

Laser Traps – New Board Element

Laser traps are a new board element for Steve Jackson Games FRAG. A laser is a wall mounted weapon that will fire when triggered causing damage to all in its path.

The laser when triggered will cause 4 points of damage, and is not affected by armor. Anyone passing through a laser field will take damage as well. Lasers can be avoided by the standard hazard avoidance rules.

If a player stays on a laser trigger when his turn ends the laser will stay on. If the person is fragged during his turn the laser will turn off.

Any player killed when a laser fires will add to the frag count of the player that fired the laser. While using this addition in a large game you may wish to up the frag limit.

