



Scan Profile in PLAY

WANTED: DEAD

WARSURGE BOUNTY #2

- PHILOS-O-RAPTOR -



KNOWN TO CHALLENGE PROFESSORS TO DEBATE AND CAUSE INSANITY.

THE QUARRY FAVOURS LECTURES AND ASKING IMPOSSIBLE QUESTIONS TO CAUSE ANEURISMS.

HIS SISTER IS ALLEGEDLY A "CLEVER GIRL".



BOUNTY AWARDS

- #1 - Defeat the quarry with no casualties.
- #2 - Defeat the quarry with two models or two Units.
- #3 - Survive an Academic Vacuum at Power 12.
- #4 - Defeat the quarry without Artificial and Unstoppable.

BOUNTY DETAILS

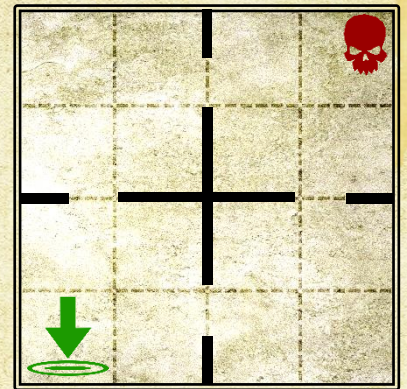
Objective: Defeat Enemy Unit with Standard Playstyle and Unlimited Turns.

Map: Skull (red) is the Enemy Unit, which starts on the corner edge. The square with the arrow (green) is where the player may place any of their Units, which is 6 inches by 6 inches. Black lines block line of sight.

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

Enemy Tactics: Enemy is always Turn Master. The Enemy Unit will remain stationary to attack, and focus all available Weapons on the closest Target (Roll-Off for the Target if there are multiple Units at same distance). Enemy will use Reflect II against the Weapon with the highest Point Cost. If you do not use that Weapon, it will use it on the strongest one you commit to using.

MAP: 2' x 2'



Each square is 6" x 6"

| Unit Name | Qty | M | D | DEF | HP | ARM | AEG | PERKS |
|-----------------|-----|----|----|-----|----|-----|-----|----------------------|
| Philos-o-raptor | 1 | 0" | 0" | 5 | 10 | 5+ | 4+ | Keen Eye, Reflect II |

| Weapon Name | Qty | RNG | ATK | PWR | AP | TYPE | PERKS |
|------------------------|-----|-----|-----|-----|----|------|--------------------------------------------------------------------|
| Academic Vacuum | 1 | 0" | 10 | 6 | - | AS | Charge Up AP, Charge Up Power, Charge Up Range, Negate AEGIS |
| Mind-numbing Statement | 1 | 32" | 1 | 0 | - | HV | Damage 4+, Freeze II, No Line of Sight II |
| Paradoxical Question | 1 | 32" | 1 | 10 | 2+ | HV | Bleed, No Line of Sight II, Recharge I, Reroll 1's, Transpierce II |