



Scan Profile in PLAY

WANTED: DEAD

WARSURGE BOUNTY #4

- THE GRINTCH -



A VILE CREATURE THAT FEEDS ON THE FLESH OF MANKIND. HE SILENTLY ENTERS HOMES VIA CHIMNEYS TO KIDNAP CHILDREN OF ALL AGES, PRESUMABLY FOR FOOD.

LAST SEEN STRIDING TOWARD HIS STASH OF PRESENTS; BELONGING TO HIS PAST VICTIMS.



BOUNTY AWARDS

- #1 - Defeat the quarry with no casualties.
- #2 - Defeat the quarry without the Virus and/or Unstoppable Perks.
- #3 - Defeat the quarry before it reaches the Gift Pile without starting a Melee.
- #4 - Defeat the quarry only using Weapons with 0" Range (Melee).

BOUNTY DETAILS

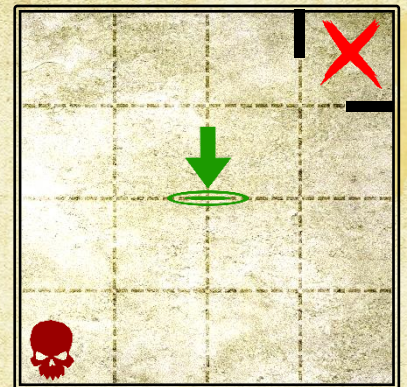
Objective: Defeat The Grintch using Standard Playstyle and Unlimited Turns.

Map: Skull (red) is The Grintch, who starts on the corner edge. Player Units must deploy as close to the middle of the Battlefield as possible. Black lines block line of sight, the square with the red X is the Gift Pile.

Point Limit: 140pts. Each of your Units must be at least 25pts.

Enemy Tactics: Enemy is always Turn Master. It will Move/Dash toward the Gift Pile (X). It will focus all available Weapons on the closest Target within Range (Roll-Off if there are multiple Units at same distance). If it reaches the centre of the Gift Pile, it recovers all lost HP and then focuses Movement and Weapons against the Unit that is causing the most HP Loss (including Absorption) against it. Stolen Snack is directed against itself. It will use Swipe as its last Weapon, directing players to the closest Battlefield edge.

MAP: 2' x 2'



Each square is 6" x 6"

MERRY CHRISTMAS

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
The Grintch	1	9"	9"	5	15	5+	5+	Absorption III, Heat Resist I, Unstoppable

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Grintch Knife	1	0"	4	6	-	AS	+Attacks II (D6), +Power I (D3), Penetrate II, Transpierce I
Stolen Snack	1	0"	3	7	5+	AS	Heal, Negate AEGIS
Swipe	1	3"	1	9	2+	AS	Force II