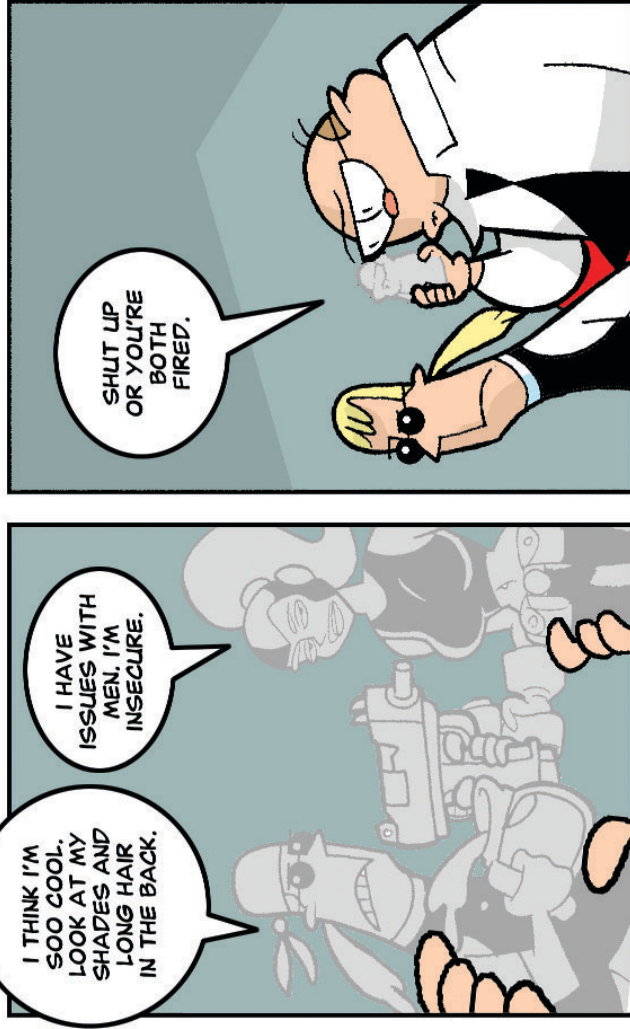


PVP

by Scott Kurtz



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Available Now for Frag!

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 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 PVP

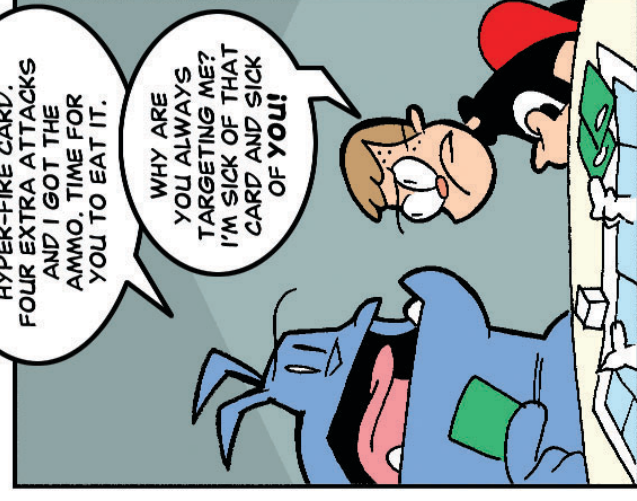
Frag PVP is an expansion for *Frag*, the first-person shooter boardgame. Now, *Frag* players can take the roles of Scott Kurtz's lovable characters from his comic, *PvP*. Or they can play Brent and Francis.

This expansion includes 56 cards, this rulesheet, and five metal miniatures of your favorite *PvP* characters (go on and drool, we'll be here when you're finished).

If this is your first look at *PvP*, you're in for a treat. The adventures of the highly dysfunctional gaming geeks who staff "PvP Magazine" have become a daily addition for an ever-growing group of fans. Here are three exclusive strips . . . and hundreds more can be read free at www.pvponline.com. And look for the *PvP* comic book from Image Comics at your favorite comic shop or game store!

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Illustrated by **Scott Kurtz**
Designed by **Philip Reed**

Frag created by
Philip Reed and
Russell Godwin

Miniatures sculpted by
Richard Kerr

Edited by **Steve Jackson**
Cover colored by
Jim Zubkavich

Playtesters: Michelle Barrett,
Richard Kerr, William Toporek

Managing Editor
Andrew Hackard

Miniatures Division Manager
Paul Chapman

Project Administrator
Monique Chapman

Production Manager
and Art Director

Mia Sherman

Production
Philip Reed

Production Assistance
Wayne Barrett

Print Buyer
Monica Stephens

Sales Manager
Ross Jepsen

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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 Deadlands*, *Frag Miniatures*, or the *Dork Tower* characters available at www.sjgames.com/pyramid/ into their *Frag PvP* game. Pit Skull against a Harrowed gunslinger or Brent against *Dork 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*.



Brent Sienna

Being the artistic force behind a major magazine leaves Brent little time to play computer games. However, he's always found the time to mock those who do. A pretentious, pompous know-it-all, Brent is the master of the inappropriate comment.

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 java 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.

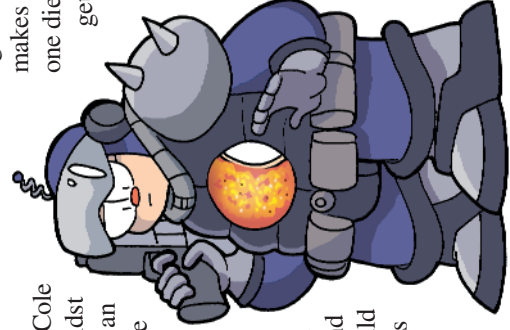
Disadvantages: Lack of Skill. Brent just doesn't get enough time in with first-person shooter games. His power-up checks are only successful on a roll of 5 or 6, not the standard 4-6.

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. Confused and disturbed 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.

Francis Ottoman

If you've ever wanted to kill someone you've met online, then you know Francis Ray 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: Hacked Pistol. Francis' geek buddies hacked the game code, and now he begins every game with a pistol that's just slightly better than the standard starting weapon. 3d damage. Unlimited ammo. One bonus attack with the pistol every turn.

Special Ability: Twitchy. Francis is one of those damned twitchy kids who rules the game. Moving faster and with more skill than others, he racks up frags so fast that the game ends before the older players even get started. Francis gets a +4 to his die roll at the beginning of the game to see who goes first. Also, he begins the game with two weapon cards, one gadget card, and one special card.

Disadvantages: No social skills. It isn't just that he's young, 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 (2d 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.

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* 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 mitts. Skull can attack targets in adjacent spaces only. HT+2 damage. Unlimited ammo.

PVP

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. Your *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 card 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.

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 GOTCHA! Before he can play any Special, he must roll a die. On a 1 or 2, he forgets he has it, and may not play that Special that turn.

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