

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

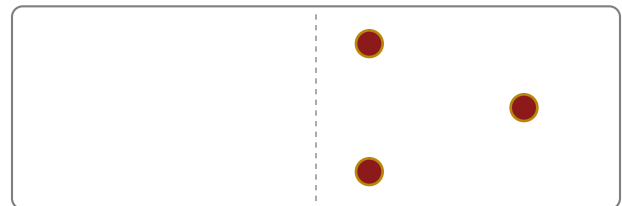
On a hit: the target and every model within 3" of it (anyone) take 2 damage.

✂ cut out along the red border

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.