

SCENARIO: THE SHADOW TANK RISING

A Monkey King Minis scenario pack — the sequel to *The Shadow Tank Raid*. Emberfall's last stand.

The Story

The raid succeeded. The Shadow tank drank deep of the energy the Chaos villagers had hidden — and changed. Its black hull now burns ember-red: the clan has reformed it as RED STEEL.

Now it marches on the heart of Emberfall itself. The town's nobility arm their house guards for a thrilling last stand at the old gates. Stop the tank, or hold the line until dawn — if Red Steel plants the Shadow banner in the square, Emberfall falls.

Forces

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

Defenders (Chaos): build an army of up to 50 points, using units from the Chaos roster only. Forces are evenly matched.

Setup

Place one objective marker 10" from the Defenders' table edge and 10" from each side edge — the town square. Set up the town's terrain around it. Defenders deploy within 8" of the marker; Raiders deploy within 4" of the opposite table edge.

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

Raiders win if they control the objective (most models within 3") at the end of any round — the banner is planted.

Defenders win if Red Steel is destroyed, or Round 5 ends before the Raiders take the square.

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