

# ARMIES OF GRAND CATHAY

## FAQ & ERRATA – VERSION 1.5.1

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

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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

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#### Page 30

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

#### 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 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

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### 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

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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.