

FRAG FTW™

GOLD EDITION

Frag Gold Edition: FTW is an expansion for *Frag Gold Edition*. You need *Frag Gold Edition* to play.

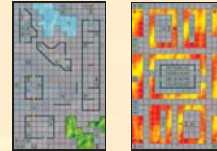
This set includes two new maps with water and lava hazards, heavy-hitting weapons like the **Assault Shotgun** and the unlimited-ammo **Shock Glove**, and barrel-blasting action for explosive mayhem. Add in new rules for knockback, and it's a recipe for gibbed n00b.

What are you waiting for? Go wreak some mayhem!

GAME COMPONENTS

This expansion includes:

- This rule booklet.
- The game board, which has a map on each side.
- 10 game cards.
- One sheet of counters (barrels, hearts, and doors).



VARIANT RULES

MASSIVE

Either side of the game board can connect to the *Frag Gold Edition* maps to form a huge arena. This works best with six players. Failure to heed this warning may result in boredom and spontaneous self-fragging.

EVERY MAN FOR HIMSELF

In the original *Frag* rules, you score three frags and you win. For the battle-honed *Frag* fighter who wants some variety, we offer these new victory conditions and optional rules.

Last Man Standing: The major difference in this variant is that *dying does matter!* Each fighter starts with two lives. When he's been fragged twice, he's out of the game. The last fighter standing is the winner. (If two lives don't give a long enough game to suit you, pick a bigger number!)

The Blink of an Eye: Fighters respawn *immediately* when fragged, instead of waiting for their turn to come around. Yes, they are valid targets immediately – and may be fragged again!

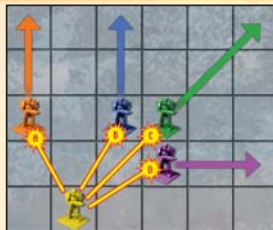
No Rushes: Attacks are forbidden on the first turn of the game. Players may maneuver for position, attempt to gather weapons and gadgets, and so on. Normal play begins on the second turn.

KNOCKBACK

It's bad enough when a big weapon nails you . . . but just for fun, let's make it even worse.

Any fighter hit by a weapon causing 6d damage or more in a single attack suffers knockback. The target is knocked back a number of squares equal to half the dice of damage the weapon caused (round down). Trace a line from the attacker through the target. If the line is more vertical than horizontal, the target is knocked back vertically. If the line is more horizontal than vertical, the target will follow a horizontal knockback path. Diagonal movement IS allowed in knockback, if the path is really a perfect diagonal.

Example: **Yellow** could shoot and knock back **Orange** (A), **Blue** (B), **Green** (C), or **Purple** (D). If he shoots **Orange**, the path between them is more vertical than horizontal, so **Orange's** knockback path will be vertical. If he shoots **Blue**, the path between them is also more vertical than horizontal, so **Blue's** knockback path will be vertical. If he shoots **Green**, the path between them is a perfect diagonal, so **Green's** knockback path will be a perfect diagonal. If he shoots **Purple**, the line between them is more horizontal than vertical, so **Purple's** knockback path will be horizontal.



If the target's path is blocked by an obstacle – such as a wall, barrel, or another player – before moving his full knockback distance, the leftover squares of knockback are applied as a damage roll to the target and the obstacle. Roll one damage die for each remaining square of knockback.

Example 1: **Yellow** fires a Pulse Rifle at **Green** and declares that he is using all of the ammo. **Green** survives the attack, but because it was an 8d attack, he must now move back four squares. After two squares, he hits a wall and stops. He had two squares of movement left, so he suffers a 2d damage roll.



Example 2: **Yellow** attacks **Green** as before. This time, **Green** moves two squares. Instead of moving into the third square, he hits **Orange**. He had two squares of knockback left, so **Green** and **Orange** each suffer a 2d damage roll.

Any player who is fragged as a direct or indirect result of knockback counts as a frag for the player who made the shot that caused the knockback.

Example 2, continued: **Green** and **Orange** both die from the damage they take. **Yellow** scores two frags.

NEW STUFF

Hearts

Instead of writing and erasing health during play, use the heart tokens to track health. Each player starts with a number of hearts equal to his starting health. When a player gains health, he takes a heart for each point of health gained. When a player loses health, he returns one heart to the box for each point of health lost.



Barrels

The *Frag Gold Edition: FTW* counter sheet includes a dozen barrels. Barrels may not be moved or fired through . . . but they may be fired AT.

Using barrels is optional; decide beforehand if you will use them. If you do, start with a barrel counter on each "grate" shown on the map.

At the start of your turn, you may discard one card to refill all empty grate squares with barrels.



Hitting a Barrel

Barrels don't defend. A barrel vanishes if hit by any weapon that can do damage (which means a nuke can trigger several barrels). Roll on the table below to see what happens . . .

Die Roll	Effect
1-5	Barrel explodes, causing 5d damage to all fighters within 2 squares of the barrel. Any barrels in the explosion radius also explode (don't roll for this; it's automatic). Anyone taken out by the explosion counts as a frag for whoever shot the barrel.
6	Something weird happens. There is no explosion. Remove the barrel and roll again:

4	3	2	3
3	2	1	2
2	1	☪	1
3	2	1	2

New Die Roll Effect

1-2	A weapon power-up appears. Draw the top weapon card and place it face down with a link to this square.
3-4	A gadget power-up appears. Draw the top gadget card and place it face down with a link to this square.
5	The barrel multiplies. Replace the vanished barrel and put two more barrels adjacent to it; the player who fired the shot determines where they go. They may not displace a fighter.
6	Nuclear barrel! The results are as for an explosion, but it does 10d damage instead of 5d, and the effect reaches for 3 squares. Other barrels detonated by this explosion have their regular 5d explosions.

Chain Reactions

If more than one barrel is triggered by the same attack (a nuke, for instance), roll separately for each of them *before* dealing with any further explosions that might be set off by those original barrels. The person who triggered the barrels rolls for them in any order he chooses.

Barrel Busters

This is a variant that can be used with either individual or team play. Download a free sheet of extra barrels at sjgames.com/frag/extras/. Start with a barrel on every grate *and* on every power-up square. The only way to get a weapon or gadget now is to shoot a barrel and get lucky!

To make it a bit easier, though, a barrel now explodes only on a roll of 1-3. A roll of 4-6 sends you to the second table and gives you a chance of finding a power-up.

NEW MAP TERRAIN

Lava

Shown on the map in flaming red and orange, lava is extremely dangerous. Each lava square entered is an instant 3d attack against the fighter. If a fighter ends his turn *adjacent* to lava, he automatically takes an attack due to the intense heat . . . 1d for each adjacent lava square. Diagonal lava squares are not adjacent.



Example: **Yellow** ends his turn adjacent to two lava squares. He suffers a 2d attack.

However, anyone with the cards **Fireproof Coating**, **Phase Shift**, or **Insubstantial** in play is immune to all lava damage.

Lava is difficult to move through. Entering a lava square costs 3 movement unless you are jumping over it.

Weapon and Gadget Squares in Lava: These power-ups are a different color and use different rules. A fighter entering one of these squares *automatically* draws the specified card – no die roll necessary. A fighter may not collect more than one card from a single square during his turn. He collects his weapon or gadget *before* rolling damage for the lava.

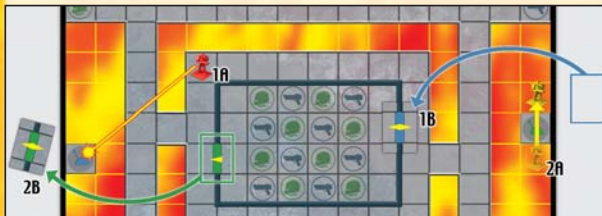
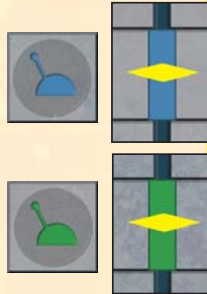


Door/Switch Combo:

The blue switch opens the blue door; the green switch opens the green door. To activate a switch, you must either move onto the square with a switch, or fire at it and hit (no need to roll damage). If the two-way door counter is not on the door, place the two-way door counter that matches the door's color on the door. If the two-way door counter is on the door, remove it.

Example 1: **Red** shoots the blue switch. The blue door does not have a two-way door counter on it, **Red** puts the blue two-way door counter on the blue door.

Example 2: **Yellow** walks over the green switch. The green door has a two-way door counter on it. **Yellow** removes the green two-way door counter.



Water

Shown on the map in blue, water slows down your fighter. It costs 2 movement to enter each water square.

A fighter in water is completely protected from Flame-type weapons. However, if a fighter in water is successfully attacked with an Energy weapon, he takes 1 extra hit of damage.

“The Room”

On the map with lava, there is only one room. Fighters can only open the doors to this room by activating a switch (see above).

Every single square in this room is a power-up. Very inviting! Some fighters may feel the urge to camp here, collecting power-ups, and blast everyone who walks in! This would be fine if not for the insidious trap . . .

At the end of each player's turn, if a fighter is in this room, roll one die. On a roll of 4-6, the chamber unleashes a burst of poisonous gas. This is a 2d attack against everyone in it. Armor does not protect against this attack.

Teleporting Between Maps

If you are using more than one map, any teleporter can take you to any other teleporter square. You choose which one to go to.

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A lot of new rule ideas were suggested by the users of 3D Action Planet. Thanks, guys!

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