FRAG BUG HUNT
IF IT MOVES, SHOOT IT.

Player: _____ Wins: _____

Current Movement																												
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55			

All Marines are equipped with a suit of Heavy Armour, a HUD Helmet, a Door Decoder and a Backpack that holds up to 6 equipment cards. The player may choose any combination of Medpacks and Extra Ammo cards to place in the Backpack upon spawning, with an additional two cards each time he respawns as long as the total held at any one time does not exceed 6 cards.

The Door Decoder will open any locked door by spending one attack and rolling 1d6; the door will open on a roll of 5 or 6. Doors may also be destroyed by weapons fire, defending against attacks with a fixed health score of 9, destroyed if they take a single point of damage.

Marines do not benefit from Gadget Power Ups and cannot find additional weapons – the weapons that they bring with them are all that they have. However, a Marine may attempt to benefit from a Weapons Power Up. If a 4–6 is rolled the Marine will get either a Medpack or an Extra Ammo card (player's choice).

Attributes

Divide 7 points among 3 attributes. Add 1 point to any one attribute for each win. Maximum of any attribute is 4.

Health

Speed

Accuracy

Pulse Rifleman
The Pulse Rifleman is equipped with two weapons, a Pulse Rifle and a Pistol. The Pulse Rifle is treated as an Over/Under Machine Gun and Grenade Launcher combo.

Smartgunner
The Smartgunner is equipped a single weapon, the Smartgun.

Marine Equipment
Pistol - 2D, Unlimited Ammo Machine Gun - 3D, 6 Ammo, 2 shots per attack Grenade Launcher - Hit 5D/Miss 2D, 6 Ammo Over/Under Combo - Fires both weapons together, using ammo from both and combining the damage as a single attack. Smartgun - 4d, Unlimited Ammo, 2 shots per attack, Targeting System Heavy Armour - +2 Health HUD Helmet - +1 Accuracy Door Decoder - can open locked doors on a roll of 5 or 6, using one attack Targeting System - +1 die bonus to accuracy rolls

	Frags									
Game 1										
Game 2										
Game 3										
Game 4										
Game 5										
Game 6										
Game 7										
Game 8										
Game 9										
Game 10										