

Kingdom of Cathay

Lying far to the east of the Old World is the mystical kingdom of Cathay. It is place were only rich traders from the Old World ever visit and each brings back examples of Cathay's affluence. Cathay has one of the most powerful Navies in all of the Old World and has an equally powerful army to match. Cathay is ruled by a powerful Emperor, sitting upon the throne by rite of mandate. Powerful families rule each of Cathay's many provinces and so there are many willing to prove their worth in battle. Cathay has the typical border problems caused by Orcs and the tiger skinned Beastmen, and suffers raids on its eastern shores by Dark Elf raiders. It constantly squabbles with Araby and many times have they gone to war. Cathay also seeks some form of revenge upon the Lizardmen, who they hold responsible for the annihilation of an entire fleet.

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Please note that this is a working list and is most likely highly unbalanced. Any contributions to the list would be most welcome and should be directed to our website.

Army list

The Cathayan army is chosen like every other Warhammer race with the same characters and unit restrictions.

Lords

0-1 Warlord 130 points

Usually the head of a family, Warlords rule over a single province within Cathay, dealing with local government and fighting off small bands of invaders

M	WS	BS	S	T	W	I	A	LD
4	7	5	4	4	4	6	4	10

Weapons: Hand Weapon, Heavy Armour and Warhorse

Options: May have shield (+3 pts), longbow (+15 pts)

May have either a spear (+3 pts) or a great weapon (+6 pts)

Mount may have barding (+6 pts)

May choose up to 50 pts of heirlooms

Special: Musou: When reduced to his last wound, a Warlord doubles his base attacks value

If Elite Companions are also chosen then the Warlord must lead them, the Companions also become stubborn

Strategist 175 pts

Strategists are vital in large campaigns; their advice and seeming manipulation of the heavens can turn the tide in battle

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	4	3	4	2	8

Weapons: Hand weapon

Magic: Level 3 wizard and can choose from the following Lores: Fire, Metal, Heavens, Light

Options: May be upgraded to level 4 wizard (+35 pts)

May ride a warhorse (+15 pts), which may have barding (+6 pts)

May choose up to 50 pts from the following items; dispel scrolls, power stones, Talisman of Protection (may pay additional 15 pts for 5+ save or 30 pts for 4+ save)

Special: A Strategist allows you to add +1 to the result when rolling for first turn and deployment

Units within 6" of the strategist may use its leadership if not the army general

Musou: When reduced to his last wound, a Strategist doubles his base attacks value

Heroes

Hero 50 points

Heroes are often family members or close friends of the Warlord himself, although sometimes they can be born of the common people themselves

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

Weapons: Hand Weapon

Options: May have a longbow (+10 pts) and either a spear (+2 pts) or a great weapon (+6 pts)

May have light armour (+2 pts), heavy armour (+4 pts) and a shield (+3 pts),

May ride Warhorse (+10 pts) which may have barding (+4 pts)

May choose up to 25 pts of heirlooms

Special: Musou: When reduced to his last wound, a Hero doubles his base attacks value

May carry battle standard for +25 pts, this may be upgraded to a provincial banner which must be the same as all other provincial banners in the army

Tactician 60 pts

Advice council to the army general, they have limited abilities in both strategy and magic

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

Weapons: Hand weapon

Magic: Level 1 wizard and can choose from the following Lores: Fire, Metal, Heavens, Light

Options: May be upgraded to level 2 wizard (+35 pts)

May ride a warhorse (+15 pts), which may have barding (+6 pts)

May choose up to 25 pts from the following items; dispel scrolls, power stones, Talisman of Protection

Special: A Tactician allows you to add +1 to the result when rolling for table edge

Units within 6" of the tactician may use its leadership if not the army general

Musou: When reduced to his last wound, a tactician doubles his base attacks value

Core Units

Regulars 3 pts per model

Made up of basically trained peasantry, regulars form the bulk of the Cathay armies

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

Units Size: 10+

Weapons: Hand weapon

Options: The entire unit may be equipped with one of the following: spears (+1 pts), pikes (+2 pts)

bows (+2 pts), crossbows (+3 pts), handguns (+3 pts). Points added to each model in the unit

May wear light armour (+1 pt) and have shields (+1 pts)

Upgrade a regular to a Musician (+5 pts)

Upgrade a regular to a Standard Bearer (+10 pts)

Upgrade a regular to a Sergeant (+10 pts) with either +1 Attack or +1 Ballistic Skill

May upgrade one regular per 10 to a bombardier for +3 pts, when regulars are charged, enemy unit takes D6 Strength 3 hits for each bombardier in the unit. They must be placed in first or second ranks

Light Cavalry 12 pts per model

Made up of basically trained peasantry, light cavalry form reconnaissance teams and make light raids upon enemy emplacements

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

Units Size: 5+

Weapons: Hand weapon, Spear, Light Armour, Shield, riding Warhorse

Options: Upgrade a regular to a Musician (+5 pts)
 Upgrade a regular to a Standard Bearer (+10 pts)
 Upgrade a regular to a Sergeant (+10 pts) with +1 Attack
 Special: Fast Cavalry

Special Units

0-1 Elite Companions 28 pts per model

Elite Companions guard the armies general. They are brave and powerful fighters and will almost never retreat when guarding their master

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

Units Size: 5+

Weapons: 2 Hand weapons, Heavy Armour, Shield, riding Barded Warhorse

Options: Upgrade a model to a Musician (+8 pts)
 Upgrade a model to a Standard Bearer (+16 pts)
 Upgrade a model to a Sergeant (+16 pts) with +1 Attack

Special: May carry the provincial banner, this must be the same as all other provincial banners in the in the army
 If accompanied by a Warlord they become stubborn. If the warlord falls they hate all enemy units

Heavy Cavalry 21 pts per model

Heavy Cavalry are elite veterans who have fought in several campaigns. Their employment gives them many privileges within their provincial home.

M	WS	BS	S	T	W	I	A	LD
4	4	2	3	3	1	4	1	8

Units Size: 5+

Weapons: Hand weapon, Spear, Heavy Armour, Shield, riding Barded Warhorse

Options: Upgrade a model to a Musician (+8 pts)
 Upgrade a model to a Standard Bearer (+16 pts)
 Upgrade a model to a Sergeant (+16 pts) with +1 Attack

Special: May carry the provincial banner, this must be the same as all other provincial banners in the in the army

Jhovall Riders 23 pts per model

Jhovall Riders hail from all over Cathay and are made up of those who tamed the great tigers who roam the lands

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

Units Size: 5+

Weapons: Hand weapon, Spear, Light Armour, Shield, riding Grand Tiger

Options: Upgrade a model to a Master (+16 pts) with +1 Weapon Skill and Attack

Horse Archers 12 pts per model

Fulltime soldiers, horse archers are paid a basic wage to fight at in the warlord's army

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

Units Size: 10+

Weapons: Hand weapon, Bow, riding Warhorse

Options: Upgrade a model to a Musician (+5 pts)
 Upgrade a model to a Standard Bearer (+10 pts)
 Upgrade a model to a Sergeant (+10 pts) with +1 Ballistic Skill

Special: Fast Cavalry

Trappers 14 pts per model

Scouts are full time troops, taking a forward role on the field and laying cruel traps for the enemy

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

Units Size: 5-10

Weapons: Hand weapon, Longbow, Light Armour,

Options: Upgrade a scout to a Sergeant (+6 pts) with +1 Ballistic Skill

Special: Scouts, Skirmish

Traps: At the end of the opponent's movement phase place the large template over every scout, every enemy unit touched takes D6 strength 3 hits on account of various set traps being activated. Units can only suffer damage to models under the template

War Wagon 100 pts per model

War wagons are large carriages that can fire huge bolts. They are easily overwhelmed in combat but can provide vital support to units facing armoured opponents

M	WS	BS	S	T	W	I	A	LD
7	2	3	3	5	4	1	4	6

Units Size: 1, pulled by 2 warhorses, crew inside

Weapons: As a bolt thrower but may only fire a single bolt

Armour Save: 3+

Special: Chariot, D3 impact hits

Rare

Elephant Cavalry 48 pts per model

Trained in the southern provinces, Elephant cavalry are a frightening and powerful opponent to face

M	WS	BS	S	T	W	I	A	LD
6	3(2)	0(2)	5(3)	5	4	1	2(1)	5(6)

Units Size: 5+

Weapons: Hand weapon

Options: Riders may have bows (+1 pt) and spears (+1 pt), the elephants may be barded (+3 pts)

Special: Stats in brackets are for the two-crew members

Cause Fear

Scaly Skin save (5+)

Arbalest 65 pts per model

These giant crossbows can make a mockery of armoured. 2 count as a single rare choice

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

Number of Crew: 3

Weapons: Hand weapon

Special: Fires as a Bolt Thrower but may only fire a single bolt

Stone Thrower 85 pts per model

Stone Throwers are utilized mainly to bring down fortified walls though they save just a good a purpose when firing upon enemies. 2 count as a single rare choice

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

Number of Crew: 3

Weapons: Hand weapon

Special: See Rulebook

Juggernaught 100 pts per model

Dragon Cannons are limited weapons of war. Bearing similarities to modern tanks, these were manned by crews who lit fireworks inside which sent great gouts of flame. These terrorised enemies but more often than not they exploded killing their crews.

M	WS	BS	S	T	W	I	A	LD
3	0	2	4	4	2	0	1	6

Number of Crew: 2, will never leave cannon

Weapons: Flame Cannon, treated as a flaming breath weapon

Special: Causes fear

Moves as Chariot though it can never charge and is immune to psychology

When firing, roll the artillery dice; the flame template moves forward a distance equal to half number rolled. In the event of a misfire the dragon cannon is destroyed

Heirlooms

Heirlooms are chosen like magic items although they have different effects. They enhance the bearer itself and items can be duplicated within the army. However the same combination of items cannot be taken.

Heirlooms

Peacock Urn	20 points	+1 Wound
Dragon Amulet	10 points	+1 Attack
Tiger Amulet	15 points	+1 Strength
Tortoise Amulet	25 points	+1 Toughness
Speed Scroll	20 points	+1 Movement, affects unit
Wing Boots	40 points	No penalty for terrain, affects unit
Huang's Bow	10 points	+1 bow strength
Nanman Armour	15 points	+1 save versus missile fire, affects unit
Horned Helm	10 points	+1 strength when mounted
Cavalry Armour	5 points	+1 save when mounted
Seven Star Sash	10 points	6+ Ward save
Elixir	5 points	+1 Initiative
Herbal Remedy	5 points	+1 strength when charging
Art of War	30 points	Doubles effects of heirlooms
Way of Musou	30 points	Uses Musou ability regardless of wounds
Power Scroll	5 points	Always win Initiative ties
Wind Scroll	35 points	Place in second rank and attack from it
Charge Bracer	20 points	Nullify enemy charge bonuses

Harnesses

The first 3 harnesses upgrade mounts, the latter two can only be chosen by a hero

Red Hare	5 points	+2 steed movement
Hex Mark	5 points	+1 steed attack
Storm Runner	5 points	+1 steed strength
Elephant Harness	25 points	Fights as if on elephant (See elephant cavalry) Character can choose no other equipment
Jhovall Harness	10 points	Fights as if on Grand Tiger

Orbs

Fire	5 points	Has flaming attacks
Ice	15 points	Models wounded cannot fight back this phase
Vorpal	15 points	Killing Blow
Lightning	10 points	Models hit, suffer an extra D3 Strength 3 hits
Blast	10 points	Additional -1 armour save
Poison	15 points	Has poison attacks

Mounts

	M	WS	BS	S	T	W	I	A	LD	
Warhorse	8	3	0	3	3	1	3	1	5	
Grand Tiger	7	4	0	4	3	1	4	2	6	
Elephant	6	3	0	5	5	4	1	2	5	Fear, scaly skin 5+