

The Magnificent Seven Return Yet Again (participation game)

Sequence of play

- X Mag 7 mark orders
1. Villagers move (club member controlled?)
 2. Mexicans move (umpire/club member controlled?)
 3. Mag 7 fire (1 to 3 shots)
 4. Mag 7 move
 5. Mag 7 fire (1 to 3 shots or remainder if fired in sequence 3)
 6. Mexicans fire (umpire/club member controlled?)
 7. Villagers fight (club member controlled?)

Mag 7 Firing

Range of pistol is 300mm

Shots fired in 1 turn			1 - 100	100-200	201 - 300
<u>Not moved</u>	<u>walk</u>	<u>load + fire</u>			
1			hit	hit	3-9
2			hit	3-9	4-9
3	1		3-9	4-9	5-9
4	2	1	4-9	5-9	6-9
5	3	2	5-9	6-9	7-9
6			6-9	7-9	8-9

All hits are kills.

If firing at a mounted target a 0 will result in the horse being killed. The rider will be killed on a roll of 8-9-0. If the rider is not killed he can stand and fight on foot during the next turn.

To use a second pistol, it will cost the time of two shots.(Vin only)

In one turn characters can:

1. not move and fire upto 6 shots
2. not move, load 2 bullets and fire 2
3. not move and load 6 bullets
4. walk and load 3 bullets or fire upto 3 shots
5. run
6. crawl

Movement

Walk 150mm
run 300mm
crawl 50mm

cross obstacle -50mm
light body/head/arm wound -50mm
serious body/head/arm wound -50mm and cannot run
light leg wound -50 cannot run
serious leg wound cannot walk or run
stand up -50

Mag 7 saving rolls

2 light hits in same location count as a serious and 2 serious count as dead

Lower body in cover

- 1 - Serious head
- 2 - Minor nick
- 3 - Light Gun hand
- 4 - Serious Gun hand
- 5 - Minor nick
- 6 - Serious upper body
- 7 - Serious Gun hand
- 8 - Light head
- 9 - Dead
- 0 - Miss due to Hollywood Hero status

In the open

- 1 - Minor right leg
- 2 - Minor nick
- 3 - Light Gun hand
- 4 - Minor left leg
- 5 - Minor nick
- 6 - Serious upper body
- 7 - Minor Gun hand
- 8 - Light head
- 9 - Minor NON gun hand
- 0 - Miss due to Hollywood Hero status

Effect of wounds

Minor nick	= ignore
Minor leg/non gun hand	= ignore *
Light Body/Head/Arm	= -50mm from movement **
Light Leg	= -50mm from movement and cannot run **
Light Gun Hand	= -1 from die rolls **
Serious Gun Hand	= must use other hand - 2 from die rolls
Serious Body/Head/Arm	= -50mm and cannot run
Serious Leg	= cannot walk or run
* 2 minor hits = 1 light	
** 2 light hits = 1 serious	

Mexicans

Firing

only 1 shot for each figure per turn

Pistol maximum range 250mm

1 - 100 101 - 250
6 - 9 8 - 9

Rifle maximum range 600mm(cannot fire rifle from moving horse)

1 - 100 101-400 401-600
8 - 9 7 - 9 8 - 9

Cannot fire while running or galloping

Modifiers - to die roll

Firer walking on foot	-1
Firer trotting on horse	-1
Target moved	-1
Target in cover	-1

If after modifiers the Mexican cannot hit, then a 0 will count as a hit.

Movement

Foot

walk 100mm
run 200mm

Mounted

Trot 200mm
Gallop 350mm

Whole move to mount or dismount.

Villagers

Any villagers in contact will fight

Attacker and defender roll a d6 highest wins

Machete	+1
Club	-1

Villagers with guns cannot move and fire, maximum range pistol 150mm rifle 300mm need 8-9 for a hit at any range.

List for what Mexican's must do this turn.

- 1 - 1 DISMOUNT, 1 RUN/GALLOP, 1 TAKE COVER
- 2 - 2 TRY TO LEAVE VILLAGE
- 3 - 1 TRY TO LEAVE VILLAGE, 2 RUN/GALLOP
- 4 - 4 RUN/GALLOP
- 5 - 5 RUN/GALLOP
- 6 - 6 RUN/GALLOP
- 7 - 4 RUN/GALLOP, 2 TAKE COVER
- 8 - ALL ON FOOT TAKE COVER
- 9 - 2 DISMOUNT, 4 RUN/GALLOP
- 0 - 2 HEAD TOWARDS MAG 7 CHARACTER, 2 DISMOUNT