600 Points Grand Cathay Battle March Muster List

With this document you can field this army in your games, using only the contents of the Grand Cathay Battle March army box. For additional content and options, see the Grand Cathay army list in *Arcane Journal – Armies of Grand Cathay* and *Arcane Journal – The Breaching of the Great Bastion*.

Suen Jinglong, the Iron Blooded

1 Shugengan General (Level 1) (General).....149 points

	M	WS	BS	S	T	W	I	A	Ld
Suen Jinglong	-	5	3	4	5	6	5	3	8
Great Spirit Longma	8	5	-	5	-	-	4	3	-

Troop Type: Monstrous creature (character)
Equipment:

- **Shugengan General:** Hand weapon, iron talons, Cathayan lance and light armour
- **Great Spirit Longma:** Crown of horns

Magic: Suen Jinglong is a Level 1 Wizard. She knows one spell from the Lore of Battle Magic (see page 320 of the *Warhammer: the Old World* rulebook)
Special Rules: Armoured Hide (2), Celestial Forged Armour (5+), Counter Charge, Fear, Fly (9), Impact Hits (D3+1), Lore of Yang or Lore of Yin (choose one), Swiftstride, Will of the Dragons

Tian Youhan's Iron Hail Gunners

6 Iron Hail Gunners, including champion.....78 points

	M	WS	BS	S	T	W	I	A	Ld
Iron Hail Gunner	4	3	3	3	3	1	3	1	7
Tian Youhan (champion)	4	3	4	3	3	1	3	1	7

Troop Type: Regular infantry
Equipment: Hand weapons, iron hail guns and light armour
Special Rules: Open Order, Skirmishers

The Stalwart Storm

4 Crane Gunner Teams.....64 points

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

Troop Type: Regular infantry
Equipment: Hand weapons, crane guns, light armour and tower shields
Special Rules: Open Order

Tower Shields
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.

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Ren Xiping's Warrior Host

20 Jade Warriors, including champion, standard bearer & musician ..... 178 points

	M	WS	BS	S	T	W	I	A	Ld
Jade Warrior	4	4	3	3	3	1	3	1	8
Ren Xiping (champion)	4	4	3	3	3	1	3	2	8

Troop Type: Heavy infantry
Equipment: Hand weapons, heavy armour and shields
Special Rules: Close Order, Defensive Stance, Will of the Dragons

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

Pan Junwen's Jade Lancers

5 Jade Lancers, including champion, standard bearer & musician ..... 128 points

	M	WS	BS	S	T	W	I	A	Ld
Jade Lancer	-	4	3	3	3	1	3	1	8
Pan Junwen (champion)	-	4	3	3	3	1	3	2	8
Cathayan Warhorse	7	3	-	3	-	-	3	1	-

Troop Type: Heavy cavalry
Equipment:

- **Jade Lancers:** Hand weapons, Cathayan lances, heavy armour and shields
- **Champion:** Hand weapon, Cathayan lance, heavy armour and Enchanted Shield
- **Cathayan Warhorses:** Iron-shod hooves (counts as hand weapons) and barding

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

Enchanted Shield
The Enchanted Shield is a shield. In addition, its bearer has a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.

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

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Army Special Rules

On this page you will find a full description for each of the special rules used, and profiles for the weapons wielded, by models in this army. Any special rules not listed below can be found in the *Warhammer: the Old World* rulebook.

Celestial Forged Armour (X+)

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

Will Of The Dragons

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

The Elemental Winds

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

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

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

- +1 Movement
- +1 Initiative

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

- +1 Weapon Skill
- +1 Leadership

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

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Weapons & Armour Of Grand Cathay

Melee Weapons

	R	S	AP	Special Rules
Hand weapon	Combat	S	-	-

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

	R	S	AP	Special Rules
Cathayan lance	Combat	S+1	-1	Armour Bane (1), Fight in Extra Rank

Notes: *A Cathayan lance's Strength and Armour Piercing modifiers apply only against enemy models the wielder charged that turn.*

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

Missile Weapons

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

	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.*

Armour Saves

Light armour	6+
Light armour & Armoured Hide (2)	4+
Heavy armour & shield	4+
Heavy armour, shield & barding	3+

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