



Scan Profile in PLAY

WANTED: DEAD

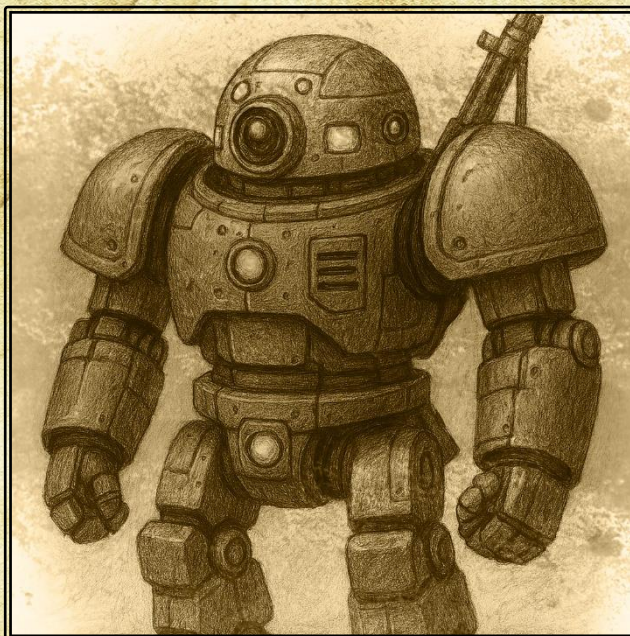
WARSURGE BOUNTY #11

- ARTWO BEEF-TWO -



ONCE A SERVICE ROBOT,
IT WAS DESTROYED
UNNECESSARILY BY A
CARELESS HUNTER.

NOW REBUILT, IT HAS
BEEN SEEKING ITS
VENGEANCE, TRAPPING
AND KILLING BOUNTY
HUNTERS UNTIL IT
FINALLY SLAYS THE ONE
THAT FIRST HARMED IT.



BOUNTY AWARDS

#1 - Defeat the quarry
without Deployment and/or
Movement Perks.

#2 - Defeat the quarry
without Artificial, Immunity,
Blink or Teleport:

#3 - Use one model and end
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.

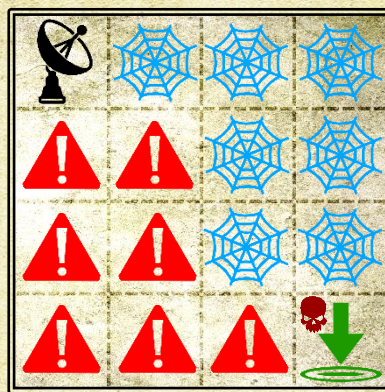
Map: The Player Unit(s) Deploy in the bottom square with a green arrow.
Artwo Beef-Two Deploys as per Enemy Tactics. Squares with Blue Webs are
Difficult Ground, Red (!) squares inflict Venom and a stack of the Bleed Perk
(each time Movement is made). Radar is the goal in Step #1 of Enemy Tactics.

Point Limit: 200pts. Each of your Units must be at least 25pts.

Enemy Tactics: Step #1 - A player Unit must be in the Radar square at the end
of a Game Turn to finish Step #1. Until a player completes Step #1, each
Attack Phase Artwo will use 'Hidden Snipe', centring the Blast on the closest
Unit to the Radar. When Step #1 is complete, Artwo Deploys in the middle of
the green arrow square (player Deploy Zone).

Step #2 - Player is always Turn Master. Hidden Snipe is inactive and Artwo
remains stationary to Attack normally, focusing on the nearest player Unit.
Artwo will use Shiny Metal Biceps to position players into Red (!) squares, or
Blue Web squares if they cannot be harmed by Venom and Bleed.

MAP: 2' x 2'



Each square is 6" x 6"

LUCKY: Artwo will prioritise the
Lucky Perk as follows: Blast I
(direction), Damage 3+, Force II's
Skill Test and lastly Attack Dice.

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Artwo Beef-Two	1	6"	6"	5	20	2+	-	Artificial, Durable Armour II, Keen Eye, Lucky, Traverse II

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Hidden Snipe	1	-	1	0	2+	HV	Blast I, Damage 3+, HP Loss x5
Shiny Metal Biceps	1	3"	2	8	2+	AS	Force II
Artwo Sniper Rifle	1	36"	1	10	2+	HV	HP Loss x5