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THE OLD WORLD

ARCANE JOURNAL™
ARMIES OF GRAND CATHAY

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ARMIES OF GRAND CATHAY



**"TO OVERCOME THE EVILS OF CHAOS,
THE WORLD MUST BE HARMONIOUS AND ORDERED."**

– Xen Yang, the Celestial Dragon, Eternal Emperor of Grand Cathay



GRAND CATHAY

The vast nation of Grand Cathay is one of the oldest civilisations in the World of Legend, rivalling the great realms of the Elves or Dwarfs in its scope and power. It is a harmonious land that has survived largely unchanged for thousands of years, an empire that stands eternally as a bulwark against the evils of the world, defiantly resisting the multitudinous threats posed by the nefarious forces arrayed against it.

An Empire In The East

Grand Cathay is rightly counted amongst the largest and most prosperous of human nations in all the known world, a land of bustling cities, great expanses of fertile farmland and towering mountain ranges that reach towards the heavens above. But the size of its territory or number of citizens is not what sets it apart from its contemporaries. Rather, what distinguishes the empire of the Celestial Dragon from the nations of the Old World is the harmony and unity of its people and their masters, for where other nations are riven by strife born of the jealousy and greed of unworthy rulers, Grand Cathay knows no such turmoil or dissent.

Where other nations are blighted by internecine warfare, their people ever fearful and driven to jealously guard their meagre possessions and hoard what little temporal power they possess, Cathayans are not so mean of spirit. They are a people united in purpose, rightly proud of their great nation and its powerful rulers. Cathayans are ever diligent in their work, always considerate of the needs of their neighbours and elders, and safe in the certain knowledge that their masters are likewise ever mindful of their subjects' contentment.

Such peace and harmony comes not from a cowed population, for the people of Grand Cathay are bold and courageous warriors and ever curious seekers of knowledge. No, the tranquillity enjoyed by the people of the Celestial Dragon's eternal realm stems from the nature of its rulers, for Grand Cathay is an empire ruled by Dragons in more than name.

Ruled By Dragons

To the Men of the west, the Dragons of Grand Cathay are powerful rulers of an ancient dynasty, beloved by their subjects and unassailable upon bejewelled thrones within gilded palaces. Yet the nations of the Old World seldom think deeply upon the nature of the Cathayan Dragons, considering their grand titles to be just that – titles granted to powerful rulers by loyal subjects.

But there is no hyperbole in the titles the Dragons of Grand Cathay wear, for they are immortal creatures of tremendous power who can trace their lineage back to the primeval origins of the world, before even the Old Ones descended from the stars. Greatest of these Dragons is Xen Yang, the Celestial Dragon Emperor, a being of immeasurable age who adopts the form of a human by choice to live amongst the people he rules. Together with his Empress, Quai Yin, the Moon Dragon, and their nine draconic children, the Celestial Dragon has ruled the east since before Men walked the lands now known as Grand Cathay.

These Dragons, and by extension their people, are creatures of order who seek balance in all things. Unlike those that would rule the Empire of the Old World, the Dragons' desire for order and balance is not born of a need to tame the wilderness or achieve technological and economic dominance, but rather to be one with the world in which they exist. If other nations fight the currents of fate by swimming against them, the Dragons of Grand Cathay have learnt to move within those currents, turning their environment, the Winds of Magic, and even the will of their enemies to their advantage.





XEN YANG THE CELESTIAL DRAGON
ETERNAL EMPEROR OF GRAND CATHAY

REALM OF THE CELESTIAL DRAGON

Grand Cathay is the land of the Celestial Dragon Emperor, oldest and most powerful of all the eastern Dragons. For over five thousand years the Celestial Dragon and his Empress, the Moon Dragon, have ruled their empire. Many times has Grand Cathay been threatened by foreign powers or internal rebellions, but each time, the Dragons have endured.



The Coming Of The Old Ones

The realm of the Celestial Dragon predates the coming of the Old Ones to the World of Legend and, though little is known of such ancient times, what is known is that when the cold earth shuddered and lava flowed from restless volcanoes, when the smoke-blackened skies above were filled with soaring Dragons that battled for superiority amongst the mountain peaks, the Celestial Dragon ruled the great expanses of the eastern hemisphere unrivalled.

With the coming of the Old Ones and the warming of the world, Xen Yang, as the Celestial Dragon named himself, saw the power wielded by the servants of these godly beings from beyond the stars and, though others of his kind made war upon the interlopers, he chose to observe their strange industry. Through this careful observation, Xen Yang learned to command the Winds of Magic unleashed upon his world from the towering gateways raised by the Old Ones. Over long centuries, he watched as the great beasts of his world retreated into the darkness, their dominion over the lands usurped by the young races of Elves, Dwarfs and Men.

It was at this time that the Celestial Dragon took for himself a mate in the form of Quai Yin, the Moon Dragon. Born of Yueyin (the moon called Mannslieb in the Old World), Quai Yin first adopted the form of a Dragon so that she might descend to the world and live beside Xen Yang, before sharing with him the secrets of her shapeshifting that both could take on human forms and walk freely amongst the tribes of Man that thrived in Grand Cathay.

The Shadow Of Chaos

With the Moon Dragon at his side, her tremendous grace and luminosity a natural counterbalance to Xen Yang's blazing strength and fiery humours, the Celestial Dragon began guiding the people of his lands, aiding them as they mastered the arts of masonry, metallurgy and alchemy. Gradually, the Celestial Dragon worked to unite the tribes of his realm, becoming a respected leader, though he resisted titles and refused their worship or adulation, preferring to spread enlightenment rather than wallow in praise.

In time, the pair welcomed nine Draconic children, teaching each of them the art of shapeshifting and the mastery of the Winds of Magic, and tempering their primal fury that they, too, may walk amongst Man. As these children grew, they aided their parents in the betterment of the people of Grand Cathay, teaching them ever more of the arts of civilisation and leading them in their exploration of other lands and their encounters with other races.

Yet despite the joy of Xen Yang and his family, and despite the prosperity of the folk of Grand Cathay, not all was well in the realm of the Celestial Dragon. From the north, where the great polar gates of the Old Ones hung, linking the World of Legend to the distant and unimaginable realms of these enigmatic beings, whispers crept unbidden into the Celestial Dragon's dreams. At night, the faces of leering daemons haunted him, offering him power unimagined if he would but help them cross the barrier the Old Ones had first opened, then barred, between their realm, the æther, and his.



The Cataclysm

The vast dimensional gates the Old Ones had erected at the world's poles served as more than mere portals allowing almost instantaneous travel across the interstellar deeps, they were conduits through which raw magic flowed from an alternative dimension called the æther. This arcane energy drove the world-altering machineries of the Old Ones and gave power to their sorcerous servants. Indeed, it was this very power that the Celestial Dragon himself had studied and mastered.

Yet magic was not the only thing that dwelt within the æther. Great, predatory beings swam within its strange currents. Drawn to the warmth and light of the Old One's gate, these vast entities hungered for the vitality of the world beyond. They probed at the portal, feeling around its edges for weaknesses and sending tendrils of their consciousness into the world beyond, their whispered voices intruding upon the dreams of mortals. In time, the denizens of the æther grew strong and bold enough to break through the great portals of the Old Ones, shattering them and unleashing a cataclysmic torrent of chaos and destruction. In an instant, the heavens were rent asunder and hideous waves of raw chaos enveloped the world.

As the disaster unfolded, the Celestial Dragon wrestled with the uncontrollable magic that raged around him. Gradually, he bent the torrent of raw power to his will, stilling the storms and banishing from Grand Cathay the legions of daemons that rode upon them, scattering them to the far corners of the world.

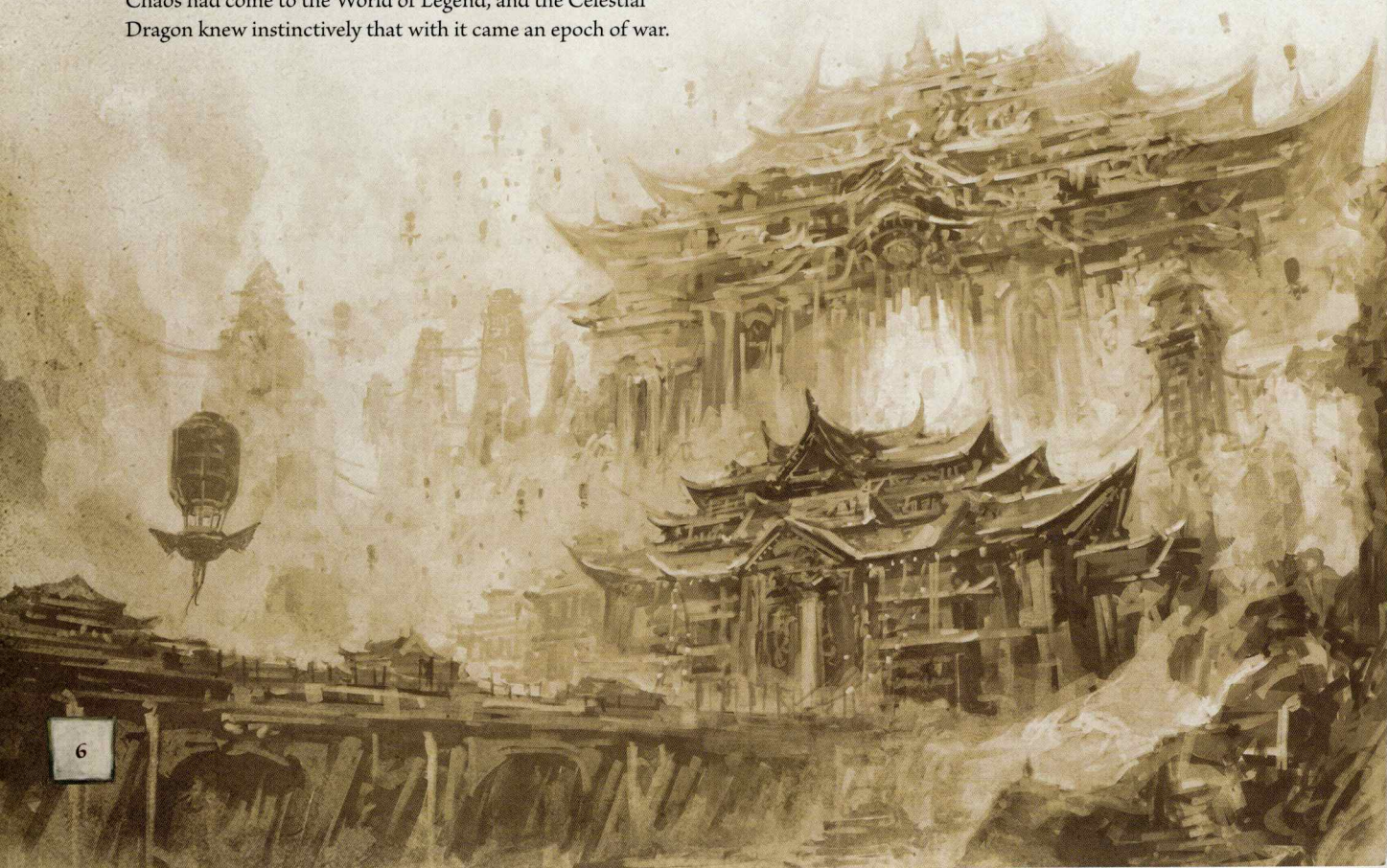
Chaos had come to the World of Legend, and the Celestial Dragon knew instinctively that with it came an epoch of war.

Unity In Chaos

Through the long and tumultuous centuries that followed the Great Cataclysm, the Dragons of Grand Cathay battled the myriad daemonic legions that assailed their lands. Yet despite their power, Xen Yang knew that he and his kin could not resist the evils arrayed against them alone. Thus the Celestial Dragon turned his attention towards the unification of the fractured tribes of Men that dwelt within his realm for, though they had long held him in high regard, the tribes of the north, south, east and west cared little for one another, preferring to make war than ally against greater threats.

To aid his plans, the Celestial Dragon dispatched several of his children to the far corners of his realm, tasking each with earning the loyalty and respect of the tribes that dwelt in their given lands and unifying them into a single nation under his rule. Thus did Miao Ying, the Storm Dragon, travel north to live amongst the stalwart warriors of Nan-Gau, whilst Li Dao, the Fire Dragon, ventured south to unify the warlike tribes of the jungles of Chi'An and the towering Mountains of Heaven.

To the west went Zhao Ming, the Iron Dragon, tasked to share the Dragons' wisdom with the alchemists of Shang Yang. To the east went Yin-Yin, the Sea Dragon, her heart filled with a thirst for adventure, she would lead the ship-builders and sailors of Fu-Chow in the conquest of the Jade Sea. Central Cathay was entrusted to Yuan Bo, the Jade Dragon. From his palace in Wei-jin, the pragmatic Yuan Bo would act as a voice of reason between people that had once been enemies and ensure the unity of the nascent Grand Cathay.



THE EMPIRE OF GRAND CATHAY



The Folly Of Shiyama

With the people of Grand Cathay unified under his rule, the Celestial Dragon entrusted the command of his armies to Shiyama, the eldest and most beloved of his children. Long had Shiyama battled the evils of Chaos at her father's side and, with vast armies of brave warriors at her command, she swore to rid the world of the daemonic legions that assailed it.

Yet for all her courage and ferocity, Shiyama's pride was her weakness, and it was this pride that caused her to ignore her father's warnings that Chaos could not be defeated by might alone. Instead, Shiyama mustered her armies and marched north, intent upon defeating the Ruinous Powers within their own twisted realm.

Such was Shiyama's might, and so powerful was the sorcery she commanded, that her armies swept aside the daemonic legions that stood in her way, charging headlong towards the ruined border between the mortal world and the æther. Before her, Shiyama saw only the flight of Chaotic beasts and warped daemons, and she revelled in her victories, realising too late that she had been tricked by the gods of the æther. By some foul sorcery the Ruinous Powers had befuddled the Dragon, making her believe her own bold soldiers were loathsome creatures of Chaos. It was not enemies that fled before her wrath but her own loyal warriors. It was not daemonic ichor that dripped from her talons, but the lifeblood of brave Cathayans.

Filled with shame and horror, Shiyama turned tail and fled back to her father's realm, driving her surviving warriors before her...

The Spirit Dragon

Even as the prideful Shiyama sped from the Realm of Chaos, the Ruinous Powers were not done with their torment of her. They weaved powerful sorceries around the young Dragon and her warriors, making her appear to her kin as a terrible lord of the æther and giving the fleeing remnants of her once mighty army the appearance of capering daemons. Thus, as Shiyama neared the borders of her father's realm, Miao Ying, the Storm Dragon, believed a daemonic legion descended upon Nan-Gau from the Chaos Wastes, and she wasted no time in mustering her might to meet the threat.

Sensing the calamity unfolding on the border of his realm's northern province, the Celestial Dragon raced to intervene, but for all his haste, Xen Yang could not hope to arrive in time. As he descended upon the accursed battlefield from the heavens, he witnessed the warriors of Nan-Gau closing upon the wounded Shiyama, and he saw first-hand the horror on the faces of his daughters as the ensorcellment of the Ruinous Powers faded and the Storm Dragon realised that the twisted daemon her soldiers had struck down was no enemy, but her own sister.

As the Celestial Dragon cradled the dying Shiyama in his arms, she begged forgiveness for her foolishness. Though he lacked the magic to restore her, Xen Yang used his great powers to bind his daughter's spirit to Grand Cathay, and charged her with the task of protecting the ancestors of his people for as long as his realm endured. Thus did Shiyama come to rule the underworld in her father's name, a mighty Spirit Dragon bound to Grand Cathay by the most potent of the Celestial Dragon's sorceries.



Wrath Of The Celestial Dragon

With Shiyama's spirit preserved, Xen Yang turned his attention to his people. Concerned that rumours of Shiyama's manipulation by the Ruinous Powers and her death at the hands of Cathayan soldiers would destabilise the nation and allow Chaos to fester, the Celestial Dragon turned to the Moon Dragon for counsel. Through her grief, Quai Yin used her magic to obfuscate the memories of those that had witnessed Shiyama's demise and spread the legend of the Spirit Dragon – though all would know of Shiyama as the guardian of the underworld, none in all Cathay would remember when she had walked amongst them in physical form.

But the Celestial Dragon's heart still seethed with anger and regret. For centuries he had resisted the evil forces that battered his realm, protecting his family and his subjects alike, but he had always secretly known that his efforts were futile for the Ruinous Powers only grew stronger with each passing year. Now, with his firstborn daughter slain by the machinations of Chaos, Xen Yang knew that he had to act if he wanted to end the long war.

Unbeknownst to Xen Yang as he set in motion plans to slay the great beasts of the æther that ruled the daemonic legions, similar plans were unfolding in distant lands. In far Ulthuan, a council of mages prepared a great ritual that would still the raging storms of magic. In Lustria, the Old Ones' few remaining servants began a potent conjuration to banish the daemonic legions from the world. In the Worlds Edge Mountains, a living god undertook a quest to seal the shattered gates of the Old Ones.

A Great Undertaking

His preparations made, the Celestial Dragon led the massed armies of Grand Cathay northwards, into the roiling Storms of Chaos that eternally surrounded the great tear in reality that hung like a black scar above the collapsed dimensional gates of the Old Ones. Battling hordes of daemons that coalesced from the magic-infused air about them, Xen Yang's host advanced slowly through the hinterlands between reality and the æther until, eventually, the Realm of Chaos lay before them.

Suddenly, a host of towering daemon lords descended from the tortured heavens to challenge the Dragons of Grand Cathay. Unperturbed, the Celestial Dragon and his children rose into the storm-wracked skies to meet the threat, revealing their true forms to the enemies arrayed against them. One by one the greatest and most powerful daemonic servants of the Ruinous Powers were laid low, fell lords of the æther that existed only to conquer worlds in the names of their evil masters were torn asunder by the fury of the Dragons, their foul essences banished back to the warped realm from which they came.

The ferocity of the Dragons and their mastery of the Winds of Magic proved too much for the daemons arrayed against them, and the Ruinous Powers were forced to commit ever more of their legions to the battle.

Thus did the heroism of the Cathayan Dragons in the face of Chaos converge with that of heroes in distant lands. With the subsiding of the Storms of Magic that had raged for more than a thousand years, the age of Chaos had ended and a new age had begun.



THE LAND OF THE DRAGONS

In the years that followed the Celestial Dragon's great battle with the daemon lords of the æther, peace came to Grand Cathay. The Elemental Winds blew more gently, allowing Xen Yang to begin his studies of them anew and perfect the art of Feng Shi, the mastery of magic, and the hosts of daemons and chaotic beasts that had for so long assailed his lands withdrew beyond his borders.

Growth & Prosperity

In the peace that followed the long war against Chaos, Grand Cathay prospered. Through his study of the Elemental Winds, the Celestial Dragon found that, by dividing the Elemental Winds into two distinct groups, Yang and Yin, he was able to teach the wisest of his subjects the secret arts of Feng Shi with an ease once undreamed of. Thus did he establish the Celestial Court within the city of Wei-jin, a place where scholars could become mages and Astromancers through intense study of the world about them and the magical winds that blew through it.

Whilst Xen Yang spent his days in contemplation of the world and its wonders, his children busied themselves with the governance of their provinces. As cities grew, technological advances happened quickly, aided by the Cathayans' mastery of magic. Great stone sentinels were constructed to defend the realm from attackers, colossal warriors that stood as silent sentries until needed. Vast fleets of Sky Lanterns took to the heavens, covering tremendous distances in mere hours.

Elsewhere, Cathayan merchants and adventurers began to explore the world, traversing the great oceans by boat and the endless expanses of land between Grand Cathay and the western realms by wagon and horse. With the blessing of the Dragons that sent them, these travellers made contact with the Elves of Ulthuan, the Dwarfs of the Old World and the Men of ancient Nehekhara. Thus did Grand Cathay make treaties with other nations, grow wealthy from the mutually beneficial trading of goods and knowledge and, perhaps most importantly, grow secure through alliances forged against the evils that still lurked in the world.

Over the centuries, Grand Cathay has fought many wars against Chaos, for the nation's northern border is not protected from the ravages of the Marauder tribes by towering mountains or frozen seas, like those of the other nations of the Old World. For this reason, in -1800 IC, the Celestial Dragon commanded that a great wall be built along the length of his northern border. The towering edifice that rose in response, a fortified bastion many hundreds of miles long, has endured for almost as long as the empire itself. The Great Bastion is a symbol of strength and defiance, and a testament to the power of the Celestial Dragon for, according to legend, when the wall was built, Xen Yang invested a measure of his magic in its stones.

Wisdom Of The Celestial Dragon

Shortly after the completion of the Bastion, the Wu Xing Compass was created within the heart of the Celestial Palace in Wei-jin. Through careful study of this arcane apparatus, the Celestial Dragon and the Astromancers of his court can easily ascertain whether the winds of Yang or Yin are in ascension and which are waning. Thus, they are able to direct the Winds of Magic, strengthening the Great Bastion with Yang magics and directing Yin magics along the Great River.

To further aid the nation's defence, the artificers of Grand Cathay turned their ingenuity to the creation of many great machines of war, whilst alchemists worked to concoct a means to power them. To this end, the Cathayans discovered the secrets of black powder before even the Dwarfs of the Worlds Edge Mountains. Indeed, and though no Dwarf would admit it, black powder made in Grand Cathay is considered the finest in all the known world.

Whilst such undertakings distinguish Grand Cathay from the nations of the Old World, it is the way in which the Celestial Dragon treats his subjects that is most noteworthy, for it exemplifies his personality. In many nations of Man, autocratic rulers keep their subjects at heel, impoverished and starved of opportunities for enlightenment or advancement, demanding their loyalty through tortuous military service and crippling labour, and demanding their wealth through heavy taxes. Not so the Celestial Dragon.

Harmony Of The Dragons

The Celestial Dragon and, by extension, his children, believe the purpose of a ruler is to act as a teacher, one who guides their people to find contentment in service and, through this service, to find their place in the natural order of things. Thus the folk of Grand Cathay serve not because they are compelled to do so out of fear or a lack of free will. They serve because, when faced with beings as wise, ancient and majestic as the Dragons, and when shown the belief those eternal rulers have in the wit, wisdom and goodness of spirit their subjects possess, how could those subjects do anything other than throw themselves completely into the service of their Emperor?

This philosophy is apparent in all things in Grand Cathay, including the way the nation wages war. Soldiers in the Celestial Dragon's armies fight in ordered ranks, each trained to move in harmony with those around it, the entire army fighting like an extension of its general's will. Harmony is also apparent in the wizards and war machines of Grand Cathay, the former able to combine their magics as a person might weave together threads of cloth, while the latter can unleash expertly timed bombardments and fusillades of gunfire undreamed of by enemy commanders.

But there are more ways in which the Celestial Dragon is unlike other Dragons of the World of Legend. Xen Yang does not slumber through the long ages as many Dragons do, preferring to remain an ever present ruler to his people, and growing more philosophical and introspective in the centuries since accepting the title of Emperor from his subjects.

An Absent Emperor

Though in the early days of the empire, Xen Yang led many of Grand Cathay's great undertakings, he has gradually given more control to his children, tasking Miao Ying, Yuan Bo, Yin-Yin, Li Dao and Zhao Ming with ever more responsibility, and entrusting the more secretive aspects of his nation's governance to his mate, Quai Yin. With the governance of Grand Cathay in safe keeping, Xen Yang has taken to spending long periods in isolation within the Celestial Court. What he does there, none can say, though it is widely believed that he spends his days in contemplation of the world and its wonders, seeking some means by which to undo the harm done to his world by the coming of the Old Ones and the collapse of their polar gates. Indeed, if the Celestial Dragon could finally heal the great rift between this world and the æther, Chaos would be defeated and the world saved from its inevitable demise.

In the furtherance of his studies, it is not uncommon for the Celestial Dragon and the Moon Dragon to depart, disappearing into unknown realms for months, even years at a time. Most recently, in 2000 IC, the pair departed Wei-jin and have yet to return. Though this extended absence has caused a degree of turmoil and disharmony, the people of Grand Cathay believe whole-heartedly that the Celestial Dragon's return will herald the coming of a new age.



ARMIES OF GRAND CATHAY

Terracotta Sentinels

Crafted by the magic of the Celestial Dragon himself thousands of years ago, the mighty Sentinels that guard Grand Cathay are wonders to behold. Wrought from the living stone of the land they defend, these towering constructs are imbued with a magical life and possessed of a relentless sense of duty.

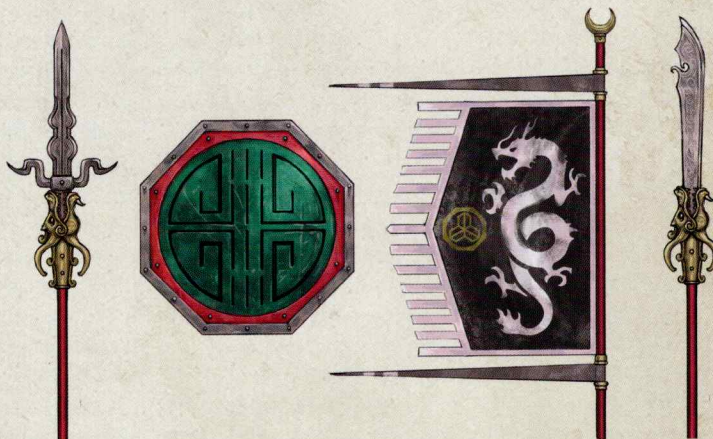
Whilst some are armed with colossal swords or spears, most of Grand Cathay's Sentinels bear towering polearms, similar to those wielded by the Jade Warriors, but far larger. Armed with such weapons, these implacable warriors are capable of scything down rank upon rank of enemies with an ease bordering upon contempt.





Jade Warriors


Grand Cathay's cities are defended by regiments of Jade Warriors. Finely armed and armoured, these stalwart warriors proudly display the barred gate iconography of the Jade Warrior upon their shields and the heraldry of their city upon their uniform. This heraldry is often embroidered into the colourful sashes and surcoats they wear, colours which in turn indicate their regiment.



Jade Lancers

The elite cavalry of Grand Cathay's armies, the Jade Lancers are every bit as well equipped as their infantry counterparts. Mounted atop sturdy Cathayan warhorses, each bedecked in intricate armour made of overlapping layers of polished steel and lacquered leather, the Jade Lancers fight with long bladed cavalry spears beneath silken banners depicting the Dragons of Grand Cathay.

GRAND CATHAY & THE OLD WORLD

 Though the Empire of the Celestial Dragon lies far from the nations of the Old World, the denizens of Grand Cathay are not an uncommon sight in those distant realms. Cathayan merchants have plied the ocean waves and braved the perils of the Dark Lands for centuries, and vast armies of Jade Warriors and Lancers have taken ship many times to fight alongside the armies of the west in times of peril.



Disdain Of The Dragon

Since the earliest days of the world, the Celestial Dragon has been the undisputed ruler of his realm in the east. An apex predator that battled others of his kind for supremacy, he rose to power over the remains of younger and weaker Dragons. With the coming of the Old Ones, Xen Yang found himself increasingly alone for many of his kind fell into oblivion, slain in battle with great saurian warhosts, whilst others drifted into deep slumbers as the world grew warm and the young races of Elves and Dwarfs emerged.

To protect himself in a changing world, the Celestial Dragon turned his focus inwards, mastering the magic of the Old Ones and learning to live amongst the humans that were thriving within his realm. Gradually, as the people of Cathay began to see him as a leader and protector, Xen Yang came to view himself as the guardian of the world's eastern hemisphere, and he gladly left the custodianship of the west to the haughty, arrogant Elves and the stubborn, argumentative Dwarfs.

With great disgust, he looked on as the Elves of Ulthuan cowed the draconic children of his once mighty rivals to their service as beasts of burden. Impotently, he watched as the Dwarfs of the Worlds Edge Mountains slaughtered slumbering drakes of immense age in their lairs that they might plunder their treasures. Yet the humans of the west intrigued him as much as those of the east, and he observed with great interest as they took their first faltering steps upon the path to civilisation, emulating of their own volition the same great efforts made by his own subjects.

Doom Of The Sky Titans

Whilst the young races flourished, other far older races faced decline. To the west of Grand Cathay, tribes of Ogres roamed, their numbers increasing with each year. In time, they came to threaten the peace of the Celestial Dragon's realm, and his armies marched regularly to battle the monstrous hosts.

In the mountains west of Grand Cathay, the realm of the Sky Titans came under constant attack from migrating Ogres. Sensing that the doom of a race that had walked the world since before the coming of the Old Ones was imminent, Xen Yang shared with them the secrets of black powder, enabling the Sky Titans to craft tremendous weapons of great power with which to battle their foes.

Yet such interventions proved futile and, with the Ogre Tribes growing ever bolder in their attacks upon Grand Cathay, the Celestial Dragon turned to his Astromancers to drive the invaders from his lands. To this end, a great meteorite of purest warpstone was pulled down from the heavens by the magic of the Celestial Court. With the meteorite's impact, thousands of miles of rolling tundra beyond Cathay's western border were turned into an inhospitable wasteland, the very air turned deadly with warpstone dust. Where the meteorite struck, a colossal fang-filled maw opened within the earth, the waves of anguish and hunger emanating from it driving those Ogres not slain by the calamity westwards. Though the westernmost reaches of Cathay were preserved, the great migration of Ogres into the Mountains of Mourn was to prove the final doom of the Sky Titans.



Across Land & Sea

Although the creation of the Warpstone Desert had seemingly cut Cathay off from the lands to the west, the people of the Celestial Dragon's realm were still eager to travel and explore. At first, the Cathayans turned to their Sky Lanterns as vessels of exploration, but quickly found them too small to bear the provisions needed to traverse the great expanses of ocean and wilderness beyond Cathay's borders.

Whilst his subjects turned their efforts to crafting ever larger and more durable craft to cross the heavens, Xen Yang tasked his youngest daughter, Yin-Yin with dispatching her ocean fleets to explore the world's seas and visit the distant nations of Man. The Sea Dragon, ever adventurous and inquisitive, eagerly obliged, often accompanying her agents on their voyages. Thus, agents of Grand Cathay landed on distant shores, offering greetings to those that dwelled there.

Elsewhere, the Western Master, Zhao Ming, explored the barren lands beyond his borders. Within the twisted and warped landscape of the Warpstone Desert, the Iron Dragon's agents discovered unlimited alchemical treasures, treasures that were enthusiastically mined by the people of Shang Yang.

To facilitate such industry in such unfavourable climes, the Cathayans sought safe routes through the desert and crafted armoured wagons to which they bound protective charms. Through these endeavours, the agents of the Iron Dragon forged a permanent route through the narrowest part of the Warpstone Desert. The Ivory Road, as this route came to be known, followed a twisting path through the desert. Marked by great carven stones, each ensorcelled by the mages of the Iron Dragon with powerful wards, the Ivory Road offered a route to the west which Zhao Ming explored as eagerly as Yin-Yin explored the vastness of the oceans.

Through their exploration of the world beyond their borders, the people of Grand Cathay came into contact with the people of another flourishing realm, ancient Nehekhar. The first representatives of the Celestial Dragon to stand before the Priest Kings of Nehekhar arrived in Lahmia by boat from the east. Though the Nehekharans were suspicious of outsiders, tormented as they were by barbarous invaders from beyond their northern borders, they recognised in the Cathayans a sophisticated and civilised people and welcomed them to their grand palaces and into the hearts of their sprawling temple cities.

Of Priests & Kings

Eagerly, the Cathayans and Nehekharans began to trade, sharing arcane secrets and technological advances as readily as they shared precious metals and rare spices. To the Cathayans, the Nehekharans seemed superstitious, leading lives governed by the worship of a sprawling pantheon of gods, the adulation of which governed every aspect of their day to day lives. Amongst the priests of Nehekhar, tales of the immortal Celestial Dragon and his mighty dynasty proved captivating, and the devotees of Nehekhar's Mortuary Cult devoted much to learning the secrets of Xen Yang's power and longevity, secrets his representatives in far Nehekhar refused to be drawn on.

Yet, despite the secrets that remained between the two great nations, their alliance grew ever stronger and the armies of Grand Cathay marched often beside the warriors of ancient Nehekhar, bringing war to the wild and desolate Darklands. From these joint campaigns into the monster infested wilderness, both nations prospered, Grand Cathay by opening up safer and more secure trade routes and increasing the steady flow of merchant caravans travelling east and west, Nehekhar by eagerly expanding its borders towards the distant horizon.



Evil Awakens In Nehekbara

At the height of Nehekbara's power and influence, at a time when its borders had spread eastwards beyond the Sea of Dread and into the Darklands, reaching as far as the banks of the River Ruin, the Great Land's relationship with Grand Cathay was to come to a sudden end. When the Great Necromancer, Nagash, usurped the throne of Nehekbara, the realm swiftly fell into darkness under the heel of a brutal ruler. Nagash was concerned only with advancing his sorcerous knowledge and prolonging his own life, and the extent of the evil magics he unleashed shocked the Celestial Dragon. Having long been suspicious of the motives of the Mortuary Cult, Xen Yang was suddenly presented with justification for his caution and he quickly withdrew his representatives from the cities of Nehekbara and its many distant outposts.

In the centuries that followed, Xen Yang turned his attention towards strengthening his own realm. The Celestial Dragon wanted his empire to be self-sufficient, able to defend its own borders against the multitudinous threats arrayed against them rather than rely upon the fickleness of outsiders in times of need. To this end, whilst war raged in Nehekbara and the many outposts of the Priest Kings' empire fell to ruin, the people of Grand Cathay commenced work upon a vast, fortified wall upon their northernmost border, a Great Bastion of unimaginable length and impossible height, fortified along its entire length and bristling with the greatest weapons of war the Celestial Dragon could muster. This Great Bastion would defend the Celestial Dragon's realm from the ever present threat of invasion from the north, where the Ruinous Powers gathered.

New Alliances

Despite his industry, the fall of Nehekbara caused the Celestial Dragon to grow melancholic. He had seen a young and vibrant nation of Man wiped out by the evil of a single individual. He had witnessed magics of such vile potency unleashed that he, the Dragon that had slain the most terrible lords of the æther, knew a moment of fear at the thought of ever having to face Nagash upon the field of battle. With his realm secure, Xen Yang began devoting ever more of his time to the study of the world and the mastery of magic. Retreating from the day to day concerns of his empire, he granted more power to his children to rule in his name, and for a brief time, Grand Cathay risked becoming insular and isolationist.

Yet despite the desire of the Celestial Dragon to focus only upon the needs of his empire, Grand Cathay's thirst for travel and trade proved unquenchable.

In the east, the fleets of the Sea Dragon continued to ply the oceans, trading more and more with the Elves of Ulthuan as Yin-Yin sought to increase diplomatic relations with such a powerful ally. Through her endeavours, the Sea Dragon ensured the fleets of Grand Cathay were free to sail the oceans far and wide, free from the scrutiny of the Elves.

In the west, the Iron Dragon continued his explorations of the hostile lands beyond his borders, making use of ever larger Sky Junks to cross the heavens and visit distant lands. Such explorations brought him into contact with the Dwarfs of the Worlds Edge Mountains, and both he and his sister Miao Ying, the Matriarch of Nan-Gau, eagerly traded technological and alchemical knowledge with the lords of the mountains.

An Empire In The West

Fifteen hundred years after the Time of Woe, when terrible earthquakes shook Grand Cathay, almost toppling the Great Bastion and heralding a Chaos incursion that almost overwhelmed the Celestial Dragon's empire, the Dragons learned of a new empire rising in the distant west. A mighty barbarian chieftain named Sigmar Heldenhammer had succeeded in unifying the tribes of Men that dwelt beyond the Worlds Edge Mountains, in the heart of the Old World. Tales reached Xen Yang of Sigmar forming a powerful alliance with the Dwarfs and driving the Orc and Goblin tribes from his lands.

Impressed and curious in equal measure, and sensing the significance of Sigmar's reign, the Celestial Dragon dispatched no less an ambassador than his own daughter and the commander of his vast armies, Miao Ying, to the court of the Heldenhammer. The Storm Dragon travelled by ship to the west, pausing her journey amongst the Dragon's Maw islands to exchange pleasantries with the Sea Lord of Ulthuan and learn more of the enigmatic barbarian chieftain who had unified the west. From there she dispatched messengers to the port of Marienburg to herald her coming, finally choosing to travel the last leg of her journey by Sky Lantern in order to make her arrival as momentous as possible.

Upon meeting Sigmar, Miao Ying was taken aback. She had expected to meet a gruff and warlike barbarian, but was instead presented to an intelligent and eloquent king who wore his authority with an easy grace. Impressed, the Storm Dragon gladly extended her father's friendship to the western Emperor, offering wealth and knowledge in exchange for trade. Sigmar, keen to make powerful allies, accepted the Celestial Dragon's friendship, offering oaths of kinship to the eastern Emperor.

Harmony Of East & West

Since that time, Sigmar's Empire, and the many other nations of Man that have emerged around it to dominate the Old World, have built ever stronger bonds with Grand Cathay, trading goods, ideas and advancements freely. Driven by such commerce, migration between the Old World and Grand Cathay has become quite normal. Thus many of the Old World's largest cities, great metropolises such as Marienburg, Magritta, Erengard and Nuln, host substantial Cathayan quarters, populated by merchants, mercenaries, artisans and diplomats alike.

Such migration has led in turn to the reopening of great trade routes through the Darklands and across the northern steppes, routes that had gone untrodden since the demise of Nehekhar. Many are the adventurers and pioneers that have ventured into the wilderness, founding new outposts of humanity, such as Pigbarter on the banks of the River Ruin, rather than commit to long sea voyages. These fortified towns, rising from the ruins of ancient Nehekharan outposts, have become vital nodes in a vast network of roads connecting east and west.

Whilst great armoured caravans brave the hostile expanses of the Warpstone Desert and fleets of Sky Junks drift across the steppes of Kislev bearing exotic goods to and from distant corners of the world, the Dragons of Grand Cathay themselves have also become visitors to the courts of the Old World. Indeed, ever since the first meeting between Miao Ying and Sigmar, the Dragons have had occasion to venture westwards in the company of grand armies. The visits of the Dragons to western nations often herald great upheaval, times when they arrive in times of crisis to offer decisive support. Thus have the armies of the Celestial Dragon fought to defend the west many times, for though Xen Yang claims to view the custodianship of the west as a matter for the Elves and Dwarfs, his fondness for the Human nations of the Old World compels him and his children to intervene in times of direst need.









Mounted atop a majestic Great Spirit Longma, a bold Shugeng Lord leads the armies of Grand Cathay to battle against the Celestial Dragon's enemies.



A unit of Jade Warriors, armed with hand weapons and shields.



A unit of Jade Lancers, mounted upon barded Cathayan warhorses and armed with Cathayan lances.



Inspired by the presence of a Gate Keeper bearing aloft a banner depicting the likeness of Miao Ying, the Storm Dragon, Jade Warriors stand proud before the enemy.



A towering Terracotta Sentinel of Grand Cathay, armed with a great blade.



A Gate Master of the Celestial Cities, mounted upon a barded Cathayan warhorse.



A Gate Keeper of the Celestial Cities, bearing the battle standard of Nan-Gau.



Thundering across the battlefield, the armoured might of the Jade Lancers prepare to cut down the Celestial Dragon's enemies.

THE ARMIES OF NAN-GAU

Charged with the defence of the Great Bastion, the armies of Nan-Gau are home to some of the most experienced and battle-tested warriors in all Grand Cathay. For centuries, the soldiers of the northern province's capital city have kept the legions of the Ruinous Powers at bay thanks to their unparalleled bravery and skill-at-arms.



Disciples Of The Storm Dragon

The capital of Grand Cathay's northern province stands as the anchor of the western end of the Great Bastion, placing the soldiers of Miao Ying's fortress directly in the path of invading forces approaching from the frozen north, across the barren steppe. Being so close to the nation's northern border, despite it being so well protected, has ensured that the warriors of Nan-Gau are always in a state of readiness – each soldier focusing on honing their own skills or practicing together in formation to ensure their manoeuvres never falter on the battlefield. Their stoic approach to their duty is born from the great reverence they have for Miao Ying and how she has approached her own duty to protect the northern reaches of her father's realm; a responsibility she has held for many mortal lifetimes and will hold for many more to come.

Nan-Gau is a city of great wealth and power, allowing its warriors to be armed and armoured in some of the finest wares to be found within Grand Cathay. The Jade Warriors are clad in heavy scaled armour and carry swords of polished steel and halberds that can pierce Troll hide as easily as they might slice through ripe fruit. Riding into battle like a wall of glittering silver are the Jade Lancers, both rider and mount clad in layered armour that provides few points of weakness for an enemy to attack, whilst the riders strike back with keen lances and the horses kick and stomp at those who fall under the ferocity of their thundering hooves.


The Engines Of War

The armies of Grand Cathay have long relied upon the mystical science of black powder to crush their enemies, and Nan-Gau is no exception. The city is filled with countless forges and artificer's workshops that belch forth smoke and ring with the cacophonous sound of industry at all hours of the day and night, earning the fortress the rather fitting nickname of the City of Smoke. From these many forges, grand cannon and fire rain rocket batteries are produced at an astonishing rate to serve the armies of Grand Cathay, but chiefly to fight alongside the armies of Nan-Gau and the defenders of the Great Bastion. Once deployed onto the battlefield, these artillery batteries batter the enemy, unleashing colossal cannon balls capable of shattering a Giant's skull in a single shot and volleys of explosive rockets that send storms of shrapnel flying in all directions.

As well as these fearsome artillery batteries, the armies of the Storm Dragon are supported from the air by an invention seen only in the employ of the legions of Grand Cathay, the Sky Lantern. From atop these floating fortresses, gunners are able to lay down a hail of Crane Gun fire and rain gunpowder bombs from the heavens. Not only do they serve as airborne firing platforms and devastating weapons of war capable of crushing rank upon rank of the enemy beneath their bulk, they also provide a unique perspective of the battlefield, allowing expert strategists and Magistrates, trained by Miao Ying herself, to observe the flow of battle and better direct the forces of Nan-Gau.



GRAND CATHAY ARMY LIST

 This page details the Grand Army composition list for Grand Cathay. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.

This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Cathayan Dragon per 1,000 points
- 0-1 Shugengan Lord or Lord Magistrate per 1,000 points
- Shugengan, Gate Masters, Gate Keepers and Strategists

Core

At least 25% of your army's points value must be spent on:

- Jade Warriors
- 0-1 unit of Jade Lancers per 1,000 points may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- Jade Lancers
- 0-3 war machines chosen from the following list per 1,000 points:
 - Fire Rain Rocket Batteries
 - Cathayan Grand Cannon
- If your General is a Shugengan Lord or Shugengan, 0-1 Cathayan Sentinel may be taken as a Special choice
- If your General is a Lord Magistrate or Strategist, 0-1 Sky Lantern may be taken as a Special choice

Rare

Up to 25% of your army's points value may be spent on:

- Sky Lanterns and Cathayan Sentinels

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from one of the following Grand Army composition lists:

- Any Empire of Grand Cathay Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Dwarfen Mountain Holds
 - Empire of Man
 - Kingdom of Bretonnia (Suspicious)
 - Wood Elf Realms (Suspicious)
 - High Elf Realms

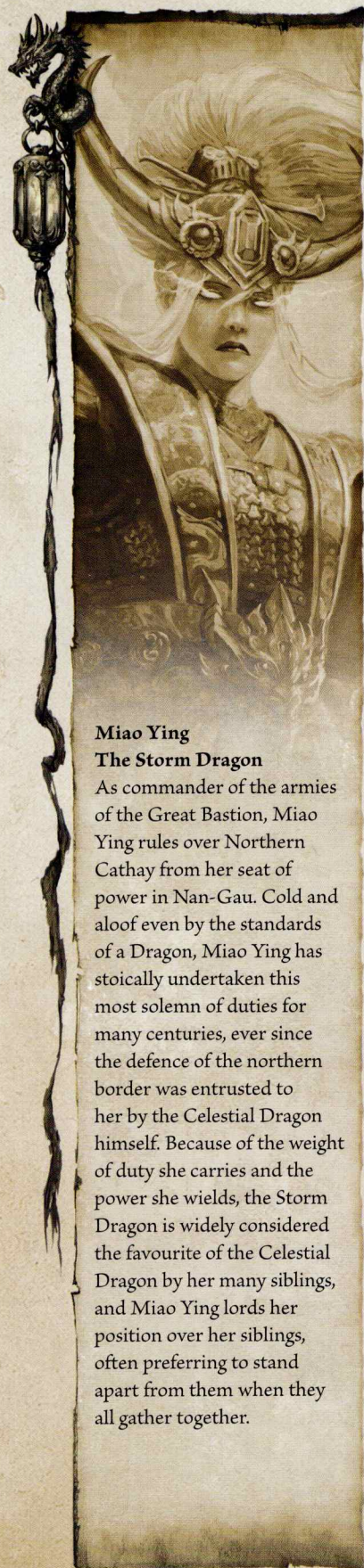
Battle Standard Bearer

A single Gate Keeper in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Cathayan Allies

In addition to the Allies listed in *Forces of Fantasy*, armies made using the Dwarfen Mountain Holds, Empire of Man or Kingdom of Bretonnia Grand Army composition lists may include an Allied Contingent drawn from the Grand Cathay Grand Army composition list.

Armies made using the Wood Elf Realms or High Elf Realms Grand Army composition lists may include an Allied Contingent drawn from the Grand Cathay Grand Army composition list as 'Suspicious' allies.



Miao Ying The Storm Dragon

As commander of the armies of the Great Bastion, Miao Ying rules over Northern Cathay from her seat of power in Nan-Gau. Cold and aloof even by the standards of a Dragon, Miao Ying has stoically undertaken this most solemn of duties for many centuries, ever since the defence of the northern border was entrusted to her by the Celestial Dragon himself. Because of the weight of duty she carries and the power she wields, the Storm Dragon is widely considered the favourite of the Celestial Dragon by her many siblings, and Miao Ying lords her position over her siblings, often preferring to stand apart from them when they all gather together.

Miao Ying, The Storm Dragon

Miao Ying is a Cathayan Dragon. She may be included in any Empire of Grand Cathay army made using any army composition list that includes this option. She must be fielded as presented here.

Miao Ying	M	WS	BS	S	T	W	I	A	Ld	Points
Human Form	4	7	5	4	4	7	7	4	10	485
Dragon Form	8	8	3	7	6	7	6	6	10	-

Troop Type: In her Human form, Miao Ying's troop type is 'heavy infantry (named character)'; in her Dragon form, it is 'behemoth (named character)'

Base Size: 50 x 50 mm (Human form), 100 x 150 mm (Dragon form)

Unit Size: 1

Equipment:

- **Human Form:** Talons of the Storm (see opposite) and heavy armour
- **Dragon Form:** Talons of the Storm, Dragon fire (see opposite) and Draconic scales (counts as full plate armour)

Magic: In her Human form, Miao Ying is a Level 4 Wizard. In her Dragon form, she is a Level 2 Wizard. She may cast a number of spells equal to her current Level of Wizardry per turn. Miao Ying knows four spells, chosen in the usual way from one of the following Lores of Magic:

- Battle Magic
- Elementalism
- High Magic

Special Rules: Celestial Forged Armour (5+), Disdain of the Dragons, Hatred (Warriors of Chaos & Daemonic models), Magic Resistance (-1), Mastery of the Storm Winds, Mastery of the Elemental Winds, Stubborn, Supreme Matriarch Of Nan-Gau, Transformation of the Dragon, Will of the Dragons, Wrath of the Storm

In addition, and depending upon her current form, Miao Ying has the following special rules:

- **Human Form:** Rallying Cry
- **Dragon Form:** Fly (9), Large Target, Stomp Attacks (D6), Swiftstride, Terror

Disdain Of The Dragons

Miao Ying is one of the most powerful of the Dragon Emperor's children. Indeed, so awe inspiring is her presence that even the mightiest of foes fall silent whilst within her aura of majesty.

Enemy models that wish to issue a challenge whilst within Miao Ying's Command range must first make a Leadership test (using their own Leadership). If the enemy model wishes to issue a challenge whilst engaged in a combat Miao Ying is also engaged in, it must apply a +1 modifier to the dice roll if she is in her Human form, and a +2 modifier if she is in her Dragon form:

- If this test is passed, the challenge is issued as normal.
- If this test is failed, the challenge dies on the enemy's lips and goes unissued.

Finally, challenges issued by Miao Ying cannot be refused.

Mastery Of The Storm Winds

Through long centuries of study and practice of the elemental winds of Yang and Yin, Miao Ying's mastery of the storm has become sublime.

Miao Ying may discard up to two of her randomly generated spells (rather than the usual one). When she does so, she may replace them with spells chosen from the Lore of Yang (see page 46), the Lore of Yin (see page 47), the signature spell of her chosen Lore of Magic, or with the following spell:

The Storm Dragon's Fury

With a quick gesture, Miao Ying summons forth lightning from the skies to strike at her foes.

Type: Magic Missile

Casting Value: 10+

Range: 18"

Effect: The target enemy unit suffers 2D3 Strength 5 hits, each with an AP of -3. These hits have the Flaming Attacks special rule. Once these hits have been resolved, the target enemy unit must Give Ground.

Supreme Matriarch Of Nan-Gau

The Celestial Dragon Guard are formidable warriors, hand-picked to serve as the personal bodyguards of the Dragons of Cathay.

If your army includes Miao Ying, she must be the army's General. In addition, 0-1 unit of Jade Warriors and 0-1 unit of Jade Lancers in her army may be upgraded to Celestial Dragon Guard for +1 point per model. Celestial Dragon Guard have a +1 modifier to their Weapon Skill and Leadership characteristics (to a maximum of 10) and gain the Celestial Armour (6+) special rule.

Wrath Of The Storm

The Storm Dragon is known for her unrelenting fervour in the defence of Grand Cathay against the marauding tribes of the north, a trait she passes on to those who fight beneath her banners.

All units of Jade Warriors and Jade Lancers included in an army that is led by Miao Ying gain the Hatred (Warriors of Chaos & Daemoniac models) special rule.

	R	S	AP	Special Rules
Talons of the Storm	Combat	S	-2	Armour Bane (1), Magical Attacks, Strike First
	R	S	AP	Special Rules
Dragon fire	N/A	4	-1	Breath Weapon, Flaming Attacks



Supreme Matriarch of Nan-Gau

Despite the power she wields, the Storm Dragon faces a significant task in the defence of Grand Cathay's northern borders, and her armies are almost constantly at war against the multitude of threats from the northern wastes, be they marauding tribes of barbarians, rampaging hordes of Hobgoblins, or the black-armoured hosts of the Ruinous Powers. As well as external enemies, Miao Ying must constantly wrestle with the many Lords of Nan-Gau, a cantankerous group of nobles and artisans whom she relies upon to arm the Great Bastion with their wondrous war machines. Outwardly, these nobles work together, but behind the closed doors of their palaces the Lords of Nan-Gau delight in scheming amongst themselves and against Miao Ying, inevitably drawing her attention from the empire's enemies beyond the wall.

CATHAYAN DRAGON SPECIAL RULES

Cathayan Dragons are unique characters with abilities so incredible that the basic rules cannot possibly do them justice. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances. On this page you will find a full description of the rules unique to these most impressive of models.



Transformation Of The Dragon

The children of the Celestial Dragon are mighty creatures of unimaginable age and, though they choose to live as humans amongst the people of Grand Cathay, in battle they do not hesitate to reveal their true forms and unleash their might upon their enemies.

A Cathayan Dragon may adopt both Human and Dragon forms. To represent this, you may choose a Cathayan Dragon's form at the start of the game by simply placing the appropriate model on the battlefield during deployment. Each form has its own profile of characteristics.

Human Form

In their Human form, the Dragons of Grand Cathay are wise and beloved leaders that walk amongst their people and fight alongside them in battle. Whilst in their Human form, a Cathayan Dragon follows the rules for a character whose troop type is 'heavy infantry.'

Dragon Form

In their Dragon form, the Dragons of Grand Cathay are forces of primordial destruction who take the fight directly to their enemies with tooth and claw, unconcerned with issuing commands and dictating the flow of battlelines. To represent this, whilst in their Dragon form a Cathayan Dragon follows the rules for a character whose troop type is 'behemoth'. However, whilst in their Dragon form Cathayan Dragons do not have the Inspiring Presence rule, even if they are your army's General.



Death Of A Dragon

When a Cathayan Dragon loses a Wound, that Wound is lost from both of its characteristics profiles. The first time during a game that a Cathayan Dragon is reduced to zero Wounds whilst in their Dragon form, they immediately revert to their Human form and recover D3 lost Wounds. Once this occurs, they may not take Dragon form for the remainder of the game. If a Cathayan Dragon is reduced to zero Wounds whilst in their Human form, they are removed from play as a casualty.

Transformation

In addition to transforming when reduced to zero Wounds, a Cathayan Dragon may transform from their Human form to their Dragon form, or vice versa, during the Command sub-phase of any of their turns. To do this, simply place the model that represents the form the Cathayan Dragon is transforming into so that it is:

- Within 6" of the model representing the Cathayan Dragon's current form.
- Not within 1" of any friendly models.
- Not within 3" of any enemy models.

Once the model representing the Cathayan Dragon's new form has been placed, remove the model representing its previous form from play. When a Cathayan Dragon transforms in this way, it immediately recovers D3 lost Wounds.

A Cathayan Dragon cannot declare a charge during a turn in which it transformed and counts as having moved for the purposes of shooting, but can otherwise move normally during the Remaining Moves sub-phase.

Note that when a Cathayan Dragon transforms from their Human to their Dragon form in this way, they immediately leave any unit they were part of and that transforming allows a Cathayan Dragon to leave combat.

Shugengan Lords Of The Celestial Host

	M	WS	BS	S	T	W	I	A	Ld	Points
Shugengan Lord	-	6	3	4	5	7	6	4	9	220
Shugengan General	-	5	3	4	5	6	5	3	8	145
Great Spirit Longma	8	5	-	5	-	-	4	3	-	-

Troop Type: Monstrous creature (character)

Base Size: 60 x 100 mm

Unit Size: 1

Equipment:

- **Shugengan:** Hand weapon, iron talons and light armour
- **Great Spirit Longma:** Crown of horns (see below)

Magic: A Shugengan Lord is a Level 2 Wizard. A Shugengan General is a Level 1 Wizard. Every Shugengan knows spells from one of the following Lores of Magic:

- Battle Magic
- Elementalism
- Illusion
- High Magic

Options:

- May take one of the following:
 - Celestial blade (see page 48) +6 points
 - Cathayan lance (see page 48) +4 points
- May take a dragon fire pistol (see page 48) +4 points
- May replace light armour with heavy armour +4 points
- Must choose one of the following special rules:
 - Lore of Yang Free
 - Lore of Yin Free
- A Shugengan Lord may:
 - Be a Level 3 Wizard +30 points
 - Be a Level 4 Wizard +60 points
 - Purchase magic items up to a total of 100 points
- A Shugengan General may:
 - Be a Level 2 Wizard +30 points
 - Purchase magic items up to a total of 50 points

Special Rules: Armoured Hide (2), Celestial Forged Armour (5+), Counter Charge, Fear, Fly (9), Impact Hits (D3+1), Mastery of the Elemental Winds, Swiftstride, Will of the Dragons

	R	S	AP	Special Rules
Iron talons	Combat	S	-1	Strike First

	R	S	AP	Special Rules
Crown of horns	Combat	S	-1	Armour Bane (1)

Character



Shugengan Lords

Only the most powerful heroes rise to the rank of Grand General in the armies of Cathay. These men and women are often descendants of the Celestial Dragon's own offspring, natural sorcerers who take to mastery of the Elemental Winds as easily as wielding a blade. The most powerful of the Dragon-blooded are known as the Shugengan and are revered within the Celestial Court. Regardless of their origins, each Grand General is a skilled warrior, and as befits their rank carries weapons and armour gifted to them from the armouries of Wei-jin. They lead from the front in battle, leaving strategy and trickery to the likes of Wizards and Magistrates, their presence in the thick of the fighting inspiring the armies of the Dragon Emperor.



Character



Guardians of the Gates

Jade Warriors are the professional soldiers of Grand Cathay, and the Gate Master of the Celestial Cities are their leaders. To earn the title of Gate Master a Jade Warrior must have served for at least a decade in the defence of their city, meaning many are veterans of the empire's endless wars. Like their soldiers, a Gate Master is trained in defensive warfare and how best to defend the walls of their city. As such these warriors know how to read the lay of the land before a battle and how best to utilise the troops under their command. This can prove useful in enacting the will of their Lord Magistrate, who trusts their Gate Masters above all other officers in their armies.

Gate Masters Of The Celestial Cities

	M	WS	BS	S	T	W	I	A	Ld	Points
Gate Master	4	7	4	4	4	3	4	3	9	80
Gate Keeper	4	6	4	4	4	2	4	2	8	45

Troop Type: Heavy infantry (character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand weapon, heavy armour and shield

Options:

- May take one of the following:
 - Celestial blade (see page 48) +6 points
 - Cathayan lance (if appropriately mounted, see page 48)..... +4 points
- May be mounted on a Cathayan Warhorse..... +16 points
- A Gate Master may purchase magic items up to a total of 100 points
- A Gate Keeper may purchase magic items up to a total of 50 points

Special Rules: Harmony of Stone & Steel, Will of the Dragons

Harmony of Stone & Steel

Under the command of Gate Masters and Gate Keepers, Cathayan soldiers serve their Dragon Emperor with unrivalled discipline.

A unit joined by a character with this special rule may re-roll any failed Leadership test when attempting to reform after running down a foe, when attempting to redirect a charge, or when making a Restraint test.

Cathayan Warhorse

	M	WS	BS	S	T	W	I	A	Ld	Points
Cathayan Warhorse	7	3	-	3	-	-	3	1	-	+16

Troop Type: Heavy cavalry
Base Size: 30 x 60 mm
Unit Size: 1
Equipment: Iron-shod hooves (counts as a hand weapon) and barding
Special Rules: Cathayan Cataphracts (see page 33), Counter Charge, First Charge, Swiftstride

Magistrates Of Grand Cathay

	M	WS	BS	S	T	W	I	A	Ld	Points
Lord Magistrate	4	5	4	3	3	3	4	2	9	65
Strategist	4	4	4	3	3	2	3	1	9	40

Troop Type: Regular infantry (character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Gunpowder bombs (see page 48)..... +5 points
 - Dragon fire bombs (see page 48)..... +10 points
- May be mounted on a Sky Lantern..... see page 34
- A Lord Magistrate may purchase magic items up to a total of..... 100 points
- A Strategist may purchase magic items up to a total of..... 50 points

Special Rules: Grand Strategist, Harmony of Stone & Steel, Will of the Dragons

Grand Strategist

Magistrates are adept at outwitting their enemies, both across the negotiating table and on the battlefield.

Unless this character is fleeing, all friendly units within their Command range, except your General, can use this character's Leadership characteristic instead of their own. In addition, once per turn a friendly unit that wins a round of combat whilst within this character's Command range may choose to Fall Back in Good Order rather than making a follow up or pursuit move.



Character



Servants of the Celestial Court

Occupying positions of great influence and commanding the cities and institutions of Grand Cathay in the name of the Celestial Dragon, Lord Magistrates and Strategists are powerful individuals. These are canny men and women, as adept at navigating the politics of the empire as they are directing troops in battle. As skilled strategists, a Magistrate can often dictate the pace of battle even before it begins; catching their enemies flatfooted with the rapid mobilisation of their troops. Unlike the officers of Cathay's armies, Magistrates lead from the back of the army, using fans, banners and coloured smoke to coordinate the manoeuvres of many units at once, sometimes taking to the skies aboard great floating lanterns, the better to survey the battlefield.

Infantry



Warriors of Jade & Steel

Each city in Cathay maintains its own standing army. These troops are well equipped by the wealth of their city with fine weapons and armour, and they carry banners bearing the symbols of their city as well as the Dragon to which their city owes allegiance, all under the icon of the Celestial Dragon who rules all Cathay. Given their place within the defence of the empire, they are known as Jade Warriors, a stone sacred to the Dragon Emperor, and one that represents the implacable nature of his empire. Armed with polearms, crossbows and equipped with heavy armour and shields, Jade Warriors are the bastion upon which the enemy breaks, be it defending their city's walls or the centre of the Cathayan battle line.

Jade Warriors

	M	WS	BS	S	T	W	I	A	Ld	Points
Jade Warrior	4	4	3	3	3	1	3	1	8	8
Jade Officer	4	4	3	3	3	1	3	2	8	+6

Troop Type: Heavy infantry
Base Size: 25 x 25 mm
Unit Size: 5+
Equipment: Hand weapons and heavy armour

Options:

- The entire unit must take one of the following:
 - Halberds Free
 - Shields Free
- Any unit may:
 - Upgrade one model to a Jade Officer (champion) +6 points per unit
 - Upgrade one model to a standard bearer +6 points per unit
 - Upgrade one model to a musician +6 points per unit
- A Jade Officer may purchase magic items up to a total of 25 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule +1 point per model
 - Have the Stubborn special rule +2 points per model
 - Purchase a magic standard worth up to 50 points

Special Rules: Close Order, Defensive Stance, Detachment, Regimental Unit, Will of the Dragons

Defensive Stance

Jade Warriors are trained to defend the walls and streets of their great cities.

Unless it charged during the preceding Movement phase, or counts as having charged this turn, a unit with this special rule may re-roll any Armour Save rolls of a natural 1 made during the Combat phase.



Jade Lancers

	M	WS	BS	S	T	W	I	A	Ld	Points
Jade Lancer	-	4	3	3	3	1	3	1	8	20
Jade Lancer Officer	-	4	3	3	3	1	3	2	8	+6
Cathayan Warhorse	7	3	-	3	-	-	3	1	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Jade Lancers:** Hand weapons, Cathayan lances (see page 48), heavy armour and shields
- **Cathayan Warhorses:** Iron-shod hooves (counts as a hand weapon) and barding

Options:

- Any unit may:
 - Upgrade one model to a Jade Lancer Officer (champion)..... +6 points per unit
 - Upgrade one model to a standard bearer..... +6 points per unit
 - Upgrade one model to a musician..... +6 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Jade Lancer Officer may purchase magic items up to a total of.....50 points
- 0-1 unit per 1,000 points may:
 - Have the Ambushers special rule..... +1 point per model
 - Have the Drilled special rule..... +1 point per model
 - Have the Stubborn special rule..... +2 points per model

Special Rules: Cathayan Cataphracts, Close Order, Counter Charge, Horde, Swiftstride, Will of the Dragons

Cathayan Cataphracts

Jade Lancers are trained to fight with long cavalry spears, bringing the heavily armoured bulk of their warhorses and the weight of their numbers to bear in crushing charges that grind the enemy underfoot.

When a unit in which the majority of the models have this special rule makes a follow up move, the unit counts as having charged during the next turn.



Cavalry



Knights of the Celestial Host

The heavy cavalry that form the striking arms of Cathay's armies are the Jade Lancers, mounted regiments of great skill and discipline, drawn from the soldiers of the great cities. The wealthiest cities like Fu-Chow or Wei-jin can afford large contingents of Jade Lancers, though even the remote cities of the south and west can easily muster at least one regiment of these troops. In addition to being a potent tool in the open field, Jade Lancers train to fight in the constricted streets of their cities and the dense terrain of their environs, making them able to launch devastating charges through narrow alleyways, across bridges and through the tunnels that pierce the city walls, as well as through dense undergrowth or deep mud.

Chariot



Floating Fortresses

Sky Lanterns are wonders of Cathayan ingenuity that are used by the Celestial Dragon's armies to observe enemies from on high, as well as direct troops in battle. Each Sky Lantern consists of a vast floating lantern of intricately decorated paper and silk, held aloft by a caged Vermilion Warbird – the creature's burning wings giving the great balloon lift. Beneath the lantern hangs an armoured gondola, from which broad sails protrude, enabling the crew to steer their vessel.

From the safety of this gondola, one of Cathay's many Magistrates uses fans and banners to signal troops, or direct the fire of the army's war machines. Should enemy flyers or missile troops get too close, pairs of Crane Gunners snipe from their exceptional vantage point.

Sky Lanterns

	M	WS	BS	S	T	W	I	A	Ld	Points
Sky Lantern	1	-	-	5	5	7	-	-	-	135
Lantern Gunners (x4)	-	3	4	3	-	-	3	1	8	-
Commander (champion, x1)	-	3	5	3	-	-	3	2	8	-

Troop Type: Heavy chariot

Base Size: 100 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Lantern Gunners:** Hand weapons
- **Commander:** Hand weapon

Options:

- The Lantern Gunners and Commander must take one of the following:
 - Sky Lantern Crane Guns (see opposite) Free
 - Iron hail guns (see opposite) and gunpowder bombs (see page 48) Free
 - Iron hail guns and dragon fire bombs (see page 48) +20 points
- May take Sky Lantern bombs (see opposite) +15 points

Special Rules: Close Order, Disengage, Eye of the Dragon, Feigned Flight, Fire & Flee, Fly (8), Heavenly Beacon, Impact Hits (D3+1, Sky Lantern only), Large Target, Reserve Move, Scouts, Unbreakable

Eye Of The Dragon

From the vantage point of a Sky Lantern's armoured gondola, gunners signal the crews of earthbound war machines, guiding their aim.

Friendly models whose weapons shoot using the 'Bombardment' special rule can shoot using this model's line of sight rather than their own.

Disengage

In the face of overwhelming aggression a Sky Lantern can easily disengage, climbing to the heavens before attacking once more.

Should this model lose a round of combat it may attempt to 'disengage' by making a Leadership test. If this test is passed, this model may Fall Back in Good Order rather than Give Ground. Enemy units can follow up as if this model had given ground, moving 2" directly towards this model, but cannot pursue it. However, if this test is failed, this model is unable to disengage and must Give Ground as normal. In addition, should it win a round of combat, this model may choose to Fall Back in Good Order rather than making a follow up or pursuit move.



Heavenly Beacon

Brightly coloured and illuminated from within, Sky Lanterns act as both a beacon and a rallying point to the forces of the Celestial Dragon.

Unless this model is fleeing, friendly units within 12" of it may re-roll any failed Panic or Rally test. In addition, whilst this model is on the battlefield, unless it is fleeing, you may apply a +1 or -1 modifier to the result when rolling to determine if a friendly unit with the Ambushers special rule that is currently held in reserve arrives this turn as reinforcements or is delayed. Finally, a Lord Magistrate or Strategist mounted on a Sky Lantern has a Command range of 12".

Sky Lantern Bombs

Fitted with racks of elaborately carved and lacquered wood strung with complex rigging and laden with clay pots, a Sky Lantern can rain devastation upon the enemy as it passes overhead.

If this model is equipped with Sky Lantern bombs, it may perform a 'Bombing Run' attack against a single enemy unit that is not engaged in combat. To do so, this model must move within 6" of the unit it wishes to attack during the Remaining Moves sub-phase. Once this model's movement is complete, roll on the Bombing Run table below:

Bombing Run Table

D6 Result

- 1 **Premature Detonation:** The release mechanism jams and a bomb explodes prematurely. This model loses a single Wound.
- 2 **Dud:** A solitary bomb is released, but fails to detonate before landing squarely upon the head of an unfortunate enemy. The enemy unit loses a single Wound.
- 3-4 **Direct Hit:** A cluster of bombs lands directly on target. Place a large (5") blast template so that its central hole is directly over the centre of the enemy unit. Once placed, the template will scatter D6". Any model whose base lies underneath the template's final position risks being hit and suffering a single Strength 5 hit with an AP of -2.
- 5-6 **Bombs Away:** A cluster of bombs is released, falling over a wide area. Place two small (3") blast templates so that their central hole is over the enemy unit. Once placed, each template will scatter D6". Any model whose base lies underneath a template's final position risks being hit and suffering a single Strength 5 hit with an AP of -2.

	R	S	AP	Special Rules
Iron hail gun	12"	3	-1	Move & Shoot, Multiple Shots (D3)

Notes: A model armed with an iron hail gun suffers no negative modifiers for firing at long range, for using the Multiple Shots (D3) special rule, or whilst making a Stand & Shoot charge reaction.

	R	S	AP	Special Rules
Sky Lantern crane gun	36"	6	-2	Armour Bane (2), Cumbersome

Character Mount: A Sky Lantern may be included in your army as a character's mount. If so, its points are added to that of its rider.

Chariot



Sky Junks

The largest and most ornate Sky Lanterns are called Sky Junks. Often as large as a ship of the Jade Fleet, these great craft are suspended in the air by a series of Sky Lanterns, and their heavily armoured cradles, large enough to house crews dozens strong, are able to turn aside arrows and bullets. These imposing vessels can sometimes be seen defending the borders of Grand Cathay, though on rare occasions they have been witnessed beyond the Great Bastion, where armadas of the Emperor's sky ships have laid waste to entire marauder tribes. Sky Junks carry a variety of weapons including dragon fire throwers, rockets and gunpowder bombs, fired, launched and hurled from the craft to devastating effect.

Monster



Guardians of Cathay

Terracotta Sentinels are creations born of the Dragon's mastery of the Elemental Winds, each one a towering animated statue fashioned in the form of a great warrior. Often they are found carved into the sides of the Great Bastion itself, their helmets and spears making up its battlements, their bodies its buttresses. They can, however, be found throughout the empire, standing watch over fields, bridges and cities, unmoving until they are animated for war. Legend has it that these Sentinels are the gigantic soldiers of an army built by the Dragon Emperor thousands of years ago, when Chaos threatened to overwhelm the empire. Since then they have been left scattered across Cathay, waiting to be called to war once more.

Cathayan Sentinel

	M	WS	BS	S	T	W	I	A	Ld	Points
Cathayan Sentinel	6	5	1	6	6	6	3	3	10	230

Troop Type: Behemoth
Base Size: 100 x 150 mm
Unit Size: 1
Equipment: Hand weapon, great blade (see below) and terracotta armour (counts as heavy armour)

Options:

- A Cathayan Sentinel must be one of the following:
 - Terracotta Sentinel Free
 - Jade Sentinel +20 points
 - Obsidian Sentinel +25 points
 - Granite Sentinel +35 points
 - Warpstone Sentinel +40 points

Special Rules: Close Order, Immune to Psychology, Implacable, Large Target, Stomp Attacks (D3+1), Terror, Timmm-berrr!, Unbreakable

Implacable

Once given orders, a Cathayan Sentinel will not falter in its duty, relentlessly carrying out its last commands until the task is complete.

Once per game, during a turn in which it was charged, this model may choose not to Give Ground should it lose a round of combat. In addition, once per game this model may re-roll its Charge roll.

Great Blade	R	S	AP	Special Rules
Scything blow	Combat	S	-2	Armour Bane (1), Extra Attacks (+2D3), Strike Last
Deadly strike	Combat	S+1	-4	Killing Blow, Monster Slayer, Multiple Wounds (D3)

Notes: This weapon has two profiles, representing the different ways it can be used in combat. You must choose which profile the wielder will use at the start of each round of a combat.





Terracotta Sentinel

Terracotta Sentinels are counted amongst the most ancient of the Celestial Dragon's creations. So infused are they with his magic that they are able to heal damage suffered in battle as if made of living flesh.

A Terracotta Sentinel has the Regeneration (6+) special rule.

Jade Sentinel

Living statues crafted from gleaming, jade megaliths by the Wizards of the Celestial Court, Jade Sentinels become conduits for sorcery, able to use spells bound to the magical stone of their bodies.

A Jade Sentinel knows a single spell (chosen by their controlling player before armies are deployed) from either the Battle Magic or Elementalism Lore of Magic. It may cast this spell as a Bound spell with a Power Level of 3.

Obsidian Sentinel

An air of chill hangs about the Obsidian Sentinels, stilling the Winds of Magic and blinding the Mage-sight of those Wizards who would seek to harm the Celestial Dragon's realm.

An Obsidian Sentinel has the Magic Resistance (-2) special rule. In addition, any enemy Wizard that wishes to cast a spell whilst within 12" of one or more Obsidian Sentinels must first make a Leadership test. If this test is failed, the Wizard's Casting roll suffers a -3 modifier. If this test is passed, the Wizard's Casting roll suffers a -1 modifier.

Granite Sentinel

Carved from tough granite of red, pink, grey or white and shot through with dark seams of minerals, Granite Sentinels are enduringly powerful, standing firm before even the most powerful of enemies.

A Granite Sentinel improves its armour value by 1. In addition, a Granite Sentinel is immune to the Multiple Wounds (X) special rule. If a Granite Sentinel suffers an unsaved wound from an attack with this special rule, it loses a single Wound.

Warpstone Sentinel

Formed from clay infused with warpstone dust, Warpstone Sentinels shimmer with a dull light that hurts the eyes. Those that linger in their presence quickly sicken, succumbing to the taint of chaos.

A Warpstone Sentinel has the Magic Attacks special rule. In addition, whilst in base contact with one or more Warpstone Sentinels, enemy units suffer a -1 modifier to their Toughness characteristic (to a minimum of 1).

Monster



Sentinels of Stone & Clay

Although the people of Cathay speak widely of 'Terracotta Sentinels', it is only those that stand guard along the Great Bastion that are crafted from this magically charged red earth. Sentinels can be made of any stone, usually matching the land which they protect. In the Mountains of Mourn, Granite Sentinels watch over the Sky Pass. In the south, Sentinels carved from gleaming volcanic rock protect the borders of Cathay against the Blood Nagas of Khuresh. In the Warpstone Desert, glowing green-black statues stand watch over deserted roads, their shimmering skin reflecting the dark green hue of the wasteland in which they dwell.



A Fire Rain Rocket Battery, accompanied by an Ogre Loader.



Aided by an Ogre Loader, the stoic crew of a Cathayan Grand Cannon prepares to unleash the wrath of the Celestial Dragon upon the foe.

Fire Rain Rocket Battery

	M	WS	BS	S	T	W	I	A	Ld	Points
Fire Rain Rocket	-	-	-	-	6	3	-	-	-	130
Cathayan Artillery	4	3	3	3	3	3	3	3	7	-
Crew (x3)										

Troop Type: War machine

Base Size: 60 x 100 mm (war machine), 25 x 25 mm (crew)

Unit Size: 1

Equipment: Fire rain rocket, hand weapons and light armour

Options:

- May have an Ogre Loader (see page 41)+35 points

Special Rules: Skirmishers

Bastion Rockets & Rocket Batteries

Each turn, a Fire Rain Rocket Battery can fire one of the two different types of rocket described below.

	R	S	AP	Special Rules
Bastion rockets	12-48"	4 (5)	-1 (-3)	Armour Bane (1), Bombardment, Cumbersome, Move or Shoot, Multiple Wounds (D6)

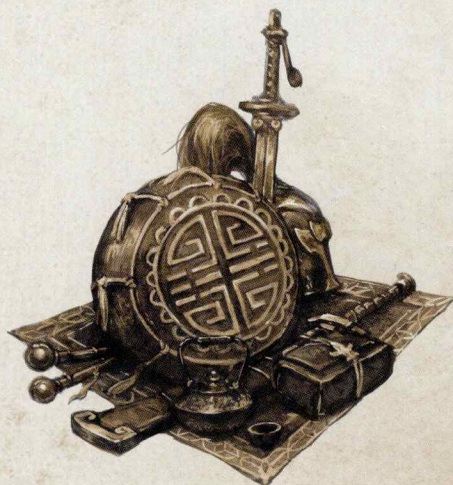
Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule, a 3" blast template and the Black Powder Misfire table. The Multiple Wounds (D6) special rule applies only to a single model whose base lies underneath the central hole of the blast template.

	R	S	AP	Special Rules
Rocket battery	12-48"	3 (4)	-1 (-1)	Armour Bane (1), Bombardment, Cumbersome, Flaming Attacks, Move or Shoot, Wailing Spirits

Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule, a 5" blast template and the Black Powder misfire table.

Rocket Battery Special Rules

Wailing Spirits: Any unit that suffers one or more unsaved wounds from this weapon must make a Panic test as if it had taken heavy casualties.



War Machine



Rains of Fire

Rocket launchers are used extensively in the armies of Grand Cathay, and the Great Bastion's walls are lined with them in all shapes and sizes. Inaccurate but deadly, they hurl explosives long distances, usually in great numbers to saturate an entire area in flame and shrapnel, but are equally able to deliver single massive explosive rockets against monsters or fortifications. The Fire Rain Rocket Battery is a portable war machine, crewed by skilled disciples of the House of Smoke and Powder, specialists in the manufacture and mastery of gunpowder in all its forms. From its snarling dragon mouth, it fires either a hail of incendiary rockets to set a section of battlefield alight, or a single explosive rocket able to blast a hole in enemy formations or fortifications.

War Machine



Grand Cannon

The armies of Grand Cathay field many kinds of cannon in times of war, most of which are forged in the workshops of Nan-Gau. These include massive Grand Cannons shaped like roaring dragons, each one able to belch fire or spit flaming cannonballs. The walls of the Great Bastion are lined with such war machines, the fortress towers of the wall looking like war galleons, with sides brimming with row upon row of cannon, tended by teams of gunners and Ogre loaders. When the armies of Grand Cathay march to war, it is common practice that many of these great guns be set upon oxen-hauled gun carriages, where they can lend their impressive firepower to the Dragon Emperor's soldiers.

Cathayan Grand Cannon

	M	WS	BS	S	T	W	I	A	Ld	Points
Grand Cannon	-	-	-	-	6	3	-	-	-	130
Cathayan Artillery	4	3	3	3	3	3	3	3	7	-
Crew (x3)										

Troop Type: War machine

Base Size: 60 x 100 mm (war machine), 25 x 25 mm (crew)

Unit Size: 1

Equipment: Grand cannon (see below), hand weapons and light armour

Options:

- May have an Ogre Loader (see page 41) +35 points

Special Rules: Skirmishers

	R	S	AP	Special Rules
Grand cannon	48"	10	-3	Armour Bane (3), Cannon Fire, Cumbersome, Move or Shoot, Multiple Wounds (D3+1), Thunderous Impact

Notes: This weapon does not use its crew's Ballistic Skill. Instead, it shoots using the 'Cannon Fire' special rule. This weapon uses the Black Powder Misfire table.

Grand Cannon Special Rules

Thunderous Impact: Until your next Start of Turn sub-phase, any unit (friend or foe) that was within 2D6" of the strike point when a Cathayan grand cannon shoots suffers a -1 modifier to its Movement characteristic and cannot use the Swiftstride special rule.



Ogre Artillery Crew

	M	WS	BS	S	T	W	I	A	Ld	Points
Ogre Loader	4	3	3	4	4	3	2	3	8	+35

Troop Type: Monstrous infantry (character)

Base Size: 40 x 40 mm

Unit Size: 1

Equipment: Hand weapon and light armour

Options:

- May take gunpowder bombs (see page 48) +8 points

Special Rules: Enough for Everyone, Mercenary Crew

Enough For Everyone

Ogres enjoy loud and explosive weapons and, when they make gunpowder bombs for themselves, they make sure to bring enough for their friends.

If an Ogre Loader is equipped with gunpowder bombs, the crew of the war machine that Ogre Loader has joined is also equipped with gunpowder bombs.

Mercenary Crew

Many Ogres find gainful employment as artillery crew within the armies of the Celestial Dragon, fulfilling roles where their size, strength and stubbornness are favourable attributes.

An Ogre Loader is a special type of character that can be taken as an upgrade to accompany a Cathayan war machine. During deployment, position an Ogre Loader with its war machine, as you would a character that has joined a unit. Once placed, an Ogre Loader cannot leave its war machine.

The crew of any war machine joined by an Ogre Loader gains a +1 modifier to its Movement characteristic and the Stubborn special rule. In addition, once per game, a Fire Rain Rocket Battery or Cathayan grand cannon that includes an Ogre Loader may fire twice during the Shooting phase, or re-roll a single Artillery dice.



War Machine



Cathayan Ogres

Ogres know that their considerable strength and prowess in battle can afford them comfortable lodgings and food aplenty in Grand Cathay, resulting in many of them making the difficult journey across the Warpstone Desert to find employment in the armies of the Celestial Dragon. Many find work alongside the artillery crews of Nan-Gau, where their impressive strength allows them to load heavy cannon balls and reposition the machines themselves with relative ease. Though initially disappointed with not being able to give their foes a clobbering up close, they are quickly placated by the sound of thunderous explosions and sights of far-flung destruction.

Magic Items



Celestial Weapons

The soldiers of the Celestial Dragon's armies are formidable warriors, easily the equal to the best mortal troops of other nations. Supplementing their natural skill, these warriors are given access to the best armour and weapons in the empire – often carrying Celestial blades and finely wrought armour forged in the workshops of Kunlan. This wargear is supplemented further by the introduction of enchanted weapons, armour and various other items. Many such items are crafted by the Mages of the Celestial Court and gifted to warriors who have won renown in the service of the Dragon. Other such items are handed down to the warriors of today from revered ancestors.

EMPIRE OF GRAND CATHAY MAGIC ITEMS

The pages that follow detail magic items unique to Empire of Grand Cathay armies. These can be purchased by models within an Empire of Grand Cathay army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

The Monkey King's Wisdom75 points

A huge and ornate club, studded with jewels and wrapped with precious metals, the Monkey King's Wisdom is a huge and brutal weapon.

	R	S	AP	Special Rules
The Monkey King's Wisdom	Combat	10	-4	Magical Attacks, Multiple Wounds (D3), Requires Two Hands, Strike Last

Jade Blade Of The Great Fleet70 points

The Jade Blade is an ancient weapon fashioned from the fang of a Lumbrian sea monster. Imbued with the monster's regenerative powers, it continually heals its wielder.

	R	S	AP	Special Rules
Jade Blade of the Great Fleet	Combat	S+2	-2	Armour Bane (1), Magical Attacks, Regeneration (5+)

Notes: The wielder of the Jade Blade of the Great Fleet gains the Regeneration (5+) special rule.

Spirit Longma Spear25 points

Made from the horn of the Great Spirit Longma Tian Wu and able to pierce any armour, heroes of Cathay carry this spear into battle with pride.

	R	S	AP	Special Rules
Spirit Longma Spear	Combat	S+1	-3	Armour Bane (1), Magical Attacks

Notes: Models whose troop type is 'cavalry', 'monster' or 'chariot' only. The Spirit Longma Spear's Strength and Armour Piercing modifiers apply only during a turn in which the wielder charged.

Sun & Moon Blades20 points

According to legend, the blade of the Sun brings enlightenment, whilst the blade of the Moon brings only death.

	R	S	AP	Special Rules
Sun & Moon Blades	Combat	S	-1	Extra Attacks (1), Magical Attacks, Requires Two Hands

Notes: If the wielder of the Sun & Moon Blades is struck a Killing Blow, roll a D6. On a roll of 4+, the Killing Blow is parried and the Killing Blow is discarded with no further effect.

Magic Armour

The Armour Of The Warbird..... 45 points

The wearer of the Armour of the Warbird takes to the skies to strike at their enemies from above.

Models whose troop type is 'regular infantry' or 'heavy infantry' only. The Armour of the Warbird is a suit of heavy armour. In addition, the wearer gains the Counter Charge, Fly (9) and Swiftstride special rules. However, the bearer cannot join a unit.

Talismans

Crystal Of Kunlan..... 35 points

The crystals that grow in the peaks of Kunlan unleash sorcerous energy when struck.

The Crystal of Kunlan gives its bearer a 5+ Ward save against any wounds suffered. In addition, if a natural 6 is rolled when making the Ward save, every enemy model in base contact with the bearer suffers a Strength 3 hit with an AP of -. These attacks have the Flaming Attacks special rule.

Crown Of Jade..... 20 points

Hostile magic recoils from the wearer of this gleaming crown of office.

The Crown of Jade gives its wearer a 4+ Ward save against any wounds suffered that were caused by a Magic Missile, a Magical Vortex, or an Assailment spell.

Shield Of Nan-Gau..... 20 points

Carved from a section of the Great Bastion, the Shield of Nan-Gau is a massive stone and iron shield.

The Shield of Nan-Gau is a shield. In addition, during a turn in which its bearer was charged, the Shield of Nan-Gau improves its bearer's armour value by 2 (to a maximum of 2+).

Magic Standards

Standard Of Wei-jin 40 points

The banner of the Dragon Emperor inspires all Cathayan soldiers who gaze upon it, while spreading disorder and panic in their foes.

A unit carrying the Standard of Wei-jin causes Fear. In addition, all enemy units within 12" of the model carrying the Standard of Wei-jin suffer a -1 modifier to their Leadership characteristic when making a Fear, Panic or Terror test.

Icon Of Heavenly Fury..... 35 points

The heavens are the realm of the Celestial Dragon, and those that would encroach upon his domain must face his wrath.

Single use. A unit carrying the Icon of Heavenly Fury may activate it during the Command sub-phase of their turn. Until your next Start of Turn sub-phase, enemy units cannot use the Fly (X) special rule.

Dragon's Eye Banner 30 points

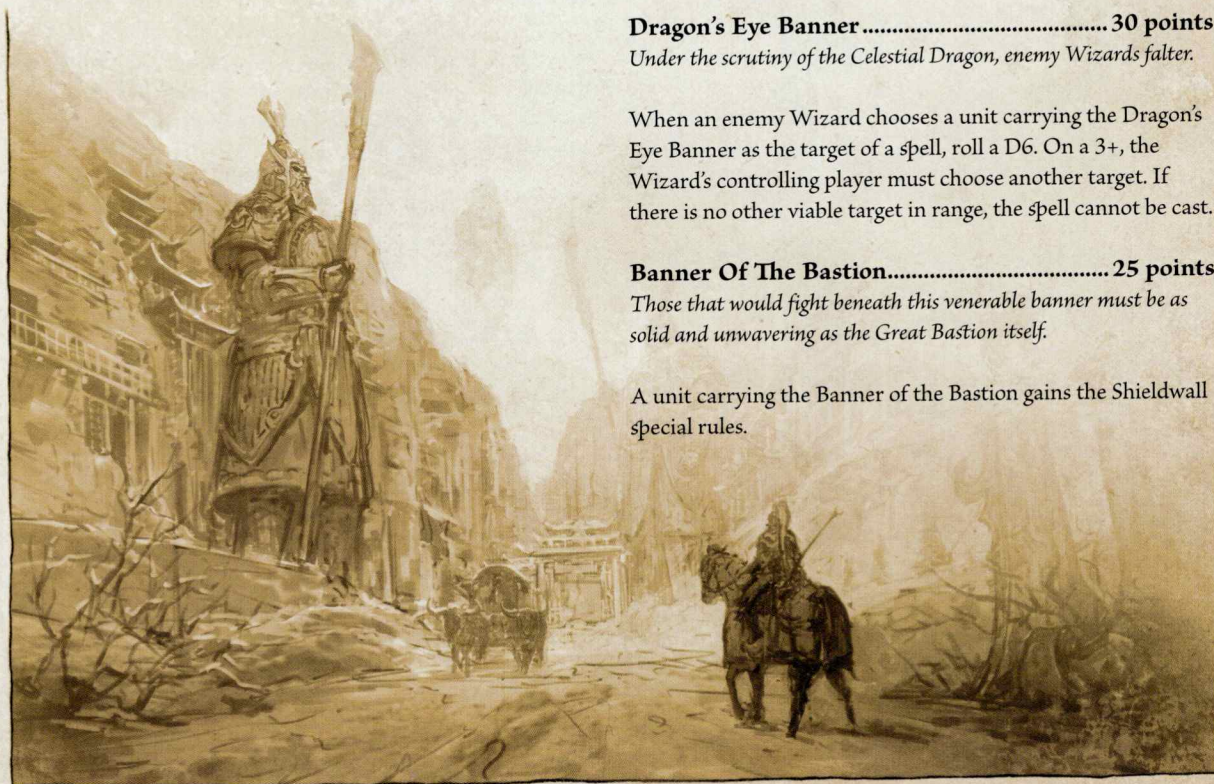
Under the scrutiny of the Celestial Dragon, enemy Wizards falter.

When an enemy Wizard chooses a unit carrying the Dragon's Eye Banner as the target of a spell, roll a D6. On a 3+, the Wizard's controlling player must choose another target. If there is no other viable target in range, the spell cannot be cast.

Banner Of The Bastion..... 25 points

Those that would fight beneath this venerable banner must be as solid and unwavering as the Great Bastion itself.

A unit carrying the Banner of the Bastion gains the Shieldwall special rules.



Enchanted Items

Maw Shard 40 points

Some have travelled to the broken lands around the Great Maw and brought back strange objects – among them the Maw Shard, an extra-worldly artefact.

If an enemy Wizard rolls any natural double when making a Casting roll whilst within 18" of the bearer of the Maw Shard, the spell is miscast, regardless of the casting result.

Alchemist's Mask 35 points

Created in the House of Secrets of Shang Yang, this sorcerous mask gifts the wearer with the alchemical secrets of the Iron Dragon.

The wearer of the Alchemist's Mask can cast the Plague of Rust spell from the Lore of Elementalism (see page 327 of the *Warhammer: the Old World* rulebook) as a Bound spell, with a Power Level of 3.

Spirit Lantern* 25 points

The ghostly light of a Spirit Lantern reveals the denizens of the underworld and lays bare their weaknesses.

A model carrying a Spirit Lantern causes Terror. In addition, a model carrying a Spirit Lantern may re-roll any rolls To Wound of a natural 1 against enemy models that are 'Daemonic' or 'Undead'.

Arcane Items

Cloak Of Po Mei 50 points

This enchanted cloak grants its wearer exceptional magical strength and mastery over one of the Elemental Winds.

In addition to their randomly generated spells, the wearer of the Cloak of Po Mei knows all three spells from the Lore of Yin or the Lore of Yang (chosen by their controlling player). However, they can only cast a number of spells equal to their Level of Wizardry per turn.

Guardian Feng Shi Bo* 35 points

Feng Shi Bo are elemental familiars summoned by Cathayan Wizards. Most often, these earthbound spirits guard their masters, protecting them from harm.

Any enemy model that directs its attacks against the owner of a Guardian Feng Shi Bo during the Combat phase suffers a -1 modifier to its rolls To Hit.

Learned Feng Shi Bo* 15 points

Some Wizards create Feng Shi Bo to aid them with their scholarly studies, tasking the spirits with remembering obscure lore.

The owner of a Learned Feng Shi Bo knows one more spell (chosen in the usual way) than is normal for their Level of Wizardry.

Note that this does not increase the Wizard's Level.



GRAND CATHAY SPECIAL RULES

A game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.



On this page you will find a full description for each of the army special rules used by models drawn from the Empire of Grand Cathay army list:

Celestial Forged Armour (X+)

Created in the armouries of Wei-jin, Celestial Forged Armour is made from the meteoric ore of Kunlan.

A model with this special rule has a Ward save against any wounds suffered. The armour value of this Ward save is shown in brackets after the name of this special rule (shown here as 'X+'). In addition, a Wizard with this special rule may wear armour without penalty.

Mastery Of The Elemental Winds

The Dragon Emperor's mastery over the Elemental Winds of Magic extends to his subjects. As a result, Wizards trained in the Celestial Court are adept at working with their fellow Wizards.

Once per turn, a Wizard within your army that has this special rule and that is within 6" of one or more friendly Wizards that also have this special rule may apply a +1 modifier to a Casting roll.

Note that this is a modifier to the result of a roll – it does not negate a roll of a natural double 1.

Will Of The Dragons

For the people of Grand Cathay loyalty to their Dragon masters is paramount. They know, as long as they are true to their will, the Empire of Grand Cathay will never falter before her enemies.

A unit with this special rule may re-roll a failed Panic test when a friendly unit is destroyed whilst within 6" of it, or when it is fled through by a friendly unit.

The Elemental Winds

The Winds of Magic bend to the will of the Celestial Dragon, the better to serve the needs of his people.

During each of their Start of Turn sub-phases, the Grand Cathay player rolls a D6 to determine which of the Elemental Winds blow the strongest:

- On a roll of 1-3, the Winds of Yang blow strongest.
- On a roll of 4+, the Winds of Yin blow strongest.

Winds of Yang: Until your next Start of Turn sub-phase, Wizards with the Lore of Yang special rule increase their Dispel range and the range of any Enchantment spells they know by 3". In addition, all friendly models with the Will of the Dragons special rule gain one* of the following modifiers:

- +1 Movement
- +1 Initiative

Winds of Yin: Until your next Start of Turn sub-phase, Wizards with the Lore of Yin special rule increase the range of any Hex or Magic Missile spells they know by 3". In addition, all friendly models with the Will of the Dragons special rule gain one* of the following modifiers:

- +1 Weapon Skill
- +1 Leadership

**Note that all eligible models gain the same modifier.*





LORE OF YANG

In the teaching of Feng Shi sorcery, the Winds of Magic are divided into two groups: Yin and Yang. Through long years of study, Yang Mages learn to control the tumultuous blustering of the Winds of Magic. As masters of the elements and the heavens, they wield magic that is bright, vibrant and extremely powerful.



A Wizard with the 'Lore of Yang' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Constellation Of The Dragon

Blazing starlight leaps from the Wizard's fingertips, dancing and forming a simulacrum of the constellation of the Dragon Emperor above the battlefield.

Type: Magic Missile

Casting Value: 7+/11+

Range: 18"

Effect: If this spell is cast with a casting result of 7 or more, the target enemy unit suffers D6+1 Strength 4 hits, each with an AP of -. If this spell is cast with a casting result of 11 or more, the target enemy unit suffers 2D6+2 Strength 4 hits, each with an AP of -1.

Great Bastion

With a word of power from the Wizard, the earth cracks and buckles as it is transformed into ramparts upon which gleaming battlements burn with celestial flame.

Type: Enchantment

Casting Value: 9+

Range: 12"

Effect: Remains in play. The target friendly unit gains a 6+ Ward save against any wounds suffered. In addition, every model within the front rank of an enemy unit that ends its charge move in base contact with the target unit whilst this spell is in play must make a Dangerous Terrain test. Any Wounds lost are counted as 'unsaved wounds inflicted' when calculating the combat result. However, whilst this spell is in play the target unit cannot march or charge. This spell may target a friendly unit engaged in combat.

Might Of Heaven & Earth

Calling upon the elemental energies of earth and heaven, the Wizard and those around them become imbued with the pure power of the Yang.

Type: Enchantment

Casting Value: 9+/12+

Range: Self

Effect: If this spell is cast with a casting result of 9 or more, the caster, their mount and any unit they have joined, gain a +1 modifier to their Weapon Skill and Strength characteristics (to a maximum of 10), and gain the Flaming Attacks special rule. If this spell is cast with a casting result of 12 or more, all friendly units that are within the caster's Command range when this spell is cast gain a +1 modifier to their Weapon Skill and Strength characteristics (to a maximum of 10), and gain the Flaming Attacks special rule. This spell lasts until the end of this turn.



LORE OF YIN

Those that study the art of Yin magic wield dark and dangerous powers. They twist together the Winds of Magic to craft potent spells of brutal force, spells that can twist nature and upend the natural order of the world. At their command, the very light retreats, replaced by dark shadows from which elemental creatures creep to do their bidding.



A Wizard with the 'Lore of Yang' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Spirits Of Wind & Shadow

Elemental spirits descend upon the foe, enveloping them in a whirlwind of flickering shapes and ghostly gales. As they try to advance, those afflicted find themselves waylaid by the grasping talons of unseen spirits and buffeted by spectral winds.

Type: Hex

Casting Value: 10+

Range: 15"

Effect: Until your next Start of Turn sub-phase, the target enemy unit becomes subject to the Random Movement (D6) special rule.

Accursed Mirror

The Wizard creates a magical barrier of shifting darkness and howling wind around the enemy. This barrier snatches the enemy's missiles from the air and swallows the tips of their spears, instantly turning the lethal power of these weapons back upon their bearers.

Type: Hex

Casting Value: 9+

Range: 15"

Effect: Until your next Start of Turn sub-phase, any rolls To Hit of a natural 1 made by the target enemy unit during either the Shooting phase or the Combat phase result in a Strength 3 hit with an AP of -1 which must be resolved against the target enemy unit. This spell may target an enemy unit engaged in combat.

Ancestral Warriors

The Wizard calls upon the ancestors of the warriors under their command, summoning them up from the underworld to aid their descendants. These ghostly spirits rise up and strike at the enemy with a furious assault, before vanishing into the earth once more.

Type: Assailment

Casting Value: 7+/11+

Range: Combat

Effect: If this spell is cast with a casting result of 7 or more, a single enemy unit the caster is engaged in combat with suffers 2D3 Strength 2 hits, each with an AP of -. If this spell is cast with a casting result of 11 or more, the target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -1. This spell has the Armour Bane (2) special rule.

Armoury



Cathayan Black Powder

In the Old World, the Dwarfs are the undisputed masters of black powder and its applications on the battlefield. However, far to the east, the people of Cathay have used the explosive powder for centuries to defend their homeland and crush their enemies with an array of weapons, from the roaring dragon fire pistol and crane gun, to the explosive power of gunpowder bombs and the devastating Grand Cannon.

ARMOURY OF GRAND CATHAY

Grand Cathay is home to numerous unique and effective tools of war. From the flashing steel of the long Cathayan lances, to the destructive power of the dragon fire pistol, each has been carefully perfected over centuries of use in battle against Cathay's many and varied enemies.



Cathayan Lance

Cathayan cavalry use long, heavy spears similar to lances, but light enough that the weapons of multiple ranks can be brought to bear in the press of melee.

	R	S	AP	Special Rules
Cathayan lance	Combat	S+1	-1	Armour Bane (1), Fight in Extra Rank
Notes: Models whose troop type is 'cavalry,' 'monster' or 'chariot' only. A Cathayan lance's Strength and Armour Piercing modifiers apply only during a turn in which the wielder charged.				

Celestial Blade

Forged by the finest blade masters in Cathay, a Celestial blade is made from meteoric iron mined from the slopes of Mount Kunlan, and few swords are as sharp or well-balanced.

	R	S	AP	Special Rules
Celestial blade	Combat	S+1	-1	Strike First

Dragon Fire Pistol

A smaller version of the weapons wielded by dragon fire gunners, a dragon fire pistol is capable of expelling a deadly gout of flame over a short distance.

	R	S	AP	Special Rules
Dragon fire pistol	12"	5	-1	Flaming Attacks, Multiple Shots (2), Quick Shot

Gunpowder Bombs

Cathayan gunpowder is the wonder of the eastern world and is used in numerous weapons of the empire, including explosive grenades carried by the soldiers of Nan-Gau.

	R	S	AP	Special Rules
Gunpowder bombs	9"	3	-	Armour Bane (1), Move & Shoot, Quick Shot
Notes: If the roll To Hit is successful, a gunpowder bomb causes D3 hits to the target enemy unit, rather than the usual one.				

Dragon Fire Bombs

Far more devastating than gunpowder bombs, dragon fire bombs unleash a torrent of all consuming alchemical fire upon the foe.

	R	S	AP	Special Rules
Dragon fire bombs	9"	4	-1	Armour Bane (1), Flaming Attacks, Move & Shoot, Quick Shot

Notes: If the roll To Hit is successful, a dragon fire bomb causes D3+1 hits to the target enemy unit, rather than the usual one.



**"PROUDLY WE FIGHT, DEFENDING GRAND CATHAY AS THE
CELESTIAL DRAGON DEFENDS HIS PEOPLE!"**

– Miao Ying, the Storm Dragon, Supreme Matriarch of Nan-Gau

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