



Scan Profile in PLAY

WANTED: DEAD

WARSURGE BOUNTY #5

- MURDER CIRCUS -



A TRAVELLING CIRCUS HAS BEEN KIDNAPPING UNREMARKABLE FOLK TO SECRETLY KILL FOR AN UNAWARE AUDIENCE.

THE CIRCUS MYSTIC HAS BEEN BEGUILING LAW ENFORCEMENT.

HUNTERS MUST OFFER THEMSELVES TO THE SHOW TO GAIN ENTRY.



BOUNTY AWARDS

#1 - Defeat the quarry without equipping any Heat Resist Perks.

#2 - Defeat the quarry within 4 Game Turns.

#3 - Defeat the quarry with no casualties.

#4 - Defeat the quarry without equipping Perks that reduce the Point Cost of Units and/or Weapons (such as Morale I or Volatile).

BOUNTY DETAILS

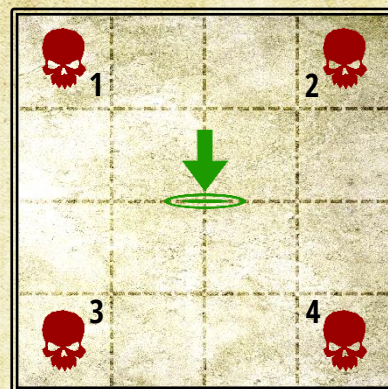
Objective: Defeat all the Circus Troupers using Standard Playstyle and Unlimited Turns.

Map: Each Skull is a Circus Trouper, who start in the middle of each corner squares. The nearby number denotes which Weapon it has: 1 is Acrobatics, 2 is Clown Acid, 3 is Fiery Breath, 4 are Flaming Darts. Player Units must Deploy as close to the middle of the Battlefield as possible.

Point Limit: 100pts. Each of your Units must be at least 15pts.

Enemy Tactics: Player is always Turn Master. Resolve all Enemy Units after resolving Player Units, starting with the Circus Trouper with Clown Acid (2). Each Circus Trouper will dedicate Movement to have all Weapons in Range, and focus all available Weapons on the closest Target within Range (Roll-Off if there are multiple Units at same distance).

MAP: 2' x 2'



Each square is 6" x 6"

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Circus Trouper	4	6"	6"	3	7	5+	3+	Murderer

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Acrobatics	1	0"	5	4	-	AS	Piercing Hit II
Clown Acid	1	6"	2	5	-	AS	Corrode, Penetrate II
Fiery Breath	1	9"	1	0	2+	BT	Damage 5+, Ignite I
Flaming Darts	1	12"	4	4	-	BT	Burn