

ARMIES OF GRAND CATHAY

FAQ & ERRATA – VERSION 1.5.2

This document collects amendments to the rules contained within *Arcane Journal: Armies of Grand Cathay* and *Arcane Journal: Dawn of the Storm Dragon*, and presents our responses to players' frequently asked questions. As this document is revised regularly, it has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in one language, to clarify a translation issue. When this document is revised in full, the version number will be incremented.

Armies of Grand Cathay Errata

Below you will find errata to *Arcane Journal: Armies of Grand Cathay* and *Arcane Journal: Dawn of the Storm Dragon*. When this document is revised, updated entries will be highlighted in [\[blue\]](#), while entirely new additions will be highlighted in [\[magenta\]](#).

Designers' Note: Errata marked with an asterisk (*) have been corrected in a later printing of the publication and may not apply.

Arcane Journal Armies of Grand Cathay Errata

Page 27

Supreme Matriarch of Nan-Gau: Change the second sentence of the rule as follows:

'In addition, 0-1 unit of Jade Warriors or 0-1 unit of Jade Lancers in her army may be upgraded to Celestial Dragon Guard for +2 points per model.'

Page 30

Cathayan Warhorse: Delete 'First Charge' from the list of special rules.

Page 31

Magistrates of Grand Cathay Options: Change the option that reads 'May be mounted on a Sky Lantern' as follows:

- 'A Lord Magistrate may be mounted on a Sky Lantern.....see page 34'

Page 34

Sky Lantern: Change the Toughness characteristic to '4'.

Commander: Delete 'champion' from the Commander's profile.

Special Rules: Delete 'Unbreakable', then add 'Flammable' to the list of special rules.

Disengage: Change the rule as follows:

'Should this model lose a round of combat and Give Ground, it may choose to Fall Back in Good Order instead. Enemy units can follow up as if this model had given ground, moving 2" directly towards it, but cannot pursue it. In addition, should it win a round of combat and choose to restrain and reform, this model may choose to Fall Back in Good Order rather than remaining where it is.'

Page 35

Sky Lantern Bombs: Change the first sentence of the rule as follows:

'Once per game, if this model is equipped with Sky Lantern bombs, it may perform a 'Bombing Run' attack against a single enemy unit that is not engaged in combat.'

Page 41

Ogre Loader: Delete (Character) from the Troop Type.

Mercenary Crew: Change the first two sentences of the rule as follows:

'An Ogre Loader is an additional crew member that can be taken as an upgrade to accompany a Cathayan war machine. During deployment, position an Ogre Loader with its war machine, as you would any other crew member.'

Page 43

Standard of Wei-Jin: Change the Points to '60'.

Icon of Heavenly Fury: Change the Points to '45', then change the second and third sentences of the rule as follows:

'During the Command sub-phase of their turn, if they are not engaged in combat, the bearer of this banner may attempt to unleash its power by making a Leadership test (using their own unmodified Leadership). If this test is passed, until your next Start of Turn sub-phase enemy units cannot use the Fly (X) special rule.'

Dragon's Eye Banner: Change the second sentence as follows:

'On a 4+, the Wizard's controlling player must choose another target.'

Page 44

Maw Shard: Change the Points to '50.'

Alchemist's Mask: Change the rule as follows:

'The wearer of the Alchemist's Mask can cast the Plague of Rust spell from the Lore of Elementalism (see page 327 of the *Warhammer: the Old World* rulebook) as a Bound spell, with a Power Level of 1.'

Page 45

The Elemental Winds: Change the first list of bullet points as follows:

- 'On a roll of 1-2, the Winds grow still and nothing happens.'
- 'On a roll of 3-4, the Winds of Yang blow strongest.'
- 'On a roll of 5-6, the Winds of Yin blow strongest.'

Page 47

Lore of Yin: Change the first sentence of the second paragraph as follows:

'A Wizard with the 'Lore of Yin' special rule may discard one of their randomly generated spells as normal.'

Page 48

Cathayan Lance: Change the weapon's Notes as follows:

'Notes: *Models whose troop type is 'cavalry', 'monster' or 'chariot' only. A Cathayan lance's Strength and Armour Piercing modifiers apply only against enemy models the wielder charged that turn.'*

Dragon Fire Bombs: Change the Strength characteristic to '3.'

Arcane Journal Dawn Of The Storm Dragon Errata

Page 48

Ring of Jet: Delete the asterisk (*), then change the rule as follows:

'The wielder of the Ring of Jet can cast the Unquiet Spirits spell from the Lore of Necromancy (see page 333 of the *Warhammer: the Old World* rulebook) as a Bound Spell, with a Power Level of 1.'

Seal of Xing Po: Change the Points to '35'.

Armies Of Grand Cathay Frequently Asked Questions

Below you will find our answers to frequently asked questions. Where possible, answers are given immediately, followed by further explanations. When this document is revised, updated entries will be highlighted in [\[blue\]](#), while entirely new additions will be highlighted in [\[magenta\]](#).

Arcane Journal Armies Of Grand Cathay

Q: Heavenly Beacon allows you to modify the roll by +1 or -1 when rolling to determine if Ambushers arrive. Is this cumulative? In other words, is it +2 or -2 if I have two Sky Lanterns?

A: *No, it's not cumulative. You may apply a +1 or -1 modifier if you have one or more Sky Lanterns.*

Q: Are the effects of the Grand Cannon's Thunderous Impact special rule cumulative? In other words, if a unit is within range of two strike points, does it suffer a -2 modifier to its Movement characteristic?

A: *No, it's not cumulative.*

Q: Mastery of the Elemental Winds can only be used once per turn, but is this once per Wizard or once per army?

A: *Once per army.*

UPDATED GRAND ARMY COMPOSITION LIST



First published in *Arcane Journal – the Breaching of the Great Bastion*, this page updates the Grand Army composition list for Grand Cathay, found in *Arcane Journal – Armies of Grand Cathay*. This is the new, 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. 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 Armies 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.