

Extra Rules for FRAG

"Those alien bastards are gonna pay for shooting up my ride again!" - Duke Nukem

Written by and ©2001-3 Ted (Silent Warrior) Mantuano
Additional material by members of the Frag Mailing List:
sjgfrag@yahooogroups.com

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Legal Notes:

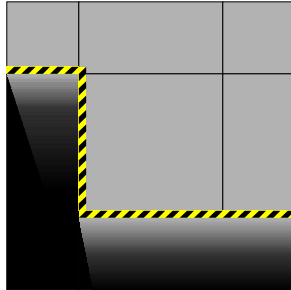
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EXTRA TERRAIN

CLIFF OF DEATH AND THE BOTTOM-LESS PIT

If you fall or are pushed off the cliff, you are fragged, no one scores, and everything that would normally be dropped is discarded instead.

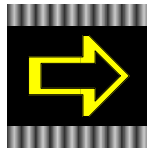
(Note the OSHA-approved hazard tape.)



CONVEYOR BELT

By Nick Anderson

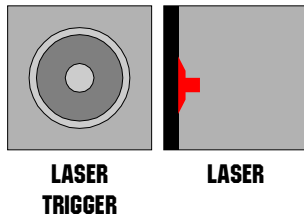
- Moving in the direction of a Conveyor belt will give the player an extra movement point for each point spent. When counting off movement, use the conveyor's movement point after you spend one of your own, and before you spend another point.
- When you step onto the belt you will move one square in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



LASERS

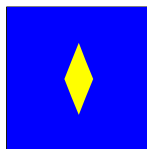
By Nick Anderson

The laser when triggered will cause 4D damage, and is *not* affected by armor. Anyone passing through an active 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.



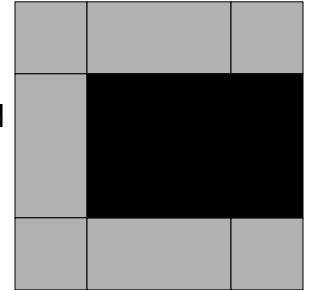
SOLID DOORS

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



SOLID WALLS

Solid Walls are treated like walls but can not be passed or shot through except by teleporting. This includes, but is not limited to, cards like 'Wall? what wall?', and 'Phase Shift'.



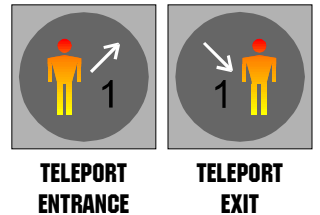
TEAM DOORS

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



TELEPORTERS, ONE-WAY

Players can teleport only from the teleporter with an arrow pointing AWAY from the center, and only to the teleporter with arrow pointing TO the center, and with the matching number. They can also be team specific with a colored number



TELEPORTERS, PAIRED

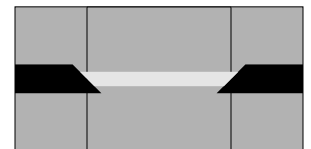
Works like a regular teleporter, but only teleports to another teleporter with the same letter.



WINDOWS

These are different than the Windows rules in Frag Deadlands, but appeared here before F:D was published.

Windows block movement but do not block line of sight and can be shot through. If a target is standing next to a window, and is shot at through that window, the target receives +1 die for health rolls during that attack only. 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. Special rules for specific weapons override this, e.g. Electromagnetic Cannon.

NON-RELOADABLE WEAPONS

(AKA: The Alf Rule ☺)

When one or two shot weapons (Portable Nuke, Heavy AC, etc.) run out of ammo, they can not be dropped, they are discarded instead.

BLOWBACK

This version is significantly different then the rules in Fire Zone

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, ACs, etc.* Players that are blown back are considered to be jumping into / over hazardous squares (acid, lava, etc).

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 (but will drop weapons as usual).

RECOVERING FROM THE TRANQUILIZER GUN'S EFFECTS

Cards or effects that heal health damage (medkits, etc.) can be used to reduce the speed loss from the Tranquilizer Gun on a 1 speed for 1 health basis.

BLOWBACK WEAPON TABLE

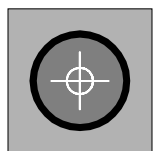
- Assault Cannons, Heavy ACs *with Nuclear Rounds (only)*
- Automatic Weapons
- Assault Shotgun
- Exploding Barrels
- Field Weapons
- Guided Nuke
- Mine Dropper
- Missile Launcher
- Portable Nuke
- Pulse Rifle
- Shotgun
- Suicide Bomb

ENHANCED DOMINATION RULES

Players divide in teams as a normal team based game.

When ever a player moves onto a *control point*, place a team marker and a six-sided die with the 1 facing up, on the point.

At the end of each players turn, control points that have a 6 showing score a point for the appropriate team, then advance all marked non-scoring control points one side, scored control points are reset to 1. Team markers are *not* removed after scoring, they can only be replaced by other team markers (when other players move onto them).

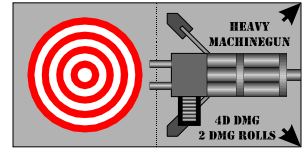


CONTROL
POINT

FIELD WEAPONS

Stationary or *field* weapons can be used if:

- The Attacker does not use (or has not used) other weapons during the turn
- The Attacker is standing on the bullseye for that weapon
- The Attacker does not move for the rest of the turn *after firing*.
- The Target is within the arrows of the Weapon's arc(s) of fire.



FIELD WEAPON (SAMPLE)

Each field weapon can only attack once per turn and will have it's rules printed on or next to it. When fired, use the player's accuracy as normal when attacking.

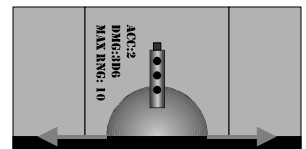
If another player attacks through a field weapon, the target gets +1 die for health rolls during that attack only.

AUTOMATIC WEAPONS

Automatic Weapons attack the closest player at the *end of every player turn*.

They follow standard attack and damage rules, with the following exceptions:

- ⇒ One attack per (player) turn
- ⇒ They *always* have a maximum range, and a fixed arc of fire.



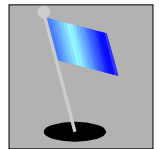
AUTO-WEAPON (SAMPLE)

Automatic Weapons provide the same health bonus as field weapons.

EXTRA CAPTURE THE FLAG RULES

TELEPORTING WITH THE FLAG

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 based 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.

OPTIONAL SCORING SYSTEM FOR CAPTURE THE FLAG

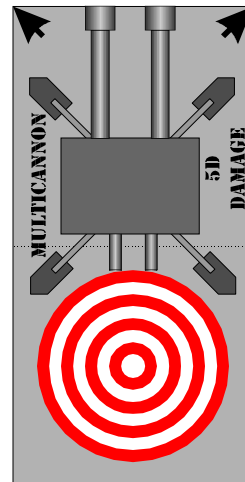
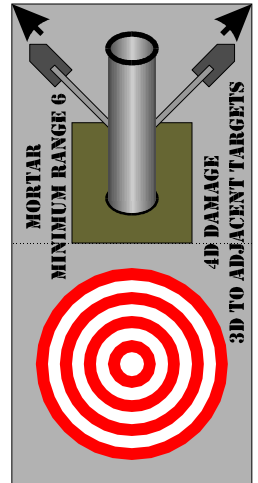
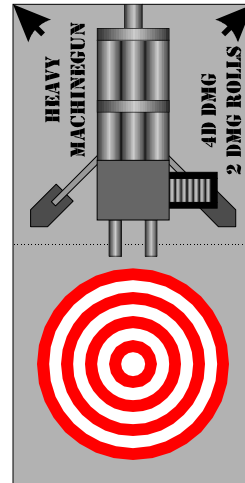
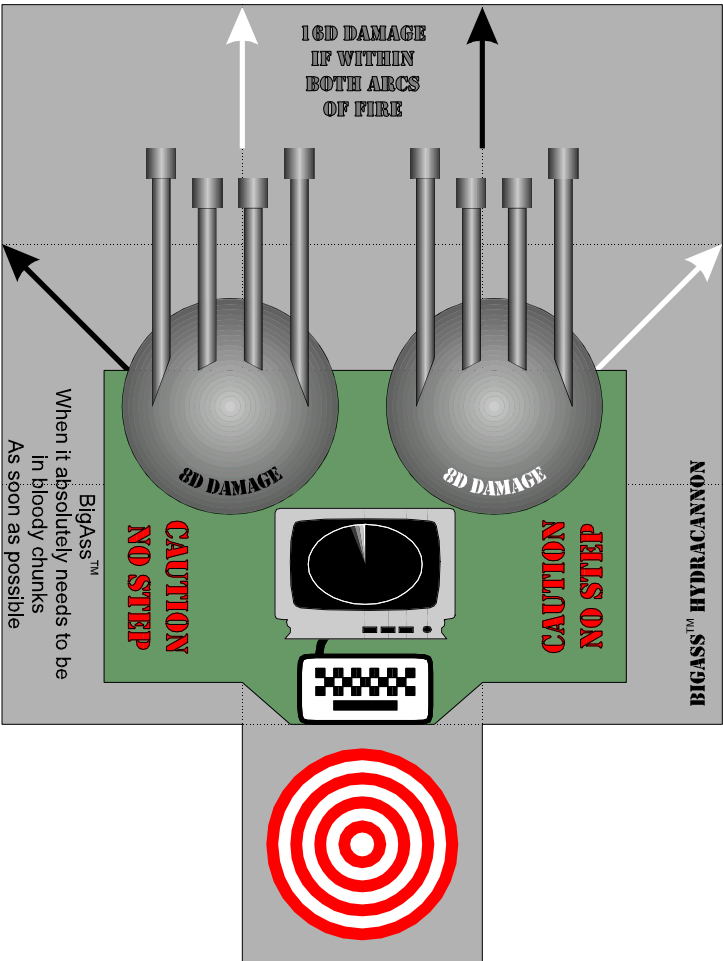
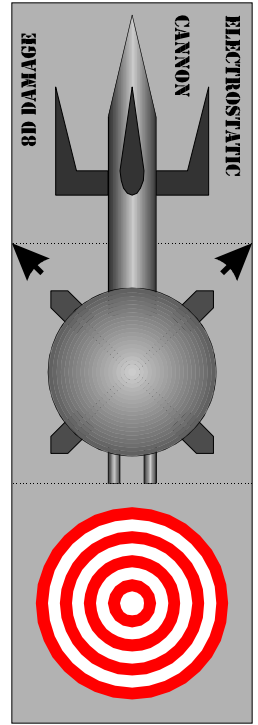
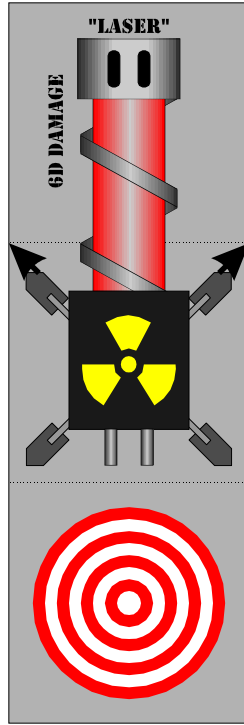
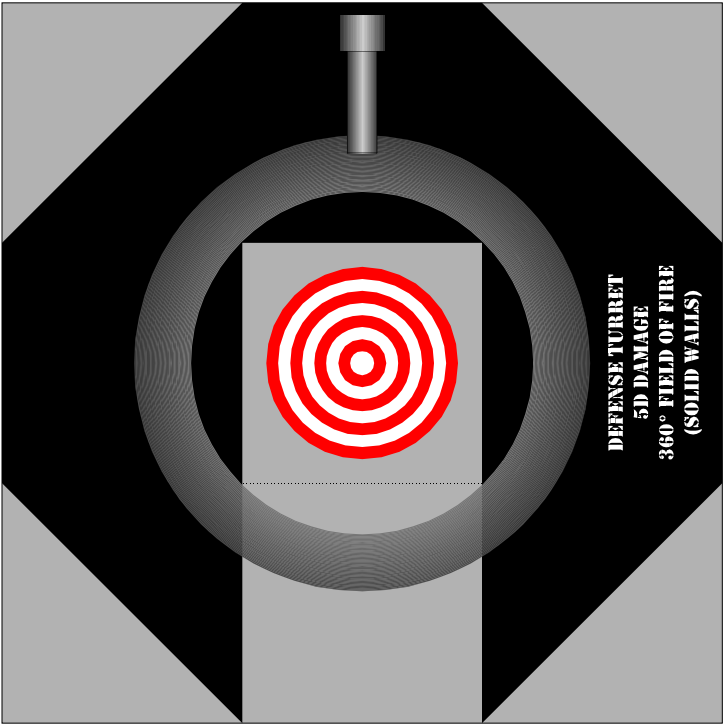
Fragging...

...the Flag Carrier on Opposing Team	3 points
...the Flag Carrier on Your Team	-3 points
...an Opponent who is adjacent to your Flag	2 points
...a Player on Opposing Team	1 points
...a Player on Your Team	-1 points
...Yourself (via acid, lava, etc.)	-2 points

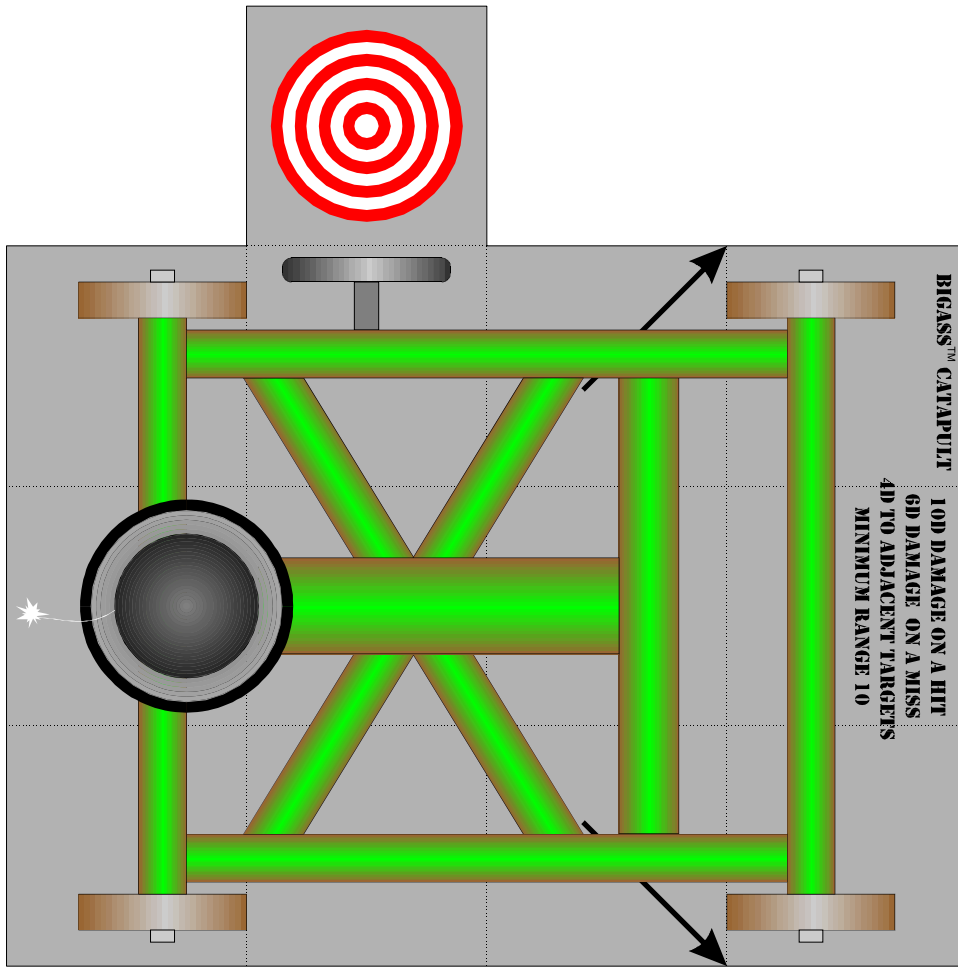
Being Fraggged when you are carrying the flag -1 points

Capturing the Opposing Flag 5 points
Recovering your Flag 2 points

FIELD WEAPON COUNTERS



FIELD WEAPON COUNTERS (CONTINUED)



AUTOMATIC WEAPON COUNTERS

