

Conveyor Belts

By Nicholas Anderson

Conveyor belts are a new, fast and furious, addition to any FRAG game allowing players to travel great distances with the smallest of effort. Use them wisely because if you don't you may wind up in the drink.

Movement Rules

Conveyor belts are constantly moving. When a player passes over a conveyor belt he will move in the direction that the belt is moving. Running up a conveyor belt will be slower than traveling along with it.

While a player is taking his turn moving on the board, if he comes into contact with a conveyor belt follow these movement rules:

- Moving in the direction of a Conveyor belt will give the player an extra movement point for each point spent, effectively doubling the players' movement. When counting off movement, use the conveyors movement point after you spend one of your own, and before you spend another point.
- If you are crossing over a conveyor belt when you step onto the belt you will move one square in the direction of the belt. Remember this when trying to cross.
- You can avoid a conveyor belt the same way you avoid any other hazard, but doubling the points spent to cross it.
- When traveling up a conveyor belt you have to spend 2 points to move 1 space on the conveyor belt.

Conveyor belts are a great way to expand existing maps, or to add to new maps. Included with this article are some conveyor belt pieces to get you started creating some great maps.