FRAG
DEADLANDS

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Based on *Frag* by Philip Reed and Russell Godwin
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Frag Deadlands is based on the award-winning *Deadlands* universe published by Pinnacle Entertainment Group.

Frag Deadlands plays best with 4 to 6 people. There's no reason you could not create a map with more respawn squares and have more players, but it would take longer.

Player created materials for *Frag Deadlands* (and the original *Frag* game) can be found at **www.sjgames.com/frag/**. Players are encouraged to donate their own *Frag* creations to the site.

GAME COMPONENTS

This boxed game includes:
- This rulebook.
- The gameboard, which is a poster-sized sheet.
- 112 game cards.
- Two sheets of counters and character standups.
- 6 plastic bases to help stand your characters upright.

You will also need a huge quantity of 6-sided dice and some sort of writing implement. Poker chips can be used to keep track of your fighter's attributes, but they are not necessary for play.

FIGHTER DESIGN

Each fighter in *Frag Deadlands* is unique, with special abilities, starting gear, and drawbacks. Each player should play a different fighter during the game. New fighters can be found on the *Frag* website.

Each fighter has three stats: HEALTH, SPEED, and ACCURACY. Each player may divide 7 points between the three stats in any way, as long as each stat gets at least 1 point, and not more than 4. See the record sheet for a description of the advantages of each stat. In tournament games, winning a game allows you to improve your fighter. See *Winning*, below.

Keep track of your current scores in these three attributes with scrap paper, a die (showing the current value) or, for true atmosphere, a stack of poker chips. Use red chips for Health, blue chips for Speed, and white chips for Accuracy.

SETUP

Tape the game map to the table. Each player takes a record sheet, marks his stats on it, and selects a figure to represent his fighter.

Separate and shuffle the four different card decks. The decks are WEAPONS, GADGETS, HEXES, and SPECIALS. Deal each player one card from the WEAPON, GADGET, and SPECIAL decks. The huckster player *also* draws one card from the HEXES deck.

The Gallows

The four squares at the end of Main Street (marked in gray) and the center of the desert represent the gallows. If you frag somebody really HARD, you get to hang them on the gallows.

Specifically: if the damage you scored is at least twice the number of points of health your target had left, he goes directly to the gallows. You choose which gallows square to put him in. No other fighter may pass through that space, and he blocks line of sight.

He can't be attacked or affected in any way (because he's already dead) until the beginning of his next turn. At that point, instead of respawning, he starts play in the selected gallows square. This means that everybody knows where he's coming back, and can set up for another attack on him . . . Life's a bitch, and then you die *again*.

Each player draws a hand of five cards from any combination of the decks. The player with the highest ranked poker hand goes first (see box, *The Cards and Poker Hands*) rolling a d6 to settle any ties. Each player may keep one of these cards in his hand and discard the rest.

THE CARDS

There are four decks. Keep a separate discard pile for each deck. When a deck runs out, reshuffle the discards.

The cards in your hand are hidden from the other players. As long as it is your turn, your game hand may contain any number of cards. When your turn ends, you must have five or fewer cards in your hand. You may get rid of cards by playing them on your fighter, on another fighter, or by discarding.

A card is considered **in play** once you place it in front of you or play it on another player. Cards in play do not count against the size of your hand. There is no limit to the number of gadget cards you can have in play. You are limited to a number of weapon cards in play equal to your Health plus 1. You may not give cards away.

Weapons or *Gadgets* in play belong to your current fighter. They are all lost when he is fragged (see below). Gadget cards are marked with a letter representing what they affect: A for armor, H for Health, W for Weapon, and M for Movement.

WEAPON MALFUNCTIONS: If, on a damage roll, any die rolls a 1, the weapon may have malfunctioned. Follow the rules on the weapon card. If there are no malfunction rules on the card, no malfunction occurs. The starting weapons cannot malfunction.

Gadget (Green)

Special cards have no symbol on the back. Specials in play belong to you, the player, and are not lost when you are fragged. However, most of them have time limits.

Hex cards may only be played by the Huckster character or a player with the Gadget card "Hoyle's Book of Games" in play. Hex cards are lost when you are fragged.

Some cards boost one or more of your stats, or your weapon damage. Some special cards help ALL players. Remember to check the special cards in play before you start your turn.

Contradictory cards: Cards always take precedence over the rules, because the whole point of many cards is to allow you to break a rule. If two cards contradict each other (for instance, an automatic hit and an automatic miss), the last one played is the one that controls.

Weapon (Blue)

JOKERS: The Joker cards are used in Poker hands to represent any card the player desires. If a Joker is drawn during normal play, it is instantly discarded, and the player who drew the Joker may draw one card from any deck – his choice.

Hex (Red)

The Cards and Poker Hands

All of the cards in *Frag Deadlands* have a standard playing card suit and value in the top right-hand corner. This is used in the game to determine the effects of some cards and, at times, like a normal poker deck.

If you don't know poker hands, here's a simple overview (in order of best to worst):

Hand	Cards
Royal Flush	10, Jack, Queen, King, Ace of one suit.
Straight Flush	Five sequential cards all from the same suit.
Four of a Kind	Four cards of any value and the same suit.
Full House	Three of one card, two of another.
Flush	Five cards of one suit.
Straight	Five sequential cards.
Three of a Kind	Three cards of the same value, any suit.
Two Pair	Two sets of two cards.
One Pair	Two cards of the same value, any suit.
High Card	The highest card.

GAME PHASES

Each turn goes through the following four phases:

1. CHECK FOR RESPAWN: If you are currently fragged and out of play, roll a die and respawn your figure in the appropriate square.

2. ROLL FOR MOVEMENT: You must roll to see how far you can move (or declare you are using a teleport card) before you do anything else.

3. MOVEMENT / POWER UP / ATTACK: These may happen in any order, until you run out of movement and attacks, or until you declare you're through. You may move, attack, enter a power-up square and roll to see if you get something, move more, attack again (if you have two attacks), and so on. Just be sure to keep careful track of your movement if you decide to split your move.

4. FINISH: Tell the next player that it's his turn.

RESPAWNING

If you get fragged, you are only out until your next turn. Then you "respawn." Your new fighter is unhurt – he has your original starting stats. But he has no weapons except his starting one, and no armor, unless you play cards from your hand to give him some.

Bumping: If someone respawns or teleports into an occupied square, the original occupant is "bumped." He must immediately roll a die and move to the indicated respawn square. This may bump someone else (even the one who bumped him), who must then roll to see where HE goes, and so on.

MOVEMENT

Each turn, roll a number of dice equal to your fighter's Speed, plus any modifiers for cards in play. That is the number of squares you may move this turn. You do not have to take your full movement, but you cannot save unused movement for a later turn.

Movement is to orthogonal squares only, not diagonal ones (see diagram on next page).

You may move through a square occupied by another figure, but you cannot end your turn in an occupied square, and you cannot attack from an occupied square.

If you have a very high movement, and you are (for instance) interrupting it with attacks, you can use the Current Movement track on your record sheet to keep track of how much of your movement you have used.

Powering Up: If you enter a square marked with the weapon or gadget symbol, you have a 50% chance of drawing a card. Roll a die immediately. On a roll of 4-6, draw the appropriate type of card and place it in your hand. There is no limit to the number of power-up squares you may move through on your turn, but each square may only be checked once during your turn. You may not move back and forth over a power-up square trying to collect cards.

You may also grab weapons left over when somebody is fragged. See **Leftovers**, below.

Jumping: Your Speed stat governs how far you can jump. Speed of 1 means you can only "jump" to the next square, which is no jump at all. Speed of 2 lets you jump 2 squares, completely avoiding any hazards in the square you jump over. Speed of 3 lets you jump 3 squares (avoiding two), and so on.

Jumps must be in a straight line. You cannot jump over walls.

Jumping costs double. If you jump 2 squares, you spend 4 movement.

Map Features

Acid: Shown on the map as green and bubbling, acid eats away at your fighter. Each time you enter an acid square, you suffer an attack worth 2 dice.

Doors: You can move through one-way doors only in the direction of the arrow. Doors don't slow your movement. A closed door is the same as a wall. The colors of the doors do not count (unless you are using the *Death Match* expansion).

Windows: Windows stop all movement but may be fired through – they do not block line of sight.

Walls: Walls stop all movement and weapon effects. You cannot jump over them, shoot through them, or otherwise penetrate them.

Beasts: One side of the map shows a wasted desert populated with great tentacle beasts. Passing through a space with a tentacle forces an Accuracy check . . . rolling 5 or less means the beast has grabbed the fighter and taken a bite out of him (3d damage). The fighter is instantly moved to the center space of the beast (the mouth) and loses the rest of his movement for this turn.
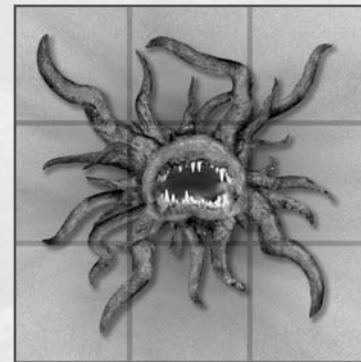

One-Way Door
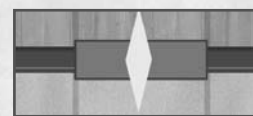
Two-Way Door

Window

Beast

Shootout

A fighter can choose to hold an attack, saving it to use on a turn that isn't his own (but only one attack may be held). Place a marker beside the record sheet to show that an action is being held.

A fighter with a held action may make an automatic attack on any fighter that passes directly in front of him as long as there is LOS between the two and the path is orthogonal. Such an attack is called a "shootout."

Both fighters involved roll their Speed and add the value of one randomly drawn card to the result. The fighter with the highest total attacks first.

If the shootout occurs anywhere on Main Street and one of the fighters is fragged, the surviving fighter may draw a bonus *Special* card over and above the one earned for a frag.

Frag Deadlands Record Sheet
Agency Operative

Frags
Game 1 ☐ ☐ ☐ ☐ ☐
Game 2 ☐ ☐ ☐ ☐ ☐
Game 3 ☐ ☐ ☐ ☐ ☐
Game 4 ☐ ☐ ☐ ☐ ☐
Game 5 ☐ ☐ ☐ ☐ ☐
Game 6 ☐ ☐ ☐ ☐ ☐

Health	Speed	Accuracy
( )	( )	( )

FIGHTER DESIGN

Each fighter has three attributes: HEALTH, SPEED, and ACCURACY. Each player may divide 7 points between the three attributes in any way, as long as each attribute gets at least 1 point but no more than 4. In tournament games, winning a game allows you to improve your fighter.

HEALTH determines how well you resist damage, how much damage you can take, and how many weapons you can have in play. If your Health is low, any attack is likely to kill you (though you can respawn and come back). If your Health is high, you have a better chance of surviving an attack and fragging your attacker on your next turn. You are limited to a number of weapon cards in play equal to your Health plus 1.

SPEED is how fast you move and how far you can jump. A fighter with a Speed of 1 is pathetic; you should take at least 2 or 3. More speed lets you grab more power-ups, too. Speed also governs jumping: you can jump a number of squares equal to your Speed.

ACCURACY governs your chance of scoring a hit and how fast you attack. A low Accuracy means you have to stand right next to someone for a sure hit; it's very embarrassing to be 2 squares away and miss. A high Accuracy means you can snipe from across the board. And a fighter with Accuracy 5 gets 3 attacks per turn!

DRAWBACK
Due to Federal budget limitations, the Agency Operative has a hand limit of 4 cards.

CHEATIN'
May cheat on any revolver or gatling pistol attack (to-hit or damage). Reroll any dice that come up a 1.

Starting Weapon
Gatling Pistol
3d Damage
Unlimited Ammo

Frag Deadlands Record Sheet
Mad Scientist

Frags
Game 1 ☐ ☐ ☐ ☐ ☐
Game 2 ☐ ☐ ☐ ☐ ☐
Game 3 ☐ ☐ ☐ ☐ ☐
Game 4 ☐ ☐ ☐ ☐ ☐
Game 5 ☐ ☐ ☐ ☐ ☐
Game 6 ☐ ☐ ☐ ☐ ☐

Health	Speed	Accuracy
( )	( )	( )

FIGHTER DESIGN

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DRAWBACK
May only have a number of weapon cards in play equal to Health . . . not the standard Health +1.

CHEATIN'
Power-up checks succeed on a roll of 3-6 (instead of the standard 4-6).

On a roll of 3-6, draw one gadget card at the beginning of each turn.

Frag Deadlands Record Sheet
Huckster

Frags

Game 1 ☐ ☐ ☐ ☐ ☐
Game 2 ☐ ☐ ☐ ☐ ☐
Game 3 ☐ ☐ ☐ ☐ ☐
Game 4 ☐ ☐ ☐ ☐ ☐
Game 5 ☐ ☐ ☐ ☐ ☐
Game 6 ☐ ☐ ☐ ☐ ☐

Health   Speed   Accuracy

FIGHTER DESIGN

Each fighter has three attributes: HEALTH, SPEED, and ACCURACY. Each player may divide 7 points between the three attributes in any way, as long as each attribute gets at least 1 point but no more than 4. In tournament games, winning a game allows you to improve your fighter.

HEALTH determines how well you resist damage, how much damage you can take, and how many weapons you can have in play. If your Health is low, any attack is likely to kill you (though you can respawn and come back). If your Health is high, you have a better chance of surviving an attack and fragging your attacker on your next turn. You are limited to a number of weapon cards in play equal to your Health plus 1.

SPEED is how fast you move and how far you can jump. A fighter with a Speed of 1 is pathetic; you should take at least 2 or 3. More speed lets you grab more power-ups, too. Speed also governs jumping: you can jump a number of squares equal to your Speed.

ACCURACY governs your chance of scoring a hit and how fast you attack. A low Accuracy means you have to stand right next to someone for a sure hit; it's very embarrassing to be 2 squares away and miss. A high Accuracy means you can snipe from across the board. And a fighter with Accuracy 5 gets 3 attacks per turn!

DRAWBACK
Power-up checks succeed on a 5 or 6 and not the standard 4-6.

CHEATIN'
May discard any two cards and replace them with the top card on the discard pile of hexes.

Starting Gadget
Hoyle's Book of Games

On a roll of 5-6, draw one hex card at the beginning of each turn.

Frag Deadlands Record Sheet
Harrowed Gunslinger

Frags

Game 1 ☐ ☐ ☐ ☐ ☐
Game 2 ☐ ☐ ☐ ☐ ☐
Game 3 ☐ ☐ ☐ ☐ ☐
Game 4 ☐ ☐ ☐ ☐ ☐
Game 5 ☐ ☐ ☐ ☐ ☐
Game 6 ☐ ☐ ☐ ☐ ☐

Health   Speed   Accuracy

FIGHTER DESIGN

Each fighter has three attributes: HEALTH, SPEED, and ACCURACY. Each player may divide 7 points between the three attributes in any way, as long as each attribute gets at least 1 point but no more than 4. In tournament games, winning a game allows you to improve your fighter.

HEALTH determines how well you resist damage, how much damage you can take, and how many weapons you can have in play. If your Health is low, any attack is likely to kill you (though you can respawn and come back). If your Health is high, you have a better chance of surviving an attack and fragging your attacker on your next turn. You are limited to a number of weapon cards in play equal to your Health plus 1.

SPEED is how fast you move and how far you can jump. A fighter with a Speed of 1 is pathetic; you should take at least 2 or 3. More speed lets you grab more power-ups, too. Speed also governs jumping: you can jump a number of squares equal to your Speed.

ACCURACY governs your chance of scoring a hit and how fast you attack. A low Accuracy means you have to stand right next to someone for a sure hit; it's very embarrassing to be 2 squares away and miss. A high Accuracy means you can snipe from across the board. And a fighter with Accuracy 5 gets 3 attacks per turn!

DRAWBACK
May not use Hoyle's Book of Games or hex cards.

CHEATIN'
When fragged, the player decides which grave to return from at the beginning of his turn (he does not roll randomly). Draw one free weapon on respawn.

Starting Weapon
Revolver
2d Damage
Unlimited Ammo

Frag Deadlands Record Sheet
Saloon Gal

Frags
Game 1 ☐ ☐ ☐ ☐ ☐
Game 2 ☐ ☐ ☐ ☐ ☐
Game 3 ☐ ☐ ☐ ☐ ☐
Game 4 ☐ ☐ ☐ ☐ ☐
Game 5 ☐ ☐ ☐ ☐ ☐
Game 6 ☐ ☐ ☐ ☐ ☐

Health   Speed   Accuracy

FIGHTER DESIGN

Each fighter has three attributes: HEALTH, SPEED, and ACCURACY. Each player may divide 7 points between the three attributes in any way, as long as each attribute gets at least 1 point but no more than 4. In tournament games, winning a game allows you to improve your fighter.

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SPEED is how fast you move and how far you can jump. A fighter with a Speed of 1 is pathetic; you should take at least 2 or 3. More speed lets you grab more power-ups, too. Speed also governs jumping: you can jump a number of squares equal to your Speed.

ACCURACY governs your chance of scoring a hit and how fast you attack. A low Accuracy means you have to stand right next to someone for a sure hit; it's very embarrassing to be 2 squares away and miss. A high Accuracy means you can snipe from across the board. And a fighter with Accuracy 5 gets 3 attacks per turn!

DRAWBACK
May not use the "Shootout" rules.

CHEATIN'
May discard one card from her hand to add one die to any die roll.

Starting Weapon
Derringer
2d Damage
Unlimited Ammo

Frag Deadlands Record Sheet
Indian Brave

Frags
Game 1 ☐ ☐ ☐ ☐ ☐
Game 2 ☐ ☐ ☐ ☐ ☐
Game 3 ☐ ☐ ☐ ☐ ☐
Game 4 ☐ ☐ ☐ ☐ ☐
Game 5 ☐ ☐ ☐ ☐ ☐
Game 6 ☐ ☐ ☐ ☐ ☐

Health   Speed   Accuracy

FIGHTER DESIGN

Each fighter has three attributes: HEALTH, SPEED, and ACCURACY. Each player may divide 7 points between the three attributes in any way, as long as each attribute gets at least 1 point but no more than 4. In tournament games, winning a game allows you to improve your fighter.

HEALTH determines how well you resist damage, how much damage you can take, and how many weapons you can have in play. If your Health is low, any attack is likely to kill you (though you can respawn and come back). If your Health is high, you have a better chance of surviving an attack and fragging your attacker on your next turn. You are limited to a number of weapon cards in play equal to your Health plus 1.

SPEED is how fast you move and how far you can jump. A fighter with a Speed of 1 is pathetic; you should take at least 2 or 3. More speed lets you grab more power-ups, too. Speed also governs jumping: you can jump a number of squares equal to your Speed.

ACCURACY governs your chance of scoring a hit and how fast you attack. A low Accuracy means you have to stand right next to someone for a sure hit; it's very embarrassing to be 2 squares away and miss. A high Accuracy means you can snipe from across the board. And a fighter with Accuracy 5 gets 3 attacks per turn!

DRAWBACK
Anyone fragging the Indian Brave may immediately hang him on the gallows, whatever the damage rolled.

CHEATIN'
All healing cards heal +1 extra health over the amount printed on the card.

Starting Weapon
Bow & Arrows
2d Damage
Unlimited Ammo

GURPS® DEADLANDS™

GURPS Deadlands
Weird West

Deadlands combines the romance and action of the Old West with the horror of invading Things Man Was Not Meant To Know. Now this great background will be explored in a series of **GURPS** worldbooks.

Adventure as a shootist, a card-slinging huckster, or a prospector searching the ruins of California for "ghost rock." Saddle up, hombre. The Weird West awaits!

GURPS Deadlands
Dime Novel 1 – Aces and Eights

Aces and Eights continues Pinnacle's tradition of merging great action-packed stories with ready-to-play adventure scenarios. Our first Dime Novel is a great way to bring your **GURPS** heroes into the Weird West of *Deadlands*!

Aces and Eights includes an bonus 16-page section of conversion rules.

GURPS Deadlands
Dime Novel 2 – Wanted: Undead or Alive

Sean Bailey was a mean ol' cuss . . . and that was *before* a ghost rock mine caved in on him. Now he's out to get even with the people who killed him off. It's up to bounty hunter Caleb Harling and his friends to stop him before he turns Bailey's End into a ghost town.

ATTACKING

Each turn, you may attack a number of times equal to half your Accuracy, rounded up. So Accuracy 4 (the maximum possible for a starting fighter) gives 2 attacks per turn. You may not save unused attacks for later.

You may attack any target in Line of Sight. Draw a straight line between the center of your square and the center of the target square – if there are no obstacles or other fighters in that line, the target is in Line of Sight. Note that doors block line of sight. A wall or corner on a diagonal line IS an obstacle – see diagram below.

A special case: Some doors lie between two squares, and some are within a single square. A fighter in a door square is holding the door open. He has a LOS to either side of the door. If he moves or is fragged, the door closes.

Declaring your attack: You must declare your weapon before rolling an attack. This may be:

(a) the starting weapon (if you have one) on your record sheet.

(b) a Weapon card already in play in front of you.

(c) a new Weapon card played from your hand as you declare the attack.

Recording ammo: Most weapon cards include an ammo track. Before you roll to hit, use a counter on the card to adjust its ammo down by 1 (or more, depending on any special rules printed on the card). You do not have to discard a weapon that is out of ammo, but you may not fire it again until you have reloaded it with a gadget card.

A fighter's starting weapon has unlimited ammo and cannot be lost.

Rolling to hit: Count the number of squares between you and the target (count the square the target is in, but not your own). You must roll this number (or higher) on a number of dice equal to your Accuracy. If you hit, go on to resolve damage.

Damage: The target rolls a number of dice equal to his current Health (as modified by any cards, or damage from previous attacks). The attacker rolls a number of dice equal to the weapon's damage rating. If the weapon card says 6d, for instance, you roll 6 dice.

Now **divide** the attack roll by the defense roll, discarding any remainder. The result is the number of Health points lost by the target. If the defense roll is greater than the attack roll the target takes no damage.

So, for instance, if the target rolls an 8 on defense, any attack roll from 8 up to 15 would do just 1 hit of damage. A roll of 16 through 23 would do 2 hits. A roll of 24 through 31 would do 3 hits, and so on.

Note: Some weapons do extra damage; this damage counts even if the base damage is 0.

Armor: Armor is discarded when the fighter takes a number of points of Health damage equal to the Health bonus the armor grants. So if a fighter wearing Light Armor (+1 Health) suffers 1 hit, he instantly discards his Light Armor. A fighter may not *normally* wear more than one suit of armor at a time. The exceptions are the Armored Duster and the Light Armored Leggings . . . these may be combined with Bulletproof Vest.

Surviving: If the attack did not reduce the target's Health to 0, he's still alive. But any further attacks against him are rolled against his new Health. However, if he can use a card, or get to a blood counter, he can restore Health.

Fragged: If the Health of the target drops to 0 or less, and he can't cure it instantly with cards, he is fragged (see box on next page). He is out of play until his next turn, when he respawns.

The attacker marks a frag on his record sheet. If it's his third frag, he wins. Otherwise, he draws a Special card immediately.

The Agency Operative (A) may move to any of the dark-shaded squares (numbered 1) for his first space of movement. He may not move diagonally.

Squares in Fighter A's *Line of Sight* are numbered. The numbers indicate the range between him and other points in his LOS.

The Mad Scientist (B) is not in LOS.

You Got Fragged!

Whenever your fighter's Health is reduced to zero or less and you cannot cure it instantly, he is fragged.

• Remove your fighter from the board and place him off to the side. He remains off the board until your next turn, at which point he respawns. Exception: if he's hanged on the gallows, he goes to the gallows immediately and re-enters play there.

• Place a blood counter in the space where you were fragged.

• Cards in your hand are unaffected. As for cards in play:

• *Gadget* and *Hex* cards are discarded.

• If you had any *weapons*, you drop them. Place a weapon counter on the space where you were fragged and the weapon(s) to the side with the matching counter. These may now be picked up by any player . . . including you, after you respawn.

Leftovers: The fragged fighter is replaced by a blood counter and (probably) at least one weapon counter. Both are placed in his square before the attacker's turn continues. Anyone entering that square may pick up ONE counter, but not both.

Blood Counter: A red marker. A fighter who picks up a blood counter may put it on his character sheet and spend it at any time to restore one point of lost Health.

Weapon Counter: The target's Gadget and Hex cards are discarded. If he had any Weapon cards, put them beside the map. Put a Weapon Counter on top of them and a matching counter on the square where the target was fragged.

If a fighter picks up a dropped weapon counter, he can look at all the weapon cards there and choose ONE. It goes into the player's hand. You cannot grab more than one weapon from a pile in one turn, even if you move back through the square. If weapons remain in the pile, put the counter back; you can't pick it up again this turn.

When you grab a dropped weapon, it always has a full ammo load.

Keep Fighting: Scoring a frag does not end your turn. If you have movement or attacks left, keep going. If you have enough movement, pick up your victim's leftovers!

Dropping Weapons and Gadgets: A fighter can choose to drop a weapon or gadget card he has *in play* at any time during his turn. A link counter is placed in that space and linked to the dropped item. These may be picked up using the "Leftovers" rules above. You cannot pickup a dropped weapon on the same turn that you drop it.

WINNING

The game ends when a player scores three frags. Note that you cannot, under any circumstance, score a frag against yourself.

In a tournament, the winning player has now earned the right to increase one of his stats by 1 before the next round.

For a longer game, play to more frags.

META-RULES

If you forget to declare a bonus, you have until the next die roll to remember and claim the bonus. After that, too bad.

If you use a card to take someone out of play, all die rolls they have made up to that moment count, and they keep all cards they have drawn. But if you use No Carrier (for instance) on someone who has hit you but not yet rolled damage, you do not take any damage at all.

Any time a stat is added to AND multiplied, the multiplication takes place first and then the addition. For instance, if one card gives you +2 to your Health, and another doubles all your stats, start by doubling your Health and *then* add 2.

If you think a rule is unclear and you insist on (gasp) applying logic to it, remember to use the logic of a computer game and not of the real world!

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