

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			

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

Frag Record Sheet

Player: _____ Wins: _____

	Frag				
Game 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Game 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Game 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Game 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Game 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Game 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Game 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Game 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Game 9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Game 10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Starting Weapon
Pistol
2d Damage
Unlimited Ammo



FIGHTER DESIGN

Each fighter has three attributes: HEALTH, SPEED, and ACCURACY. Each player may divide 7 points between the three attributes in any way, as long as each attribute gets at least 1 point but no more than 4. In tournament games, winning a game allows you to improve your fighter.

HEALTH determines how well you resist damage, how much damage you can take, and how many weapons you can have in play. If your Health is low, any attack is likely to kill you (though you can respawn and come back). If your Health is high, you have a better chance of surviving an attack and fragging your attacker on your next turn. You are limited to a number of weapon cards in play equal to your Health plus 1.

SPEED is how fast you move and how far you can jump. A fighter with a Speed of 1 is pathetic; you should take at least 2 or 3. More speed lets you grab more power-ups, too. Speed also governs jumping: you can jump a number of squares equal to your Speed.

ACCURACY governs your chance of scoring a hit and how fast you attack. A low Accuracy means you have to stand right next to someone for a sure hit; it's very embarrassing to be 2 squares away and miss. A high Accuracy means you can snipe from across the board. And a fighter with Accuracy 5 gets 3 attacks per turn!