

SCENARIO: THE SECRETS OF TANKNOMANCY

A Monkey King Minis scenario pack — scenario five: Lady Nancy's gambit.

The Story

In his castle laboratory, Lord Clark labors over the husk of Red Steel. Tales spread of forbidden experiments — the dark arts of TANKNOMANCY — and of the machine stirring back to life.

Lady Nancy of the Nanshi Shogunate burns with jealousy. Allying with the Shadow raiders, she launches a surprise attack on the castle to steal the secrets of tanknomancy for herself!

Forces

Nancy's Alliance: Lady Nancy — a Chaos Flamer, free — plus 50 points of units from the Chaos and Shadow rosters, freely mixed.

Clark's Host (Chaos): Lord Clark — a Chaos Lord, free — plus 50 points from the Chaos roster.

Setup

Clark's Host deploys within 8" of its table edge — the castle courtyard; build it dense with terrain. Place Red Steel inside Clark's zone as immobile cover terrain. Nancy's Alliance deploys within 4" of the opposite edge.

Special Rules

- The game lasts 5 rounds.
- Red Steel is immobile cover terrain: it blocks line of sight and gives cover. It can't move, be attacked, or be damaged.
- Lady Nancy and Lord Clark are special characters: each joins free and is their own one-model squad.

Victory

Nancy wins if Lord Clark falls — the secrets of tanknomancy are hers.

Clark wins if Lady Nancy falls, or if Lord Clark still stands when Round 5 ends — the gambit fails.

LADY NANCY

of the Nanshi Shogunate



MOVE

4"

SHT

2+

RNG

8"

TGH

3

PTS

—

Joins free — in melee, use the Sht number to hit

Burn

Costs both actions. One roll to hit: target loses 2 Tough, every model within 3" loses 1.

Shogunate Alliance

Her army may mix units from the Chaos and Shadow rosters.

✂ cut out along the red border

NARRATOR'S SECRET — do not read aloud!

At the start of Round 4, Red Steel roars half-alive — Clark's experiments have partly worked. The turret fights for Clark!

From Round 4 on it activates as its own squad with one action per round: a single Shot — Sht 3+, Range 12". On a hit, the target takes 1 damage and every other model within 3" of it (friend or foe) takes 1.

Half-repaired, it still can't move, be attacked, or be destroyed. Reveal nothing until it fires!