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# WANTED: DEAD

WARSURGE BOUNTY #15

- **BIKER RATS** -



RUMOURED TO BE FROM THE PLANET MARS; FLED FROM A GREAT WAR AGAINST BICYCLE MICE.

THIS GANG HAS SINCE INFESTED A CITY SUBURB AND CAST OUT THE LOCALS THAT THEY SEIZED IT FROM. THERE IS NOW AN OUTCRY FOR THEIR EXTERMINATION.



## BOUNTY AWARDS

- #1 – Allow a Biker Rat to use 'Bike Slam' at Power 20.
- #2 – Prevent each Biker Rat from Moving away in a Melee.
- #3 – Defeat the quarry with four Units and 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 the quarry using Standard Playstyle and Unlimited Turns.

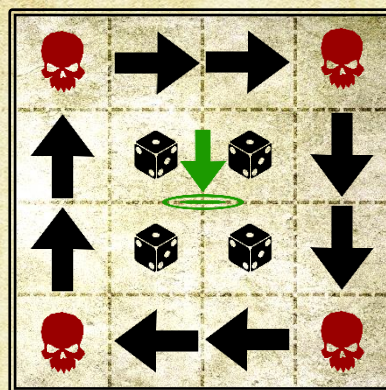
**Map:** Each Skull is a Biker Rat; each of the four Deploys at the centre of the corner squares. Player Units must Deploy as close to the middle of the Battlefield as possible. Dice squares are traps; roll a D3 at the start of the Move Phase and apply the effect for the duration of the Game Turn:

1) Lose 25% Max HP 2) Armour & AEGIS disabled 3) -5 to Defence

**Point Limit:** 400pts. Each of your Units must be at least 25pts.

**Enemy Tactics:** Enemy is always Turn Master. Each Phase, resolve all Enemy Units then Player Units. Each Biker Rat follows the perimeter of squares in the direction of the arrows, looping forever (if taken off the path, they return ASAP). They focus each Weapon on the closest Target within Range (Roll-Off if there are multiple Units the same distance). With Inexorable, the Biker Rats can only be locked in a Melee if their point cost is less than the player Unit.

MAP: 2' x 2'



Each square is 6" x 6"

**Trap Squares:** For simplicity, roll a single D3 and apply it to all the squares with a dice in them. Biker Rats can be affected by the traps.

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Biker Rat	4	12"	6"	4	15	3+	4+	Inexorable, Jumper, Melee Clarity, Melee Confidence

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Bike Donuts	4	3"	3	5	2+	AS	Force I
Bike Slam	4	3"	1	7+M	2+	AS	HP Loss x 5, Momentum
Rat Flail	4	6"	2D6	3+D6	-	AS	+Power II (D6), Rupture II, x2D6 Attacks
Rodent Pistol	4	12"	4	5	-	AS	-