



Scan Profile in PLAY

WANTED: DEAD

WARSURGE BOUNTY #3

- MAD DOG MCGEE - AND MII - MISSING



ARMED AND ANGRY.
HE HAS KIDNAPPED
THE DAUGHTER OF A
FOREIGN AMBASSADOR,
WITH WHOM HE HAS AN
UNSETTLED SCORE.

THE QUARRY WAS LAST
SEEN CHASING DOWN
THE CAPTIVE WHO HAS
ESCAPED CONFINEMENT.



BOUNTY AWARDS

- #1 - Defeat Mad Dog with no casualties (including Mii).
- #2 - Defeat Mii, then Mad Dog on a later Game Turn.
- #3 - Get Mii to cause HP Loss or defeat Mad Dog.
- #4 - Become a casualty, then on a later Game Turn have Mad Dog become a casualty and Mii survives.

BOUNTY DETAILS

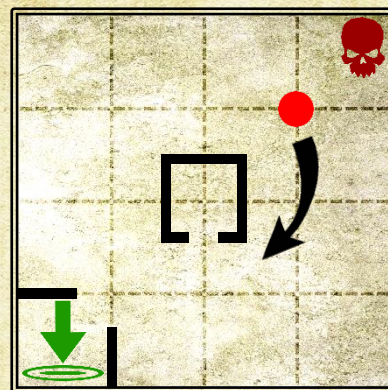
Objective: Defeat Mad Dog using Standard Playstyle and Unlimited Turns.

Map: Skull (red) is Mad Dog, who starts on the corner edge. Mii is the red circle (the arrow indicates the direction she initially flees toward). The square with the green arrow is where the player may Deploy. Black lines block line of sight.

Point Limit: 50pts. Each of your Units must be at least 5pts.

Enemy Tactics: Resolve Mii, then Mad Dog, then player Units. Mii directs Movement (to hide) behind a player Unit. Mii only attacks the turn after Mad Dog engages her in a Melee. Mad Dog prioritises Mii before player Units, remaining stationary to use Hunt'n Rifle but if he cannot use it, he will instead attempt to engage in a Melee.

MAP: 2' x 2'



Each square is 6" x 6"

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Mad Dog McGee	1	8"	0"	3	18	4+	5+	Lucky (used for Hunt'n Rifle only)

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Gutt'n Knife	1	0"	5	4	-	AS	-
Hunt'n Rifle	1	18"	1	5	-	HV	Countdown I, HP Loss x 5 Penetrate II, Recharge I
Trusty Revolvers	1	12"	5	4	-	BT	Puncture I

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Mii	1	6"	6"	2	5	-	4+	Bedim 4+

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Panicked Punches	1	0"	10	2	-	AS	-