STEVE JACKSON GAMES

FRAG

EXPANSION 2

FIRE ZONE

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THE ARENA GETS HOTTER!

Fire Zone thrusts *Frag* players into two deadly new arenas, where massive pools of boiling lava are as dangerous as the other players. This expansion also features new rules like rocket jumps, knockback effects from weapons, and jump pads. A lot of destruction is packed into this inexpensive expansion for the best-selling "computerless first-person shooter."

This is not a stand-alone game. You need *Frag* or *Frag Deadlands* to play. All the *Frag* game expansions may be combined for even more carnage and violence.

Fire Zone includes rules and a two-sided 21" × 33" full-color map.

Designed by Philip Reed • Edited by Steve Jackson
Cover and map art by Alex Fernandez
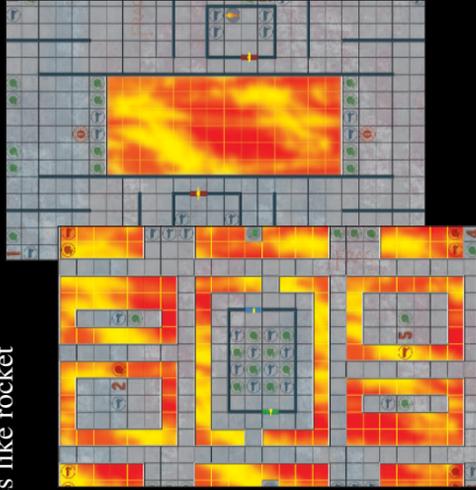
Praise for *Frag*!

"*Frag* is just like playing a first-person shooter, without the computer. A terrific concept, fast gameplay, and easy-to-learn rules combine to make this game one of a kind."
– *3d Action Planet*

"*Frag* faithfully reproduces the digital first-person shooter experience from the simple pistol that every Marine since *Doom* has carried to the "disconnects" that have dumped so many gamers offline."
– *www.scifi.com*

"As a new contender for the title of the ultimate nightcap of beer & pretzel games, *Frag* is a great game that entertains without mentally taxing players."
– *The Wargamer*

Frag™ Expansion 2 — Fire Zone™

Design by Philip Reed

A supplement for *Frag* by Philip Reed and Russell Godwin
Edited by Steve Jackson
Cover and maps by Alex Fernandez
Playtesters: Susan Bordner, Moe Chapman, Paul Chapman, Gina Fischer, Russell Godwin, Al Griego, Christopher Rentz, and William Toporek

A lot of new rule ideas were suggested by the users of 3D Action Planet. Thanks, guys! Visit them at **www.3dactionplanet.com.**
Jump pads inspired by Nicholas Anderson.

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Back for more? *Fire Zone* is the latest expansion for *Frag*, Steve Jackson Games' best-selling computerless FPS. Featuring new maps and new rules, *Fire Zone* has everything you need to kick your game into high gear and spend an evening wasting your opponents.

Game Components

This small expansion includes:
- This rulesheet.
- The game board, which is a poster-sized sheet with a map on each side.

You need the original *Frag* game to play. You'll want a handful of dice. For more excitement, see **www.sjgames.com/frag/** for all the available *Frag* expansions.

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 fighter is pushed back a number of spaces equal to half the number of dice of damage the weapon caused (round down). The defending player decides which spaces his fighter moves through, though he may never move

forward or over a space he has already moved through because of the knockback. Use common sense to decide what is "back" from the direction of the attack.

If knockback forces a fighter into a second fighter, the first fighter stops in the square the second fighter is in. The second fighter now suffers the remaining knockback.

If there aren't enough spaces for the fighter to move through (because of a wall), any remaining spaces are applied as another attack.

Example: Shell Shock fires a Pulse Rifle at Homicide and declares that she is using all of the ammo. This is an 8d attack. Homicide survives the attack and must now move back four spaces. A wall is blocking his way and he may only move two spaces – so he suffers a 2d attack (the remaining number of spaces he needed to move).

Rocket Jumps

A rocket jump is a form of assisted movement where you purposely fire a large weapon at the ground and use the backblast to move across the map. Rocket jumps do use up ammunition but do not count as an attack, so you can use a weapon to jump, and then attack with it immediately.

> Rocket jumps are painful. Step 2 recommends that you have an armor card in play before attempting a rocket jump. You're allowed to rocket jump without one, but it's going to hurt. Step 4 forces you to discard your armor card. If you don't have an armor card in play, your fighter loses 2 Health.
>
> Other Health loss from rocket jumps may only be averted by instantly expending blood points or playing the cards Medpack, Enhanced Medpack, or Surgeon in a Box. No other card may be used to stop damage suffered during a rocket jump.

To perform a rocket jump, follow these steps.

1. Have an appropriate weapon in play. There are only a few weapons that can be used to rocket jump – Missile Launcher and Portable Nuke used on their own, or any (legal) weapon using Nuclear Rounds.

2. Have any armor card in play. This is highly recommended! If you do not have an armor card in play, you may still attempt a rocket jump . . . but it's going to really hurt.

3. Spend a round of ammo to fire at the space you are in. You do not have to roll to hit (and cards that affect to-hit rolls may not be played on this roll).

4. Discard one armor card in play. If you do not have an armor card, lose 2 Health. (If you used the Portable Nuke, you lose 1 Health even if you *were* wearing armor, and 2 Health otherwise. Occupants of adjacent squares suffer damage from the Portable Nuke as per the rules printed on the card.)

5. Hang on! Roll a number of dice equal to the damage rating of the weapon. Every die that comes up 1-3 counts for 1 space; every die that shows 4-6 is worth 2 spaces. Add them up and move up to that number of spaces. Ignore special squares, gadgets, leftovers, etc. that you jump over. Rocket jumping can take you over walls to land on the opposite side.

6. Landing. This is the tricky part. You must roll a number of dice equal to your Accuracy. If this roll is greater than the number of spaces moved, your fighter lands safely. If you roll under the number of spaces moved, you suffer 1 Health of damage.

Death From Above!

You may attempt to land in the same space as another fighter . . . but only one of you may finish the turn in that space. Roll to land as described in step 6, and then make a second roll to plant your boots in the enemy's face. Both the active player and the player targeted roll their accuracy. If the attacker rolls highest (or ties), he has crashed into the target fighter. This is an attack, with a number of dice equal to the distance moved. If the target rolls higher, he dodges out of the way and suffers no damage. After resolving the landing, the player who rolled lowest must move to any legal adjacent space of his choosing.

New Map Terrain

Lava: Shown on the map as a flaming red and orange, lava is extremely dangerous and is difficult to move through (costing 3 movement per space moved). Each lava space entered is an automatic 3d attack against the fighter. Anyone with the cards Fireproof Coating or Heat Shield in play is completely immune to lava damage.

If a fighter ends his turn in a space *adjacent* to a lava square, he automatically takes a 1d damage attack (for *each* adjacent lava square) due to the intense heat.

Example: Brick ends his turn adjacent to two lava squares. He suffers a 2d attack due to the heat.

Weapon and Gadget Squares in Lava: These power-ups are a different color and use different rules. Entering such a space, the player *automatically* draws the specified card – no die roll necessary. A fighter may not collect more than one card from a single space during his turn. A fighter 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 space with a switch, or fire at it and hit (no need to roll damage). The door automatically opens and will not close until the end of the *next* player's turn.

Jump Pads: Moving onto a jump pad gives you an extra 4d *spaces* of movement in the direction of the arrow on the jump pad. You may combine this with regular movement to extend your jump, and you do not have to move the full amount rolled. If you land on someone, see *Death From Above!*

Switch

"The Room"

On one of the *Fire Zone* maps, there is only one room. This room has a lot of power-up squares and is very inviting. Some fighters may even feel the urge to sit in the room waiting for someone to walk in and then blast him to hell! This would be fine if there weren't a brutal trap within the room.

This room may only be entered by activating a switch (see above) or using a key card (from *Death Match*).

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

Frag Deadlands

Rocket Jumps: Legal weapons for rocket jumping are the Rocket Launcher and Ghost Rock Bomb. The Ghost Rock Bomb uses the same rules as the Portable Nuke.

Armor cards in *Frag Deadlands* are Light Armored Leggings, Armored Duster, Bulletproof Vest, Mechanical Skeleton, and Bullet Repellent Clothing.

Errata: Four of a Kind should read "Four cards of the same value, any suit."