

SCENARIO: THE SHADOW TANK RAID

A Monkey King Minis scenario pack — one raid, one tank, one chance to stop it.

The Story

For years the frontier town of Emberfall has guarded the old power station at its heart. Now the Shadow clan wants that power for its greatest weapon — the war tank KUROGANE, “Black Steel.”

At dawn the tank rolls out of the mist, a small band of samurai warriors at its flanks. The town's defenders grab their guns. If they can bring the beast down before nightfall, the raid is broken.

Forces

Raiders (Shadow): Shadow Tank (16), 2 Shadow Rangers (10), 2 Shadow Guards (10) — 36 points, fixed.

Defenders (Chaos): build an army of up to 42 points, using units from the Chaos roster only.

Setup

Build the town in the middle of the table with your terrain. Defenders deploy within 6" of the town center. Raiders deploy within 4" of one table edge of their choice.

Special Rules

- The game lasts 5 rounds.
- The Shadow Tank is a special character: it ignores the 10-point squad cap and is its own one-model squad.
- All standard rules apply — Charge, Preparation, Suppression, and cover all work against the tank.

Victory

Defenders win if the Shadow Tank is destroyed by the end of Round 5.

Raiders win if the tank is still standing when Round 5 ends.

SHADOW TANK

“Kurogane” — Black Steel



MOVE

8"

SHT

3+

RNG

12"

TGH

10

PTS

16

In melee, use the Sht number to hit

Long-Cannon

On a hit: the target takes 1 damage, and every other model within 3" of it (friend or foe) takes 1.

Special Character

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

> cut out along the red border