

SCENARIO: THE SHADOW TANK RAID

A Monkey King Minis scenario pack — one raid, one tank, one chance to stop it.

The Story

For years the frontier town of Emberfall has guarded the old power station at its heart. Now the Shadow clan wants that power for its greatest weapon — the war tank KUROGANE, “Black Steel.”

At dawn the tank rolls out of the mist, a small band of samurai warriors at its flanks. The town's defenders grab their guns. If they can bring the beast down before nightfall, the raid is broken.

Forces

Raiders (Shadow): Shadow Tank (16), 2 Shadow Rangers (10), 2 Shadow Guards (10) — 36 points, fixed.

Defenders (Chaos): build an army of up to 42 points, using units from the Chaos roster only.

Setup

Build the town in the middle of the table with your terrain. Defenders deploy within 6" of the town center. Raiders deploy within 4" of one table edge of their choice.

Special Rules

- The game lasts 5 rounds.
- The Shadow Tank is a special character: it ignores the 10-point squad cap and is its own one-model squad.
- All standard rules apply — Charge, Preparation, Suppression, and cover all work against the tank.

Victory

Defenders win if the Shadow Tank is destroyed by the end of Round 5.

Raiders win if the tank is still standing when Round 5 ends.

SHADOW TANK

“Kurogane” — Black Steel



MOVE

8"

SHT

3+

RNG

12"

TGH

10

PTS

16

In melee, use the Sht number to hit

Long-Cannon

On a hit: the target takes 1 damage, and every other model within 3" of it (friend or foe) takes 1.

Special Character

Ignores the 10-point squad cap; activates as its own squad.

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SCENARIO: THE SHADOW TANK RISING

A Monkey King Minis scenario pack — the sequel to *The Shadow Tank Raid*. Emberfall's last stand.

The Story

The raid succeeded. The Shadow tank drank deep of the energy the Chaos villagers had hidden — and changed. Its black hull now burns ember-red: the clan has reformed it as RED STEEL.

Now it marches on the heart of Emberfall itself. The town's nobility arm their house guards for a thrilling last stand at the old gates. Stop the tank, or hold the line until dawn — if Red Steel plants the Shadow banner in the square, Emberfall falls.

Forces

Raiders (Shadow): Shadow Tank Red Steel (20) plus 30 points from the Shadow roster — 50 points total.

Defenders (Chaos): build an army of up to 50 points, using units from the Chaos roster only. Forces are evenly matched.

Setup

Place one objective marker 10" from the Defenders' table edge and 10" from each side edge — the town square. Set up the town's terrain around it. Defenders deploy within 8" of the marker; Raiders deploy within 4" of the opposite table edge.

Special Rules

- The game lasts 5 rounds.
- The Shadow Tank is a special character: it ignores the 10-point squad cap and is its own one-model squad.
- All standard rules apply — Charge, Preparation, Suppression, and cover all work against the tank.

Victory

Raiders win if they control the objective (most models within 3") at the end of any round — the banner is planted.

Defenders win if Red Steel is destroyed, or Round 5 ends before the Raiders take the square.

SHADOW TANK

"Red Steel" — Empowered



MOVE

8"

SHT

3+

RNG

14"

TGH

10

PTS

20

In melee, use the Sht number to hit

Empowered Long-Cannon

On a hit: the target and every other model within 3" of it (friend or foe) take 2 damage.

Special Character

Ignores the 10-point squad cap; activates as its own squad.

✂ cut out along the red border

SCENARIO: THE SIEGE OF EMBERFALL

A Monkey King Minis scenario pack — the finale. Two shogunates march to take Emberfall back.

The Story

Emberfall has fallen. The Shadow clan holds the village, and Red Steel prowls its streets. But its people escaped — and their call for help has roused the wrath of two great houses.

At dawn, banners crest the hills: the KURAKU Shogunate under Lord Clark, and the NANSHI Shogunate under Lady Nancy. Their armies surround the village from both sides. Break the Shadow's iron heart — destroy Red Steel — and Emberfall is free.

Forces

Raiders (Shadow): defend the village. Red Steel (20) plus 30 points from the Shadow roster — 50 points total.

Kuraku Shogunate (Chaos): 40 points from the Chaos roster.

Nanshi Shogunate (Chaos): 40 points from the Chaos roster. One general commands each army — or one player may lead both.

Setup

Build the village in the middle of the table. Raiders deploy within 8" of the village center. The two shogunate armies each choose a different table edge and deploy within 4" of it — the siege closes from both sides.

Special Rules

- The game lasts 5 rounds.
- Each round, activate squads in this order: Raiders, then Kuraku, then Nanshi — repeating until every squad has gone. Leftover squads run back-to-back as usual.
- The two shogunate armies count as friendly to each other.
- Red Steel is a special character: it ignores the 10-point squad cap and is its own one-model squad.

Victory

The Shogunate wins if Red Steel is destroyed by the end of Round 5 — the village is free.

Raiders win if Red Steel is still standing when Round 5 ends.

SHADOW TANK

"Red Steel" — Empowered



MOVE

8"

SHT

3+

RNG

14"

TGH

10

PTS

20

In melee, use the Sht number to hit

Empowered Long-Cannon

On a hit: the target and every other model within 3" of it (friend or foe) take 2 damage.

Special Character

Ignores the 10-point squad cap; activates as its own squad.

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SCENARIO: LORD CLARK'S PRIZE

A Monkey King Minis scenario pack — scenario four: ambush on the castle road.

The Story

The great tank Red Steel lies silent — broken in the battle for Emberfall and claimed by Lord Clark as his prize. Now his column tows the dead machine up the long road to his castle.

But the Shadow clan will not let their reforged god be paraded in chains. On a narrow stretch of trail, raiders melt out of the trees on every side. Protect the Lord. Break the ambush.

Forces

Raiders (Shadow): 40 points from the Shadow roster.

Clark's Column (Chaos): Lord Clark — a Chaos Lord, free — plus 40 points from the Chaos roster.

Setup

Place Red Steel in the middle of the table — it is now terrain (see Special Rules). Clark's Column deploys within 8" of the table center. The Raiders deploy within 4" of any table edge — the ambush comes from all sides.

Special Rules

- The game lasts 5 rounds.
- Red Steel is immobile cover terrain: it blocks line of sight and gives cover. It can't move, be attacked, or be damaged.
- Lord Clark is a special character: he joins the army free and is his own one-model squad.
- Keep count: when a Raider unit is destroyed, note its points cost.

Victory

Raiders win if Lord Clark falls.

Clark wins if his forces destroy 20 points of Raiders — the ambush breaks and the survivors flee — or if Lord Clark still stands when Round 5 ends.

LORD CLARK

Chaos Lord — Master of Emberfall



MOVE

7"

FIGHT

3+

TOUGH

6

PTS

—

Joins Clark's army free — no points cost

Deadly

Melee hits remove 2 Tough.

Leap

One action, once per turn: leap 10", over models and terrain.

The Prize's Captor

If Lord Clark falls, the battle is lost.

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SCENARIO: THE SECRETS OF TANKNOMANCY

A Monkey King Minis scenario pack — scenario five: Lady Nancy's gambit.

The Story

In his castle laboratory, Lord Clark labors over the husk of Red Steel. Tales spread of forbidden experiments — the dark arts of TANKNOMANCY — and of the machine stirring back to life.

Lady Nancy of the Nanshi Shogunate burns with jealousy. Allying with the Shadow raiders, she launches a surprise attack on the castle to steal the secrets of tanknomancy for herself!

Forces

Nancy's Alliance: Lady Nancy — a Chaos Flamer, free — plus 50 points of units from the Chaos and Shadow rosters, freely mixed.

Clark's Host (Chaos): Lord Clark — a Chaos Lord, free — plus 50 points from the Chaos roster.

Setup

Clark's Host deploys within 8" of its table edge — the castle courtyard; build it dense with terrain. Place Red Steel inside Clark's zone as immobile cover terrain. Nancy's Alliance deploys within 4" of the opposite edge.

Special Rules

- The game lasts 5 rounds.
- Red Steel is immobile cover terrain: it blocks line of sight and gives cover. It can't move, be attacked, or be damaged.
- Lady Nancy and Lord Clark are special characters: each joins free and is their own one-model squad.

Victory

Nancy wins if Lord Clark falls — the secrets of tanknomancy are hers.

Clark wins if Lady Nancy falls, or if Lord Clark still stands when Round 5 ends — the gambit fails.

NARRATOR'S SECRET — do not read aloud!

At the start of Round 4, Red Steel roars half-alive — Clark's experiments have partly worked. The turret fights for Clark!

From Round 4 on it activates as its own squad with one action per round: a single Shot — Sht 3+, Range 12". On a hit, the target takes 1 damage and every other model within 3" of it (friend or foe) takes 1.

Half-repaired, it still can't move, be attacked, or be destroyed. Reveal nothing until it fires!

LADY NANCY

of the Nanshi Shogunate



MOVE

4"

SHT

2+

RNG

8"

TGH

3

PTS

—

Joins free — in melee, use the Sht number to hit

Burn

Costs both actions. One roll to hit: target loses 2 Tough, every model within 3" loses 1.

Shogunate Alliance

Her army may mix units from the Chaos and Shadow rosters.

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SCENARIO: THE IRON HEART AWAKENS

A Monkey King Minis scenario pack — the campaign finale. The last six machines come home for their stolen heart.

The Story

The clans thought they were fighting over a tank. They were wrong — Red Steel's burning core is the stolen heart of an ULTRA, a god-frame that slept beneath Emberfall's mountains.

Now the Foundry's last six machines march down to take it back — and the heart wakes. Red Steel rises on living treads, hating everyone. Old enemies must stand together, or be ground beneath it.

Forces

The Ultra: up to 36 points from the Ultra roster, led by the Ultra Titan (its own one-model squad).

The Alliance: old foes unite — up to 36 points split freely between the Chaos and Shadow rosters, all friendly to each other.

Red Steel Awakened: a neutral monster — no points, belongs to no one, run by the Rampage rule.

Setup

Build the ruins of Emberfall across the center and place Red Steel in the exact middle. The Ultra and the Alliance each deploy within 4" of opposite table edges.

Special Rules

- The game lasts 5 rounds. Run Red Steel first each round, then the two players alternate squads.
- Red Steel is a neutral monster: every model is its enemy, and it never counts toward holding the Heart.
- When Red Steel is destroyed, drop a marker where it fell — that Heart is the game's only objective.

Victory

The Ultra win if they hold the Heart (most models within 3") when Round 5 ends — the core goes home.

The Alliance wins if they hold the Heart when Round 5 ends — the cursed heart is shattered and Emberfall is free.

Draw if Red Steel is never destroyed — it grinds loose into the mountains.

RED STEEL AWAKENED

"The Stolen Heart" — a living Ultra frame



MOVE

8"

SHT

3+

RNG

14"

FGT

3+

TGH

18

Neutral monster — run by the Rampage rule

Empowered Cannon

On a hit: the target and every model within 3" of it (anyone) take 2 damage.

Grinding Tracks

Each Fight: roll 1 die against every model within 2"; each hit removes 1 Tough. No Charge or High Ground bonus.

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Running Red Steel (Rampage)

2 actions each round, run by whoever is NOT going first. No choices — for each action, check in order:

1. Enemy within 2"? Fight it (Grinding Tracks).
2. Else, nearest within 14"? Shoot it.
3. Else, move 8" straight at the nearest model.

Tie for nearest? Hit the most-hurt model.

SCENARIO: DEFEND THE FORGE

A Monkey King Minis scenario pack — Act 7. The last god-frames make their stand at the Flame of the East.

The Story

Lord Clark smashed the Ultra outpost and chased the last god-frames east — to the Flame of the East, the terrible forge where the Titans are born.

His host gathers at the gates, joined by old rivals who smell the end. Inside, the Shadow cult and the surviving Titans bar the doors for one final stand.

Forces

The Attackers: 1 to 3 players, each building 30 points from the Chaos roster. Every attacker is friendly to the others.

The Defenders: the Narrator (DM) runs the Shadow and Ultra rosters together, matching the attackers' total points — see the table at right.

The Guardian: the DM must field at least one Ultra Titan (two with three players). One Titan sets up within 3" of the middle objective.

Setup

Build the forge across the table. Army sizes scale with players — see the table at right, and place objectives as shown on the map.

Attackers deploy within 4" of their edge; defenders within 4" of the forge edge. Put three objectives in the forge third, at least 10" apart — no model may deploy within 3" of one.

Special Rules

- The game lasts 5 rounds. The DM is one side, the players the other; alternate one squad at a time. On Round 1 the attackers go first.
- The Doors Are Barred: on Round 1 defenders may only move inside their own zone or Prepare — no shooting, no fighting, no leaving.
- Molten Vent: at the start of Rounds 2–5, every model within 2" of the middle objective (friend or foe) loses 1 Tough.
- You hold an objective if you have more models within 3" of it than the enemy. A tie counts for no one.
- The Titan can be charged like anyone — a Lord's charge is the attackers' best answer to the giant.

Victory

The Attackers win if they hold 2 of the 3 objectives when Round 5 ends — the forge is broken and the Flame goes out.

The Defenders win if the attackers hold fewer than 2 objectives at the end — the Flame of the East burns on.

ULTRA TITAN

"Forge Guardian" — an ULTRA god-frame



MOVE	SHT	RNG	FGT	TGH	PTS
6"	3+	12"	3+	8	15

SHT / FGT: roll that number OR HIGHER

Heavy Cannon

Shooting hits deal +1 damage. On a 6 to hit, enemies within 2" of the target take 1 too.

Slam

It slams the ground: roll one die — a hit deals 1 damage to every enemy within 2" (2 on a 6).

Titanfall

After it moves more than 10" in a turn, it immediately makes a Slam.

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PLAYERS & POINTS

PLAYERS	ATTACK	DEFEND	MUST BRING
1	30	30	1 Titan
2	60	60	1 Titan
3	90	90	2 Titans

WHERE TO SET UP



ATTACKERS

THE FORGE

Red dots = objectives. Attackers hold 2 of 3 to win.

SCENARIO: RED STEEL RETURNS

A Monkey King Minis scenario pack — Act 8. The living tank comes home grieving, and only the town stands in his path.

The Story

With the Forge fallen and his kin gone cold, Red Steel — Enraged turns on the villages of Kurokaru. Grief has made the living tank an engine of pure spite.

Lord Clark is far behind. Only the town militia — farmers with borrowed guns — stands between the tank and the villagers.

Forces

Red Steel — Enraged: the boss — no points, run by YOU the defenders with the Rampage box. Every militia model is its enemy; the Ultra and Shadow are its friends.

The Warband: the DM fields 30 points of Ultra and/or Shadow per defending player (see the table), all friendly to Red Steel.

The Town Militia: each player builds 40 points from the Chaos roster — no Lords and nothing costing 7+ (Troopers, Shielders, Gunners, Flamers only).

Setup

Play on a village board (3'x3' or larger) full of buildings and walls. Red Steel and the whole warband deploy within 4" of one short edge; the militia set up anywhere in the opposite half.

Place three objectives across the militia's half, each 10" apart and 6" from any edge. No model deploys within 3" of one.

Special Rules

- Run Red Steel first each round (resolve its Rampage), then militia and DM alternate one squad. Militia go first on Round 1. Five rounds.
- Objectives:** Red Steel captures an objective the moment its base moves over it — mark it, for good. The militia can body-block its path now; its Rolling Ram (card) destroys only the first model in a charge, then stops.
- Suppression stalls it:** a suppressing hit steals one of its two Rampage actions next round. Bring Gunners — it's your best way to run out the clock.
- Bait it:** a model parked within 2" (off its path) draws a Grinding Tracks Fight instead of an advance — a cheap way to steal its turn.

Victory

Red Steel wins if it has captured all three objectives by the end of Round 5.

The militia win if Red Steel is destroyed, or even one objective is still uncaptured when Round 5 ends.

Running Red Steel (Rampage)

2 actions each round, run by the defenders — in order:

- 1. Advance.** Move 8" at the nearest uncaptured objective; if in reach, roll its base onto it and mark it.
- 2. Lash out.** Militia within 2"? Fight (Grinding Tracks). Else in sight within 14"? Shoot. Else Advance again.

Tie for nearest? The defenders pick.

RED STEEL — ENRAGED

"The Grieving Engine" — a living Ultra frame



MOVE

8"

SHT

3+

RNG

14"

FGT

3+

TGH

18

Boss — no points. TGH rises with players (see table).

Rolling Ram

Once per turn, Move + Move in a straight line: the first enemy its base reaches is destroyed (no roll) and the move stops — but not on a turn it also Shoots or Fights.

Grinding Tracks

Each Fight: roll 1 die vs every model within 2"; each hit removes 1 Tough. No Charge or High Ground bonus.

Empowered Cannon

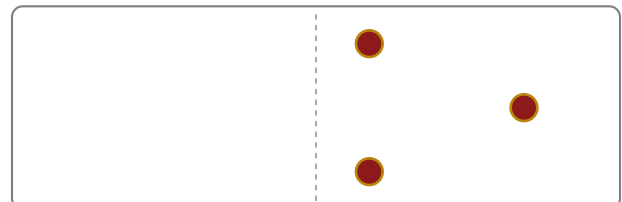
On a hit: the target and every model within 3" of it (anyone) take 2 damage.

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PLAYERS & POINTS

PLAYERS	MILITIA EA.	WARBAND	RED STEEL
1	40	30	TGH 18
2	40	60	TGH 30
3	40	90	TGH 42

WHERE TO SET UP



RED STEEL

THE TOWN

Red dots = objectives. Red Steel must capture all 3 to win.

DM dial: nudge Red Steel's TGH ± 4 per player-step to taste.

SCENARIO: RUN THEM DOWN

A Monkey King Minis scenario pack — Act 9. The prize flees down the mountain road, and Lord Clark gives chase.

The Story

Lord Clark holds the Forge at last — but the Shadow cultists are already hauling its lifeblood away: carts of Ultra-supplies rolling down the mountain road, enough to build a new host of god-frames.

Clark will not lose his prize twice. He abandons the throne and runs the caravan down himself.

Forces

Lord Clark: free — no points, his own one-model squad. Each cart he seizes is worth 10 Ultra points in the campaign's final battle.

The escort: 40 points from the Chaos roster, fielded on top of the free Lord Clark.

The caravan (DM): 40 points from the Shadow and Ultra rosters, no unit costing over 7. Deploy them around the three carts.

Setup

Play on a 4'x3' board. One short edge is Clark's; the far short edge is where the supplies flee. Clark and his escort deploy within 6" of Clark's edge.

Place three supply carts (objective markers) 14" in from Clark's edge, evenly spaced across the width. The DM deploys within 6" of any cart.

Special Rules

- Up to 5 rounds — but the game ends the moment all three carts are captured or escaped. Roll for first each round; alternate squads.
- Only Lord Clark captures a cart. His escort can pin one (a friendly within 3" stops it fleeing) but can't seize it. Resolve the carts each round with the box below.

Victory

The reward: Clark banks 10 Ultra points for the final battle per cart he captures (0–30).

The day: Clark wins the day if he seizes 2 or 3 carts; the caravan escapes if he takes 0 or 1.

End of Round: the supplies run

After both sides finish, take each cart in order:

- 1. Seized?** Lord Clark within 3"? He captures it — flip the marker. Banked for good; it never moves again.
- 2. Held?** Another Clark model within 3"? That cart stays put this round.
- 3. Run.** Every other cart slides 10" straight at the far edge, through models and terrain.
- 4. Escaped?** A cart within 4" of the far edge is gone — those supplies are lost.

LORD CLARK

Chaos Lord — Master of the Forge



MOVE

7"

FIGHT

3+

TOUGH

6

PTS

—

Free — each cart he seizes = 10 Ultra pts in the finale.

Deadly

Melee hits remove 2 Tough.

Leap

One action, once per turn: leap 10", over models and terrain.

Seize the Prize

The round Clark seizes a cart, he may make one free 7" Move toward another (this move can't capture).

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WHERE TO SET UP

CLARK

ESCAPE



Red dots = supply carts; they flee right 10" each round unless Clark holds one within 3". Past the dashes = escaped.

SCENARIO: RED STEEL — LAST STAND

A Monkey King Minis scenario pack — Act 10, the finale. Fight Lord Clark to the control dais and seal the rift before the dark takes Kurokaru.

The Story

Red Steel cannot be broken by steel — but at the heart of his host stands a control dais that commands every Ultra. Seize it, and the rift seals and Kurokaru is saved.

Lord Clark and Lady Nancy rally the last nobles for one desperate charge into the engine's teeth. But Tanknomanity is a patient poison, and as the sun sinks even the bravest hearts feel a cold whisper. Strike fast — the dark is coming.

Forces

The Alliance: Lord Clark and Lady Nancy, both free (each its own squad), plus 3 squads per player from the Chaos and Shadow rosters. No army-points to total up — just count squads (one unit type, up to 10 points each).

The Forge Unlocked: add one Ultra squad per supply cart Clark seized in Act 9 (skipped it? 2), shared out among the players.

More heroes: each player past Clark and Nancy also gets one free hero, up to 9 points — see the menu on page 2.

Red Steel's host (DM): Red Steel, plus 3 squads per player, from the Ultra and Shadow rosters.

Setup

3'x3' board with cover. The Alliance deploys within 6" of one edge, the host within 6" of the opposite edge.

Place the control dais 10" in from Red Steel's edge, centered. Clark starts about 20" away.

Special Rules

- The dais gives cover:** any model on or within 3" of the dais is in cover (+1 to hit it). Red Steel can't destroy the dais or ram a model on it — the seizer is safe there.
- Seize the dais:** only Lord Clark can seize — he alone knows Tanknomanity. At the end of each round, if he is within 3" of the dais, he seizes it once. Two Seizes win, so he must hold the dais at the end of two rounds. Enemies nearby don't stop it, and progress is never lost.
- The Tanknomanity:** the DM host gains one extra Ultra squad per objective Red Steel captured in Act 8 (skipped it? 2).
- Rounds:** roll for first each round, then alternate one squad; Red Steel is the DM's squad.

Victory

The Alliance wins when Lord Clark completes his second Seize — held at the end of two rounds. Red Steel and every Ultra go dark, and Kurokaru is saved.

The DM wins if Lord Clark is knocked out (no one else can seize), or neither side has won by the end of Round 6.

RED STEEL — ENRAGED

"The Grieving Engine" — a corrupted Ultra frame



MOVE

8"

SHT

3+

RNG

14"

FGT

3+

TGH

18

Boss — no points.

Rolling Ram

Once per turn, Move + Move straight: deal 4 damage to the first enemy hit, or smash one terrain piece — then stop. Not on a turn it Shoots or Fights. Never touches the dais or a model on it.

Grinding Tracks

Each Fight: roll 1 die vs every enemy within 2"; each hit removes 1 Tough. No Charge or High Ground bonus.

Empowered Cannon

On a hit: the target and every model within 3" (friend or foe) take 2 damage.

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PLAYERS & SQUADS

PLAYERS	ALLIANCE	DM HOST
1	3	3
2	6	6
3	9	9

Squads (one unit type, ≤10 pts). DM count is on top of Red Steel. Free: Clark, Nancy, +1 hero per extra player, +1 Ultra squad per Act-9 cart (shared). DM +1 squad per Act-8 objective.

WHERE TO SET UP

ALLIANCE

RED STEEL



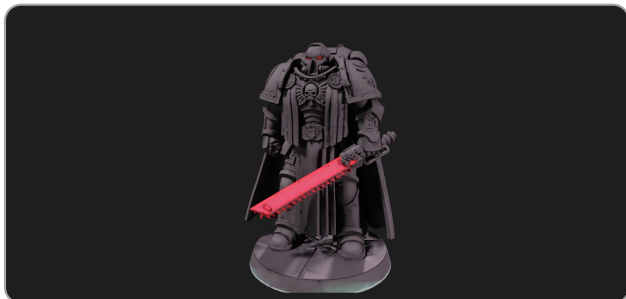
◆ Dais: 10" in from Red Steel's edge, centered. Get Clark there and hold it at two round-ends to seize it — see page 2.

THE ALLIANCE HEROES

Cut out Lord Clark and Lady Nancy — both join every game, free. Red Steel's card is on page 1.

LORD CLARK

Chaos Lord — Master of the Forge



MOVE

7"

FIGHT

3+

TOUGH

6

PTS

—

Free — a one-model squad. He alone can seize the dais.

Deadly

Melee hits remove 2 Tough.

Leap

One action, once per turn: leap 10", over models and terrain.

Seize the Dais

Only Clark can seize. At the end of a round, if he is within 3" of the dais, he seizes it once. Two Seizes (over two rounds) win the game; progress stays on the dais.

✂ cut out along the red border

LADY NANCY

of the Nanshi Shogunate



MOVE

4"

SHT

2+

RNG

8"

TGH

3

PTS

—

Free — in melee, use the Sht number to hit.

Burn

Costs both actions. One roll to hit: target loses 2 Tough, every model within 3" loses 1.

Shogunate Alliance

Her army may mix units from the Chaos and Shadow rosters.

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More heroes (3+ players)

Each player beyond Clark and Nancy adds ONE free hero, up to 9 points, using its normal roster card:

- **Shadow Lord (8)** — fast, Deadly, Hard to Hit.
- **Ultra Striker (8)** — Leap makes it a superb second seizer.
- **Ultra Lancer (8)** — a Crushing melee wrecking ball.

These heroes escort and protect Clark — but only Clark can seize the dais. (Chaos Lord is Clark's own card.)

NARRATOR'S SECRET — do not read aloud

At the start of Round 4, day turns to night and the Tanknomancy takes root. From then on, at the start of each round every surviving NON-hero player squad rolls one die — on a 1 it is corrupted: it changes sides at once and fights for Red Steel for the rest of the game. Hero squads never roll — the corruption can't claim a hero.

Say nothing until night falls, then spring it. The story hints at it; the players should not see it coming.