

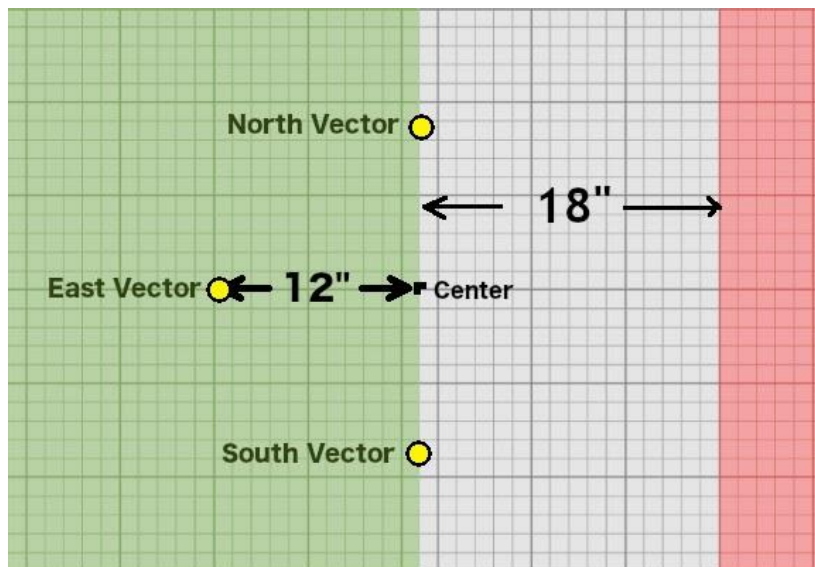
Legendary Mission “Three by Seven”

Masters of the Forge On Your Tabletop Supplement for 9th Edition
V.9.1.0

Mission Briefing

A sept of Nurgle worshipers are attempting to summon forth their patron, a Great Unclean One. Unfortunately for them, the enemy forces have learned of their sacred site and are attempting to put a stop to their foul ritual.

Deployment



Mission Rules

Battlefield Roles: The Nurgle player is the Defender while their opposition is the Attacker. In this battle, the Defender must go first.

Assault: The players have access to the Assault Stratagems on page 17 of the Plague Purge Mission Pack. Each player can use each Stratagem once.

Ritual of Summoning: The Defending army can perform the following action ‘**Ritual of Summoning (Action):** One **Infantry** unit from your army may perform this ritual per turn if they are within range of an objective marker at the end of your Movement phase. The action is completed at the start of your next Command phase. If this unit consists of seven models exactly, then the action is completed at the end of your turn instead. This action does not immediately fail if enemy models are within range of the objective or engagement range of the unit performing it.

Fodder for the Blight: Keep a Fodder Tally during the Combat Phase. Increase the Fodder tally by 1 for each enemy model which is destroyed within 7” of an objective that

you are performing the **Ritual of Summoning** on. At the end of the Combat Phase, if there are any enemy models within engagement range of the unit performing the **Ritual of Summoning** or within range of the Objective they are performing the action on, roll a number of dice equal to your Fodder Tally. If you do not score a 6+ on any of those dice, the action fails. Reset the Fodder Tally to zero at the end of the battle round.

Garden's Bounty: A unit's models are treated as being in Light Cover if they are within range of an Objective Marker. At the start of the Combat phase, if any of the Attacker's units are within range of an Objective Marker, each of those units suffers d3 Mortal Wounds.

The Gate Opens: At the moment the Defender scores 60 Victory Points, the gate to Nurgle's Garden opens and the Great Unclean One steps out. This model may be set up anywhere between the three Objective Markers and it may be set up within engagement range of enemy models.

Mission Objectives

Open the Garden (progressive): The Vectors of Summoning are more potent at specific intervals of time throughout the battle. The Defender scores Victory Points by performing the **Ritual of Summoning**, referring to the table below for scoring. The Defender can only score a maximum of 60 Victory Points for this Objective.

Battle Round:	1	2	3	4	5
East Vector	5 VP	10 VP	20 VP	20 VP	10 VP
North Vector	10 VP	20 VP	10 VP	5 VP	5 VP
South Vector	20 VP	10 VP	5 VP	5 VP	5 VP

Eliminate Repugnance (progressive): The Attacker scores 10 VP every time the Defender fails the Ritual of Summoning action.

Futile Effort (end game): The Attacker scores 60 Victory Points if the Great Unclean One summoned by the **Ritual of Summoning** is destroyed by the end of the battle.

Victor Bonus

If the Defender is the Victor of this mission, they may add a Great Unclean One to their Crusade Roster for free. If the Attacker is the victor and the Great Unclean One summoned by the Ritual of Summoning was slain during this battle, then the unit which slew it earns an additional d6+3 experience points.