

Extra Rules for FRAG

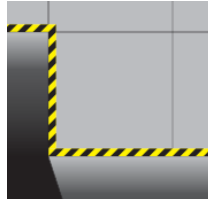
"BLOW STUFF UP!!! BLOW STUFF UP!!! BLOW STUFF UP!!!" The Jammers
(v1.2 Modified 13-Nov-01)

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EXTRA TERRAIN

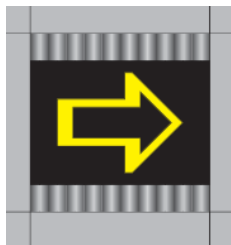
CLIFF OF DEATH AND THE BOTTOMLESS PIT

If you fall off the cliff, you are fragged, no one scores, and all of the cards that would normally be dropped are discarded instead. (Note the OSHA-approved hazard tape.)



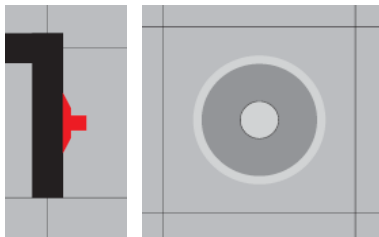
CONVEYOR BELT

- Moving in the direction of a Conveyor belt will give the player an extra movement point for each point spent. When counting off movement, use the conveyors movement point after you spend one of your own, and before you spend another point.
- When you step onto the belt you will move one square in the direction of the belt.
- When traveling 'up' a conveyor belt you have to spend 2 points to move 1 space on the conveyor belt.



LASER AND LASER TRIGGER (RIGHT)

The laser when triggered will cause 4D 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 player is fragged during his turn the laser will turn off. Killing Players with Lasers *does* count toward your score.



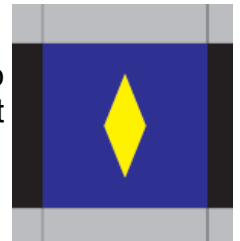
SET TELEPORTERS

Works like a regular teleporter, but only teleports to another teleporter with the same letter



SOLID DOORS

Act like regular doors (Two way, one way, and Team), but follow the rules for solid walls.



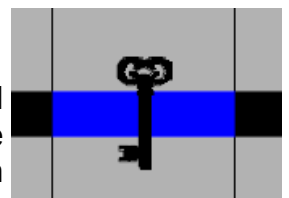
SOLID WALLS

Are treated like walls but can not be passed or shot through except by teleporting. This includes cards like 'Wall? what wall?', and 'Phase Shift'.



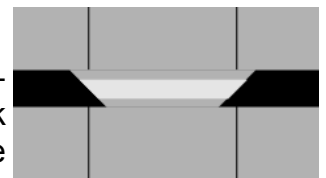
TEAM DOORS

Can only be passed through by members of the appropriate team, or with the correct key card, which is then discarded as normal.



WINDOWS

Windows block movement but do not block line of sight and can be shot through without penalty. Otherwise, they are treated like walls.



EXTRA WEAPON RULES

TARGETING

You must be able to hit a square you're firing at. For example: If you have a accuracy of 1 you can not fire a weapon at a target 7 squares away).

ONE-SHOT WEAPONS

(AKA: The Alf Rule ☺)

When one-shot weapons (Portable Nuke, Guided Nuke, etc.) are fired, they are DISCARDED (not dropped).

BLOWBACK

When a player is *wounded* by anything on the Blowback Weapon Table they are pushed X squares. X=Half (round up) the number of wounds suffered *before* removing damage by using armor, medkits, etc. Not including 'bonus' damage from Nukes, and ACs. Players that are pushed into hazardous squares (pits, acid, active lasers, etc.) they take the full effect of each square pushed into.

BLOOD COUNTERS

Players can only pick up Blood Counters if they are wounded, and must be immediately use them to heal wounds. If a player receives 4x their starting *printed* health in wounds during one attack, and they are fragged, they do not leave a blood counter.

GRENADES

All players receive 2 Grenades when spawned onto the map, and can never have more than 2. they do 4D damage to the target square, 2D to all adjacent squares. When drawing a gadget card, you can instead receive up to maximum amount of grenades. Throwing a grenade counts as if you were firing a weapon. When throwing a grenade, use your health instead of accuracy to determine hitting the target square. If you hit, resolve the attack as normal. If you miss it scatters 2 squares, roll 3d6 per square, and check the scatter template then resolve the attack in the (new) target square. Counters for grenades and the scatter template can be found at the end of this document.



BLOWBACK WEAPON TABLE

- Assault Cannons, Heavy ACs *with Nuclear Rounds (only)*
- Assault Shotgun
- Exploding Barrels
- Grenades
- Guided Nuke
- Mine Dropper
- Missile Launcher
- Portable Nuke
- Pulse Rifle
- Shotgun
- Suicide Bomb

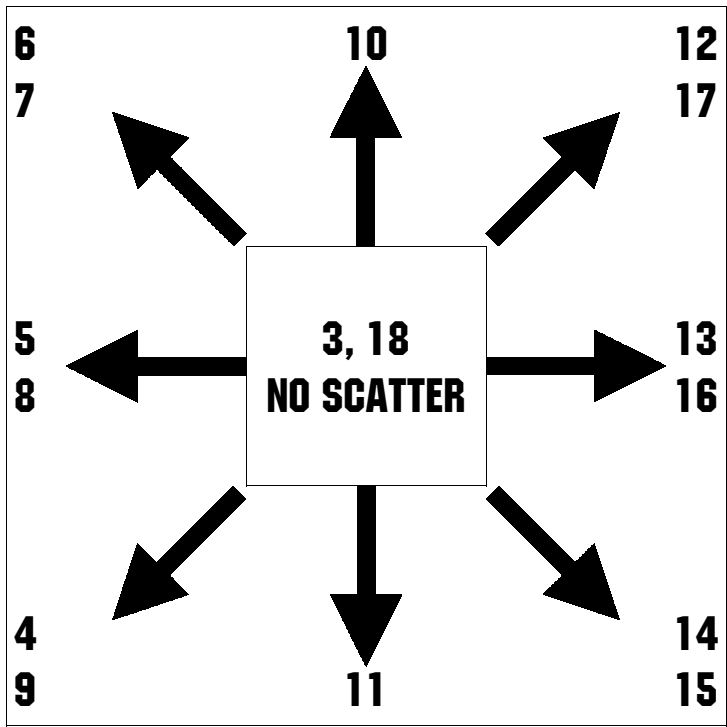
EXTRA CAPTURE THE FLAG RULES

TELEPORTING

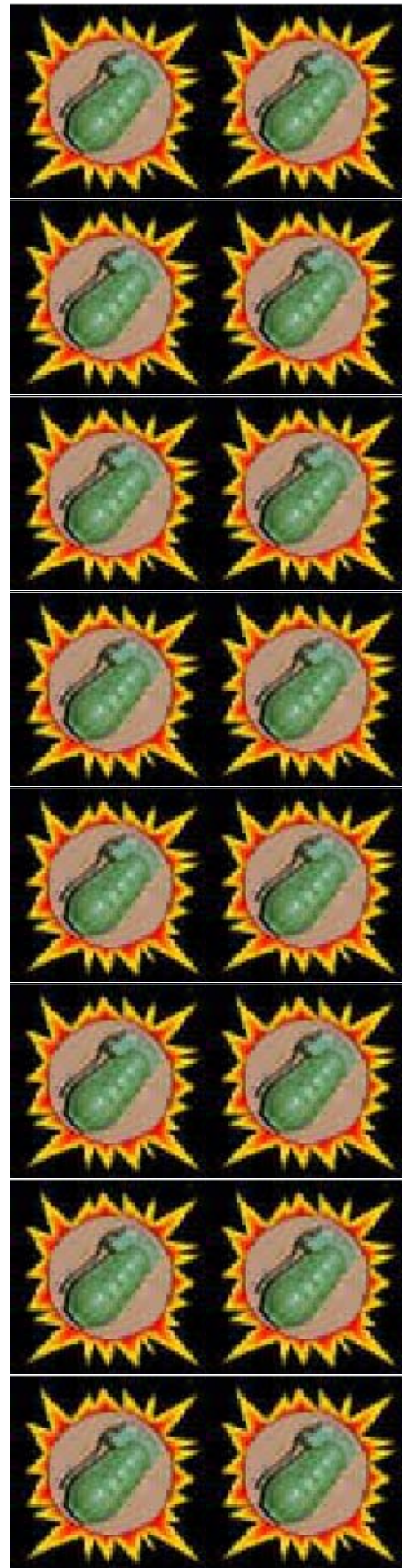
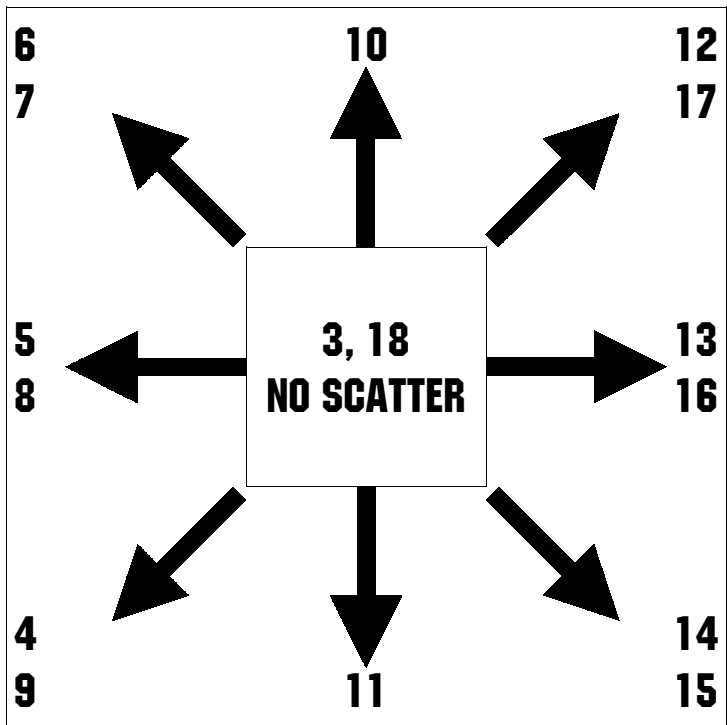
Players who are carrying the flag and then play a teleport *card* drop the flag in the square they were in when they play said card. Players can use map teleporters as normal.

RECOVERING YOUR FLAG

If you pick up your flag from a point (from, say a dead opponent) it *immediately* returns to your flag point.



Grenade Scatter Templates



Grenade Image by Nick Anderson