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# WANTED: DEAD

## WARSURGE BOUNTY #14

### - PUMPKIN PARTY -



A PARTY OF HEROES HAVE BEEN DRIVEN MAD BY CURSED PUMPKINS, DONNING THE GOURDS AS HELMETS AND ACCUSING BYSTANDERS OF BEING DRAGONS, TYRANTS AND BRIGANDS. NOW, THEY KILL ANY THAT CROSS THEIR PATH, BELIEVING THEM AS EVIL NEEDING TO BE VANQUISHED.



### BOUNTY AWARDS

- #1 - Defeat the Pumpkin Healer last.
- #2 - Defeat the quarry with only one model and no casualties without using the 'Resolute' Perk.
- #3 - Defeat the quarry with four models and no casualties without using the 'Resolute' Perk.
- #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

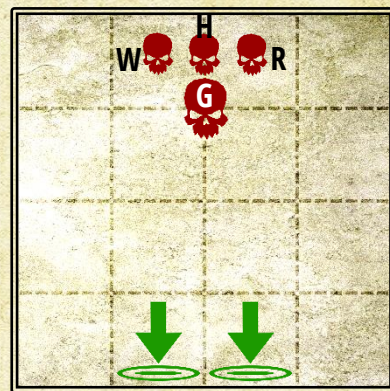
**Objective:** Defeat the quarry using Standard Playstyle and Unlimited Turns.

**Map:** Each Skull is a Pumpkin Unit. The nearby letter denotes which Unit it is: G is Guardian, W is Warrior, R is Ranger, H is Healer. The two squares with an arrow (green) are where the player may place any of their Units.

**Point Limit:** 250pts. Each of your Units must be at least 25pts.

**Enemy Tactics:** Player is always Turn Master. Resolve all Enemy Units after the Player Units, starting with the Guardian. Enemy Units dedicate Movement to have all Weapons in Range and focus all available Weapons on the closest Target to the Guardian (Roll-Off if multiple Units are same distance; if Guardian is a casualty, then closest Target instead). Healer follows Guardian (within 2") and prioritizes Healer II on itself, then Guardian (before others).

MAP: 2' x 2'



Each square is 6" x 6"

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Pumpkin Guardian	1	6"	6"	5	10	2+	-	Durable Armour II, Taunt II, Unstoppable
Pumpkin Healer	1	6"	6"	3	5	5+	4+	Healer II
Pumpkin Ranger	1	6"	6"	3	7	5+	4+	Melee Clarity, Shroud
Pumpkin Warrior	1	6"	6"	4	8	4+	4+	Charge I, Evasive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Gourd Sword (Guardian)	1	0"	5	8	3+	AS	-
Seed Shot (Healer)	1	15"	30	2	-	AS	Incantation
Cucurbita Bow (Ranger)	1	18"	5	4	2+	AS	Annihilate I, Damage 6+
Squash Carver (Warrior)	1	0"	4	6	-	AS	Critical Hit I, Decimate I, Penetrate II