

FRAG BUG HUNT IF IT MOVES, SHOOT IT.

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Based on Frag by Steve Jackson Games, Bug Hunt pitches Earth's Colonial Marines against their deadliest foe, xenomorphs with acid for blood – the Aliens.

Requirements

- A copy of Frag
- A valid Frag map
- Miniatures/Card characters to represent the Marines and the Aliens



Smartgun



Pulse Rifle

Hudson: Is this going to be a stand up fight, sir, or another bug hunt?

Gorman: All we know is that there is still is no contact with the colony, and that a xenomorph may be involved.

Frost: Excuse me sir, a what?

Gorman: A xenomorph.

Hicks: It's a bug hunt.

Setup

Frag Cards

Bug Hunt does not require either the Special or Weapon decks, so these can be set aside. Next, sort through the gadget cards, discarding all except the Extra Ammo and Medpack (all variants) cards. Shuffle the Medpack cards and place these face down. The Ammo cards should be placed in a separate pile, but may be left face up as they are all identical.

Marines may now take from either the Ammo or Medpack piles whenever they are able to draw cards.

Should you be worried that you will not have enough Medpack cards (the maximum needed will be 6 per player) then additional gadget cards can be added to the Medpack pile and treated as single point Medpacks.

Player Characters – Marines

Each player should design a standard Frag character (7 points, divided across the 3 statistics) or use an existing Bug Hunt Marine from a previous game. The character type must also be selected as either:

- Pulse Gunner
- Smartgunner

Equipment

All Marines are equipped with the following:

- Heavy Armour
- HUD Helmet
- Door Decoder
- Backpack (Holds up to 6 equipment cards)

Weapons

Smartgunner

- Smartgun

Pulse Gunner

- Pulse Rifle
- Pistol

Ammunition / Health

The player may choose any combination of Medpacks and Extra Ammo cards to place in the Backpack before the start of the game, up to the Backpack's maximum capacity of 6 cards.

Aliens

The number of Aliens in play may be varied, but the recommendation is at least 6 Aliens for a standard Bug Hunt. All Aliens have fixed initial statistics:

- 3 Health
- 3 Accuracy
- 5 Speed

Aliens carry no weapons or equipment and are only able to attack at a range of 1 square, with a strength of (Health+2)d. For example, an uninjured Alien attacks at 5d.

Map

Any valid Frag map may be used, with 6 spawning points and 6 weapon power-ups.

Spawning

Players should each roll 1d6 initiative, with the highest going first and then continuing clockwise. Each player may select their initial spawning location in turn. All remaining empty spawning locations are available for the placement of Aliens. A single Alien should first be placed on each available spawning location, with any additional Aliens being placed on adjacent squares.

Gameplay

Play proceeds in initiative order as per the standard Frag rules. The one major change is that each turn the players control not only their own character, but a random number of Aliens as well. Use the Aliens to attack the other Marines or move them to more strategic locations, the choice is yours.

Turn Sequence

- Current Player's movement/combat
- Roll d6 to determine number of Aliens to be controlled
 - 1-3 Player controls 1 Alien
 - 4-6 Player controls 2 Aliens
- Select Alien(s) to be controlled by current player
- Alien movement/combat for current player

Injury / Frags / Respawning

- Marines do not drop any equipment, weapons or cards when they are fragged, they do however leave a blood splat as normal
- Aliens cause acid damage to all adjacent squares each time they are injured, equal to 2d per point of damage taken
- Aliens leave an acid counter when fragged (these cannot be used for healing)
- Fraggd players are respawnd in a random location at the start of their own turn and may take an additional two medpack/ammo cards, so long as the total held within their backpack does not exceed 6
- All fraggd aliens are respawnd at the start of the next player's turn, after any marine respawns.

Victory Conditions

The total number of Frags required for victory can be varied, but the recommended value is 5. A Frag is scored for:

- Each Alien killed by a Marine
- Each Marine killed by an Alien under the player's control

Map Features

Weapon Power-ups

- Marines may attempt to benefit from weapon power-ups, obtaining an additional health or ammo card (player's choice) on a d6 roll of 4-6. Note: the carrying capacity of 6 cards within the Marine Backpack may not be exceeded.
- Aliens draw no benefit from any power-ups.

Doors

- Unlocked doors may be opened by Marines for a cost of one movement point.
- Locked doors may be unlocked by Marines using the Door Decoder. Each attempt to use the Decoder uses one attack and succeeds on a d6 roll of 5 or 6. If an attempt fails, subsequent attempts are at a cumulative +1
- Any door may be closed by Marines for a cost of one movement point
- Aliens may never open or close doors, but may attempt to destroy them.
- Doors may be attacked and destroyed by Marines or Aliens. This is treated as a conventional attack versus a fixed health score of 9. A single point of damage will remove the door from play.

Water / Acid / Lava

Marines treat these squares as per the standard Frag rules, whilst Aliens ignore their effects entirely.

Water

Moving through water squares costs 2 movement points per square. Standing within water protects a player from flame weapons, but increases damage from energy weapons by 1 hit.

Acid

Any player moving through an acid square suffers a 2d attack.

Lava

Moving through lava squares costs 3 movement points per square and causes the player to suffer a 3d attack. Fireproof Coating and Heat Shields protect against lava damage.

If a fighter ends a turn adjacent to a lava square then they suffer a single attack equal to 1d for each adjacent lava square.

Marine Equipment / Weapons

All equipment and weapons statistics are details below, with the Pulse Rifle treated as an over/under combo weapon, comprising a machine gun and grenade launcher.

Item	Description
Pistol	2d damage, unlimited ammo
Machine Gun	3d damage, 6 ammo, 2 shots per attack
Grenade Launcher	5d damage for a successful hit, 2d for a miss, 6 ammo
Over/Under Combo	Allows both weapon components to be fired together, using ammo from both and combining the damage as a single attack.
Smartgun	4d damage, 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