musician for +5 pts.
- Upgrade one Chu Ko Nu to a Standard Bearer for +10 pts.
- Upgrade one Chu Ko Nu to a Marksman for +8 pts.

Dragon Lancers

Points/model: 17

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Dragon Lancer | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 |
| Veteran | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

Unit Size: 5+

Equipment: Hand weapon, halberd & heavy armour.

Mount: Barded Warhorse.

Special Rules

Glory for the Dragon Emperor

Options:

- Any unit may be equipped with fire lances (+3pts/model) and/or bows (+2pts/model).
- Upgrade one Dragon Lancer to a Musician for +7 pts.
- Upgrade one Dragon Lancer to a Standard Bearer for +14 pts.
- Upgrade one Dragon Lancer to a Veteran for +14 pts.
- Any unit may have a magic banner worth up to 25 pts.

CORE

Mangudai

Points/model: 15

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Mangudai | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 |
| Bahdur | 4 | 3 | 5 | 3 | 3 | 1 | 3 | 1 | 7 |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 |

You may not have more units of Mangudai than of Imperial infantry.

Unit Size: 5+

Equipment: Hand weapon, bow & light armour.

Mount: Warhorse

Special Rules

Fast Cavalry

Options:

- Upgrade one Mangudai to a Musician for +6 pts.
- Upgrade one Mangudai to a Standard Bearer for +12 pts.
- Upgrade one Mangudai to a Bahdur for +6 pts.

Hill Tribesmen

Points/model: 5

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Tribesman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |
| Chieftain | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 |

You may not have more units of Hill Tribesmen than of Imperial infantry.

Unit Size: 10+

Equipment: Hand weapon & javelin.

Special Rules

Frenzy, Ambushers

Options:

- Any unit may exchange their javelins for spears for free.
- Any unit may be equipped with shields (+1pt/model).
- Any unit may skirmish (+1pt/model).
- Upgrade one Tribesman to a Musician for +4 pts.
- Upgrade one Tribesman to a Standard Bearer for +8 pts.
- Upgrade one Tribesman to a Chieftain for +8 pts.

Monkey Warriors

Points/model: 7

| | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Monkey Warrior | 6 | 3 | 3 | 3 | 2 | 1 | 5 | 2 | 5 |
| Chieftain | 6 | 3 | 3 | 3 | 2 | 1 | 5 | 3 | 5 |

You may not have more units of Monkey Warriors than of Imperial infantry.

Unit Size: 10+

Equipment: Hand weapon, quarterstaff & blowpipe.

Special Rules

Skirmish, Climbers

Options:

- Upgrade one Monkey Warrior to a Chieftain for +8 pts.

SPECIAL

Swordsaints

Points/model: 13

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Swordsaint | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 2 | 8 |
| Blademaster | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 3 | 8 |

Unit Size: 5+

Equipment: Hand weapon, Cathayan Longsword & heavy armour.

Special Rules

Glory for the Dragon Emperor, Inspiring Presence

Options:

- Upgrade one Swordsaint to a Musician for +6 pts.
- Upgrade one Swordsaint to a Standard Bearer for +12 pts.
- Upgrade one Swordsaint to a Blademaster for +12 pts.
- A Standard Bearer may have a Magic Banner worth up to 50 pts.

Nightblades

Points/model: 13

| | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Nightblade | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 |
| Shadowhunter | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 2 | 8 |

Unit Size: 5-20

Equipment: Two crescent swords.

Special Rules

Glory for the Dragon Emperor, Skirmishers, Scouts, Poisoned Attacks

Options:

- Any unit may be equipped with light armour (+1pt/model).
- Upgrade one Nightblade to a Shadowhunter for +12 pts.

Celestial Dragon Monks

Points/model: 17

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Dragon Monk | 5 | 5 | 4 | 4 | 4 | 1 | 5 | 2 | 8 |
| Enlightened One | 5 | 5 | 4 | 4 | 4 | 1 | 5 | 3 | 8 |

Unit Size: 5-15

Equipment: Fists and feet.

Special Rules

Glory for the Dragon Emperor, Skirmishers, Immune to Psychology, Martial Arts Fighting Styles

Options:

- Upgrade one Dragon Monk to an Enlightened One for +12 pts.

SPECIAL

Emperor's Guard

Points/model: 10

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Emperor's Guard | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 |
| Citadel Keeper | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 8 |

Unit Size: 10+

Equipment: Hand weapon, halberd & heavy armour.

Special Rules

Glory for the Dragon Emperor, Stubborn

Options:

- Any unit may be equipped with shields (+1pt/model).
- Upgrade one Emperor's Guard to a Musician for +6 pts.
- Upgrade one Emperor's Guard to a Standard Bearer for +12 pts.
- Upgrade one Emperor's Guard to a Citadel Keeper for +12 pts.
- A Standard Bearer may have a Magic Banner worth up to 50 pts.

Bastion Chariot

Points/model: 100

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Bastion Chariot | - | - | - | 5 | 5 | 4 | - | - | - |
| Crew | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 |
| Warhorse | 8 | 3 | 0 | 3 | - | - | 3 | 1 | - |

You may take 1-2 Bastion Chariots as one Special choice.

Unit Size: 1 Bastion Chariot ridden by 3 Crew and drawn by 4 Warhorses.

Armour Save: 3+

Equipment: Hand weapon, spear & bow. The Bastion Chariot has scythed wheels.

Special Rules

Chariot

Foo Statues

Points/model: 65

| | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Foo Statues | 7 | 4 | 0 | 5 | 5 | 3 | 1 | 3 | 10 |

Unit Size: 3-10

Equipment: Claws and Teeths.

Special Rules

Fear, Immune to Psychology, Stoneskin

Stormhurler Ballista

Points/model: 60

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Ballista | - | - | - | - | 7 | 3 | - | - | - |
| Crew | 4 | 3 | 3 | 3 | - | - | 3 | 1 | 7 |

You may take 1-2 Stormhurler Ballistas as one Special choice.

Unit Size: 1 Stormhurler Ballista with 3 crew.

Equipment: Hand weapon & light armour.

Special Rules

War machine

RARE

Fire Arrow

Points/model: 125

| | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Fire Arrow | - | - | - | - | 7 | 3 | - | - | - |
| Crew | 4 | 3 | 3 | 3 | - | - | 3 | 1 | 7 |

Unit Size: 1 Fire Arrow with 3 crew.

Equipment: Hand weapon & light armour.

Special Rules
War machine

Dragon Cannon

Points/model: 110

| | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Dragon Cannon | - | - | - | - | 7 | 3 | - | - | - |
| Crew | 4 | 3 | 3 | 3 | - | - | 3 | 1 | 7 |

Unit Size: 1 Dragon Cannon with 3 crew.

Equipment: Hand weapon & light armour.

Special Rules
War machine, Explosive Ammunition

Phoenix

Points/model: 150

| | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Phoenix | 4 | 5 | 0 | 5 | 4 | 3 | 5 | 3 | 10 |

Unit Size: 1

Equipment: Sharp beak and talons.

Special Rules
Fly, Fear, Born from Fire, Fiery Blaze, Rebirth

Terracotta Warriors

Points/model: 8

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Terracotta War. | 4 | 3 | 2 | 4 | 4 | 1 | 1 | 1 | 10 |

Unit Size: 10+

Equipment: Hand weapon, halberd.

Special Rules
Fear, Unbreakable, Magical Constructs

THE ART OF WAR

The Art of War contains many military tactics and secrets, sacred to Cathay. The learned Strategist uses these to help ensure victory for the armies of Cathay. On the following pages you find Stratagems that can be bought for your Strategists. You cannot buy multiples of the same Stratagem for a single Strategist, but different Strategists in the army can have the same Stratagems if you wish. You can freely combine Stratagems providing you do not exceed the points total allowed in the army list.

In order to use a Stratagem, pick a friendly unit with the Glory for the Dragon Emperor rule within 12" and roll a D6. On a 2+, the unit gains the effect as described in the chosen Stratagem. On a 1, the unit has misheard the order and the Stratagem has no effect this turn. You may only use each Stratagem once per turn.

The Swift Cat 30 pts

Extensively trained in quickly changing formation without pause, the soldiers quickly form up to face their foes.

Activate in start of the Movement phase. The unit may Turn, Change Formation and Reform without suffering movement penalties this turn.

The Sleeping Crocodile 25 pts

The Strategist plans for his foes to reach a false sense of calm, believing they will easily best the formation. Then, as they run in for the kill, the crocodile opens its jaws and attack!

The unit may reform to face the enemy to the front as a Charge Reaction, providing that they are not already in combat.

The Striking Scorpion 25 pts

The Strategist instructs the troops on how to better hold their formation, striking simultaneously like a unified force.

Activate it close combat phase. If the unit charged this turn, they receive +1 to hit this close combat phase. Any characters in the unit are unaffected.

The Stoic Porcupine 25 pts

Turning to face all directions, the formation is an impregnable castle for the enemy to attack.

Activate as Charge Reaction. The unit has no flanks or rear while in this formation. However, they may only receive up to 1 in rank bonus.

The Swarming Ant 20 pts

Using their superior numbers, the soldiers swarm around the enemy, attacking them from all directions.

Activate at the end of Close Combat. If the unit wins the combat and has more ranks than the enemy, they may choose to expand their frontage and will count as flanking the enemy unit the next close combat phase. This only works if they are fighting the enemy to their front.

The Blinding Light 20 pts

The Strategist orders to cover the backs of the shields with shining metal before the battle, using the rays of the sun to blind the sight of their foes.

Activate as Charge Reaction. Infantry only. Any enemy unit charging the unit with the Blinding Light lose all charging bonuses (like Strength bonuses, striking first) in the ensuing combat phase.

The Rain of Death 20 pts

The soldiers run straight forward towards the enemy, never stopping to aim unleashing their volleys on the move. Arrows rain over the enemy, their shafts darkening the sky.

Activate in Shooting phase. The unit may fire even if they have marched this turn. In addition, all models in the unit may fire, provided the front rank has line of sight to their target. However, if they do, they suffer an additional -1 to hit.

The Burning Flame 20 pts

The Strategist hands out fire bombs to the soldiers, giving the enemy a nasty surprise to look forward to.

Activate as Charge Reaction. The unit may throw a fire bomb against the charging enemy as a Stand and Shoot reaction. As soon as the enemy unit comes within 8", roll the artillery dice, the number shown is the range it is thrown. If a misfire is rolled, the fuse of the fire bomb fail to work and it has no effect.

Place the 3" round template with its centre on the spot indicated by the artillery dice. Any enemy models touched by the template takes a flaming Strength 3 hit.

The Swooping Hawk 20 pts

Having assembled the army, the Strategist makes sure to quickly seize the initiative in the battle.

Activate after deployment. The Cathayan player may add +1 to the roll of deciding whether to go first.

The Running Rabbit 20 pts

The soldier plan for their allies to make a feigned route, cheerfully rousing their “fleeing” comrades on, just before readying to set the trap...

Activate in Movement phase. Until the start of its next turn, the unit ignores panic caused by friendly units fleeing through them, as well as friendly units breaking from combat.

The Charging Rhino 15 pts

The Strategist orders one unit to act as vanguard for the rest of the army, surging across the battlefield before the enemy can even react.

Activate after deployment. The unit gains the Vanguard rule.

The Leaping Salmon 15 pts

Like their counterpart in the animal kingdom, the soldiers soon return to their positions on the battlefield.

Activate in Compulsory Movement phase. The unit Rallies automatically this turn and may move as normal.

The Impregnable Tortoise 15 pts

Using their shield to form a “shell” around them, the soldiers become almost impervious to missiles. Activate in Remaining Moves phase. Infantry only. If the unit is equipped with shields, it may form the Tortoise formation. The unit add +2 to their armour save against missile attacks, but may not march. Upon entering combat, they immediately break the formation.

The All-seeing Eagle 15 pts

Having scouted out the perfect location to face the foe, the Strategist plans to set his trap.

Activate before deployment. The Cathayan player may add +1 to the roll of choosing sides.

The Cunning Fox 15 pts

Using his wit and cunning, the Strategist quickly orders some troops to relocate, presenting the enemy with a wholly new battle line to face.

Activate after deployment. One unit may re-deploy up to 6” away from it placed position.



TREASURES OF THE SEVEN HEAVENS

In this section, the Common magic items are listed first (see the Warhammer rulebook for a complete description). These are followed by a list of 'Cathay only' magic items. These items can only be used by models from this book. Magic items must be selected within the points limitations set by the army list section. Note that the rules for magic items presented in the Warhammer rulebook also apply to the 'Cathay only' magic items.

COMMON MAGIC ITEMS

Sword of Striking 15 pts
Weapon; +1 To Hit.

Sword of Battle 15 pts
Weapon; +1 Attack.

Sword of Might 15 pts
Weapon; +1 Strength.

Biting Blade 5 pts
Weapon; -1 Armour save.

Enchanted Shield 15 pts
5+ Armour save.

Talisman of Protection 15 pts
Talisman; 6+ Ward save.

Dispel Scroll 25 pts
Arcane; Automatically dispels an enemy spell (one use only).

Power Stone 20 pts
Arcane; +2 dice to cast a spell (one use only).

Staff of Sorcery 35 pts
Arcane; +1 to Dispel.

War Banner 25 pts
Banner; +1 for combat resolution.

MAGIC WEAPONS

Blade of the Golden Sun 60 pts
Forged by the founder of the Swordsaints himself, the blade of the golden sun is the traditional armament for the greatest champions of their order. In battle it becomes a brand of fire, weaving incandescent arcs through air and flesh alike, emboldening the allies of its bearer with its glory.

Cathayan Longsword. All attacks with this weapon always wound on a 2+ and count as *flaming*. Armour saves are modified using the Strength of the wielder.

Phoenix Talon 50 pts
This ancient longsword has been the traditional armament of the Dragon Emperor of Cathay for over a thousand years. In times of great need, it may be loaned out to a hero of Cathay to defend the land against its foes.

The wielder gains +2 Attacks. Any armour saves taken against wounds from this weapon are reduced by an additional -2.

Lotus Needle 50 pts
A slender repeater crossbow originally carried by a courtesan of the Emperor, the lotus needle fires darts that are coated in the most lethal venoms of the east, enchanted for even further lethality.

Cathayan Repeater Crossbow. All hits wound automatically.

Obsidian Dagger 35 pts
This lustrous black dagger radiates a powerful field of anti magic, defeating magical protections and unerringly seeking the victim's heart.

Additional hand weapon. No ward saves may be taken against wounds caused by this weapon. Armour saves are taken as normal.

Blade of Feng-Wu 35 pts
The sword of the legendary swordfighter Feng-Wu. They say that some of its wielders skill is incorporated into it, making its new owner as adept at fighting as he was.

Great weapon. Grants the wielder +1 Weapon Skill and +1 Attack.

The Dragon's Breath 35 pts
This sword holds the very fire of a dragon, allowing its wielder to use it at will.

The wielder can make a Breath Attack once per shooting phase, resolved at Str. 4.

Green Dragon Glaive 35 pts
Carried by the captain of the Emperor's Guard, this glaive carries an enchantment that allows the wielder to spar the most powerful of foes.

Halberd. Each unsaved wound is multiplied into D3 wounds.

Starfire Longsword 30 pts
Painstakingly forged from the burning heart of a fallen star and quenched in the cooling waters of an Imperial fountain, this blade has never known any obstacle to hinder its graceful but deadly swing.

Cathayan Longsword. The wielder may re-roll failed all 1's to hit and to wound.

Sword of the Wave 25 pts
The elegant blade of this longsword is shaped to allow the bearer to effortlessly turn a parry into a lethal strike.

For each attack that misses the character in close combat he may make a single attack back immediately.

The Dragontail 25 pts
An expertly crafted spear, whose grip is tightly wrapped in wyrmhide. The primal essence of a slain dragon still rages inside its ancient frame, from its gold capped pommel to its razor edged spade-headed tip.

Requires two hands. All hits with the Dragontail are resolved at S6.

The Bloody Mace 25 pts
The mace cries for the taste of blood and pushes its bearer to new heights of savagery.

Morning star. For every unsaved wound caused, the bearer may make an extra attack. These do not generate additional attacks.

Dragontooth bow 20 pts
This intricately carved ivory bow fires arrows of enchanted Thornwood which pass through flesh and armour as if it were not there.

Bow. No armour saves may be taken against wounds caused by this bow.

Spineripper 20 pts
The Spineripper is a cruel and jagged short sword forged with spells of trickery and deceit. It is guided by some unseen force into the vital centres of its victim and many have ended their lives with the Spineripper embedded deep in their backs.

The character gains +1 Strength and +1 Attacks when attacking an enemy unit in the flank or rear.

MAGIC ARMOUR

Weave of Potency 60 pts
A set of leather wraps and light pads inscribed on every inch with powerful prayers of endurance that grant protection far beyond the physical.

Light armor. Grants the wearer +1 Toughness and +1 Wound.

Gleaming Darkness 50 pts
Made from fibres of the Jarga plant, renowned for its onyx-like shine and tough, flexible stems, the Gleaming Darkness is further enhanced by weakening juices that cripple all those not inoculated against them, simply by breathing the smallest whiff of poison.

Light armour. All close combat attacks against the wearer are at -D3 Strength, rolled at the beginning of the close combat phase.

Armour of the Great Flame 40 pts
This armour flickers with everlasting flame, woven from magical fibres that have been consecrated in the great fire itself; it turns the bearer into a walking beacon. Flames lick out from his body, melting incoming blows or turning them aside.

Heavy armour. The wearer's armour save can never be modified below 5+. It offers no protection against attacks that does not allow armour saves. The character is also immune to all flaming attacks.

The Tarnished Scales 30 pts
The tarnished scales are said to have come from a huge Celestial Dragon. Forged by Cathayan master smiths by fastening the scales to enchanted leather, this armour is legendary for its ability to absorb impacts.

Heavy armour. The wearer ignores the first unsaved wound suffered.

Tower Shield of the Great Bastion 30 pts
This enormous and heavy shield is ancient, dating as far back as the days when the Great Bastion was constructed. It is actually made of spare pieces of masonry from the prodigious fortification, and now provides its wielder with the same unwavering steadfastness.

Counts as a shield that provides a 5+ armour save which may be combined with other armour as normal. Additionally, the bearer may re-roll failed armour saves.

Ice Dragon Hide 25 pts
Made from the hide of the great dragon Isthil, this suit of armour imbues the natural properties of the ice dragons that inhabit the Mountains of Mourn into a human bearer. A freezing aura encompasses the wearer, chilling his opponents and sapping their will.

This armour gives the wearer a 5+ Scaly Skin save which may be combined with other armour as normal. Enemies in base contact with the character suffer -2 to their initiative.

Storm Armour 35 pts
A crackling nimbus of energy surrounds this ancient suit of armour, releasing dark clouds that obscure the wearer and his men.

Heavy armour. The character and his unit are -1 to be hit by shooting attacks. In addition, they are immune to the effects of lightning based attacks.

The Staghelm 20 pts
A great helm of lacquered metal and wood, decorated with two huge antlers, the Staghelm imbues the bearer with a spirit to match the fighting stags that bound and duel across Cathay each year in a spectacular battle for glory.

The Staghelm gives the wearer a 6+ armour save that may be combined with other armour as normal. The character gets +1 Strength on the charge.

TALISMANS

Token of Celestial Favour 50 pts
Occasionally the Celestial Emperor will be so pleased with the exploits of his warriors that he may grant one a token of his favour, a symbol that the Emperor is with them. These items are not idle, for they glow with magical light and inspire all near them to even greater feats of valour.

General only. Every Cathayan unit with a model within 12" of the character gains +1 Leadership.

Pendant of Jade 50 pts
Made from pure jade, the stone of nature, vitality and healing, this pendant replenishes the vigour of its wearer, green energy flowing from the stone to knit wounds and heal fractures as they are caused.

The character gains Regeneration.

Crown of Swords 35 pts
This halo of whirling blades stops and deflects strikes aimed at its wearer, even blasts of magic or cannonballs are smashed aside by the relentless whirling of the blades.

5+ Ward Save. Any enemy model in base to base contact with the wearer at the beginning of the combat phase suffers an automatic strength 2 hit. Any wounds caused by this count towards combat resolution.

The Bronze Ring 35 pts
Worn by the original leader of the Swordsaints who was stabbed through the heart, lung and liver, but fought on regardless and only fell when his foes were defeated, this ring endows a portion of his spirit to the bearer.

Any attacks that cause multiple wounds or would instantly kill the bearer cause only a single wound instead.

Phoenix Robe 30 pts
Woven from the molt of a great Phoenix, this robe protects the wearer against death.

The character gains a 3+ ward save when reduced to one wound. If the character suffers multiple wounds that would kill him before he has gained this ward save, he will be reduced to 1 Wounds, and then may attempt his 3+ ward save and nullify any further wounds caused by the same hit.

Jet Dragon 25 pts
This figure, carved from the blackest jet, acts as a sponge for magic, protecting anyone nearby from harmful effects.

The Jet Dragon bestows Magic Resistance (1) on any unit with within 6" of the character.

ARCANE ITEMS

Brush of 1000 Years 75 pts
This ancient, wooden-handled brush is always in the possession of the eldest advisor in all of Cathay. This most often happens to be the personal assistant to the Emperor. Its graceful and elegant usage causes the winds of magic to bow to the whim of its owner. Such is not without a heavy taxation, however, as few mortals can withstand this.

Every time the bearer succeeds in casting a spell he may choose to make a Leadership test at his own, unmodified Leadership. If this test is successful, the spell counts as having been cast with Irresistible Force. If the test fails, the spell counts as having been miscast.



Mica's Star Chart 45 pts
The fabled star chart of the Wu Jen Mica, this sheet of lacquered parchment covers in perfect detail the night sky, allowing mages to better plot the heavens and draw from the winds of magic that are linked to them.

The character gets +1 to cast spells and a further +1 if he is using spells from the Lore of Heavens.

Trappings of the Enlightened Disciple 40 pts
This set of robes and prayer scrolls can be invoked to channel much power to the wearer, though this can often be dangerous.

The wearer may add 1 free Power Dice to each spell casting attempt. However, if the bearer miscasts, roll 3D6 and pick the lowest two dice.

Iron Wand 35 pts
This device was created in the dark ages before the Emperors in an era where magic was foul, depraved and forbidden. The wand is plain, burnished metal and always seems to be in shadow.

Any enemy wizard attempting to cast a spell within 12" of the bearer adds +2 to the Casting Value of the spell.

The Astrolabe 30 pts
Contained inside a small sphere of crystal, this set of magical gears and spheres allows its owner to tune deeply into the mysteries of the winds and increase his understanding of the fickle tides of magic.

The bearer may choose his spells instead of rolling for them.

Phoenix Feather Fan 25 pts
This elaborate and magnificent fan is made of radiantly beautiful Phoenix feathers. When waved in a certain manner, it causes sheets of incinerating flame to shoot forth over the enemy.

Bound spell. Power level 3. The Phoenix Feather Fan casts the Blazing Phoenix spell.

Lotus Petal 10 pts
These are petals of the rare Lotus. While achieving an almost religious status in Cathayan culture, the leaves of this picturesque flower do more than the common observer would realize.

The user gains 1 extra power dice with which to cast a spell. Characters may purchase as many Lotus Petals as they have points allowance. Each Petal may be used only once.

ENCHANTED ITEMS

Pi-Pa of Everlasting Repose 45 pts
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 Cathayan concubine for the first Emperor.

The Pi-Pa may be played in the Shooting phase. When it is played, one enemy unit or character within 18" must make a Leadership test. If failed, they will fall into a deep sleep and may do nothing for their entire next turn. Undead, Demons and units in Close Combat are immune to the effects.

Amulet of the Imperial Champion 45 pts
This powerful charm is personally given by the emperor to his favoured commander.

The character gains +1 Strength for each point of rank bonus his unit has.

Flashworks Globes 30 pts
Maozi Tong habitually carried a bag full of deerskin globes containing sorcerous Cathayan Flashworks, highly volatile chemical compounds that snap and crackle on the battlefield in a dazzling explosion of noise and light.

The Flashwork Globes may be used whenever the character or the unit he is with chooses Hold or Stand and Shoot as a charge reaction. Roll a D6; on a 2+, the enemy unit is blinded and fights with Weapon Skill 1 in the first round of combat.

Black Crane Oil 35pts
Refined from the liver of a rare black-feathered crane, this oil is unfathomably toxic. There is no known cure for those under its effects, resigning them to an agonizing and unstoppable death.

The bearer gains poisoned attacks. Successful wounds (after saves) caused by this poison are doubled.

Twilight Robe (character on foot only) 35 pts
The shifting depths of this robe seem to undulate with a life of their own. Those gazing at the wearer find it rather difficult to focus on his silhouette.

Character may be deployed as a Scout and enemy unit shooting at him must re-roll all failed rolls to hit.

Gem of the Heavens 30 pts
The gem of the heavens is an ancient sapphire enchanted by the celestial court. Inside the gem is visible a tiny model of the night sky and, if one looks closely, images of times yet to come fly past one's eyes.

Bound Spell, Power Level 4. Contains the spell Second Sign of Amul.

Kite of Omniscient Seeing 30 points
This silken kite is constructed in the form of either a long-tailed Celestial Dragon or a feathered phoenix. When the kite is sent aloft by its owner it will relay images of all that it sees.

The character and any unit he is with may use any missile attack (including spells and war machines) they have even if they cannot draw line of sight to the enemy target.

Sunshroud Mirror 25 pts
A beautiful mirror worn around the neck, the Sunshroud Mirror dazzles the onrushing foe.

Enemies charging the character and his unit suffer a -1 to hit in the first round of combat.

Key to the Door of Two Roads 20 pts

Within the burnished bronze of this ancient key there dwells a powerful elemental spirit, an animal ancestor Prince bound for all time to do its master's bidding. When the command words are uttered, the magic of the key is unleashed.

One use only, use at the start of Movement phase. The bearer and any unit he is with may move through any terrain as if it were open ground for that turn.

Peach-Plum Wine 15 pts

Distilled and aged over several decades using fruit harvested from the Emperor's orchards, a single cask of this delectable beverage is sold in the Empire for as much as some manor estates.

One use only. The bearer may immediately heal 1 wound they have previously suffered in the battle.

MAGIC STANDARDS

Standard of Glorious Cathay 125 pts

A huge tapestry standard dedicated to the famous victories of the Cathayan Empire, this banner has a history dating back over a thousand years.

All friendly units within 12" are immune to Panic. In addition, the bearer and any unit he joins becomes Stubborn.

Sky Banner of the Lofty Heavens 55pts

It is spoken that this standard was woven on the cloud looms of the celestials, and at one time served as a divine garment for them in the form of a robe. Its cerulean fabric is unmatched for its sheer craftsmanship and unearthly detail.

One use only. The bearer of this banner, and the unit he is with, may activate it at the beginning of any of their movement phases. For this turn, they count as having the "Fly" special rule.

Dragonmist Banner 50 pts

A tattered standard that reaches out to the foe with tendrils of cloying mist, this standard is much feared by the enemies of Cathay.

Enemies within 12" must re-roll successful Psychology tests.

Standard of the Ghost-Orchid 40 pts

This pale banner bears upon it the visage of a rare ghost orchid, a mysterious and beautiful flower that exists between worlds. Its magical powers are not yet entirely understood, and its capabilities are strange indeed.

As long as they are in base contact with the unit carrying this banner, enemy models lose any rules from the Special Rules section of the Warhammer rulebook they might have.

Standard of the Crashing Tide 40 pts

This banner multiplies the force of the blows struck under it, turning the warriors into a wave of death that crushes any opposition.

When the unit charges, each model in the front rank inflict an impact hit with a strength of 1, +1 for each point of rank bonus the unit has.

Raging Heat Standard 30 pts

Woven from the feathers of a great Phoenix and further enchanted by the Wu Jen, the soldiers fighting under this banner brandish blazing swords, glittering in the sun.

All attacks made by this unit counts as *magical* and *flaming*.

Jade Sword Banner 25 pts

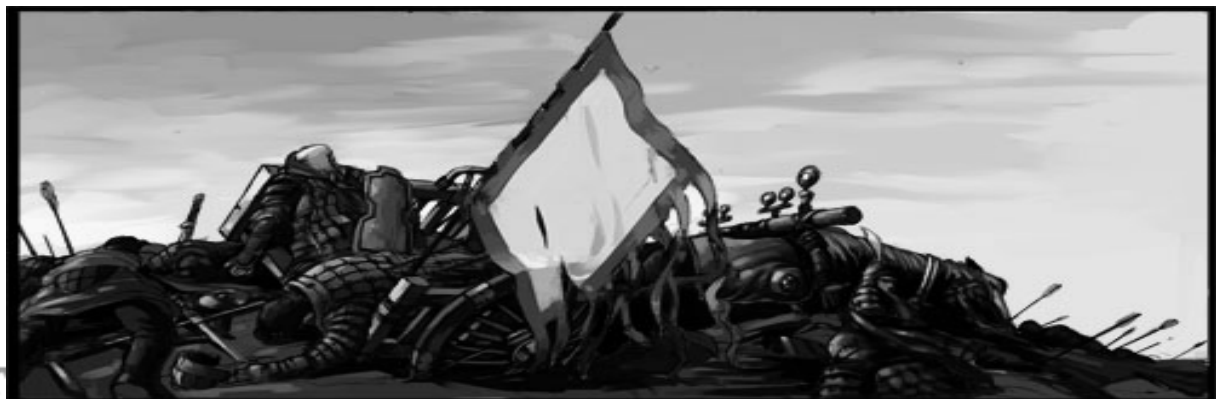
A green and brown tapestry that elicits a sense of calm and patience to the soldiers marching beneath it, allowing them to react with superior reflexes and clarity.

The unit strikes in always strikes in Initiative order, regardless of who is charging.

Honour Standard 20 pts

Inscribed oaths of duty, this standard inspires warriors to stand on in the face of overwhelming odds.

The unit becomes immune to Fear and Terror, but may not flee as a charge reaction.



REFERENCE

| LORDS | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
|------------------------|----------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-------------|------------------|-------------|
| Xen Huang | 4 | 7 | 5 | 5 | 5 | 4 | 6 | 5 | 10 | I | 20x20mm | |
| <i>True Form</i> | 6 | 7 | 0 | 7 | 6 | 7 | 4 | 6 | 10 | Mo | 50x100mm | |
| Zhao Fei | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 | Ca | 25x50mm | |
| Warlord | 4 | 6 | 5 | 4 | 4 | 3 | 6 | 4 | 9 | I | 20x20mm | |
| <i>Drum and Gong</i> | - | - | - | - | 4 | 3 | - | - | - | WM | 50x50mm | |
| <i>Drummer</i> | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | I | 20x20mm | |
| Wu Jen Lord | 4 | 3 | 3 | 3 | 4 | 3 | 3 | 1 | 8 | I | 20x20mm | |
| HEROES | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
| Broken Sword | 5 | 7 | 5 | 4 | 4 | 2 | 7 | 3 | 9 | I | 20x20mm | |
| Monkey King | 6 | 6 | 5 | 4 | 4 | 2 | 6 | 4 | 8 | I | 20x20mm | |
| Marshal | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 3 | 8 | I | 20x20mm | |
| Wu Jen | 4 | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 7 | I | 20x20mm | |
| Strategist | 4 | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 8 | I | 20x20mm | |
| Celestial Dragon | 6 | 6 | 0 | 6 | 6 | 6 | 3 | 5 | 8 | Mo | 50x100mm | |
| CORE | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
| Infantryman | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 | I | 20x20mm | |
| <i>Sergeant</i> | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 | I | 20x20mm | |
| Chu Ko Nu | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | I | 20x20mm | |
| <i>Marksman</i> | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | I | 20x20mm | |
| Dragon Lancer | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | Ca | 25x50mm | |
| <i>Veteran</i> | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | Ca | 25x50mm | |
| Mangudai | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | Ca | 25x50mm | |
| <i>Bahdur</i> | 4 | 3 | 5 | 3 | 3 | 1 | 3 | 1 | 7 | Ca | 25x50mm | |
| Tribesman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | I | 20x20mm | |
| <i>Chieftain</i> | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 | I | 20x20mm | |
| Monkey Warrior | 6 | 3 | 3 | 3 | 2 | 1 | 5 | 2 | 5 | I | 20x20mm | |
| <i>Chieftain</i> | 6 | 3 | 3 | 3 | 2 | 1 | 5 | 3 | 5 | I | 20x20mm | |
| SPECIAL | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
| Swordsaint | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 2 | 8 | I | 20x20mm | |
| <i>Blademaster</i> | 4 | 4 | 3 | 4 | 3 | 1 | 4 | 3 | 8 | I | 20x20mm | |
| Nightblade | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | I | 20x20mm | |
| <i>Shadowhunter</i> | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 2 | 8 | I | 20x20mm | |
| Dragon Monk | 5 | 5 | 4 | 4 | 4 | 1 | 5 | 2 | 8 | I | 20x20mm | |
| <i>Enlightened One</i> | 5 | 5 | 4 | 4 | 4 | 1 | 5 | 3 | 8 | I | 20x20mm | |
| Emperor's Guard | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | I | 20x20mm | |
| <i>Citadel Keeper</i> | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 2 | 8 | I | 20x20mm | |
| Bastion Chariot | - | - | - | 5 | 5 | 4 | - | - | - | Ch | 50x100mm | |
| <i>Crew</i> | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | - | - | |
| Warhorse | 8 | 3 | 0 | 3 | - | - | 3 | 1 | - | - | - | |
| Foo Statues | 7 | 4 | 0 | 5 | 5 | 3 | 1 | 3 | 10 | MB | 40x40mm | |
| Ballista | - | - | - | - | 7 | 3 | - | - | - | WM | 50x50mm | |
| <i>Crew</i> | 4 | 3 | 3 | 3 | - | - | 3 | 1 | 7 | I | 20x20mm | |
| RARE | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
| Fire Arrow | - | - | - | - | 7 | 3 | - | - | - | WM | 50x50mm | |
| <i>Crew</i> | 4 | 3 | 3 | 3 | - | - | 3 | 1 | 7 | I | 20x20mm | |
| Dragon Cannon | - | - | - | - | 7 | 3 | - | - | - | WM | 50x50mm | |
| <i>Crew</i> | 4 | 3 | 3 | 3 | - | - | 3 | 1 | 7 | I | 20x20mm | |
| Phoenix | 4 | 5 | 0 | 5 | 4 | 3 | 5 | 3 | 10 | MB | 50x50mm | |
| Terracotta Warrior | 4 | 3 | 2 | 4 | 4 | 1 | 1 | 1 | 10 | I | 20x20mm | |
| MOUNTS | M | WS | BS | S | T | W | I | A | Ld | Type | Base Size | Page |
| Kirin | 9 | 4 | 0 | 4 | 4 | 3 | 5 | 2 | 8 | MB | 40x40mm | |
| Warhorse | 8 | 3 | 0 | 3 | 3 | 1 | 3 | 1 | 5 | I | 25x50mm | |

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WARHAMMER CATHAY

"All men can see these tactics whereby I conquer, but what none can see is the strategy out of which victory is evolved."

Zhao Fei, Grand Army General

The Empire of the Celestial Dragon is largest in the world, with millions of people, all subject under the Celestial Dragon Emperor. A proud people, their armies boast thousands of highly disciplined warriors. Now the unified armies of Cathay march forward to conquer all that stands before them, in a splendid might of the eastern empire.

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|---|---|
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|  Amazonas |  Kingdoms of Ind |
|  Araby |  Kislev |
|  Cathay |  Nippon |
|  Dogs of War |  Norse |
|  Estalia | |

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SUPPLEMENT FOR
WARHAMMER
THE GAME OF
FANTASY BATTLES

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