

GOONHAMMER APPROVED

THE MAGNIFICENT SEVEN

THEY FOUGHT LIKE SEVEN HUNDRED

On a backwater planet, a small group of warriors face overwhelming odds as they protect a small farming settlement from an army of bloodthirsty raiders. They're a capable, brave (even foolhardy) bunch, but they're outnumbered and outgunned. Will they triumph of incredible odds, or die heroically in the attempt?

THE ARMIES

Before the battle, players choose which of two forces to play: The Seven and The Bandits.

THE SEVEN

The player playing the seven must select an army of exactly seven models that share a faction. Each of these models must either be a unit with the **CHARACTER** keyword or a single model chosen from another unit - if a non-character model is chosen this way, it gains the **CHARACTER** keyword. Models chosen this way may not have the **VEHICLE** keyword. Rules that limit the number of a unit the Seven player may have of a specific unit do not apply for this mission. Models in the Seven may be given any wargear on any of their army's equipment/wargear lists. A single non-named **CHARACTER** in the seven may be given a relic at no cost (it must be one they could have been given normally).

The Seven player's army is considered to be battle-forged and each model is considered to have the subfaction special rules that apply to it and access to its factions stratagems. Army-wide special rules that require every unit to have the same rules or keywords (such as Combat Doctrines) only apply if their conditions are met. One character must be nominated as the Warlord, and may be given a Warlord Trait. The Seven player has access to all stratagems and relics from each book their army's models are drawn from.

After the Seven player has mustered their army, they must assign one **Magnificent Trait** to each non-named **CHARACTER** in their army. See the list below for details. Named characters are already magnificent enough. The same trait cannot be chosen twice.

Treat the power level of an individual model chosen from a squad as whatever the appropriate fraction of that squad's Power level is, rounded up to the nearest whole number. So for example, if your model was from a squad of 5 models at 7 power, the single model you took from it would have a power level of 2.

Note: If you are a T'au player and you have The Eight and want to use them for this, sure. Whatever. You can use the Eight. Treat each model in the Eight as a separate unit with the **CHARACTER** keyword and do not give them any Magnificent Traits.

THE BANDITS

The player controlling the bandits musters a battle-forged army of models consisting of 1.5x the points cost / Power Level of the Seven, rounded up to the nearest hundred for points and nearest ten for power level. For example, if the Seven totaled 34 power, then the Bandits player would construct an army with a power level of 60. If the Bandits' Power Level is 25 or below, they must follow the rules for a Combat Patrol. Likewise, if the Seven totaled 483 points, the Bandits player would construct an army of 800 points.

For balance purposes, we recommend you play with force sizes of 650 points for The Seven and 1,000 points for The Bandits.

MATCHED PLAY RULES

Although this is an extremely Narrative scenario, it is intended to be played with Matched Play rules.

MAGNIFICENT TRAITS

The Seven are a team of crack specialists, carefully chosen for their skills and abilities. Each is a warrior of notable prowess, with quirks and traits that cause them to stand out.

After the Seven player has mustered their army, they must assign one **Magnificent Trait** to each non-named **CHARACTER** in their army. See the list below for details. Named characters are already magnificent enough. You cannot choose the same trait twice.

The Farmer - This model has the **Objective Secured** special rule.

The Leader - Once per turn, during the Movement, Shooting, or Fight phases, after moving, shooting, or fighting with this model, you can nominate another friendly model within 6" of this model to activate a second time - it can immediately act in that phase as though it has not already done so.

The Lieutenant - While this model is on the battlefield, each time you spend CP on a stratagem roll a D6 for each CP spent; on a 5+ you gain 1 Command Point.

The Daredevil - This model has a WS and BS of 2+ and you may not re-roll hit or wound rolls for attacks with this model.

The Comedian - The range of aura abilities on enemy models within 3" of this model are reduced to 1".

The Wealthy Noble - Improve the damage characteristic of this model's melee weapons by 1.

The Drifter - This model may not be targeted by ranged attacks unless it is the closest enemy model or within 12" of the firing model.

The Fortune Seeker - Increase the damage done by this model against **VEHICLES** and **CHARACTERS** by 1.

The Traumatized Veteran - Add 1 to this model's hit and wound rolls. At the start of each turn, roll 2D6. If the result is higher than this model's Ld attribute, it can only move away from enemy models and must Fall Back if able.

The Professional - At the end of the opponent's Movement phase, you can shoot with this model as though it were the Shooting phase.

The Sexual Tyrannosaurus - This model ignores the penalties for moving and shooting with a Heavy weapon. Additionally, this model ignores the effects of injury markers.

The Bodyguard - This model can Heroically Intervene if it is within 7" of an enemy model and can move up to 7" when it does so.

The Stormcrow - When making a Psychic test for a model with this ability, you can re-roll one or both of the dice.

STRATAGEMS

To represent the special circumstances of the Seven's unique struggle, players in this mission have access to the following stratagems.

EXALTED WARRIOR

1CP

Seven Stratagem

Use this Stratagem when building your army. Choose a single model with 2 or fewer wounds. Increase that model's Wounds characteristic by 2 and improve its WS, BS, and Attacks characteristics each by 1 (to a maximum of 2+), and it may re-roll failed hit and wound rolls.

MORE WHERE THEY CAME FROM

2/3CP

Bandits Stratagem

Play during the Morale phase. Take one destroyed unit and place them into Strategic Reserves. If the Power Level of that unit was 10 or more, this Stratagem costs 3 CP.

NATURAL LEADER

1CP

Seven Stratagem

Use this Stratagem when building your army. Choose a single model that doesn't have a Warlord Trait. That model gains a Warlord Trait. Treat them as your Warlord for the purposes of this trait. You can't choose a Warlord Trait that a model in your army already has.

BOOBY TRAPS

1CP

Seven Stratagem

Use this stratagem before the first turn, after deployment. Place 6 trap markers on the battlefield. These must be placed more than 9" from the Bandit Deployment Zone. Then secretly note which three are trapped. The first time an enemy unit moves or ends a move within 6" of one of these markers, reveal it and remove it from the battlefield. If it was trapped, roll a D6 for each model in that unit at the end of the Movement phase; on a 5+, that unit suffers a mortal wound. When all three traps have been revealed, remove the remaining markers.

HEROIC STAND

1CP

Seven Stratagem

Use this stratagem when a model in the Seven would be removed from play. That model may immediately make a shooting attack as if it were the Shooting phase. If it is within Engagement Range of any enemy models, it may instead pile in and fight as if it were the Fight phase. Remove it from play after completing this action.

THE MISSION

Expecting little resistance from their typical prey, the bandits are caught by surprise as they ride into the Seven's ambush.

THE BATTLEFIELD

The size of the battlefield should be determined by the size of the Bandit player's forces. That is, if the Bandit player's army total less than 50 PL or 1,000 points, the recommended table size for the game is 44x30". If the bandit's force is larger, then a 44x60" table size should be used.

The Seven player sets up the battlefield however they choose and places 5 objective markers. Each marker must be more than 6" from any other marker and more than 6" from a table edge.

DEPLOYMENT

In this mission the Seven are the Defenders and the Bandits are the Attackers. The Bandit player deploys their entire army - units in the Bandit Players army may be set up as Reserves but may not be deployed outside of their deployment zone. Once the Bandit player has deployed, the Seven player then deploys their units anywhere on the table more than 6" from the Bandit deployment zone.

Up to 3 models from the Seven may be placed into Strategic Reserves at no cost.

FIRST TURN

The Defenders (The Seven) have the first turn.

MISSION RULES

This mission uses the following special rules:

Last Stand: When a Seven model would lose its last wound, the current attack sequence ends and the Seven player rolls a D6 and adds 1 to the roll for each injury marker on that model. On a 4+, that model is removed from play; on a 1-3, it ignores the wound and instead gains an Injury marker. A model subtracts 1 from its WS and BS for each injury marker on it.

Follow the Leader: If the Bandit Warlord is destroyed, the remaining units in the Bandit army get -1 Ld for the remainder of the battle and subtract 1 from their Combat Attrition tests (to a minimum of 1).

OBJECTIVES

Slay the Warlord: If the Bandit Warlord is destroyed, the Seven player scores 50 VP at the end of the battle.

An Honorable Death: When a Seven model is destroyed, if they had destroyed 2 or more enemy models, the Seven player scores 5 Victory Points. Otherwise, the Bandits player scores 5 Victory Points.

In this mission, the Bandits score points for completing the Raze and Despoil action (see below).

Raze and Despoil (Action): One or more INFANTRY units in your army can start to perform this action at the end of your Movement phase. Each unit that starts to perform this action must be within range of a different objective marker. A unit cannot start this action while there are any enemy units within range of the objective marker. This action is completed at the start of your next Command phase. Each time this action is completed, remove the objective marker from the table and you score 15 VP.

VICTORY CONDITIONS

At the end of the battle, if any Bandit models survived and the bandits have more Victory Points than the Seven, the Bandits win. If the Bandits are all destroyed or the Seven have more Victory points, then the Farmers win.

