

Battle Monks of Cathay

The borders of Grand Cathay present a myriad of obstacles to invaders from the known world. In its north the verdant rice fields are defended by the Great Bastion, a walled fortress which stretches further than the eye can see. The west is shielded by a haunted mountainous stretch, remembered as the Ancient Giant Holds, and the contaminated sands of the Baleful Deserts in the north-west where wyrdstone is said to be found. Upon the slopes towering monasteries were built long ago by monks living in the outskirts of Cathay. In relative solitude these cowed guardians split their time between meditating, fishing, and crafting, all the while honing extraordinary fighting techniques. The brother's dedication at arms, not to mention acrobatic defensive strikes, has repelled despoilers from the sacred grounds of each fortified tabernacle.

Innkeepers, swordsmiths, merchants, fishermen, and farmers have all survived in the monk's proximity, seeking the protection afforded by the monasteries surrounds in these perilous borderlands. Peasant folk risk what little they have by taking shelter here in the wilderness. Tranquillity found within the temple sanctums is a far cry from the warmongering tribes who threaten the Cathayan Empire. From the west loom feral bands of Ogres and men with no honour. Hobgoblin riders roam the steppes to the north-west.

From the Wastes to the north come the marauding hordes of Chaos barbarians and creatures of horror that feast upon flesh.



In times of strife frontiers are defended by the community. Local militia comprises of the strongest young men, supporting trained soldiers of the Emperor's Guard. An authorised emissary from Weijin is appointed by Imperial decree to govern each border district. The military view warrior monks as hooded vigilantes, and a menace to law and order. Temple masters themselves only co-operate with the emissary for that is the Emperor's bidding. So it is that they are united in battle against the enemies of the throne. Officers begrudge the monks meddling in their affairs, yet heroic deeds and the martial arts mastery of these robed advocates is ultimately what keeps raiding parties of hobgoblins, beastmen, marauders and mutants out. The combat skills of a Celestial Dragon Monk surpass anything that Old World scholars have seen – even when using no weapons at all!

Special rules

Strictures: A stringent regime of meditation is used by monks. Their faith is supported by a notion that the skin of ones body is armour in itself. Dragon Monks and Warrior Monks never wear any kind of armour.

Distaste for Poison: The use of poisons and various drugs is a speciality for dishonourable warriors who would stoop to such ends. Dragon Monks and Warrior Monks frown on this and may never use any kind of poison or venom.

Outsiders: Foreigners are generally considered unwelcome by the border guards of Cathay. The Battle Monks warband may never hire any sort of Hired Sword or Dramatis Personae unless specifically stated with the Hired sword/Dramatis Personae.

Choice of warriors

A Battle Monks warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Emissary: Each Battle Monks warband must have one Emissary – no more, no less!

Officer: Your warband may include up to one Officer.

Dragon Monks: Your warband may include up to three Dragon Monks.

Soldiers: Your warband may include any number of Soldiers.

Warrior Monks: Your warband may include up to five Warrior Monks.

Raging Peasants: Your warband may include up to five Peasants.



Starting experience

An **Emissary** starts with 20 Experience.

An **Officer** starts with 12 Experience.

Dragon Monks start with 15 Experience.

Henchmen start with 0 Experience.



Characteristic increase

Cathayans are humans and therefore use the maximum profile for humans.

Battle Monks equipment lists

The following lists are used by Battle Monks warbands to pick their equipment:

SOLDIER EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Spear	10 gc
Sword	10 gc
Katana	20 gc
Cathayan longsword*	75 gc

Missile Weapons

Duelling pistol	30 gc (60 gc for a brace)
Handgun	35 gc
Bow	10 gc
Crossbow	25 gc

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc

Miscellaneous Equipment

Cathayan silk cloak*	40 gc
Horse*	30 gc

*Emissary only



MONK EQUIPMENT LIST

Hand-to-hand Combat Weapons

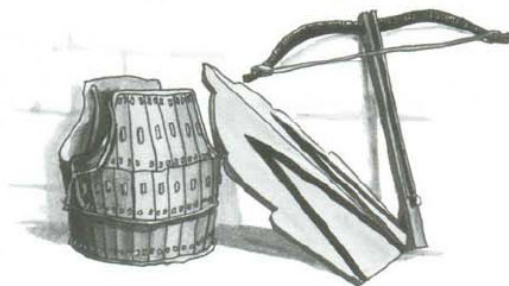
Axe	5 gc
Spear	10 gc
Sword	10 gc
Quarter staff	15 gc
Katana	20 gc
Chain sticks	20 gc

Missile Weapons

Fish-hook shot	10 gc
Throwing stars	15 gc

Armour

None



Battle Monks skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Emissary		✓	✓		✓	✓
Officer	✓	✓		✓	✓	
Dragon Monk	✓		✓	✓	✓	✓



Battle Monks special equipment

This equipment is only available to the Battle Monks, and no other warband may purchase it.

quarter staff

15 gold crowns

Availability: Common, Battle Monks only

Fighting staffs are traditional weapons among the warrior monk brotherhoods.

Range: Close Combat; **Strength:** As user;

Special Rules: Balanced, Parry, Freestyle

SPECIAL RULES

Balanced: A quarter staff is, especially light and easy to wield. A model armed with a fighting staff gets +1 Initiative in close combat.

Freestyle: Although a staff does not always require two hands to use it cannot be combined with another weapon, shield, buckler, etc. However it can be combined with the Monks bare hand attacks. This means that the Monk is still getting +1 Attack.

chain sticks

20 gold crowns

Availability: Rare 7, Battle Monks only

Consisting of wooden bars, tied together, chain sticks are enhanced with iron or steel to gain more striking power. Compared to a flail it is light, providing the bearer more flexibility in combat.

Range: Close Combat; **Strength:** As user;

Special Rules: Flurry, Two-handed



SPECIAL RULES

Flurry: A set of chain sticks allows its wielder to unleash a furious bludgeoning. A warrior armed with chain sticks gets +2 Attacks. This bonus only applies in the first turn of each hand-to-hand combat. Using chain sticks otherwise counts as having two hand weapons.

fish-hook shot

10 gold crowns

Availability: Rare 7, Battle Monks only

Hook shot is a fine rope or chain with a weighted fishing hook or scythe tied to its end. Monks use the range of this curious barbed weapon with deadly precision to cause sword-wielding enemies to fall.

Range: 3"; **Strength:** 3;

Special Rules: Thrown weapon, Precise, Caused fall

SPECIAL RULES

Thrown weapon: Models using a fish-hook shot do not suffer penalties for range or moving as it is designed for short range use anyway.

Precise: A model using a fish-hook shot is so well-trained in the use of this weapon that he may attack enemy models that are engaged in close combat. However the hook shot is useless when the monk himself is engaged in close combat.

Caused fall: The warrior may declare to try and cause an enemy model to fall instead of causing damage. The warrior must roll to hit as normal and then pass a Strength test. If the test is successful, the enemy model counts as *knocked down*. Apply a +1 modifier to the Strength test against large models. When a mount gets *knocked down*, the rider falls off (see 3-4 on the Whoa Boy! table).

Battle Monks special skills

Battle Monks of Cathay may choose to use the following skill list instead of the standard skill lists.

Note that the Emissary may only pick the *Warmonger* skill.

energy focus

If fighting unarmed the Hero may choose to reduce his Attacks by -1 and thus gain +1 Strength in close combat. The monk may sacrifice any number of attacks this way.

lightning speed

The monk may triple his Movement whilst running or charging and may run even when there are enemy models within 8".

leap of faith

The Hero cannot be *intercepted* whilst charging. He may escape from combat (as described on p. 161 in the Mordheim rulebook) by leaping away without having to pass a Ld test and may declare a leaping charge at the same time in the same turn.

human shield

If two or more models are engaged in close combat with the monk, he may choose to grab one to use it as a shield instead of his normal attacks. To do this he must pass an Initiative test after the first model has attacked, but before the second model attacks. On a successful roll, the monk grabs the first model – the second model directs its full attacks on the friendly model. After the combat phase the model breaks free and the battle goes on as usual. On a failed roll the monk and the second model use their normal attacks.

warmonger

The Emissary may make a Ld test before the battle. If the test is successful, D3+1 Raging Peasants join the warband for the next game (this may exceed the maximum number of warriors). Each Raging Peasant in the warband is subject to *Hatred* for the duration of the battle.

Heroes

1 Emissary

60 gold crowns to hire

An official delegate of the Dragon Throne is sent to each border town from Weijin. His orders are to ensure that the Emperor's decrees are being upheld.

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

Weapons/Armour: The Emissary may be equipped with weapons and armour chosen from the Soldier Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Emissary may use his Leadership when taking Ld tests.

Ride Horse: The Emissary is trained in riding Horses.

Decree: When the Emissary dies, a new one must be hired as soon as possible. Until you have done so, no other warriors and/or equipment may be bought. The new Emissary will then reclaim Leadership of the warband.

0.1 Officer

40 gold crowns to hire

The Officer is the highest ranking member of his division, a decorated soldier despatched as custodian to administer Imperial law throughout the district.

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

Weapons/Armour: The Officer may be equipped with weapons chosen from the Soldier Equipment list.

0.3 Dragon Monks

55 gold crowns to hire

Dragon Monks are close to reaching mental and physical perfection. The most skilled martial artists among each brotherhood have mastered the Way of the Dragon, a fighting style which Cathayan monks are renowned for even far beyond their borders.

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

Weapons/Armour: Dragon Monks may be equipped with weapons chosen from the Monk Equipment list. Monks suffer no penalties whatsoever for fighting unarmed and they receive +1 Attack when doing so.

SPECIAL RULES

Art of Silent Death: Dragon Monks have become masters of the Cathayan art of open-hand fighting. In hand-to-hand combat, if fighting unarmed, they will cause a critical hit on a roll 'to wound' of 5-6 instead of a 6. If the Dragon Monk wields a quarter staff, only the unarmed attacks will cause a critical hit on 5+.

Genchmen

Soldiers

25 gold crowns to hire

Comprising of trained fighters and local militia, the border guards form a solid patrol to defend the borderlands against invading tribes and other dangers.

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

Weapons/Armour: Soldiers may be equipped with weapons and armour chosen from the Soldier Equipment list.

0.5 Warrior Monks

35 gold crowns to hire

The Battle Monks from Cathay are experts in fighting unarmed. Brothers combine open-hand tactics with specialist weapons training to create a shrouded force of lethal warriors.

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

Weapons/Armour: Warrior Monks may be equipped with weapons chosen from the Monk Equipment list. Monks suffer no penalties whatsoever for fighting unarmed and they receive +1 Attack when doing so.

0.5 Raging Peasants

10 gold crowns to hire

The Emissary supplements his forces by making rousing speeches to stir townsfolk into taking up arms. Equipped with pitchforks, kitchenware and other improvised weapons, this angry mob follows the Emissary against marauders threatening their borders.

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

Weapons/Armour: A peasant is usually equipped with a pitchfork, torch or other simple tool. Treat them as fighting unarmed but without any penalties.

SPECIAL RULES

Simple folk: Peasants never gain Experience.

Mob: Peasants become threatening in large numbers. A Peasant gets +1 Ld for each other allied Peasant model within 3". Due to their rage they do not benefit from the *leader* rule.

Ignored: Peasants that are *out of action* do not count to the number of *out of action* models for the purpose of Rout tests.

Downtrodden: When a Peasant is wounded do not roll for injury. The model is immediately taken *out of action*.

