WANTED: DEAD

WARSURGE BOUNTY #6

~ The Mole King ~

A miscreant mole man has robbed every bank in the region and proclaimed himself king of all subterranean land.

Last seen digging near the office where this poster was printed, flinging filth at our windows.

Bounty Awards

#1 – Defeat the quarry without going underground or using the Burrow Perk.

#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 Enemy Unit using Standard Playstyle and Unlimited Turns.

Map: Red skull is The Moke King, who Deploys in the middle of the corner square. Player Unit(s) Deploy in the opposite square with the green arrow.

Point Limit: 150pts. Each of your Units must be at least 15pts.

Enemy Tactics: Enemy is always Turn Master. The Mole King begins by using the Burrow Perk when it Deploys, and will use Burrow only to go above or under the ground if engaged in a Melee. It directs its full Movement based on what is determined with the Wanderer Perk. If there is no scatter direction from Wanderer, the Mole King 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). The Mole King always Targets himself with Wormy Mud Pie.

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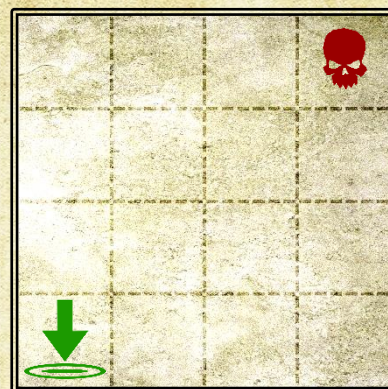
Each square is 6" x 6"

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
The Mole King	1	10"	8"	6	15	3+	5+	Burrow, Traverse I, Wanderer

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
King's Rock	1	18"	1	10	2+	AS	Concussive, Countdown III, No Line of Sight II
Regal Mole Claws	1	3"	12	5	-	AS	No Line of Sight II, Piercing Hit I, Reroll 1's
Seismic Shock	1	18"	3	8	-	AS	Blind II
Wormy Mud Pie	1	0"	1	8	3+	AS	Devastate I, Heal