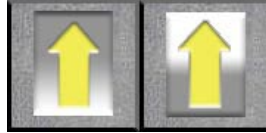


### Jump Pads – New Board Element

Jump pads are a way to avoid hazards without the movement cost of jumping them. You have to place a jump pad on either side of the hazard for them to work correctly. It costs 1 movement point to move onto a jump pad, no movement to move to the opposite jump pad. Moving off the jump pad is a normal move.



### Conveyor Belts – New Board Element

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.

### 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.

