

Tunnel Trap

Playing this card allows you to move one of your units to a position next to an enemy unit of your choice. Your unit can then engage in melee combat.

Points **80**

Bugged! 2001 ©

Spawn

Playing this card allows you to create 1D6 Crawler bugs which will appear next to any other of your bug units. Once created the Crawler bugs function as a normal unit.

Points **60**

Bugged! 2001 ©

Telepathy

Play this card to gain control over an enemy unit. Enemy unit must beat the dice roll or be controlled for one turn.

Points **60**

Bugged! 2001 ©

Swarm

Play this card if you have more than one unit attacking the same target in melee combat. You may add up all attack dice and damage dice from the units as one attack.

Points **80**

Bugged! 2001 ©

Tough Hide

Play this card when one of your non-vehicle units is engaged in melee combat. Unit has tough skin and gets an extra 2D6 armour score for this turn.

Points **30**

Bugged! 2001 ©

Poisoned

Play this card if one of your units is killed in melee combat. Bug corpse showers the attacker with acid. Automatic hit doing 3D6 damage.

Points **40**

Bugged! 2001 ©

Regenerate

Play this card before activating a unit to remove all the wounds from that unit. Can only be played on wounded units.

Points **60**

Bugged! 2001 ©

Dummy

This card is intended as a dummy card to convince your opponent that you may have more tricks up your sleeve

Points **5**

Bugged! 2001 ©

Range Finder

Play this card before using a ranged attack from one of your units. Unit uses a range finder to avoid the normal range penalty.

Points **20**

Bugged! 2001 ©

Shield

Playing this card when one of your units is attacked by ranged fire to deflect the shot back at the attacker. Attacker rolls their own dodge to avoid being hit.

Points **50**

Bugged! 2001 ©

Destruct

Play this card to have your android unit self destruct. Destruct automatically hits doing 4D6 damage plus any remaining wounds.

Points **80**

Bugged! 2001 ©

Transform

Play this card to transform any one of your units into a different type of android unit. Unit retains its current wound score.

Points **60**

Bugged! 2001 ©

Jump Jets

Playing this card allows one of your units to ignore any movement penalties for one turn. Each hex costs 1 point to move onto it.

Points **30**

Bugged! 2001 ©

Tracker

Playing this card allows a second unit to opportunity fire against an opponent already fired upon.

Points **40**

Bugged! 2001 ©

Repair Kit

Play this card before activating a unit to remove one wound from that unit. Can only be played on wounded units.

Points **30**

Bugged! 2001 ©

Dummy

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Points **5**

Bugged! 2001 ©

Rapid Fire

Play this card to allow one of your units to fire twice this turn. Both shots must be at the same target. And in the same activation.

Points **20**

Bugged! 2001 ©

Booby Trap

Play this card during an enemy units movement they have stepped on one of your booby traps. Automatic hit rolling 4D6 for damage.

Points **60**

Bugged! 2001 ©

Medical Kit

Play this card before activating a unit to remove one wound from that unit. Can only be played on wounded units.

Points **30**

Bugged! 2001 ©

Steroids

Play this card on a unit before it moves to double its movement score for this turn only.

Points **30**

Bugged! 2001 ©

Nuke Em!

Play this card to nuke a hex chosen by you. The nuke will always deviate by 1D6. See scatter rules for more details. Nukes automatically hit doing 8D6 damage

Points **100**

Bugged! 2001 ©

Sniper

Play this card before using a ranged attack from one of your units. Unit uses sniper scope and gains 3D6 on their range skill for one shot.

Points **30**

Bugged! 2001 ©

Psychic

Play this card at any time to see one of your opponents action cards. Pick one at random.

Points **20**

Bugged! 2001 ©

Dummy

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Points **5**

Bugged! 2001 ©

Cloaked Suit

Play this card when one of your units is moving to avoid opportunity fire.

Points **30**

Bugged! 2001 ©

Laser Target

Play this card before using a ranged attack from one of your units. Unit uses laser sight for an automatic hit.

Points **40**

Bugged! 2001 ©

Razor Claws

Play this card when one of your non-vehicle units hits an opponent in melee combat. Unit uses claws for an extra 2D6 on their melee damage.

Points **30**

Bugged! 2001 ©

Revenge

Play this card if one of your units is killed in melee combat. Hunter corpse explodes like a nuke. Nukes automatically hit doing 8D6 damage

Points **100**

Bugged! 2001 ©

Healing Kit

Play this card before activating a unit to remove one wound from that unit. Can only be played on wounded units.

Points **30**

Bugged! 2001 ©

Preemptive

Play this card when one of your units is engaged in melee combat. You to attack first. This attack does not alter the turn sequence. This attack does use the units activation.

Points **40**

Bugged! 2001 ©

Reflexes

Use against a unit that tries to opportunity against you. The targeted unit can fire first at the unit opportunity firing at them.

Points **40**

Bugged! 2001 ©

Dummy

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Points **5**

Bugged! 2001 ©