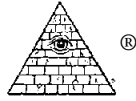


Frag[®] Record Sheet

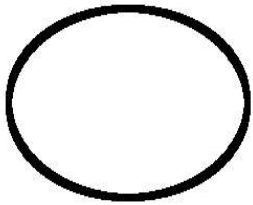


Player: _____ Figure: _____

Attributes

Divide 7 points among Health, Speed, and Accuracy. Values can range from 1 to 4.

Health

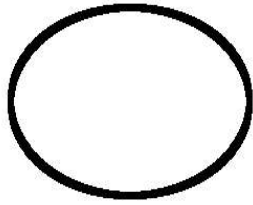


Maximum #
of Weapons

(Health+1)

Current Health

Speed

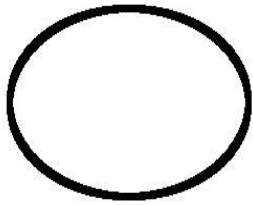


Current Movement Track:

															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	56	57	58	59	60	61	62	63	64	65					

Max Jump (in Spaces) = Speed

Accuracy



Attacks Per Turn: _____
(Accuracy/2, round up)

Starting Weapon: Pistol
2D Damage, Unlimited Ammo

Frag:

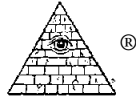
Game 1
 Game 2
 Game 3
 Game 4

Game 5
 Game 6
 Game 7
 Game 8

Game 9
 Game 10
 Game 11
 Game 12

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Frag[®] Record Sheet

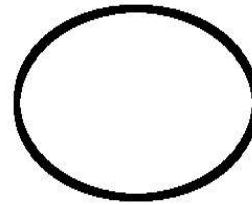


Player: _____ Figure: _____

Attributes

Divide 7 points among Health, Speed, and Accuracy. Values can range from 1 to 4.

Health

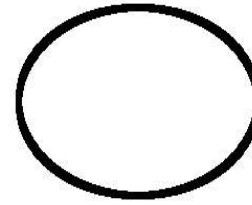


Maximum #
of Weapons

(Health+1)

Current Health

Speed

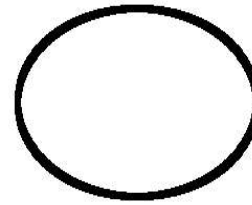


Current Movement Track:

															1	2	3	4	5
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Frag:

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