

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



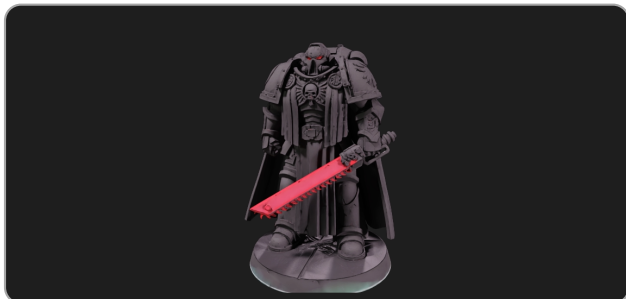
◆ Dais: 10" in from Red Steel's edge, centered. Get Clark there and hold it at two round-ends to seize it — see page 2.

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.

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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.