

Cathay v.1.1

Warband Special Rules

Art of War

Warrior may issue Orders (*see below*).

Iron Discipline

Warrior is affected by Orders (*see below*).

Mind Focus

Warrior may re-roll all failed Initiative tests he has to take as long as he has 3 Wounds or more.

Battle Monk

No Penalties for Fighting Unarmed; Additional +1 modifier to all critical hits caused (*with both shooting and close combat attacks – stacks with other modifiers*).

Stone Spirit

Immune to Poison, Concussion, and Fear;
Cannot take Drugs.

Crumble

When a warrior with this rule would *flee*, he takes 1 automatic S3 hit instead with no saves of any kind allowed. If this takes him *out of action*, enemies will gain experience for his demise.

- Warriors with Crumble may *not* leave close combat voluntarily.

Stony Skin (6+)

Warriors with this rule have a natural 6+ armour save that stacks with other armour saves and is negated by armour piercing effects as normal, but which is *not* affected by armour splintering effects.

Wall Runner

Automatically passes Initiative tests for Climbing up and down (*no effect on Jumping Down*).

Racial Maximums

Re-roll any advances that would take a Monkey Warrior above the following thresholds:

	WS	BS	S	T	W	I	A	Ld
Monkey Warrior	7	7	4	3	3	9	2	7

Special Equipment

Oriental Longsword 10gc

Close Combat Weapon: Great Sword: Is affected by anything that would affect a Great Sword, but is a separate proficiency from normal Great Swords.

Strength Bonus: +1 S in all rounds of combat.

Initiative Bonus: +1 I in all rounds of combat.

Two-handed.

Chained Sticks 10gc

Close Combat Weapon

Concussive (1)

Linked Strike: Wielder may re-roll one failed roll to hit in each close combat phase (*i.e. also opponent's – re-rolled dice cannot cause critical hits*).

Two-handed.

Blade-Spear 10gc

Close Combat Weapon: Spear: Is affected by anything that affects normal Spears but is a separate proficiency from normal Spears.

Strength Bonus: +1 S in all rounds of combat.

Armour Piercing (1)

Two-handed.

Blackpowder Bombs 10gc

Blackpowder Weapon

Range: 6" **Strength:** 4

Concussive (D3)

Quick to Fire: No -1 to hit for moving and shooting.

Lethal: Causes 2 Wounds instead of 1 on 'Deathblow' critical hits.

Dragon's Head 25gc

Same as Blunderbuss, but attacks are *flaming* and have +1 Strength.

Sky Rocket 25gc

Blackpowder Weapon

Range: 18" **Strength:** 5

Concussive (D3)

Lethal

Unstable: When this weapon misfires, roll twice on the Misfire chart and apply the lowest result.

Move or Fire.

Art of War Orders

Having and Issuing Orders

Warriors with the 'Art of War' rule start with a number of Orders specified on their profile.

- These orders are freely chosen by you before each battle (*but are not known to your opponent*).
- Multiple warriors in the warband *may* select the same order, but each order can only be issued once per battle.
- All orders have a 6" range radius from the warrior who issued them and require line of sight.
- Only one order can be issued per turn.
- Warriors *cannot* issue orders while *fleeing*, but *may* issue orders while engaged in close combat. (*But may issue orders and fire a missile weapon the same turn.*)
- A *hidden* warrior that issues an order is immediately *un-hidden*.
- (*Orders do not affect the warrior issuing them himself; only other warriors with the 'Iron Discipline' rule.*)

Impenetrable Tortoise

Activate at the *beginning* of any of opponent's Shooting phases: Warriors with 'Iron Discipline' have +1 to their armour saves vs. Shooting attacks until end of turn (*or 6+ if they have none – no effect vs. spells/prayers*).

Swift Tiger

Activate at the *beginning* of any of your Movement phases: Warriors with 'Iron Discipline' have +1 Movement until end of turn, up to a maximum of Movement 5. (*Since the Movement phase is after the Charging phase, this ability has no effect on chargers.*)

Cunning Fox

Activate at the *beginning* of any Close Combat phase (*either yours or opponent's*): Warriors with 'Iron Discipline' have Armour Piercing (1) to all their close combat attacks until end of turn.

Confident Rooster

Activate at the *beginning* of any of your Charge phases: Warriors with 'Iron Discipline' may add +D3-1" to the maximum distance moved when Charging this turn. (*I.e. they rolls 2D6, add the highest roll to their base Movement and then adds another D3-1 to that. Roll separately for each warrior.*)

Stinging Scorpion

Activate at the *beginning* of any of opponent's Charge phases: Warriors with 'Iron Discipline' have +1 to hit with Spears and Halberds this turn.

Swooping Crane

Activate at the *beginning* of any of your Shooting phases: Warriors with 'Iron Discipline' may fire with Move or Fire weapons this turn, even if they have moved (*apply -1 to hit for moving and shooting as normal*).

All-Seeing Eagle

Activate at the *beginning* of any of your Shooting phases: Warriors with 'Iron Discipline' may shoot at *hidden* enemies this turn if they pass an Initiative test (*roll separately for each warrior*).

Sleeping Crocodile

Activate at the *beginning* of any of opponent's Charge phases: Enemies do not gain +1 Initiative to strike order for charging when striking at warriors with 'Iron Discipline' this turn.

Stoic Porcupine

Activate at the *beginning* of any Close Combat phase (*either yours or opponent's*): Warriors with 'Iron Discipline' may re-roll failed fear and panic tests this turn.

Running Rabbit

Activate at the *end* of any Close Combat phase (*either yours or opponent's*): Warriors with 'Iron Discipline' may break from combat this turn *without* their enemies gaining Free Hacks against them. Also applies to warriors with 'Iron Discipline' who break because of a failed panic test that turn.

Compassionate Pig

Activate at the *beginning* of any Shooting phase (*either yours or opponent's*): Critical Hits vs. warriors with 'Iron Discipline' have a -1 modifier on the critical hits chart until end of turn.

Hardy Ox

Activate at the *beginning* of any Shooting phase (*either yours or opponent's*): Warriors with 'Iron Discipline' have a 4+ save vs. all Armour Splintering effects they would suffer for the remainder of this turn. Roll separately for each point of armour save that would be lost. Also applies vs. Oversplinter effects.

Cathay Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Officer	V	V	V	(+10gc)	V
Sergeant	V	V	V	(+10gc)	V
Dragon Monk	V	V	(+10gc)	V	V
Wu Jen	(+10gc)		V		V
Recruit	V	V	(+10gc)	(+10gc)	V

Cathay Equipment Lists

Officer, Sergeant, Recruit, and Infantry

Close Combat
Hand Weapon
Great Weapon
Spear
Halberd
Oriental Longsword

Shooting
Bow
Light Crossbow
Handgun

Armour
Light Armour
Heavy Armour
Shield

Wu Jen

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Engineer

Close Combat
Hand Weapon

Shooting
Light Crossbow
Handgun
Sky Rocket
Blackpowder Bombs
Dragon's Head

Armour
Light Armour

Dragon Monk

Close Combat
Hand Weapon
Great Weapon
Chained Sticks
Blade-Spear
Halberd
Oriental Longsword
Combat Whip
Fighting Claws

Shooting
Sling
Short Bow
Throwing Knives / Stars
Blowpipe

Armour
None

Terracotta Warrior

Close Combat
Hand Weapon
Great Weapon
Blade-Spear
Halberd
Oriental Longsword

Shooting
Bow

Armour
Light Armour
Shield

Monkey Warrior

Close Combat
Hand Weapon
Blade-Spear

Shooting
Sling
Short Bow
Throwing Knives / Stars
Blowpipe

Armour
Light Armour

HEROES

0-1 Imperial Officer

45gc to hire

Starting Experience: 18

Race: Human

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

SPECIAL RULES

Leader (6"), Art of War: One Order.

0-2 Imperial Sergeants

35gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Art of War: One Order.

0-2 Wu Jen Wizards

30gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Mind Focus

Wizard (Fire, Metal, Heavens, or Shadow): Starts with 1 spell.

0-2 Dragon Monks

35gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Battle Monks, Mind Focus

0-3 Imperial Recruits

15gc to hire

Starting Experience: 0

Race: Human

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

HENCHMEN

Imperial Infantry

25gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Iron Discipline

0-4 Imperial Engineers

20gc to hire

Starting Experience: 4

Race: Human

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

SPECIAL RULES

Iron Discipline

0-2 Monkey Warriors

30gc to hire

Starting Experience: 8

Race: Monkey Warrior

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

SPECIAL RULES

Wall Runners, Flee 3D6"

(*Monkey Warriors are not 'Animals.'*)

0-2 Terracotta Warriors

35gc to hire

Starting Experience: 8

Race: Daemon

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

SPECIAL RULES

Stone Spirits, Stony Skin (6+), Crumble

0-2 Foo Dogs

35gc to hire

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	2	1	5

SPECIAL RULES

Stone Spirits, Stony Skin (6+), Crumble, Animals (*Cannot Climb; Cannot Hide; Flee 3D6"*); *Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

v.1.1

Tweaked Monkey warriors to be more useful.

Added new orders: Confident Rooster and Hardy Ox.

Added that only one order can be issued per turn.

Corrected recruit price (correct price is 15gc – hat tip to Carlo_3)

v.1.0

Many tweaks.

v.0.9

Tweaks, typos, new stuff.

v.0.8

First Release! (Hat tip to Warhammerarmiesproject)