

SCENARIO: THE IRON FLEET LANDS

A Monkey King Minis scenario pack — One Realm, Act 2. More sails than the watchtowers can count.

The Story

The raids were only the scouting. Now the Iron Fleet comes — more sails than the watchtowers can count — and wades ashore at the river mouth.

The Shogunate's ashigaru muster in the flooded paddies to hold three villages against the flood. Every round more frames come out of the surf; every round more farmers pick up a spear.

Forces

The Kaizoku (attackers): a vanguard of 2 squads from the Ultra roster, no Titan — plus one fresh squad arriving every round. The fleet is endless.

Carryover: each shrine-core stolen in Act 1 adds +1 squad to the Round 1 vanguard.

The Shogunate: 4 squads from the Chaos roster, any units — the realm has woken up.

Setup

One table edge is the sea. Place three village zones in a line across the middle of the board, about 10" apart and at least 12" from the sea edge.

The Shogunate deploys within 4" of any village. The Kaizoku vanguard deploys touching the sea edge.

Special Rules

- The game lasts 5 rounds. Roll for first each round; alternate squads — the side with more squads runs its leftovers back-to-back, as usual.
- The tide of war:** from Round 2, one fresh Kaizoku squad deploys touching the sea edge at the start of each round. It acts normally that round.
- The ashigaru muster:** from Round 2, the Shogunate places one free Chaos Trooper in any village zone it holds at the start of each round. These Troopers form one growing Militia squad that activates together.
- Holding a village:** you hold a village if you have more models within 3" of it than the enemy. A tie counts for no one.

Victory

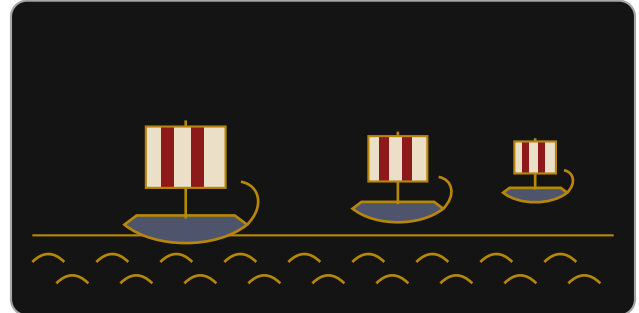
The Kaizoku win if they hold 2 of the 3 villages when Round 5 ends — the beachhead is won.

The Shogunate wins if the Kaizoku hold fewer than 2 — the flood breaks on the paddy walls.

Campaign carryover: the loser starts Act 3 — The Shogun's Tribute — with one squad fewer.

THE IRON FLEET

battle tracker — keep beside the table



VANGUARD

2

PER RD

+1

VILLAGES

3

ROUNDS

5

Every landing squad deploys touching the sea edge.

The Tide of War

From Round 2: one fresh Kaizoku squad lands at the start of each round.

Plunder Vanguard

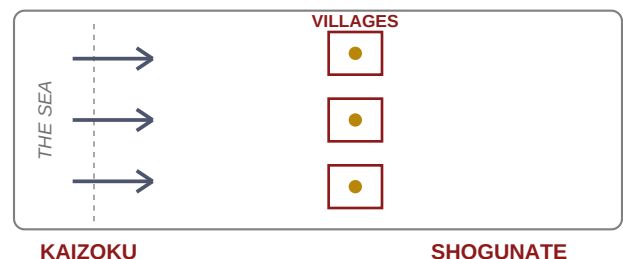
Each shrine-core stolen in Act 1: +1 squad in the Round 1 vanguard.

The Ashigaru Muster

From Round 2: the Shogunate adds one free Trooper to a village it holds — together they are one Militia squad.

✂ cut out along the red border

WHERE TO SET UP



Hold a village with more models within 3". The fleet keeps landing; the paddies keep mustering. Round 5 decides it. Carryover: the loser starts Act 3 one squad down.