WANTED: DEAD

WARSURGE BOUNTY #7

- Yasheef the Shade -

APPROVED

Once a pirate lord of renown. He was killed deceptively at the height of his power by traitors.

He has returned from death and slain some of his usurpers' offspring using trickery, out of spite for his demise.

Bounty Awards

#1 - Defeat the quarry without the Keen Eye Perk.

#2 - Defeat the quarry within 4 Game Turns.

#3 - Use two or more models and end 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 Enemy Unit using Standard Playstyle and Unlimited Turns.

Map: The red skulls are where Yasheef the Shade can appear at the start of each Game Turn; roll a D6 and place him at the red skull with the matching number. Player Unit(s) Deploy as close as possible to the middle of the Battlefield, indicated by the square with the green arrow.

Point Limit: 200pts. Each of your Units must be at least 20pts.

Enemy Tactics: Enemy is always Turn Master. Yasheef directs his full Movement toward the closest player Unit he can attack, attempting to engage in a Melee if possible (Roll-Off if there are multiple Units at same distance). If any of the player's Units have suffered HP Loss, Yasheef will favour the Unit with the least HP remaining before Targeting other available Units, assuming he can reach them with one or more of his Weapons. In most cases, this means he should be able to at least Target the weakest Unit with his Flintlock and use his Blade on a Unit that can be reached by engaging in a Melee.

MAP: 2' x 2'
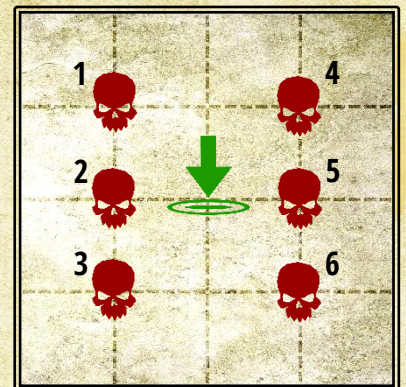
Each square is 6" x 6"

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Yasheef	1	6"	6"	9	20	-	-	Bedim 4+, Keen Eye, Undead

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Yasheef Blade	1	0"	20	10	-	AS	-
Yasheef Flintlock	1	18"	10	10	-	AS	-