Once you’ve obliterated your friends a few dozen times, you can enhance your *Frag* games with any of these expansions from your local game store. If you tragically don’t have a local game store, you can order on the web at www.warehouse23.com.

**Frag Expansion Set 1: Death Match** – This set adds 56 cards, rules for team play, and new board features like barrels, color-coded doors, and water. #1341, $14.95.

**Frag Deadlands** – A complete game! Combines the great *Frag* system with the *Deadlands* background . . . play undead gunmen, magical hucksters, or mad scientists. Shoot ‘em down and hang ‘em high! #1342, $34.95.

**Frag Expansion Set 2: Fire Zone** – New maps. More rules, more mayhem. Lava! A favorite with dedicated *Frag* fans. #1343, $6.95.

**Frag Miniatures** – Six murderous metal miniatures for your next *Frag* game. This set also includes new rules and a special ability for each character! #16-0201, $24.95.

**FRAG WEB RESOURCES**

Begin your online Quest for *Frags* by visiting the official site at www.sjgames.com/frag/. From here you’ll find links to the *Frag* mailing list, the high-score page, and lots of free downloads (including blank *Frag* sheets, duplicate counters, and fun-created character standups). The casual *Frag* player could make this his first and only web destination and never tire of the possibilities.

When you’re ready for the next power-up, hop on over to Pyramid Magazine, Steve Jackson Games’ online magazine. The Pyramid archives include lots of *Frag* articles . . . rules for grenades, ways to mix *Frag* with other games, Captain the Flag, and rules for the characters from John Kovalic’s award-winning *Dork Tower*. It’s all at www.sjgames.com/pyramid/

If you’re still itching for more, visit the designer’s website at www.philipjreed.com. Here you’ll find rules for constructing your own 3D *Frag* boards, new weapons for *Frag*, alternate fire rules for the *Frag* and Death Match weapons, and several other articles, all completely free.
The PvP Characters

Each PvP character is unique, with a special ability, starting weapon, and disadvantage designed specifically for that character. If players wish, they may incorporate the unique characters from Frag Miniatures, or the Dork Tower characters available at www.sjgames.com/pyramid into their Frag PvP game. Put Skull against a Harassed gunslinger or Brent against Donk Tower’s Matt. Or let Jade and Gilly team up against the guys...

These special character rules overlay the basic Frag fighter rules. You’ll still need to customize your character’s stats using the rules in Frag.

Francis Ottoman

If you’ve ever wanted to kill someone you’ve met online, then you know Francis Boyd Ottoman. That’s not to say that Francis is all bad... he does call in sick every once in a while. Francis knows everything there is to know about gaming. Mostly because his whole life revolves around it.

Starting Weapon: Coffee Pot. Brent’s always-full coffee pot can be used to attack targets in adjacent spaces. 4d damage. Unlimited ammo.

Special Ability: Wired! Brent’s always-so-loaded with hot jive that he’s twitching. At the beginning of the game, Brent is given six dice that must be kept to one side. He may use these dice, one at a time, to augment his Speed. Any time Brent must roll his Speed stat (including rolls for movement), he may add one of these extra dice to his roll. Dice are discarded as they are used.

Disadvantages: Lack of Skill. Brent just doesn’t get enough time in with first-person shooter games. His power-up checks are only successful on a roll of 5 or 6, not the standard 4-6.

Cole Richards

The glue that holds PvP Magazine together, Cole tries to retain a small semblance of sanity amidst the chaos of his employees. This makes him an obvious target. Confined and distracted by the latest computer game releases, Cole is happiest playing classic 80s arcade game emulators on his computer.

Starting Weapon: 8-bit Console Gun. It looks an awful lot like the pistol you’d find with an 8-bit console machine. It’s slow and noisy and not nearly as powerful as one would expect after hearing Cole fire it, but it makes him happy. 3d damage. Unlimited ammo.

Special Ability: The Boss. It’s good to be the king. At the beginning of his turn, Cole may threaten any other player with firing or overtime. Until the beginning of Cole’s next turn, the chosen player may not attack Cole.

Disadvantages: Behind-the-Times. Even though he runs a computer game magazine, Cole’s knowledge of computer games is a bit dated. He wasn’t even a big fan of the first-generation first-person shooters. His lack of clues limits him to starting with only two cards, a special and a gadget.

Skull

The heart of PvP Magazine lies deep within the blue frame of this gentle giant. Being a creature of myth, Skull needs little save companionship, which the staff of PvP Magazine is more than happy to provide. Skull gets along well with his co-workers, except for Brent, who torments the poor beast. Despite this, Skull considers Brent one of his best friends. Skull currently holds the position of the magazine’s intern, a job he’s quite proud of.

Starting Weapon: Skull doesn’t start play with anything but his big mikes. Skull can attack targets in adjacent spaces only. HT+2 damage. Unlimited ammo.

Special Ability: Oblivious. Let’s face it, Skull has no clue what’s going on around him. In games like Frag, that can sometimes be a pretty big advantage. Before any player may attack him, they must first feel that Skull is a threat. Roll one die and add 1 to the roll for each frag Skull has scored during this game. On a roll of 4 or higher, Skull’s considered a threat and may be attacked. On a roll of 3 or lower, the player may not attack Skull this turn.

Disadvantages: Oblivious. His special ability is also his disadvantage. Skull loves fragging his friends, but he often forgets any strategy more basic than this. Skull considers Brent one of his best friends. Skull currently holds the position of the magazine’s intern, a job he’s quite proud of.

Starting Weapon: Skull doesn’t start play with anything but his big mikes. Skull can attack targets in adjacent spaces only. HT+2 damage. Unlimited ammo.

Optional Rule: Frag 2003

Prepare for the future! The next generation of Frag plays faster and with more violence than ever before. Each fighter starts with 9 points for stats, rather than 7, and double the starting number of cards. Vore Frag games are now ready for 2003! (If it can work for Unreal Tournament...)

Optional Rule: Off-the-Shelf Systems

Before starting play, remove all System Upgrade cards from the specials deck. Everyone’s playing with the same computer system.

Optional Rule: Military Exoskeleton

Before play, all players must agree that the Exoskeleton card is actually a military version. When the card is drawn, it follows the rules as written on the card plus:

● The player may draw the top three cards from the weapons deck and select one and to put into play immediately (and it doesn’t take any space). The other two cards are discarded.

● Other armor cards may be used in conjunction with the military exoskeleton.

● Fragging the Exoskeleton wearer counts double for victory, and you draw two Specials.

Francis really IS a jerk. Everyone feels motivated to attack him even before he does anything to them. All players get a +2 to the result of all attack rolls (but not damage rolls) when attacking Francis.

Jade Fontaine

“Women play games, too.” That’s what Jade Fontaine wants the world to know. An avid gamer, Jade can frag with the best of the boys, but prefers the escape of a good online RPG. Jade is hopelessly addicted to e-mail and chat.

Starting Weapon: Light Disruptor Pistol. This weapon’s damage is pitiful (3d damage) but it does have a special ability that makes it worth using. On any successful hit, the target must roll one die; on a 4-6, Jade may randomly select one card from the target’s hand and steal that card. Unlimited ammo.

Special Ability: Ruthless. Jade likes proving that a woman can be as dangerous in a game as any man. Each frag Jade scores earns her one die that can be added to any die roll she makes. Her earned dice should be set to one side to create a special pool of bonus dice that only she can draw from.

Disadvantages: Trying too hard. Jade knows that women aren’t expected to do well at this kind of game, and it makes her self-conscious. If she misses an attack roll, she must roll one die. On a 6, her turn ends as she descends into self-doubt.

Other armor cards may be used in conjunction with the military exoskeleton.

● Fragging the Exoskeleton wearer counts double for victory, and you draw two Specials.

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