

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).

✂ cut out along the red border

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.