

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.

✂ cut out along the red border

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.