Jeremehovah's Frag Rules

Version 1.0
By Jeremy Seeley
Jeremehovah's Warzone
http://www.aros.net/~jbseeley/

Game Setup

Frag Tag

One player is "it". There are several ways to play this:

1)   A Turn To Frag
Only the player that is "it" can score any Frags; the other players may Frag each other but they do not get credit (nobody does). If a player Frags the one that is "it", then he can score Frags (although the Frag that earned him the right to be "it" does not count).

2)   There Shall Be Only One
Only Frags made against the player that is "it" have value. The catch is that the player that is "it" has a +2 bonus to all base attributes while he is "it".

3)   Keep-Away
There is a coveted object somewhere on the board. The nature of that object depends on the rules of the game. For every segment that a character holds the object as an Active Weapon, he scores a Keep-Away point. The number of Keep-Away points that are required to win depend of pre-determined parameters. For example, a flag could be the Keep-Away item, and in order to win the game, a character must earn 100 Keep-Away points. Frags are not scored in this game; you can Frag each other, but there is no point benefit for doing so (other than the joy of forcing the individual to drop the flag where they died).

4)   King of the Hill
Instead of a character being "it", a square on the board is. Play as Keep-Away, but the character earns King points for every segment that he stands on the square. For fun, you could have the square be on a Respawn point, and have it move to a random Respawn point after a character earns so many King points (such as 5, for example).

Altered Cards

Electromagnetic Cannon: special should read "If range is beyond 10, always treat as 10. Ignores armor, +1 Health damage per hit". (By Mark, contact: g.mcleish@labyrinth.net.au)

Machine Gun: each ammo counts as two shots (thus the machine gun effectively has 12 shots instead of 6).

Real-Time Frag

Frag is a lot of fun. However, the way that turns work can be frustrating. It is possible to run over to you, shoot you, pick up the pieces, and run away before you get a turn. These rules were written so as to make it more of a "simultaneous-play" game.

To do this, each turn is divided into 10 segments. Each turn begins with a Pre-Turn phase, where the "out-of-game" die rolls are made.

Pre-Turn Phase

Respawn Roll – All characters that were Fragged roll to determine where they will Respawn. Each character should also draw a Weapon card and a Gadget card. If the character Respawns upon another character, both characters are immediately Fragged (but neither gains the Frag); both characters will be skipped this turn.

Initiative Roll – All characters roll for their initiative value that will be used during the turn. The results are recorded for all to see.

Speed Attribute Roll – All characters roll their Speed score (modified by the effects of applicable active cards). The results are recorded for all to see.

Movement Points by Speed Roll and Segment

	1	2	3	4	5	6	7	8	9	10
1	---	---	---	---	---	---	---	---	---	1
2	---	---	---	---	1	1	1	1	1	1
3	---	---	1	1	---	---	1	1	1	1
4	---	---	---	---	1	1	---	1	1	1
5	---	1	---	1	---	1	1	1	1	1
6	---	---	---	---	1	---	1	---	1	1
7	---	---	1	---	---	1	---	1	1	1
8	---	---	---	1	1	---	1	1	1	1
9	---	---	---	---	---	1	1	1	1	1
10	1	1	1	1	1	1	1	1	1	1

	11	12	13	14	15	16	17	18	19	20
1	1	1	1	1	1	1	1	1	1	2
2	1	1	1	1	2	2	2	2	2	2
3	1	1	2	2	1	1	2	2	2	2
4	1	1	1	1	2	2	1	2	2	2
5	1	2	1	2	1	2	2	2	2	2
6	1	1	1	1	2	1	2	1	2	2
7	1	1	2	1	1	2	1	2	2	2
8	1	1	1	2	2	1	2	2	2	2
9	1	1	1	1	1	2	2	2	2	2
10	2	2	2	2	2	2	2	2	2	2

Movement higher than 20 is possible by using the above chart. Merely add appropriate values as per the above chart. Thus, you can generate a speed of 36 by adding 16 and 20 together (3, 4, 3, 4, 4, 3, 4, 3, 4, 4)

A character is not required to use all of the points allotted to him during a given segment. In fact, he is not required to use any. However, once the segment is over any movement points that were available for that segment are lost.

10-Segment Turn

The turn is divided into 10 segments. Each segment is divided into three steps: Movement, Power Up, and Combat.

3-Step Segment	
1	Movement
2	Roll Power Ups
3	Combat

Movement is spread out through the duration of the turn. See the Movement section for more details.

Power Ups are rolled after movement is determined, but before Combat. See the Card Decks section for more details.

Combat can take place using initiative priority. For example, in segment 3, Rocky declares that he will fire on Havoc. Rocky's initiative roll was 4 and Havoc's was 3, so Rocky will fire before Havoc can do so. Were the initiative values the other way around, Rocky would announce his intention to fire, and Havoc would have the option to shoot first.

Movement

At the beginning of the turn, each character rolls his Speed score in dice, recording the sum for all to see. Facing plays a big part in moving and combat. Note that if a character's Speed score changes during a turn, the dice should be rolled at the point of the change, with the new Speed sum being used for the remaining segments.

Facing

There are four directions on a square map: forward, backward, right, and left. Turning costs one point per facing change (two points to turn around). It may be useful to move backwards or to the side at some point.

Forward – Moving forward costs but one movement point per space. A character may jump forward a maximum distance equal to his Speed score. All jumps must be in a straight line, and it is not possible to jump through walls. The movement cost to jump forward is two per space. Thus, if a character is to jump

forward 4 spaces (requiring a minimum Speed score of 4) it will cost 8 movement points. Note that no jump can last for more than three segments.

Backward, Right, and Left – Moving backwards or to the side costs two movement points per space. A character may jump backwards (or to a side) to a maximum distance equal to one-half of his Speed score, rounded down. All jumps must be in a straight line, and it is not possible to jump through walls. The movement cost to jump backwards or to a side is four per space. Thus, if a character is to jump to the right 3 spaces (requiring a minimum Speed score of 6) it will cost 12 movement points. Note that no jump can last for more than three segments.

Fractional Movement

It is possible to move a fraction of a space when a character moves in any direction other than forward. Careful records should be made in such an event.

Combat

There are four basic factors to consider before engaging in combat. First, can the character see his target? Second, does the character have enough attacks? Third, does the character have initiative? Fourth, can the character's attack reach its target?

Number of Attacks

Regardless of the number of attacks that a character has, the same character can make no more than one attack within a single segment (but the character can make consecutive attacks over consecutive segments). A character cannot attack during a segment that he has activated a Weapon or Gadget card (in other words, you can either choose to make an attack or to activate a card).

Initiative

What did your character roll at the start of the turn? If more than one character is attacking during the same segment, attacks are made using initiative order.