

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 reformed 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.

✂ cut out along the red border