



Scan Profile in PLAY

WANTED: DEAD

WARSURGE BOUNTY #12

- JELLOPIRES -



THREE BIO WEAPONS
HAVE ESCAPED A SECRET
LABORATORY AND MADE
THEIR HOME IN THE
NEARBY ECO SYSTEM.

VAMPIRIC IN NATURE,
THEY SEEM TO PREFER
SURROUNDING THEIR
PREY AND THEN FEEDING
WHILE THEIR VICTIM IS
STILL ALIVE.



BOUNTY AWARDS

#1 - Defeat the quarry
without equipping Artificial,
Anti-Air, Perks that ignore
Dice Modifiers, and
Weapon: Ice or Dark.

#2 - Cause HP Loss to the
quarry in and out of a Melee.

#3 - Defeat the quarry with
three Units & 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

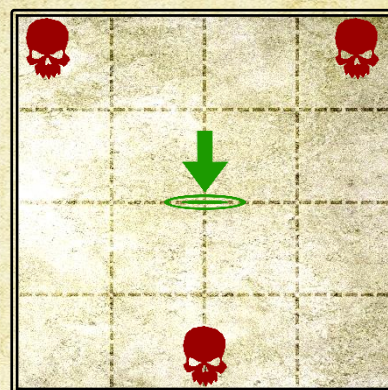
Objective: Defeat the quarry using Standard Playstyle and Unlimited Turns.

Map: Each Skull is a Jellopire; two Deploy at the edge of the top left and right corner squares. The third Deploys at the bottom edge in the middle. Player Units must Deploy as close to the middle of the Battlefield as possible.

Point Limit: 500pts. 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 Jellopire has Berserk; it 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 the same distance). Note that Jellopires have Evasive, and Airborne makes them harder to hit in a Melee. They also have Frenzy, which can cause Stat increases.

MAP: 2' x 2'



Each square is 6" x 6"

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS
Jellopire	3	4"	2"	6	10	4+	4+	Airborne, Berserk, Evasive, Frenzy, Weakness: Dark, Weakness: Ice

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Energy Discharge	3	3D6x3"	2D6	2D6	D6	?	Wildcard
Feeding Fangs	3	0"	6	-	2+	AS	Damage 4+, HP Steal
Piercing Tentacles	3	3"	12	3	-	AS	Piercing Hit II
Tendrils Drain	3	9"	3	6	-	BT	Leech, Penetrate II