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THE OLD WORLD

The cover art depicts a dramatic scene of a city under attack. In the center, a large, multi-tiered stone tower is engulfed in intense orange and yellow flames. The sky is filled with dark, winged creatures, some of which are firing beams of light. In the foreground, the silhouettes of various creatures, including orcs and goblins, are visible against the bright fire. The entire scene is framed by a decorative border with intricate patterns and symbols.

ARCANE JOURNAL™

THE BREACHING OF THE GREAT BASTION

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THE BREACHING OF THE GREAT BASTION



**“FIGHT BOLDLY, BUT WITH DISCIPLINE, LET THE
ENEMY’S BRASH FURY BE THEIR DOWNFALL.”**

- Grand Cathayan proverb

THE EMPIRE OF GRAND CATHAY

Far to the east of the Old World, across vast tracts of hellish wasteland, monster-infested mountains and a warpstone-infused desert, the prosperous land of Grand Cathay stands as a bastion of unity and harmony. Yet despite its strength, Grand Cathay is a land under constant threat of attack from the forces of ruin and destruction.

Prosperity & Unity

The empire of Grand Cathay has stood the test of time, having existed for many centuries and only grown in strength as the ages have passed. Its major cities have grown to become vast, sprawling metropolises with bustling markets and free-flowing trade, and its vast tracts of rich farmland boast bountiful harvests and ever increasing herds of healthy livestock.

Due to this abundance of resources and the sense of harmonious community that pervades all levels of Cathayan society, there is always plenty to go around. Thus even the lowliest peasant is assured a hot meal and a safe place to rest their head when the night draws in – a stark contrast to the poorest members of Bretonnian society who oftentimes go to sleep with an empty belly, or the vagabonds who litter the docks of Marienburg.

As well as caring for their fellow countrymen, the people of Grand Cathay work tirelessly when tending to the needs of the land itself. Crops are carefully rotated and managed to ensure that none of the fields are over-farmed, a practice which allows the soil to recover between harvests with careful management. Whenever lumber is felled to build homes, to fuel the industries of the great cities, or construct warships, scores of saplings are replanted in their place. Thus do the people of Grand Cathay ensure that the same resources they enjoy are available to future generations of shipwrights, engineers and carpenters.

By Land & Sea

With such resources and goods to trade, it is no surprise that Cathayan merchants are regular visitors to the ports and markets of the Old World. The impressive power of Grand Cathay's fleet and the vigilance of its navy allows merchant ships en route to the Celestial Dragon's realm to safely navigate their way from as far as Estalia under the protection of the Grand Cathay's warships.

In the ports of Bretonnia, fine silks are unloaded from Cathayan merchant ships and displayed for all to admire. In Marienburg, small carved jade statues of lions and Longma delight young and old alike with glimpses of mystical beasts from far away lands. In the Border Princes, the residents of fortified towns trade for weapons and supplies to defend themselves against the dangers of the frontier upon which they live.

Cathayan merchants also brave deadly conditions to establish overland trade routes. To journey from Grand Cathay to the Old World, merchants must rely upon protective magical wards on both themselves and their wares in order to cross the otherwise impassible Warpstone Desert, then tithes must be paid to the Ogres that inhabit the Mountains of Mourn for protection. The final trial to be faced by these ambitious traders is the Dark Lands, an unwholesome expanse of snaking lava flows, rumbling earthquakes and choking clouds of ash. If a trade caravan can successfully navigate the deadly journey, the rewards can amount to a kingly sum of riches.







Disharmony In The Realm

Whilst Cathayans pride themselves on honour and unity, the Celestial Dragon's realm is not wholly without disharmony. With both the Emperor and Empress having departed their realm on some unspoken quest, its governance has fallen entirely to their children, who upon occasion have not risen to the challenge in the way their parents might have hoped. Each of the Dragons has their own frustrations and selfish needs that they have been unable to put aside which, combined with their fierce pride and an intense sibling rivalry, has left the great nation sometimes ill-prepared to deal with threats to their borders.

To the south, the Monkey King and his armies have caused an endless headache for Li Dao with their cunning hit-and-run style tactics, leaving the impetuous Fire Dragon enraged and embarrassed at his inability to bring his troublesome foe to battle.

To the east, corsairs raid merchant vessels and prey upon isolated coastal towns as Yin-Yin, the Sea Dragon, focuses upon exploration and foreign affairs rather than thoughts of her own lands. Meanwhile, the attention of the Iron Dragon, Zhao Ming, is focused solely on his alchemical experiments, sparing little thought to the ever increasing numbers of Orcs and Ogres that are crossing the Warpstone Desert towards his lands.

It is to the frozen north that the greatest threat to Grand Cathay gathers strength however, as legions of Marauder tribes amass under dark champions. Mercifully, the dutiful Storm Dragon, Miao Ying, is the ever-watchful guardian of the Great Bastion, and she has never once been delinquent in her duty to protect Grand Cathay from those who would seek to destroy it.

The Threat Of Chaos

Many times since the Great Bastion's construction have the Marauder tribes of the north thrown their might against its high stone walls, searching for any weaknesses in the otherwise impregnable structure. Once such a weakness has been identified, the followers of the Dark Gods will muster their warriors and hurl themselves at whatever the vulnerability might be until they are either driven back, or they successfully breach the Great Bastion and venture into the lands beyond.

The Great Bastion has been breached on a number of occasions throughout the centuries, some incursions being larger and inflicting wider-spread damage than others. In the year -1500 of the Imperial Calendar, a massive Chaos incursion swept into Grand Cathay and left a trail of untold destruction, requiring the combined might of Cathay's provincial armies and their draconic masters to bring the Chaos forces to heel. Whereas in 2115, a small force of Marauders infiltrated a lightly defended section of the Bastion and made it into the lands beyond, only to be swiftly wiped out by a cohort of Cathayan peasants who happened to be practicing with their bows and long spears when the Marauders appeared at the outskirts of their village.

When the number of enemies assaulting the Great Bastion prove too numerous, strategists will sometimes make the decision to let one of the gates within the wall fall and allow a portion of the enemy forces to flood through and into Grand Cathay itself. Whilst this allows the enemy to breach the fortification, it also gives the magistrates an opportunity to mobilise the common folk of Cathay to aid the professional soldiery in their duty.

Strategy & Reinforcement

The decision to deliberately allow breaches of the Great Bastion is never made lightly and requires the written approval of a number of high-ranking magistrates, or Miao Ying herself. Such oversight is unsurprising, for once the enemy has broken through the Great Bastion there is little standing between their blades and the farms and villages of the commonfolk.

Yet by deliberately allowing the enemy to breach the wall in carefully selected locations, pressure is relieved on the defenders of the Great Bastion, granting the Magistrates the opportunity to face the enemy on their own terms. Quickly, additional forces are mustered to meet the breaching force in the open field, where the likes of Terracotta Sentinels and Jade Lancers can be deployed against roving bands of Marauders.

Thanks to the protection offered by the Great Bastion, the size of the provincial armies and the raw power of its rulers, the commonfolk of Grand Cathay are largely free to go about their lives without fear of invasion and conquest. Fields can be ploughed and planted, livestock can be tended and communities can be fostered without the need for local levies or a conscripted militia. That does not mean that the commonfolk of Grand Cathay cannot be called upon to fight in times of great need. All within Cathay feel it is their duty to serve the empire in whatever way they can, meaning most of its citizens are practiced with either bow or long spear on the chance they might be called to arms in the service of their nation and community, even if they have never served in the army officially.

Armed & Ready

Whenever the decision is made to mobilise the commonfolk of Grand Cathay, a Magistrate will be dispatched on horseback or by Sky Lantern to the largest of the towns that are likely to be threatened by the invading force. Once the Magistrate arrives, they will usually convene a war council composed of local nobles, retired soldiers and respected assemblymen. Together, these local leaders are able to provide the Magistrate with the information they need to conduct the defence of the Celestial Dragon's realm. With all of the pertinent information before them, the Magistrate can assess the readiness of the citizens and best determine how they can aid the Great Bastion's garrisons and the provisional armies in turning back whatever threat has breached the outer defences.

Cathayans do not sit idle whilst war councils convene however. Hunters and woodsmen are dispatched to reconnoitre the enemy forces and identify potential battlefields, their expert knowledge of the local area making them highly prized scouts. Carpenters and masons lend their expertise in the construction of palisades and temporary watch forts at key locations. Meanwhile, blacksmiths work tirelessly into the night, the orange glow from their forges lighting sweaty brows as they hammer out arrowheads and speartips. Once their preparations are complete and their orders received, the peasantry array themselves in organised ranks with an ease the envy of many professional soldiers and march into battle alongside family and neighbours, ready to shield the realm from those who would seek to bring ruin and chaos.



THE AGE OF DRAGONS

The history of Grand Cathay is the history of the eastern Dragons; the Celestial Dragon, the Moon Dragon and their nine draconic children. These ancient beings have ruled their realm since the world was young. Countless are the tales of the Dragons' conquests and victories, but for each tale of glory, Grand Cathay has endured great hardship and woe.

-15000

The Old Ones arrive in the world and begin enacting great change upon the climate and landscape. These shifts see many of the Dragons meet tragic ends, whilst others are overwhelmed by tides of saurian warriors or forced into a bitter exile. The Celestial Dragon, however, is more cautious than many of his kin, choosing to watch the Old Ones from afar instead of engaging them in battle. Through centuries of study, the Celestial Dragon learns to draw upon the Winds of Magic as proficiently as any of the Old One's servants.

-5800

Great tribes of humans, the youngest of the races created by the Old Ones, migrate across the world and begin to settle in the lands to the east – the home and hunting grounds of the Celestial Dragon. Though initially suspicious of these new visitors to his lands, he quickly realises they are of little threat to him and begins to observe them closely.

-5700

The Celestial Dragon takes the otherworldly Moon Dragon as his mate and, from her, learns to take human form. Together, he and his wife watch over the tribes of humans that dwell in the lands of the east and welcome the birth of the first of their nine great Dragon children – Shiyama.

-5600

The Great Cataclysm. Following the collapse of the polar gates and the disappearance of the Old Ones, the Geomantic Web shatters and raw Chaos is unleashed. Daemonic legions manifest the world over and a Storm of Magic ravages the natural world. Even as the most powerful Slann are overwhelmed and Elven Mages struggle to hold back the tide of darkness, the Celestial Dragon unleashes his fury upon the Daemonic forces in an onslaught of magic and dragonfire.

-5000

As the Celestial Dragon and his children battle the forces of Chaos to shield the inhabitants of their land, they begin sharing the secrets of the Elemental Winds, bringing magic to the humans of the east. In doing so, they teach them how to control the Winds of Magic in ways that will protect them from the corrupting influence of the Dark Powers, instilling the virtues of discipline and balance in their craft.

-4502

In her pride, Shiyama gathers an army to lead north in an effort to finally stem the tide of Daemons and seal the rift forever. Sensing an opportunity, the Great Deceiver weaves a beguiling enchantment over the forces of the Spirit Dragon as they march northwards, turning them against one another.

-4500

Lost in the æther, Shiyama battles to break the curse placed upon her. Broken by her failure and horrified to have harmed her comrades, she eventually flees the Realm of Chaos, driving her warriors before her. As she flees, Chi'an Chi cloaks her forces in a powerful illusion that befuddles the minds of the soldiers awaiting their return. Weak of body and broken of spirit, Shiyama is unable to defend herself from the misplaced wrath of her own people.

-4420

Nearly a century since the death of his daughter Shiyama, the Celestial Dragon plots to avenge her untimely death. At the head of a massive army of Cathayans, Xen Yang leads his children into the Chaos wastes in search of the Old Ones' shattered gate. As they travel across the skies, they come upon a vast host of Daemonic creatures amassing in preparation to ravage the world once more. As his forces, led by his children and the Moon Dragon, race to engage the main thrust of the Daemonic army, the Celestial Dragon comes under attack from a dozen Greater Daemons. In a storm of flashing claw strikes, bolts of magical energy and torrents of dragonfire, the Greater Daemons fall one-by-one, leaving the Celestial Dragon to roar in triumph and herald the defeat of the Daemonic forces in the east.



-4419

As peace falls across the world, the Celestial Dragon begins the long process of battling the deep-rooted corruption that infects the lands of the east. Aided by his children, he reverses much of the damage wrought by the Ruinous Powers, but despite the power wielded by the Celestial Dragon and his kin, the taint of Chaos cannot be so easily undone.

-3000

The Celestial Dragon accepts the title of Emperor of the East and formally names his lands Grand Cathay. From his seat of power in the city of Wei-jin, he continues to shield the denizens of his empire from the terrors of the Chaos powers to the north and the voracious monsters that lay in the verdant grasslands between the western reaches of his kingdom and the Mountains of Mourn.

-2800

In an effort to safeguard the last remnants of the world he once knew, the Celestial Dragon seeks out the Sky Titans of the Mountains of Mourn. Though the two had battled before the arrival of the Old Ones, both the Celestial Dragon and the lords of the Sky Titans agree that only together can they hope to preserve something of the ancient world. Xen Yang shares with them the secrets of black powder and the construction of great cannons, to aid in their ongoing conflict with tribes of Ogres who seek to consume all in their path as they migrate westwards.

-2750

As hordes of Ogres amass between Grand Cathay and the Mountains of Mourn, poised for an expansion in search of riches and resources, the Dragon Emperor uses the Celestial Court's Astromancers to drag a meteorite of pure warpstone down from the heavens. The Ogres that survive the force of the meteor strike and the subsequent devastation are scattered, fleeing from the great and ravenous maw formed at the impact site. The toxic fallout from the meteor poisons and corrupts vast tracts of land between the Mountains of Mourn and the western borders of Grand Cathay, creating what would later be known as the Warpstone Desert.

-2350

Ocean trade between the Empire of Grand Cathay and the Lands of Nehekhara flourishes, as fine silks and precious jade sail from the east in exchange for gold, ivory and incense. Knowledge is also shared between the scholars of both civilizations, who take great strides forward in their understanding of astrology and engineering. However, no matter how much the priests of the Mortuary Cult press, the knowledge of the Dragons' immortality remains a closely guarded secret.

-2100

As Nehekhara's borders extend into the Dark Lands as far as the River Ruin, overland trade routes are extended all the way to Grand Cathay.

-2000

The Monkey King, monarch of the Heavenly Mountains, descends from his realm to wreak havoc upon the lands of Li Dao in southern Cathay. Quick to anger, the Fire Dragon rushes to meet the Monkey King in battle, but is halted by the intervention of his father, who meets with the Monkey King and gifts him with a crown of unmatched beauty, recognising him as king of the Mountains of Heaven. Pleased by this show of respect, the Monkey King returns to his realm, blissfully unaware that the Emperor's gift was no mere trinket.

-1959

Trade between Grand Cathay and the Priest Kings of Nehekhara comes to an abrupt end as the Great Necromancer slays the rulers of Khemri and seizes power, plunging the region into a maelstrom of darkness and war.

-1800

Construction of the Great Bastion and the Wu Xing Compass begin, as crews of artisans and practitioners of magic alike combine their skills to bring them into being. With the Wu Xing Compass completed, the Celestial Dragon is able to harness and control the flow of Yang magic pouring into Cathay, allowing him to bolster the Great Bastion towards the end of its construction. Standing a quarter of a mile high and spanning the length of the nation's northern border, the Great Bastion is a near-impregnable shield against the enemies that gather in the north.



-1500

The Time of Woes. The foundations of the world are shaken by earthquakes of vast magnitude, causing sections of the Great Bastion to collapse and allowing the forces of Chaos to lay waste to the northern province. Miao Ying engages the enemy, buying time for her people to retreat to Nan-Gau, but is gravely wounded and unable to fight in the coming siege. Hearing of his daughter's injuries, Xen Yang gathers his children and races to her aid at the head of a great host. The combined might of the Dragons shatters the foe and drives them back beyond the wall.

-1357

A surge in pirate activity off Cathay's eastern coastline results in a boom in the number of Ogre mercenaries found amongst merchant crews.

-1310

More earthquakes topple sections of the Great Bastion, allowing the forces of Chaos to race through the breaches. With Cathay's armies occupied in the north, enemies from the south and west launch their own assaults. Under attack from all sides, the Dragons gather atop the peak of Kunlan and pour their strength into a great ritual. The Dragons weave the Elemental Winds together to craft a spell that awakens the very land itself, birthing the first Sentinels. With the Sentinels leading the counter-attack, the enemies of Grand Cathay scatter and peace returns to the Celestial Dragon's realm.

-1200

A Cult of Chi'an Chi is founded in the city of Beichai on the eastern shores of Grand Cathay. Due in part to Yin-Yin's desire to roam the world's oceans rather than govern the Eastern Province, the cult quietly flourishes.

-1163

Freed from Nagash's control, the Vampire Harakhte flees Cripple Peak and lands upon the shores of Grand Cathay, bringing with him the curse of Vampirism. Under the cover of night, he travels along the eastern coastline, leaving a trail of death in his wake.

-1085

A tribe of Hobgoblins attempts to scale a section of the Great Bastion to raid the fertile lands beyond. Shortly after beginning their ascent, they accidentally awaken the Terracotta Sentinel slumbering against the section of wall, bringing their climb to an abrupt and rather permanent halt.

-666

The Chaos moon Morrslieb hangs full in the sky for weeks and magical storms of unnatural origin rage across the northern skies, resulting in a surge of activity amongst the followers of the Ruinous Powers. Each of the Dragons is forced to redouble their efforts in rooting out corruption within their lands as the influence of Chi'an Chi grows under the pale green light of the Chaos moon.

-437

The forces of the Monkey King raid deep into southern Cathay, enraging Li Dao. The Fire Dragon's temper is tested repeatedly, but he will not risk disobeying his father by striking back at his foe's kingdom.

-200

The Cult of Chi'an Chi gains popularity amongst the aristocracy in the city of Beichai and finally reaches the attention of the Sea Dragon. Though Yin-Yin and her father seek to stamp out the cult without mercy, the beguiling trickery of the Changer of Ways allows many of the cult's devotees to avoid the Dragons' wrathful inquisition.

-87

As corsair ships plague the coasts of Grand Cathay, Yin-Yin is tasked by a frustrated Dragon Emperor to embrace her role as the guardian of the Eastern Province. Though the free-spirited Dragon is reluctant to be so chained to duty and responsibility, she agrees to honour her father's wishes and begins to take a more active role in the protection of Cathay's ocean borders.

-0

The Astromancers of the Celestial Court observe a twin-tailed comet in the skies above Grand Cathay, a cosmic event that marks the birth of the first of the Dragon-blooded, the mortal descendants of the Celestial Dragon's own children.



1

As the barbarian king Sigmar unites the scattered tribes of the Old World into a functioning kingdom, Grand Cathay enjoys a period of prosperity and expansion. Miao Ying visits the newly crowned king in the west and establishes the first trade routes between the two empires.

200

Tilean and Estalian merchants return from Grand Cathay with the first recorded shipments of black powder from the east, much to the chagrin of the Dwarfs who have long sought to keep the secrets of black powder technology to themselves.

1360

Sigmar's realm descends into civil war, with various claimants vying for power and staking their claim for the throne. Unwilling to back one so-called Emperor over another, and perplexed that none of the claimants are willing to put the needs of their homeland over their personal ambitions, the rulers of Grand Cathay send diplomatic envoys to the Old World. Though their efforts to help unify the Empire fall upon deaf ears, the newly established diplomats are able to report the goings on within the Empire back to the Celestial Court.

1478

A Bretonnian knight hears of the land far to the east ruled over by tyrannical Dragons. The noble knight sets sail to free the common folk there from the draconic tyrants – he is never heard from again.

1690

In a joint effort to establish colonies in the Southlands, Grand Cathay and Estalia send fleets to map and settle the largely uncharted region. The Estalian fleet makes landfall and looks expectantly to the eastern horizon for the sight of Cathayan sails, but sees only dark storm clouds and the tell tale signs of abhorrent weather. Meanwhile, the Cathayan fleet is ravaged so badly that most of its ships are cast beneath the waves, with the few survivors forced to seek shelter off the coast of Ind before declaring the mission a failure and returning home.

1979

Magritta of Marienburg is elected Emperor, plunging the Empire of Man into turmoil. Cathayan merchants living in the port city face trade embargoes from long term trading partners in other regions of the Empire as alliances between the provinces continue to worsen.

2000

The Celestial Dragon and the Moon Dragon depart Grand Cathay without reason or warning. Though this is not the first time the Celestial Dragon has taken a leave of absence, it is the first time he has done so without word of his return. Miao Ying and Yuan Bo attempt to govern in their father's absence, but their efforts are rebuffed by their siblings, with any discussions regarding kingdom-wide governance descending into arguments.

2101

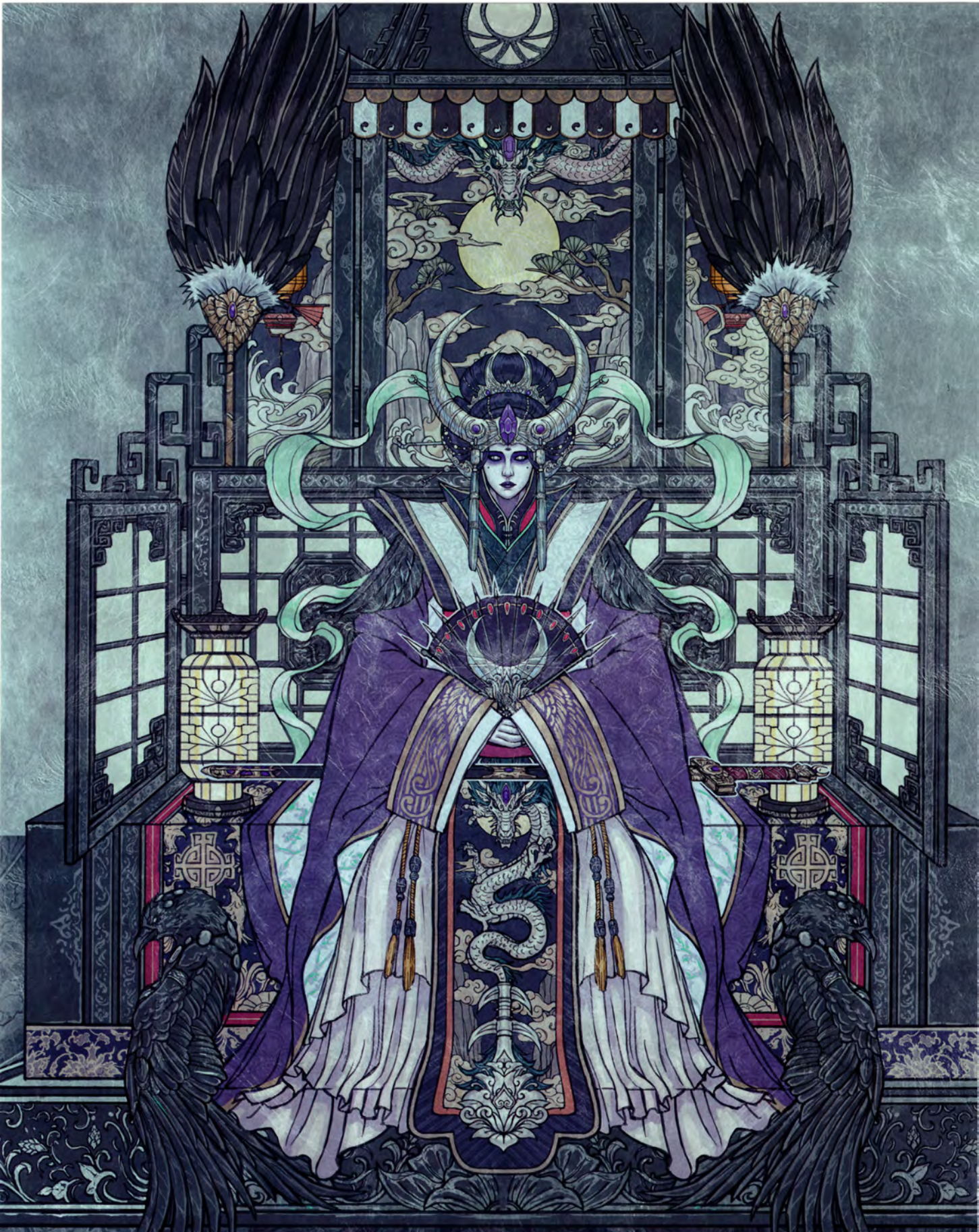
A huge Chaos host ravages the Great Bastion, leaving Miao Ying's forces stretched beyond breaking. Despite repeated requests to her siblings for aid, the other Dragons are slow to respond, leaving Yuan Bo as the only one to answer the Storm Dragon's call. With their combined might, the Storm and Jade Dragons turn back the hordes of Chaos, but relations between them and their siblings are strained to breaking point.

2163

With Grand Cathay in turmoil, and the Celestial Dragon not present to exert influence over the Monkey King, the immortal king seizes his chance to claim the throne of Cathay. With the Dragons unable and unwilling to unite in any meaningful way, the forces of the Monkey King continually outwit and outmanoeuvre them, which serves to only provoke and frustrate the Dragons further.

2276

Yuan Bo and Miao Ying grow ever more concerned with the shadow of Chaos hanging over the Old World. Having lost faith in the Men of the Empire to deal with the rising threat of Chaos, the pair agree that something is to be done. The Storm Dragon entrusts the defence of the Great Bastion to her Magistrates before journeying to the Empire of Man with an army of seasoned warriors from Nan-Gau, there to drive the darkness from the shores of Westerland and restore order to the Old World.



QUAI YIN THE MOON DRAGON
ETERNAL EMPRESS OF GRAND CATHAY

THE LAND OF THE DRAGONS

Grand Cathay is a vast land far to the east of the Old World, encompassing a variety of environments and climates, ranging from massive cities and cultivated lands, to untamed wilderness regions, swamps, mountains, deserts and everything in between. While it is made up of dozens of provinces, it can broadly be divided into several major regions.



Imperial Cathay

The most powerful of all the regions of Grand Cathay, the Imperial province is the home of Wei-jin, the capital of the Empire, on its northern edge. The region extends from here southwards through dense forests and populous cities until it reaches the banks of the Jade River.

The Imperial City Of Wei-Jin

The greatest city in the eastern world, Wei-jin extends for miles in all directions around the confluence of the Dragon River – the furthest navigable inland point of the river. Wei-jin is broadly divided into two halves, the City of the Sun and the City of the Moon, one the domain of the Emperor, the other the Empress. In the centre of Wei-Jin, a mountain reaches up toward the heavens, supporting the Celestial City. Built amongst the clouds, the Celestial City is home to the Celestial Court, the Wu Xing Compass and other wonders such as the Paradise Gardens and the Temple of the Two Moons. It is from here the Celestial Dragon rules Grand Cathay, his gaze able to reach every corner of his realm.

The Steps Of Heaven

By the will of the Dragon Emperor, magic suffuses the land of Grand Cathay. Nowhere is this more evident than in Wei-jin. Here the very earth itself is lifted up by the elemental winds, islands of rock floating over crowded streets and city walls. Upon these islands the Cathayans built temples and fortresses; linking them together with cable cars and great rope bridges. Known as the Steps of Heaven, they are a wonder of the empire and justifiably leave visitors in awe as they float above the city skyline.

The Dragon River

The Dragon River has special significance to the people of Grand Cathay who believe it guides their ancestors to the underworld, and many legends tell how the Spirit Dragon, daughter of the Celestial Dragon, sleeps beneath its waters to guide the dead to their final resting place.

The Mountain Of Kunlan

Home to innumerable shrines to the Dragons of Grand Cathay, Kunlan (the Pillar of Heaven) is the birthplace of the empire. Legend has it that it was atop Kunlan's highest peak that the Emperor and Empress were wed.

The City Of Ming Zhu

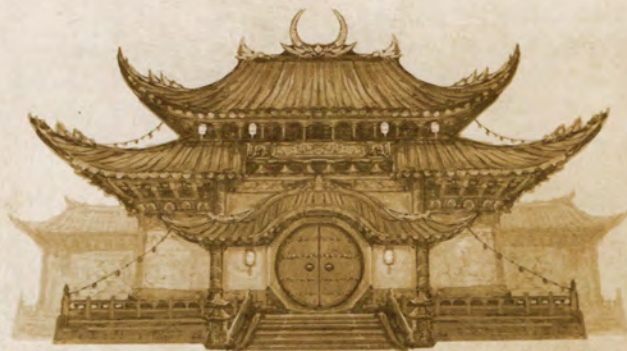
A major city on the Emperor's Road to Xing Po and a major centre of trade between Shang-Yang and Wei-jin. Ming Zhu is seen as the second city of the empire, rivalling Wei-jin in size and wealth.

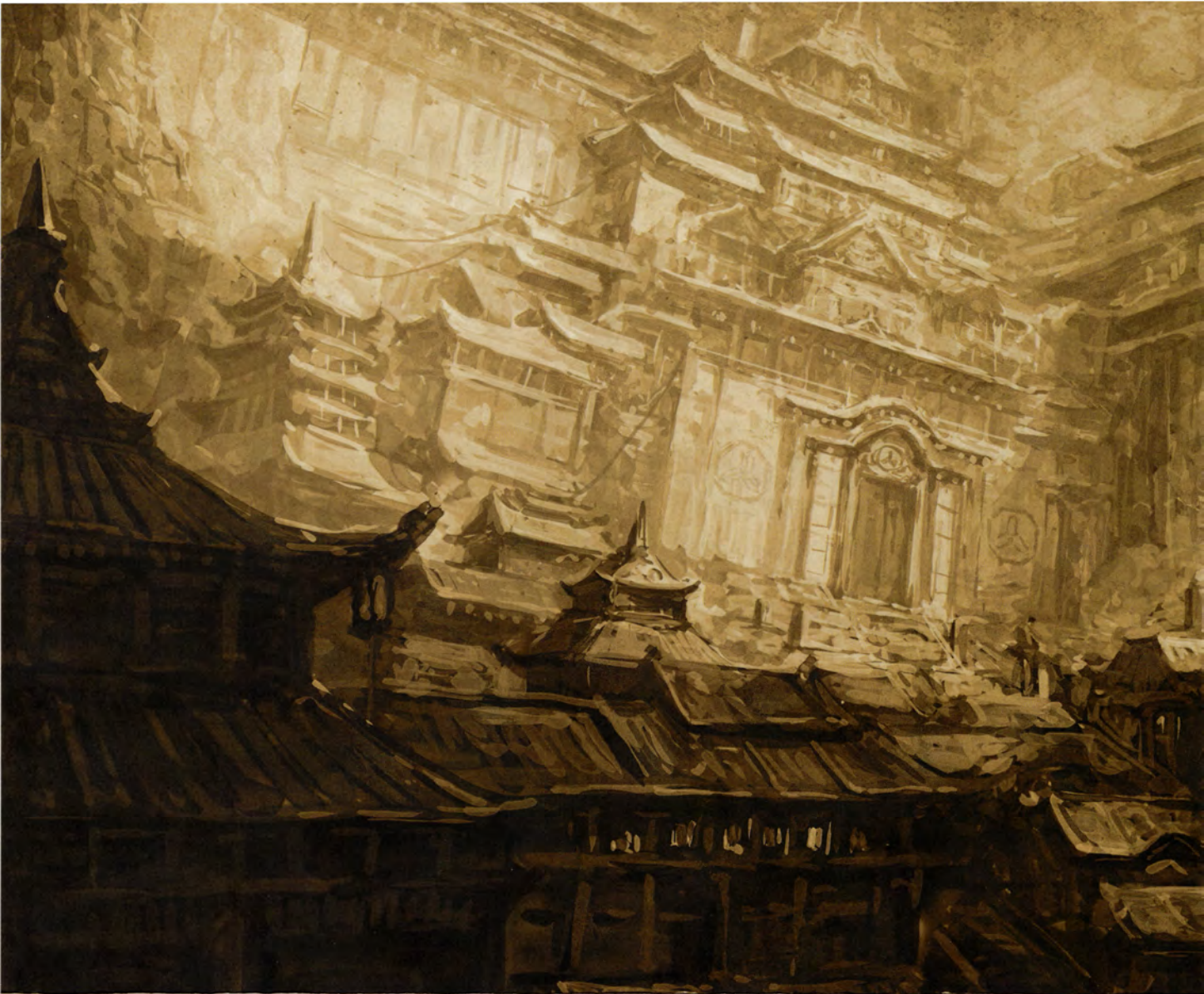
The City Of Xing Po

Located on the slopes of the Celestial Mountains in central Cathay, Xing Po is a famed seat of learning and home to the Astromancers' court. It is overlooked by the Grand Observatory of Xing Po, a marvel of the eastern world.

The Forests Of The Moon

Populated by many mythical and mysterious creatures that cannot be found anywhere else in the world, the endless forests that surround Kunlan are regarded as the sacred hunting ground of the Dragons. It is a great crime to venture into the Forests of the Moon without the express permission of the Emperor or his children.





Northern Cathay

Grand Cathay's Northern Province is the home of the Great Bastion, under the shadow of which its people live in full knowledge of their nation's fate should it fall. For this reason, Northern Cathay contributes more soldiers to the armies of the empire than any other region.

The Great Bastion

A wonder of engineering and sorcery, the Great Bastion was raised in -1800 IC and it has endured for almost as long as the Empire of Grand Cathay itself. It is said that, under the scrutiny and instruction of the Storm Dragon, each brick of the bastion was shaped by the Jade Dragon, tempered by the Fire Dragon and blessed by the Iron Dragon to ensure its strength. For each mile of the wall's hundreds of miles of length more than a thousand soldiers stand in permanent readiness, backed up by war machines from the forges of Nan-Gau and wizards from the Celestial Court.

The Eastern Steppe

The region beyond the Great Bastion is a desolate and dangerous place populated by barbarous tribes and vicious Hobgoblins. Though Grand Cathay does maintain some outposts there, these are little more than armed camps, easily dismantled when the army moves on as it patrols the steppe or takes the fight to Cathay's enemies.

The City Of Nan-Gau

The largest city in the northern province, Nan-Gau anchors the western end of the Great Bastion. Known as the City of Smoke, it is home to countless forges and artificer workshops. Here the craftsmen and inventors of Grand Cathay fashion war machines for the Great Bastion and the armies of the empire. Its wealth and power affords it a degree of autonomy from Wei-jin, and the Lords of Nan-Gau are the de facto rulers of the north, even though they are ostensibly subservient to the Storm Dragon.



The City Of Po Mei

Gateway to the Imperial Provinces and second city to Nan-Gau, Po Mei has its own rival artificer guilds. In the past it has been razed during the worst Chaos invasions and still bears the scars of war.

The Terracotta Road

Lined with Terracotta Sentinels, the Terracotta Road runs behind the Great Bastion. It is the only road that links Nan-Gau with Wei-jin, and though the journey is one of hundreds of miles, it is one of the most travelled and well protected roads in all of Grand Cathay.

The City Of Weng-Chang

Standing at the source of the Jade River, high in the Celestial Mountains, Weng-Chang is home to the Temple of the Jade-Blood Sorcerers, the greatest practitioners of the Elemental Wind of Life in all Grand Cathay.

The Gunpowder Road

The road to Nan-Gau is known as the Gunpowder Road and takes trade from Shang-Yang, while delivering weapons and soldiers to the western frontier. Its mile markers are cannons and it is regularly used by soldiers.

The City Of Nan-Li

Situated on the Gunpowder Road between Shang Yang and Nan-Gau, the city of Nan-Li rises from the hinterlands of the Warpstone Desert, haunted by the baleful winds that blow off that cursed region.

Terracotta Graveyard

Located in the lands south of the Great Bastion, this thriving town has grown around an ancient battlefield that is littered with the broken remains of Terracotta Sentinels. It has become a resting place of sorts, where fallen colossi are laid to rest under the reverential care of the local population.



Western Cathay

The harshest region in Grand Cathay, the Western Province borders the Warpstone Desert, a vast area blighted by the Great Maw. It is, however, the gateway to the west, where the Ivory Road winds its way toward the Mountains of Mourn and the distant lands of the Old World beyond.

The City Of Shang-Yang

The largest city in the west, Shang-Yang is the first stop for merchants from distant lands wishing to journey into Grand Cathay's vast interior. Marking the end of a thread that connects the Celestial Dragon's realm to the Old World, Bretonnians, Estalians, Tileans and Empire travellers, mercenaries and ambassadors alike all have permanent quarters within the city.

The Ivory Road

Known as the Silk Road to denizens of the Old World, the Ivory Road stretches from Shang-Yang all the way to Tilea. A long and perilous path, it is nonetheless a route well-worn by merchants and adventurers seeking their fortune.

The Warpstone Desert

To the north and west of Grand Cathay the Warpstone Desert forms a significant barrier against the wilderness beyond. A cursed place created by the birth of the Great Maw, it is hostile to all natural life. Caravans passing through the desert must use special reflective shields to protect their goods and people from the baleful energies of the desert.

The Baleful Hills

South and west of Tai Tzu are the Baleful Hills. These desolate highlands are home to Beastmen and bandits in equal numbers.



The Tower Of Ashshair

Beyond the Warpstone Desert, where the Ivory Road enters the Mountains of Mourn, stands the westernmost outpost of Grand Cathay – the Tower of Ashshair. Constructed from jade and jet, the tower houses a substantial garrison, drawing on troops from across the empire, and the monsters that roam the Mountains of Mourn know well enough to stay clear of it.

The Ruins Of Xen Wu

The once great city of Xen Wu was ruined when the Great Maw was created. It is believed to be a place of ghosts and daemons.

The Broken Road

Running along the edge of the Wastelands of Jinshen, the Broken Road is one of the more dangerous routes to travel in all of Grand Cathay.

The City Of Tai Tzu

A major mining city on the western slopes of the Celestial Mountains, Tai Tzu is a gateway into the higher peaks and villages, and the many silver mines that honeycomb the mountains.

The Wastelands Of Jinshen

The cursed area around Xen Wu extends to the west and south of the Broken Road. It is filled with monsters and outcasts, but also abandoned villages and forgotten settlements.

Hanyu Port

The port of Hanyu is the westernmost harbour of the Jade fleet. Built around a huge fortress grown from the hull of a beached war junk that once sailed the distant Jade Sea, Hanyu is a prosperous city near the source of the Great River.

THE ELEMENTAL WINDS

The Winds of Magic blow upon Grand Cathay as they do upon all the lands of the world. Cathay is no exception to this, as the people of the Dragon Emperor's realm harness these winds to turn them into spells, bind them into objects of power or enchant weapons and armour as they are forged. In Cathay the winds are seen as elements, each one associated with one of the eight elements of creation, and the cardinal points of the compass.





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MAGIC IN THE EAST

Practitioners of Feng Shi Sorcery, called High Magic by the Elves of Ulthuan, divide the elemental winds into two distinct groups: Yang and Yin. The Elements of Yang are Water, Light, Fire and Stone, whilst the Elements of Yin are Wood, Iron, Death and Shadow.

The Celestial Dragon has mastered the elements of Yang, whereas the Moon Dragon has unprecedented skill with the elements of Yin. Shugengan Sorcerers will specialise in either the winds of Yang or Yin whilst studying the art of magic, but they can comfortably draw upon whatever winds are required for the task ahead.



Elements of Yang

The Storm Wind

Flowing from the north, the Elemental Wind of Water brings with it the power of life and healing, but only a fool would believe the Storm Wind cannot allow a Wizard to unleash devastating power when the need arises.

The Bright Wind

The Elemental Wind of Light flows into Grand Cathay from the south-west, banishing the darkness and keeping the terrors at bay. Those who wield the Elemental Wind of Light are often fiercely disciplined Wizards, who staunchly oppose the forces of the Ruinous Powers and use their magic to bring ruin to those who worship Chaos in any form.

The Burning Wind

Rushing from the south, the Elemental Wind of Fire requires a balanced mind and utter focus to manipulate. In one hand, a Wizard harnessing the Wind of Fire holds the power to gently kindle new life. From the other, they can unleash devastating power that can snuff out allies and foes alike if wielded carelessly.

The Meteor Wind

The Elemental Wind of Stone blows from the south-east and is based upon the knowledge of the unknowable and the reading of the heavens. Through the power of the Meteor Wind, practitioners can read portents of the future and unleash crackling cascades of energy upon their foes.



Elements of Yin

The Forest Wind

Blowing across the seas from the east, the Elemental Wind of the Forest draws upon the powers of the natural world and allows those who favour its power to connect more closely with their animal companions.

The Iron Wind

Drifting from the west, the Elemental Wind of Iron is wielded by the curious and the creative, for it is the wind of change and transmutation. Though usually synonymous with the craft of alchemy, the Iron Wind holds power to alter and reforge more than just metals and alloys.

The Spirit Wind

The Elemental Wind of Spirit flows from the north-east, bringing swirling mystery and finality to the world, blowing most strongly when death must be endured or when eras of great significance must end, with events such as the changing of the seasons or the passing of great heroes causing the wind to howl from the north-east with great force.

The Night Wind

Creeping down from the north-west is the illusory and fog-like Elemental Wind of Darkness. Where wizards possessing a dark heart might use the Night Wind to bring shadowy death and instil grave panic, those in Cathay who call upon its powers use it to conceal their allies from harm or to confound the enemy with heavy brain fog.



Refined Sorcery

The sorcerers of Grand Cathay learn the art of magic from the Dragons, attaining unparalleled mastery of the Elemental Winds, weaving them together to confound and destroy the enemy, much as the magic practitioners of the Old World do. What sets apart the Wizards of Grand Cathay from those of the Old World is how these winds are blended together. Those that would study the arts of magic in the Empire of Sigmar rarely have such knowledgeable tutors in the arcane arts, resulting in the comparatively barbaric approach of forcing the Winds of Magic to bend to their will in order to produce their spells, an effective but rather brutish and often dangerous method of casting spells – a stark contrast to their Cathayan counterparts, who carefully sculpt and artfully redirect the Elemental Winds to produce their magic.

Another advantage that Cathayan sorcerers have is that the source of their magical knowledge is still close at hand, for it was the Celestial Dragon and his children who first shared the secrets of magic with them. Wizards of extreme skill can often be found in the company of the Dragons, learning first-hand how best to manipulate the Elemental Winds from those who have done so for many centuries.

The human Wizards of the Old World, however, must rely upon ancient tomes and dark grimoires of dubious origin to learn the mysteries of magic. Many are the Wizards who have taken the dangerous path of trying to learn their own limits through trial and error, experimenting with incantations of their own devising or placing their trust in poorly translated cantrips found in dusty tomes – often with fatal consequences for themselves and those in the immediate area.

The Magic Of Dragons

The Celestial Dragon is a master of Feng Shi Sorcery, having learned the art of the arcane from observing the pure magic of the Old Ones and their servants. When the mysterious visitors from beyond the stars abandoned the world and their geomantic web was left shattered by the collapse of their arcane technologies, he witnessed the once silvery light of the Winds of Magic fragmented into streams of colour that were far easier to guide and shape than before.

As the Elves of Ulthuan dedicated lifetimes to the study of these changes in the Winds of Magic and how to best use the power possessed by each one, so too did the Celestial Dragon. His power and skill allowed him to discover that Feng Shi Sorcery could still be observed and conjured should one master the art of manipulating the individual coloured winds that now permeated throughout the world.

As the children of the Dragon Emperor grew, he taught them the art of magic, instructing them to master each of the Elemental Winds in turn before finally showing them the power of Feng Shi. The Dragons took to the art of magic with little difficulty, each one of them displaying a level of proficiency seen in only the most talented and learned wizards of the other races. Though they all learned the powers of Feng Shi, each of them were drawn to a particular Elemental Wind that they felt an affinity for as they developed their skills. Li Dao is perhaps the most proficient wielder of the Burning Wind after his father, whilst Zhao Ming draws upon the Iron Wind to assist in his alchemical experiments in ways most alchemists can only dream of, and Miao Ying commands the power of the Storm Wind unlike any other.



The Wu Xing Compass

Set into the floor of the Celestial Palace in Wei-Jin, the Wu Xing Compass is a magical device of enormous size that charts the Elemental Winds, allowing the Astromancers of the Celestial Court to determine which of the Winds are in ascendance and which are waning. It can also identify where and when magic will wax and wane within Cathay itself, allowing Astromancers to calm and control the Winds of Magic as they roil around the Celestial Dragon's empire.

The polar gates, the shattered relics of the Old Ones, mark the point at which the Winds of Magic cross over from the æther into the World of Legend; it is here that the Winds are at their strongest before dissipating as they blow across the world. The Wu Xing Compass is positioned in Wei-Jin not because it is the nation's capital city, but because it is one of the closest cities in Cathay to the polar gates, meaning the Winds of Magic that wash over the city are some of the strongest to be found in the Celestial Dragon's kingdom.

By channelling the Winds of Magic through the Wu Xing Compass, the Emperor can direct Yang magic into the Great Bastion to bolster the defences of the already formidable fortification, or he can send a flood of Yin magic through the Dragon River to further increase the protection offered by its sacred waters. Despite Yuan Bo being a prodigious sorcerer, he is no match for the power wielded by his father and cannot produce the same results when channelling magic through the Wu Xing Compass in the Emperor's absence.

The Astromantic Court

There are many practitioners of magic within Cathay, from secretive hedge wizards who quietly encourage crops to grow and broken bones to heal, to the Dragons themselves who possess the power to cast spells capable of shaking the continent. Of these many wizards and sorcerers, the most organised and well established order of wizards in the east are the Astromancers of the Celestial Court. From their headquarters in Xing Po, the members of the order observe the movements of the heavens through advanced observatories and travel to Wei-jin to study at the feet of the Celestial Dragon himself.

Though the centre of the Astromancers' order is in the city of Xing Po, they can be found in almost every court within Grand Cathay, serving as advisors to mortal lords or studying the Elemental Winds under tutelage of the Dragons. Aspiring Astromancers will travel across the eastern Empire to study under each of the Dragons in their journey to master each of the Elemental Winds before eventually finding their way to Wei-Jin in order to study Feng Shi Sorcery and earn the rank of Supreme Astromancer.

The Astromancers are amongst the few who are not blessed with draconic blood that are trusted to learn the secrets of Feng Shi Sorcery in Cathay, for its use and study are closely guarded by the Emperor and his children. Whilst the High Elves are understandably uneasy about the kingdoms of Men practicing the art of what they call High Magic, they also understand that the Dragons of the east will do as they please and there is little the mages of Ulthuan can do to dissuade them from sharing it with humans.

THE ARMIES OF THE CELESTIAL DRAGON

The pursuit of harmony is apparent in all things in Grand Cathay, from that nation's governance and architecture, to the structure of its armies and the way they wage war. Warriors in the service of the Celestial Dragon fight in disciplined and orderly ranks, each warrior doing their part in the face of the enemy, protecting their comrades and fulfilling the orders of their commanders.

Provincial Forces

The Celestial Dragon's vast empire boasts an equally vast population. From this, standing armies are raised and maintained in every province. Consisting of finely armed and armoured Jade Warriors, supported by regiments of gunners armed with well made and maintained black powder weapons and war machines, and reinforced by levies and militias raised from the peasant populations. These armies are well capable of defending the borders of their realm from foreign threats, or mustering to defy threats from within.

It is not uncommon for these provincial armies to reflect the peculiarities of the Dragons who command them. The armies of Grand Cathay's southern province, for example, ruled over by the impetuous and ferocious Li Dao, are aggressive and reckless on the battlefield. Whereas the armies of the northern province, led to war by the stoic Miao Ying, are resolute and stubborn in the face of danger and unwavering in their duty to protect Grand Cathay and the Great Bastion.

By contrast, the forces that make up the armies of western Cathay are more unusual. Containing a huge number of experimental war machines and vast scores of mercenary fighters, they reflect the Iron Dragon's interest in alchemy and his willingness to accept strangers into his lands – something that is often frowned upon by his siblings.

War On All Fronts

For millennia, Grand Cathay has been assailed by those who would overrun and overwhelm it. To the north, the hordes of the Ruinous Powers crash against the Great Bastion like waves upon a cliff, whilst barbarous tribes of Marauders seek to raid the lands that lie beyond the wall. Tribes of Ogres cross the Warpstone Desert from the west in search of food to satisfy their gluttonous hunger and exotic weaponry to steal.

On the eastern shores of Grand Cathay, fleets of corsairs and pirates are a constant threat, preying as they do upon ships of the Jade Fleet, foreign merchant vessels and isolated coastal settlements alike. Even to the south, where Grand Cathay is bordered by other nations, creatures unimaginable in the Old World pose an ever present threat.

But the armies of Grand Cathay do not sit idle whilst evil gathers upon their borders. Miao Ying has led many forays beyond the Great Bastion to battle the forces of Chaos upon the open field. Yin-Yin has commanded armadas to sink scores of pirate vessels on the world's oceans, and the Iron Dragon has marched many armies into the wilderness to defend vital trade routes from raiders and monstrous beasts. The Dragon Emperor's forces have even journeyed as far as the Old World, usually accompanying trade caravans or diplomatic missions as armed escorts, but also to aid their distant allies against the forces of evil.



Commanders & Strategists

Though the Dragons will lead their armies to war in times of greatest need, provincial forces will often be commanded by honoured nobles, or experienced strategists and tacticians. The most powerful of Grand Cathay's nobles are the Dragon-blooded Shugengan, descendants of the Dragons who, having studied for many decades under the finest sorcerers and warriors alike, display puissant mastery over both the Elemental Winds and the arts of combat. Mounted atop Great Spirit Longma, mystical creatures whose powerful wings can carry a rider into battle as swiftly as any warhorse, these warrior-mages lead the armies of Grand Cathay from wherever the fighting is thickest.

Standing alongside these bold commanders are the Lord Magistrates, master strategists whose entire lives have been dedicated to the study of the art of warfare. As an astromancer might read the stars for portents of things to come, the strategists of Grand Cathay have learned to read the ebb and flow of battlefields and anticipate the movements and actions of the enemy.

Throughout centuries of war, the wisdom and courage of Grand Cathay's generals has served its armies well, leading them to victory time and again against a multitude of enemies. To the credit of the skill of these commanders, seldom have their victories been won at the expense of wasted lives, for those that would lead the armies of Grand Cathay are honour bound to seek victory by the swiftest means possible, and to preserve their soldiers. Indeed, only those of proven wisdom and valour, whose plans and strategies are formulated to ensure none under their command are led into hopeless battles and sacrificed against insurmountable odds, can hope to command the legions of Grand Cathay.

Honour & Duty

Whilst the soldiers of many nations feel begrudgingly obligated to serve in the armies of their liege lords, or are even conscripted against their wishes in some cases, those who choose to join the armies of Grand Cathay do so gladly. Cathayans believe it is not only their duty to serve in the defence of their homeland, but a privilege to do so.

Over the centuries, the Dragons have personally fought to defend their realms from foreign invaders, raced to the defence of distant allies and sallied forth to fight evil wherever it may lurk. It is this very devotion to serve and protect the people of Grand Cathay that has inspired generations upon generation to join their provincial army, defending the majesty of their homeland and its people.

As well as defending their homeland in the name of the Celestial Dragon, the soldiers of Grand Cathay protect the many dignitaries and ambassadors who travel to far off places in Xen Yang's name. Merchants, diplomats and even the Dragons themselves have travelled in the company of Grand Cathay's armies, ranging from battalions of a few dozen soldiers to mighty warhosts of infantry, cavalry and war machines.

Some of these warriors, especially those in the service of diplomatic figures, might spend years at a time far away from Grand Cathay, returning to their beloved homeland only rarely, if at all. Yet despite long periods served far from home, the soldiers of the Celestial Dragon do not begrudge their time overseas, viewing their time spent in the service of their Emperor as an honour and the opportunity to travel and witness the wonders of distant lands as an endless adventure.



DEFENDERS OF THE GREAT BASTION



Nan-Gau

Cathayan regiments carry banners depicting the iconography of their city, rendered in the colours of their province. In the case of Nan-Gau, capital of the Northern Province, this means banners are silver and black, whilst the uniforms of the city's soldiers are rich red and blue, colours associated with the city itself.



Po Mei

The second city of the Northern Province, the banners of Po Mei depict the city's iconography, rendered in the provincial colours. Its soldiers wear uniforms of grey and blue, depicting the smoke and industry of the city. Note the distinctive jade green sash and plume worn by all members of the Jade Host.



Nan-Li

The warriors of Nan-Li, the westernmost city of Grand Cathay's Northern Province, wear uniforms of black under armour of gold and bronze. They bear shields of red, which is often replicated on the trim of their armour, in reference to the fires of the city's industry. Note the golden icon of Nan-Gau on the banner.



Shang Yang

This warrior of Shang Yang, the largest city of Western Cathay, wears a uniform of white and orange, the colours of the Western Province. These colours are seen often in the Northern Province and farther afield, for the warriors of the west are often tasked with defending the roads that connect the great cities.



THE SHADOW OF CHAOS

The Great Bastion represents more than a mere fortification, for it is the will of the Celestial Dragon made manifest. Constructed millennia ago, it is a towering edifice that stands guardian over Grand Cathay. Scarred with the wounds of war, it is home to tens of thousands of valiant souls who defend it. Above all else, it is a dam that holds back the crashing tides of the Ruinous Powers, allowing those it shelters to prosper.

The Great Bastion

None hold fuller knowledge of the Great Bastion than the Storm Dragon herself, the one tasked to hold it against those who dwell in the Eastern Steppes. Tales and songs tell that her hand helped shape each of the Bastion's bricks, and that she feels every blow struck against the wall as she would a blow struck against her own flesh, so deep is her commitment to its defence.

For millennia, the Storm Dragon has defended the Great Bastion, giving her unmatched insight into the nature of her foes. The ebb and flow of their assaults upon the Great Bastion could be used to determine the influence of the Ruinous Powers, for as their power over the world waxed strong, so too did the aggression of the barbarous tribes of the north increase.

In the years leading up to Frydaal the Chainmaker's invasion of Westerland, the Great Bastion faced increasing peril. Each autumn, the number of Marauder tribes migrating southwards grew. Worse, the number of black armoured warriors and knights of Chaos amongst their ranks swelled, hinting at a stirring in the north, at the ascension of a power not seen for several centuries. Such signs chilled Miao Ying's heart.

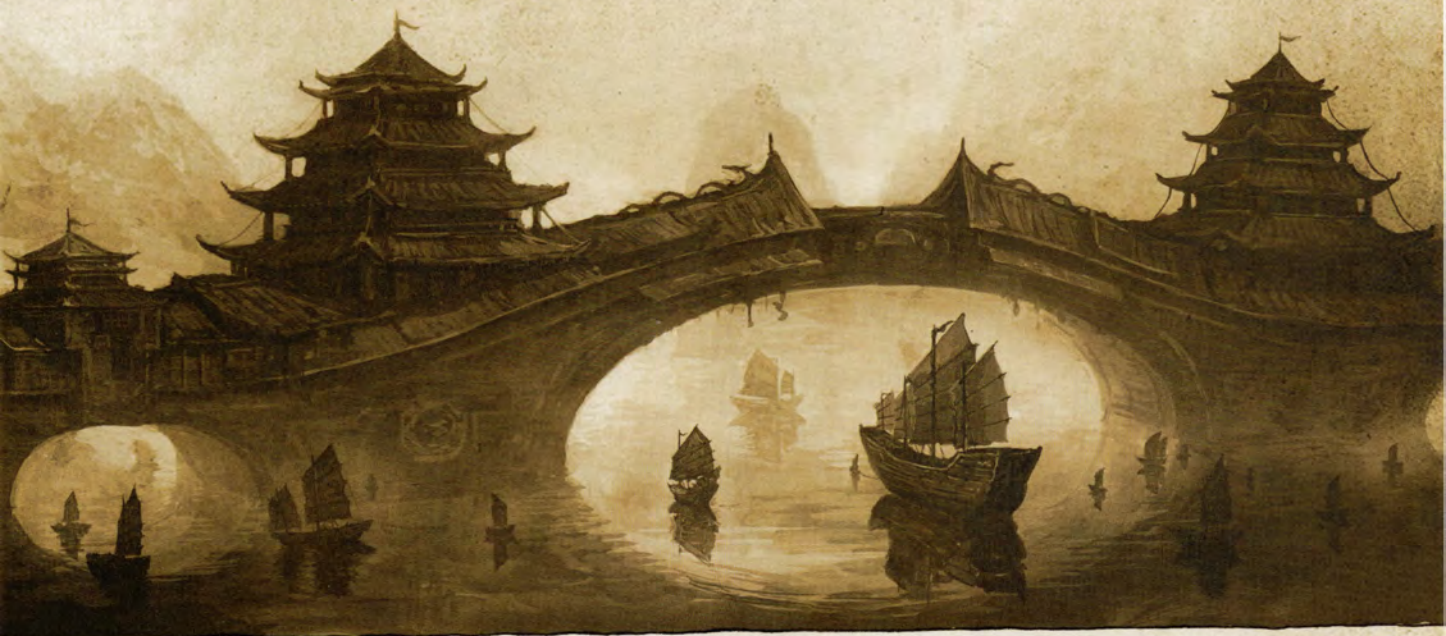
To allow the tribes to gather unhindered, to react only when they threatened the Great Bastion itself, was akin to leaving a wound to fester. As it had for generations, it fell to Miao Ying to predict the movements of enemies and ensure Grand Cathay stood strong against their aggression.

The Harmony Of War

As the threat grew, the history of the Great Bastion informed Miao Ying's strategy. Those who defended the wall were its greatest strength, yet also a weakness. A garrison that succumbed to idleness or complacency, or that hungered for waylaid supplies, might find itself unprepared for an assault, granting the enemy opportunity to breach the wall and secure a route to the heartlands of Grand Cathay beyond.

With such thoughts in her mind, Miao Ying determined to set a tasty morsel as bait for her enemies, a lure to lead them in great numbers to a battlefield of her choosing. In success, Miao Ying's plan would see the Great Bastion breached in a place of her design, relieving pressure upon it by manipulating the flow of invaders. Thousands would come and all would die upon the battlefields of Grand Cathay, robbing the foe of a generation of warriors for the battles to come.

It was a strategy laden with risks. To lure the foe in required a layered deception, to deprive a garrison of enough resources to be vulnerable yet remain strong enough that the foe did not suspect a ploy. For months Miao Ying plotted, manoeuvring garrisons between fortresses along the length of the wall to meet the numerous raids now launched upon it, until only the Snake Gate was left vulnerable, its garrison depleted in autumn and denied reinforcements as winter set in. All that remained was for the foe to identify, and seize, the bait.



Breaching The Bastion

Dark clouds rolled across a mountain pass, a narrow valley of sheer walls barred at its end by the towering Snake Gate, from which flew the banner of the Celestial Dragon. The clouds roared with thunder, deafening claps that echoed down the pass, a wall of sound that washed over the gatehouse's defenders.

None atop the ramparts heard the cursing and clamour of struggling barbarian scouts as they scaled the wall, nor the cries of sentries cut down by their crude axes. No beacons were lit, no warning called; by violence, the attackers seized watchtowers and with them all hope of aid for the defenders.

Soon after came a Kurgan horde marching beneath the sigil of a crimson eagle, an army of thousands that filled the mountain pass, their march shaking the earth. Atop the gatehouse, Jade Warriors assembled and artillery roared into life, punching holes in the Kurgan line, holes that closed quickly whilst the scouts fell upon the war machines, slaying their crew and silencing their roar. Lumbering packs of mutated trolls pushed to the fore, arrows shattering upon their hardened skin, flesh reforming around shrapnel wounds.

The charge carried the trolls to the gate, splintering metal and wood with thundering blows. Ladders were raised against the wall up which climbed fur-clad barbarians, clambering over the parapet when they reached the top. Kurgan warriors fell by the score, their corpses pushed back over the wall, tumbling into the teeming masses waiting to clamber up, yet on they came. With numbers alone, the invaders won the day, trading a handful of lives for each Jade Warrior they slew; not a single Cathayan defender lived at battle's end.

Wrack & Ruin

The fall of Snake Gate meant Grand Cathay itself lay vulnerable. For fleeting moments the Marauder host rested, sending riders northwards to call more to battle, to tend wounds and offer tribute to the Ruinous Powers. Then, they marched southwards once more, towards the fields and villages of the Northern Provinces, their prey seemingly ignorant to the predator that came for them.

The days that followed were marked by wrack and ruin. Villages and towns were put to the sword, homes consumed by raging fire, fields crushed beneath iron-shod boots. Every trace of wealth, from coin and food to fragments torn free from jade statues, was stripped from their victims, then the march began anew. With each new sun the horde swelled, fresh tribes making the journey through the gatehouse in search of glory. No care was given to conceal their march, for the invaders had seen the weakness of their foe.

Yet Grand Cathay did stir, its might assembling in answer to the threat. Within caves around the gatehouse, sentries had watched, their presence concealed from both invaders and defenders alike. When the Kurgan horde had come, these sentries dispatched their messages to agents of the Storm Dragon, agents who boarded Sky Lanterns and sailed with great haste, some to Nan-Gau and others to Nan-Li.

At Nan-Li, an army waited for the arrival of the Sky Lanterns. Its ranks were filled with the warriors of wind and field, brave citizens turned soldiers, their conscription ordered as Miao Ying had manoeuvred her garrisons along the Great Bastion. Overseen by veteran Gate Keepers and Astromancers, the peasants had been trained for the call that now came – the call to war.

On The March

Whilst warriors prepared at Nan-Li, the Kurgan force approached the Mountain of Winds. But the jaws of the Storm Dragon's trap had already begun to close behind them, and veterans of the Jade Host rode to recapture the Snake Gate, the colossal form of Miao Ying at their fore.

Atop the Great Bastion, barbarians found themselves attacked on all sides. From east and west, Jade Lancers charged across the ramparts three abreast, trampling all who stood against them. From the heavens, Miao Ying descended, slaying dozens of Kurgans with each raking blow of her mighty talons. Soon, the Storm Dragon had reclaimed the Snake Gate, but victory was not yet assured, for whilst the Jade Host secured the Great Bastion, battles remained to be fought and won in Grand Cathay's interior by the warriors of Nan-Li.

Battle's Beginning

Marching towards the Mountain of Winds, the warriors of Nan-Li were joined by a towering Cathayan Sentinel. As the terracotta behemoth awakened from its slumber and strode forth to join their ranks, the soldiers' spirits soared. Many had secretly feared the enemy they marched to meet, but with such a symbol of the Dragons' might amongst them, fear was banished.

The Cathayans came upon their foe on the outskirts of a ruined town. Here, the army of Grand Cathay arrayed in disciplined ranks, guided by the pounding of drums and the flight of Sky Lanterns above. Crane Gunners and Iron Hail Gunners took positions at the fore, ahead of huge formations of peasant spearmen and archers. At the rear, artillery was unlimbered, whilst in the centre stood the Terracotta Sentinel, a looming, unmoving force around which the Cathayans rallied.

Battlelines drawn, a stillness fell, broken only by the clank of armour and the snap of banners in the winds. A clamour arose from the enemy; baying taunts spat in a barbarous tongue; the rising of horns, as the call to war rang out. The ground shook as the invaders advanced, a seething mass of thousands yearning for slaughter.



Defence Of Cathay

The crack of crane guns and roar of artillery rang out across the valley. Pained cries rose in answer from fur-clad warriors felled by the onslaught. Hundreds more came on, a seething, screaming mass, uncaring of the terrible losses they suffered, or the carnage around them. As the distance between the armies closed, archers unleashed volleys of arrows and iron hail guns discharged barrages of shot, but the enemy did not waver.

As the foe neared, the Cathayan army reacted, peasant soldiers flowing forwards to form an unbroken wall of long spears with which to greet the charging barbarians. Blood and battle followed, barbarous warriors were impaled upon spearpoints, crude axes hewed spear shafts, and the sweeping blows of trolls tore open gaps in the Cathayan line. Again and again the battlelines came apart, warriors giving ground then pushing forwards once more, the movement of battle marked by the mounds of corpses strewn across the field.

Discipline and training, devotion and purpose – these were the weapons of Grand Cathay. Individually, each peasant was unable to match Kurgan fury, but when they fought together in unison, the barbarians were outmatched. Following each brief break in the fury of the fighting, the Marauders surged forwards only to be pushed back by volleys of shot or the sweeping blows of the towering Sentinel. When the enemy faltered, the wounded were dragged away and fresh troops rushed forth before the bloodshed began anew.

A Brief Respite

As the sun reached its zenith, the sounds of battle had faded. Clusters of bloodied barbarians stumbled away from the corpse-strewn fields, the lust for battle fled from them. Hundreds lay dead and thousands more wounded, but only the banners of Grand Cathay stood tall, whilst the Kurgan horde lay shattered and defeated. The surviving invaders fled north, scattering in the aftermath of crushing defeat. Dozens of chieftains had been slain and more blood was spilled as surviving champions sought to seize power amidst defeat.

As the Kurgans fought both amongst themselves and for survival, the Cathayans gave pursuit. Directed by Sky Lanterns, the warriors of wind and field hunted down their foe and each passing day brought a new battle. Of the invaders, mere hundreds reached the Great Bastion, fleeing towards the gatehouse they believed still lay in their hands.

No succour was to be found there. Exhausted from their flight, the barbarians were unprepared for the foe that awaited them. Atop the gatehouse hung Kurgan banners, but it was artillery that greeted them, not kin. Jade Lancers rode out and Miao Ying descended from above. Within minutes, the last of the invaders lay dead, the final trace of their presence purged from the realm of Grand Cathay.

Once more the servants of the Ruinous Powers had been defeated. The ripples of such a victory spread outwards, and tribes all across the Eastern Steppes erupted into war, battling to seize control of territory once held by the fallen invaders. As the intensity of assault upon the Great Bastion waned, Miao Ying was afforded a moment's respite to turn her gaze outwards, to threats both near and far.



STONE SKY MOUNTAINS

MINES OF NAN-YANG
FOREST OF HUNGRY GHOSTS

THE WESTERN PROVINCES

The Breaching Of The Bastion

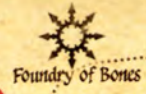
The immediate threat from the Eastern Steppes had been curtailed, with thousands slain within the borders of Grand Cathay, amongst them chieftains who had rallied scores of tribes to their banner. In the aftermath, the tribes fell to war amongst themselves, caring little for the potential wealth beyond the Great Bastion when easier victories stood before them.

In payment for this victory, lives and land had been sacrificed, and the promise of a bleak winter for those denied their harvest. Moreover, Miao Ying knew that something stirred in the north and feared that the power of the Dark Gods was growing. Such concerns were only fuelled by news from Westerland; with each year came new tales, a warlord who could not be stopped and the fiefdom she was carving from the Barony of Westerland. Miao Ying knew that the fate of her distant allies could not be ignored, for victory in the distant west would fuel the power of the Ruinous Powers in the east.

And so, once more, Miao Ying strategised and sought the counsel of her closest kin. Her duty lay with the Great Bastion and the protection of all it shielded; her goal was the weakening of the Ruinous Powers and their servants. In Westerland she saw the means to strike the Ruinous Powers an unprecedented blow, whilst simultaneously rousing the defenders of the Old World against the threat that loomed in the north.



IRON STORM



Foundry of Bones

DRAGONS CROSSROAD

THE GREAT BASTION



DRAGON GATE



TURTLE GATE

TERRACOTTA ROAD

THE NORTHERN PROVINCES

FOREST OF SERPENTS

LANDS OF STONE AND STEEL

STEEL LAKE



Po Mei

MIAO YING



IMPERIAL ROAD



Ming Zhu

City of the Shugengar

SERPENT ROAD AMET

XEN YANG



Jade Wind Mountain

CELESTIAL MOUNTAINS

MT. KUNLAN

DRAGON LAKE

Xing Po

Jingwai

HEAVENLY ROAD

Ming River

SAYTANG

Tai Tzu

City of Nonchara

Tongchang

THE IMPERIAL PROVINCES



THE BATTLE OF NAN-LI

To protect the Great Bastion, the hordes of Chaos had been allowed to breach the fortification and assault the Northern Provinces of Grand Cathay. In preparation for this, an army of peasants had been mustered at Nan-Li, mobilised to intercept the foe once they had pushed deep into Grand Cathay. It was a risk – to fail would leave the foe uncontested to ravage the lands and bring further suffering to its people.

Historical Recreation

This battle was fought between an army of Grand Cathay and an invading force of Kurgan tribes. To represent this, the players should write two muster lists (one for the attacker and one for the defender) as follows:

The Attacker

The attacker should write a single 2,000 points muster list using the Warriors of Chaos Grand Army composition list found in *Ravens Hordes*.

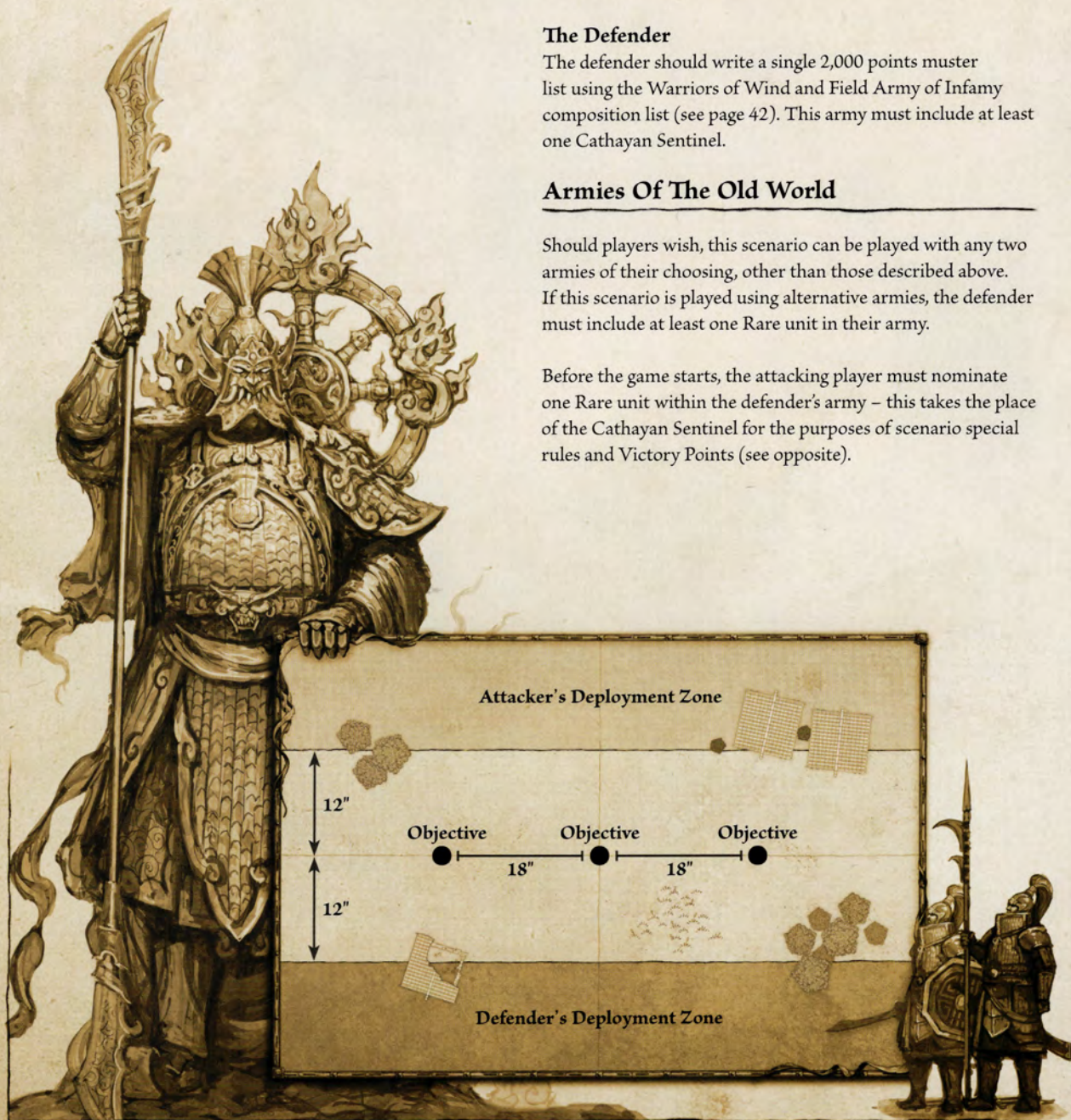
The Defender

The defender should write a single 2,000 points muster list using the Warriors of Wind and Field Army of Infamy composition list (see page 42). This army must include at least one Cathayan Sentinel.

Armies Of The Old World

Should players wish, this scenario can be played with any two armies of their choosing, other than those described above. If this scenario is played using alternative armies, the defender must include at least one Rare unit in their army.

Before the game starts, the attacking player must nominate one Rare unit within the defender's army – this takes the place of the Cathayan Sentinel for the purposes of scenario special rules and Victory Points (see opposite).



Set-up

Place terrain as described in the *Warhammer: the Old World* rulebook. As this battle takes place on farmland that has been pillaged by an invading Chaos army, the battlefield should feature a small number of fences, barricades and ruined buildings, and may feature one or more roads (as described in *Arcane Journal – Dawn of the Storm Dragon*), with the remainder of the battlefield being open space.

In addition, to represent the key locations that the forces of Chaos are attempting to burn, place three Objective markers, each represented by a miniature diorama occupying a 40mm round base. Objective markers are a type of battlefield decoration, as described on page 271 of the *Warhammer: the Old World* rulebook.

Objective markers are set up as shown on the deployment map. They cannot be placed within 3" of a terrain feature or straddling a low linear obstacle – if necessary, move the terrain the smallest possible amount to allow the objective marker to be placed.

Controlling Objective Markers: At the end of each turn, an objective marker can be controlled by a single Core unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of an objective marker, the closest unit controls it. If two or more eligible units are equally close to an objective marker, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to an objective marker and both have the same Unit Strength, the objective marker is 'contested' and neither unit controls it.

Deployment

The defender must deploy their main force anywhere in the defender's deployment zone, as shown on the map. Once complete, the attacker deploys their entire army within the attacker's deployment zone, as shown on the map opposite.

First Turn

In this scenario, the attacker will automatically take the first turn.

Game Length

The battle will last for six rounds or until one side concedes.

Scenario Special Rules

Steadfast Presence: Friendly units in the defender's army that are within 12" of the Cathayan Sentinel, or the Rare unit chosen in its place if alternative armies are used, may re-roll failed Panic tests.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described in the *Warhammer: the Old World* rulebook. In addition, at the end of the game:

- For each objective marker a player controls at the end of each player's turn, they win a bonus of 30 Victory Points.
- For each Objective Marker a player controls at the end of the game, their side wins a bonus 100 Victory Points.
- The attacking player wins a bonus 250 Victory Points if the Cathayan Sentinel, or the Rare unit chosen in its place if alternative armies are used, is slain.







Under the shadow of the Great Bastion, an Astromancer of the Celestial Court, accompanied by his arcane familiar, commands the warriors of Grand Cathay as they battle invaders.



A unit of Peasant Levy, armed with long spears.



A unit of Crane Gunner Teams, equipped with tower shields and powerful crane guns.



A unit of Iron Hail Gunners, armed with devastating iron hail guns.



Whilst the soldiers of Grand Cathay unleash devastating volleys from their warbows and iron hail guns, Crane Gun Teams take careful aim, choosing their targets with deadly precision.



An Astromancer of the Celestial Court, accompanied by a Crowman familiar.



A Supreme Astromancer, mounted upon a barded Cathayan warhorse.



Under the watchful gaze of a Lord Magistrate, a regiment of Peasant Levy advances towards the foe, their warbows held at the ready.



THE ARMIES OF GRAND CATHAY

The armies of Grand Cathay are vast beyond imagining, the nation's huge size allowing it to raise and support regiments that far outnumber the warhosts of western realms. Primarily tasked with the defence of their homeland rather than conquest and expansion, these armies are seldom seen far beyond their own borders. But when the need is great, the Dragons are willing to mobilise their forces and march to war upon distant battlefields.

The Jade Host

The backbone of Grand Cathay's armies is its numerous regiments of Jade Warriors and Jade Lancers. These well-armed and armoured soldiers are recruited from every corner of the Celestial Dragon's empire and serve him with loyalty, honour and courage from the moment of their induction until the day of their retirement. Any can serve within the Jade Host, regardless of gender, for the Dragons of Grand Cathay treat all of their subjects as equals and allow everyone to prove themselves in their chosen endeavours. Indeed, even those ill-suited to the rigours of the battlefield can offer their services to the Jade Host, and they will be rewarded with gainful employment in one of the multitude of valued support roles such a huge organisation depends upon.

Every city is home to extensive barracks and armouries, and huge tracts of land within and without the celestial cities are given over to stabling for the mounts of Jade Lancers and parade grounds where Warriors and Lancers alike train. The largest of these barracks are comparable to cities in their own right, housing thousands of warriors along with their families.

The Jade Host is commanded by the Gate Masters, each a veteran of many wars who has proved their ability to lead soldiers in battle and guide them in peace. Well versed in the arts of offensive and defensive warfare alike, the most senior of the Gate Keepers are tasked not only with command of the Jade Host, but with the security and good order of their city.

Astromancers & Engineers

The Jade Host seldom marches to war alone. Amongst its most numerous allies are battalions of locally trained peasant spearmen and archers, the numerous footsoldiers of Grand Cathay's many artificer houses, and the honoured members of the Celestial Court.

Centred in Nan-Gau, the artificer houses of Grand Cathay have enclaves in every town and city of the Celestial Dragon's realm, for the scions of these great houses are responsible for overseeing the manufacture of the nation's many technological wonders. Foremost amongst these are the House of Smoke and Powder, the House of Cog and Crane, and the House of Cloud and Flame, all organisations whose sigils are seen and recognised throughout Grand Cathay.

From refined crane guns to booming artillery, the artificer houses are responsible for the design, manufacture and maintenance of Grand Cathay's war machines. Accordingly, many soldiers and engineers in the employ of these houses accompany the warriors of the Jade Host at all times, supporting their campaigns with powerful handguns and devastating war machines alike.

Though they are a less common sight in the far corners of Grand Cathay, members of the Celestial Court are no less recognisable. Students of magic and masters of the Elemental Winds, Astromancers accompany the Jade Host to war, bolstering the might of Grand Cathay's armies with their arcane might and protecting their comrades from the hostile magics of evil sorcerers.

UPDATED GRAND ARMY COMPOSITION LIST

This page updates the Grand Army composition list for Grand Cathay, found in *Arcane Journal – Armies of 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 updated Grand Army composition 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 for new models joining the ranks of Grand Cathay, in addition to those found in *Arcane Journal – Armies of Grand Cathay*. This page gives you all of the information you need to include these new models in your army, turning your collection into 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, Gate Master, Lord Magistrate or Supreme Astromancer per 1,000 points
- Shugengan, Gate Keepers, Strategists and Astromancers

Core

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

- Jade Warriors and Peasant Levy
- If your General is a Gate Master or Gate Keeper, 0-1 unit of Jade Lancers may be taken as a Core choice

Special

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

- Jade Lancers, Crane Gunner Teams and Iron Hail Gunners
- 0-2 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 (Uneasy)
 - Wood Elf Realms (Uneasy)
 - High Elf Realms (Uneasy)

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 'Uneasy' allies.

WARRIORS OF WIND & FIELD

Beyond its great cities, Grand Cathay has thousands of small towns, villages and other settlements, each home to a large population of humble peasants and tradespeople. Should the need arise, each province can quickly raise vast armies from this population, all willing to do their duty in the service of their Dragon Emperor and defend their homeland.

In The Service Of Dragons

In times of need, the Lord Magistrates and Strategists of Grand Cathay assess the danger they face and weigh it against the resources available, be they the warriors of the Jade Host, or the soldiers and war machines of the artificer houses. Should those resources be found wanting, these experienced commanders are authorised by the Dragons themselves to summon the warriors of wind and field and prepare the populace for war.

When such a summons is issued, word quickly spreads around the entire province, carried to the ears of village elders near and far, instructing them to gather together every able bodied man and woman under their governance, to prepare them for war, and to dispatch them with all haste to the gates of the nearest city. Upon receiving such a summons, the humble peasantry hastens to obey, mustering in town squares and upon the outskirts of villages, whilst carefully laid plans for their arming and training are quickly set into motion.

Peasant levies, given simple but hard-wearing uniforms in the colours of their province, are often eclectic in appearance, especially when compared to the refined uniformity of the Jade Host. Made locally, the uniforms worn by peasant soldiers often differ in style not only from one province to the next, but between towns and villages within the same region. This, when combined with the conscripts' tendency to don such small items of armour as they possess, can give them an eclectic and ill-disciplined appearance that belies their diligence and determination.

Armies Of Wind & Field

Upon conscription, Lord Magistrates and Strategists will divide the peasant soldiers newly under their command into regiments and arm them according to their skills and disposition. Those that display the strongest constitutions and the most resilience of spirit are armed with long spears and formed into frontline fighting regiments. Under the command of seasoned veterans, these soldiers undergo short but rigorous training intended to teach them the use of their new weapons and to instil within them a willingness to rely upon their comrades amidst the chaos and tumult of battle.

Those of a less physical demeanour are armed with war bows and formed into support regiments, with skilled hunters and foresters being taken aside to train as scouts and skirmishers. Whilst those selected for such dangerous roles will have their endurance, speed and accuracy with bow and arrow tested, most recruited as archers are taught the art of rapidly nocking, drawing and loosing arrow after arrow.

Such training teaches archers not to worry about pinpoint accuracy or the pace of the soldier next to them, for the armies of Grand Cathay know that the true strength of a regiment of archers lies in its ability to maintain a constant barrage of arrows upon the foe. Thus, from the moment the order is given to open fire until combat is joined, each archer nocks, draws and looses at their own pace. In this way, enemy regiments must advance through an unrelenting storm intended to deplete their numbers and wither their courage.





Cathayan Peasant Levy

Whilst the warriors of wind and field that make up the vast regiments of peasant levy are almost always drawn from amongst the many farmers and artisans that populate the nation's more rural areas, they serve the Celestial Dragon under the banner of one of Grand Cathay's great cities.

Accordingly, regiments of such soldiers, be they armed with warbows or long spears, wear simple uniforms in the colours of the city they serve, and display the colours of their province in their, often very ornate, draconic banners.

GRAND CATHAY

WARRIORS OF WIND & FIELD

This Army of Infamy composition list is designed to be used with the Grand Cathay army list found in this book and *Arcane Journal – Grand Cathay*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.



If you wish to field a Warriors of Land and Field in your games of *Warhammer: the Old World*, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found on page 39:

Army of Infamy Composition List

Characters

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

- 0-1 Lord Magistrate, Gate Master, or Supreme Astromancer per 1,000 points
- Shugengan, Gate Keepers, Strategists and Astromancers

Core

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

- 1+ unit of Peasant Levy
- Iron Hail Gunners
- 0-1 unit of Jade Warriors 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 Warriors, Crane Gunner Teams and Sky Lanterns
- 0-2 war machines chosen from the following list per 1,000 points:
 - Fire Rain Rocket Batteries
 - Cathayan Grand Cannon
- 0-1 unit of Jade Lancers may be taken as a Special choice

Rare

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

- Jade Lancers and Cathayan Sentinels

Mercenaries

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

- Badlands Ogre Bulls (see *Arcane Journal – Orc & Goblin Tribes*)

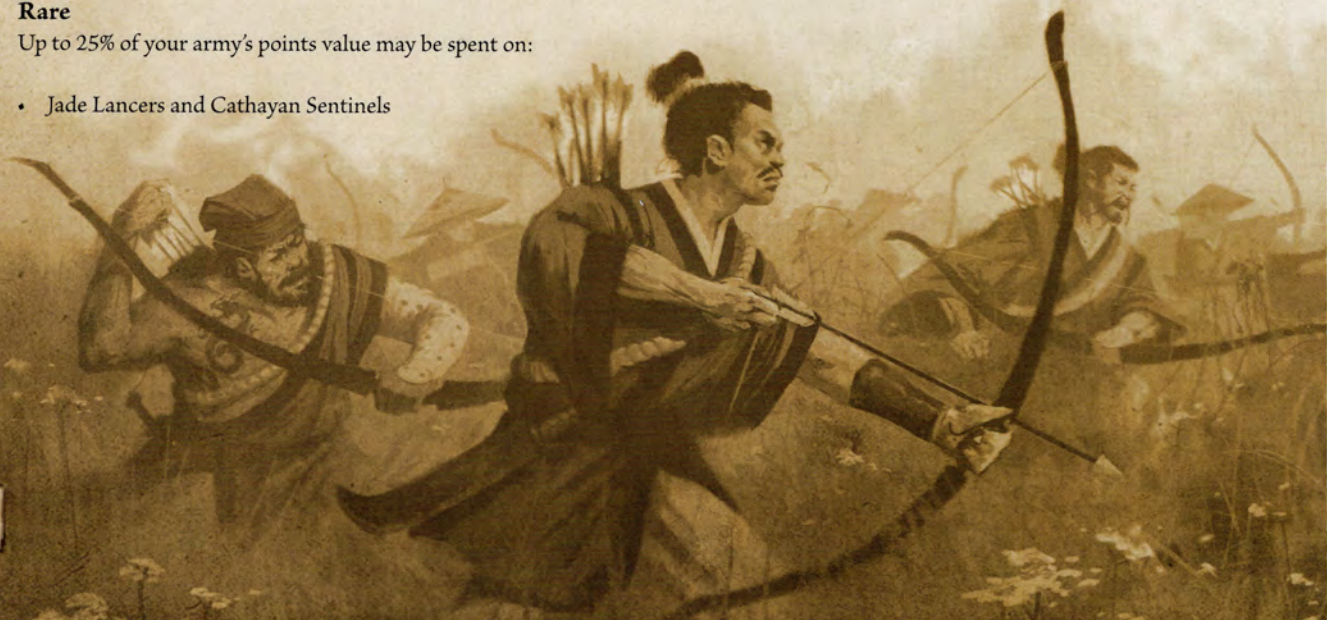
Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the *Warhammer: the Old World* rulebook.

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.

Magic Items

Any models that have the option to purchase magic items may purchase Common or Grand Cathay magic items.



WARRIORS OF WIND & FIELD

SPECIAL RULES

On this page, you will find a full description for each of the army special rules that apply to an army built using the Warriors of Land and Field Army of Infamy composition list. These are in addition to the Grand Cathay special rules found on page 48. In case of contradiction, the special rules below take precedence over the Grand Cathay special rules.

Discipline Of The Dragon

When the defenders of Grand Cathay march to war, vast regiments of soldiers work in harmony with the wonders of the Celestial Dragon's artificers and engineers. Thus do Sky Lanterns command regiments of peasant warriors from afar, guiding them forward with wondrous precision.

Once per game, during the Command sub-phase of your turn, unless it is engaged in combat, each Sky Lantern in your army may attempt to enact one of the following 'Grand Strategies' by making a Leadership test. If this test is passed, until your next Start of Turn sub-phase, all friendly Cathayan units that are currently within 12" of that Sky Lantern are affected by the chosen Grand Strategy:

- **Defiance of the Dragon:** Whilst this Grand Strategy is in effect, affected units gain the Stubborn special rule. If an affected unit is already Stubborn, it becomes Unbreakable instead.
- **Strength of the Everlasting Empire:** Whilst this Grand Strategy is in effect, affected units whose troop type is 'infantry' or 'cavalry' cannot be wounded by a roll To Wound of 2, regardless of the attacker's Strength.
- **Fury of the Falling Blade:** Whilst this Grand Strategy is in effect, affected units whose troop type is 'regular infantry' gain a +1 modifier to their Movement characteristics and may re-roll their Charge, Flee or Pursuit rolls.

Warriors Of The Field

The peasants of Grand Cathay work the land in service of the Celestial Dragon. Through such labour they become accustomed to traversing difficult terrain, learning to do so with the greatest of ease.

Units of Peasant Levy do not become Disrupted by difficult or dangerous terrain. In addition, 0-1 unit of Peasant Levy per 1,000 points may have the Move through Cover special rule for +20 points.

Warriors Of The Land

Stoic in their defence of their realm and fearless in their duty to serve the Celestial Dragon, the humble peasant warriors of Grand Cathay give ground reluctantly before the foe.

When a unit of Peasant Levy Falls Back in Good Order, it may choose which dice to discard when making its Flee roll, rather than automatically discarding the lowest result.

Warriors Of The Wind

Peasant regiments are more familiar with the landscape than the soldiers of the cities, enabling them to advance upon the enemy, swiftly and unseen.

0-1 unit of Peasant Levy per 1,000 points may have the Reserve Move and Scouts special rules for +2 points per model.





Character



The Celestial Mages

The Celestial Court is the centre for magical study in Grand Cathay, and it is here that a Wizard can learn the art of magic from the Dragons themselves, albeit through the countless texts they have written on the subject over the centuries. The Celestial Court is largely the domain of the Astromancers, who practise many forms of magic and perfect innumerable arcane rituals unimaginable to the crude Wizards of the Old World. This is because the elemental Winds of Magic have been stilled by the machinations of the Celestial Dragon, enabling the Wizards in his service to easily manipulate them, twining the winds together to form pure, high magic.

Astromancers Of The Celestial Court

	M	WS	BS	S	T	W	I	A	Ld	Points
Supreme Astromancer	4	3	3	3	3	3	3	2	8	125
Astromancer	4	3	3	3	3	2	3	1	8	65

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

Magic: A Supreme Astromancer is a Level 3 Wizard. An Astromancer is a Level 1 Wizard. Every Astromancer of the Celestial Court knows spells from one of the following Lores of Magic:

- Battle Magic
- Elementalism
- High Magic
- Illusion

Options:

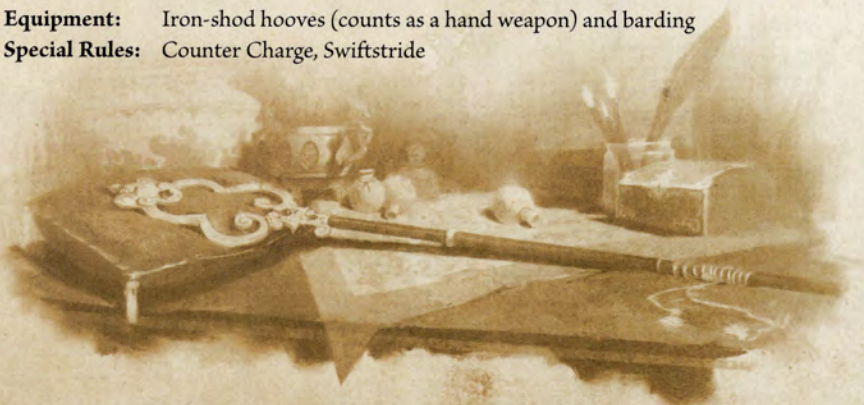
- Must choose one of the following special rules:
 - Lore of Yang..... Free
 - Lore of Yin..... Free
- May be mounted on a Cathayan horse..... +16 points
- A Supreme Astromancer may:
 - Be a level 4 Wizard..... +30 points
 - Purchase magic items up to a total of..... 100 points
- An Astromancer may:
 - Be a level 2 Wizard..... +30 points
 - Purchase magic items up to a total of..... 50 points

Special Rules: Magical Attacks, Magic Resistance (-1), Mastery of the Elemental Winds

Cathayan Horse

	M	WS	BS	S	T	W	I	A	Ld	Points
Cathayan Horse	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: Counter Charge, Swiftstride



Peasant Levy

	M	WS	BS	S	T	W	I	A	Ld	Points
Peasant Soldier	4	2	3	3	3	1	3	1	5	4
Peasant Elder	4	2	4	3	3	1	3	2	6	+8

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment: Hand weapons

Options:

- The entire unit must take one of the following:
 - Long spears (see below) Free
 - Warbows Free
- The entire unit may take light armour +1 point per model
- Any unit may:
 - Upgrade one model to a Peasant Elder (champion) +8 points per unit
 - Upgrade one model to a standard bearer +5 points per unit
 - Upgrade one model to a musician +5 points per unit
 - Replace the Close Order special rule with Skirmishers Free
- 0-1 unit per 1,000 points may have the Ambushers special rule +1 point per model

Special Rules: Close Order, Horde, Warband

	R	S	AP	Special Rules
Long spear	Combat	S	-	Fight in Extra Rank, Strike First

Notes: Models whose troop type is 'infantry' only. A model wielding a long spear cannot make a supporting attack during a turn in which it charged. A long spear's Strike First special rule applies only against charging enemy units.



Infantry



Warriors of Wind & Field

Cathay is home to thousands upon thousands of villages and towns, small settlements that lie outside the towering walls of its grand cities, and each province is expected to raise an army from these villages should the Celestial Dragon Emperor call upon them. These provincial troops are not as well-equipped as the professional armies of the empire, favouring simple weapons such as spears and bows, but they are far more numerous and no less well organised in battle – the will of the Dragons making them fight harder than men and women merely sworn to mortal lords. Yet despite their determination, professional soldiers such as the Jade Warriors of the great cities are seldom impressed by the fighting prowess of such regiments, for their value lies in their numbers rather than their skill.

Infantry



Crane Gunners

Firearms are primarily constructed in Nan-Gau by the edict of the Dragon Emperor. The foundries of the City of Smoke turn out large numbers of these weapons, in all shapes and sizes. One of the most common variants is the Crane Gun, a long barrelled firearm often carried by two Nan-Gau soldiers and fixed to a tower shield for greater accuracy. Used in large numbers, these guns can be utterly devastating, able to scythe down enemy formations at great distances, or pick off enemy leaders and monsters with precise volleys of fire.

Crane Gunner Teams

	M	WS	BS	S	T	W	I	A	Ld	Points
Crane Gunner Team	4	3	3	3	3	2	3	2	7	16

Troop Type: Regular infantry
Base Size: 25 x 50 mm
Unit Size: 3-8
Equipment: Hand weapons, crane guns (see below), light armour and tower shields (see below)

Options:

- 0-1 unit per 1,000 points may:
 - Have the Ambushers special rule..... +1 point per model
 - Have the Reserve Move special rule..... +2 points per model

Special Rules: Open Order

Tower Shields

These large, heavy shields not only offer unrivalled protection, but provide a stable platform upon which to balance the length and weight of a long-barrelled gun.

A tower shield is a shield that improves its wielder's armour value by 3 (rather than the usual 1) against attacks made by enemy models that lie within the wielder's front arc. However, a tower shield offers no protection to its wielder against attacks made by enemy models that lie within the wielder's flank or rear arcs.

	R	S	AP	Special Rules
Crane gun	36"	6	-2	Armour Bane (2), Cumbersome, Move or Shoot



Iron Hail Gunners

	M	WS	BS	S	T	W	I	A	Ld	Points
Iron Hail Gunner	4	3	3	3	3	1	3	1	7	12
Marksman	4	3	4	3	3	1	3	1	7	+6

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 4-12
Equipment: Hand weapons, iron hail guns (see below) and light armour

Options:

- The entire unit may take gunpowder bombs +2 points per model
- Any unit may upgrade one model to a Marksman (champion) +6 points per unit

Special Rules: Open Order, Skirmishers

	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
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.



Infantry



Iron Hail Gunners

The iron hail gun is a heavy blunderbuss with a large bore for close-in work. Though short-ranged, the gun is ideally suited to defence, either in the close confines of a city or from the battlements of the Great Bastion. Cathayan commanders often deploy their Iron Hail Gunners on the flanks of their formations where they can discourage even the most heavily armoured of enemy horsemen, the concentrated shot from the guns able to punch through shields and plate at close range. Iron Hail Gunners typically fight in ranks, the forward ranks kneeling or laying down so that the ones behind can fire, the combination of multiple ranks filling the area in front of the gunners with a storm of lead shot.



**“THE ELEMENTAL WINDS ARE BORN OF CHAOS.
THROUGH THEIR MASTERY, WE CREATE HARMONY.”**

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

WARHAMMER™

THE OLD WORLD

ARCANE JOURNAL™

THE BREACHING OF THE GREAT BASTION

This supplement journeys to the fields and forests of Grand Cathay, highlighting the great courage and devotion of the commonfolk of the Dragon Emperor's realm. Used in conjunction with *Arcane Journal – Armies of Grand Cathay*, this book arms you with additional rules and content, presenting a host of new profiles and ways to play with the forces of the Celestial Dragon.



The Land of Dragons: An in-depth look into Grand Cathay's rich history and the people who call it home; highlighting the unyielding loyalty they have for both the land and its rulers.

War in Grand Cathay: The forces of Chaos hurl themselves against the high walls of the Great Bastion, forcing the people of Grand Cathay to take up arms and fight for their homeland.

Portents & Ploughshares: Background and rules for a host of new models, including Astromancers of the Celestial Court, Peasant Levy, Crane Gunner Teams and Iron Hail Gunners.

Armies of Grand Cathay: Featuring an updated Grand Army Composition list and the rules to field a brand new Army of Infamy: Warriors of Wind and Field.

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