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

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.

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.

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.

**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

**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 recieve 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.

**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