

SCENARIO: THE SIEGE OF EMBERFALL

A Monkey King Minis scenario pack — the finale. Two shogunates march to take Emberfall back.

The Story

Emberfall has fallen. The Shadow clan holds the village, and Red Steel prowls its streets. But its people escaped — and their call for help has roused the wrath of two great houses.

At dawn, banners crest the hills: the KURAKU Shogunate under Lord Clark, and the NANSHI Shogunate under Lady Nancy. Their armies surround the village from both sides. Break the Shadow's iron heart — destroy Red Steel — and Emberfall is free.

Forces

Raiders (Shadow): defend the village. Red Steel (20) plus 30 points from the Shadow roster — 50 points total.

Kuraku Shogunate (Chaos): 40 points from the Chaos roster.

Nanshi Shogunate (Chaos): 40 points from the Chaos roster. One general commands each army — or one player may lead both.

Setup

Build the village in the middle of the table. Raiders deploy within 8" of the village center. The two shogunate armies each choose a different table edge and deploy within 4" of it — the siege closes from both sides.

Special Rules

- The game lasts 5 rounds.
- Each round, activate squads in this order: Raiders, then Kuraku, then Nanshi — repeating until every squad has gone. Leftover squads run back-to-back as usual.
- The two shogunate armies count as friendly to each other.
- Red Steel is a special character: it ignores the 10-point squad cap and is its own one-model squad.

Victory

The Shogunate wins if Red Steel is destroyed by the end of Round 5 — the village is free.

Raiders win if Red Steel is still standing when Round 5 ends.

SHADOW TANK

"Red Steel" — Empowered



MOVE

8"

SHT

3+

RNG

14"

TGH

10

PTS

20

In melee, use the Sht number to hit

Empowered Long-Cannon

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

Special Character

Ignores the 10-point squad cap; activates as its own squad.

✂ cut out along the red border