Some suggested rules for FRAG(tm):
(CTF rules, flag types, new weapons/mods)
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Modified Weapon:

The electromagnetic cannon is a little underpowered.
(Need to encourage long range shooting)
Try 3 ammo, 4d, always range 10, ignores armor, +1 dam.
It is a rail gun, must have anti armor capabilities.

Proposed Weapons:

(2 cards per expanded deck - could use to replace mines in dm)

Heavy Triple-Barreled Assault Shotgun:
Ammo 2
"When you absolutely positively must turn your opponent into a steaming red mist"
Completely inaccurate at >6 squares,
Rest of rules like shotgun, except does 7d damage, -2 health if primary target has no armor, and does 4d to characters in adjacent squares.

CTF rules:

1. Players *cannot* pick up their own teams flag.
2. If the flag carrier is fragged, then the flag is placed on death square. The flag remains on the square until the end of the fraggers turn after next. (2 turns).
Until that time the flag may be picked up by the opposing team as usual.
At that time, the flag is returned (by magic) to its base.

3. The flag counts as a weapon, which must be equipped.
Roll a d6:

1-3 : Boring Flag.

4-6: Interesting Flag.

Interesting Flags:

(1.) Vile Flag:
Atop the flagpole has been hoisted an old pair of the enemy team-leader's underpants. Causes flag carrier to gag/cough/vomit incessantly. (-1 SPEED).

(2.) Hey, this end of the flag is pointy!:
Flag carrier is able to poke enemy in eye with end of flag (+1 dam if enemy does not have a HUD helmet, then 1d damage + 1d damage per SPEED).

(3.) Electrified Flag:
The enemy team has plugged the flag into the wall socket.
Flag carrier takes no damage, however looses the rest of his/her movement. Flag carrier may still attack.

Note: if flag is dropped, then players may plug the flag back in, by expending one movement point, while adjacent to the flag. (It is assumed there are always wall/floor/ceiling sockets nearby).

(4.) Tele - Flag:
The flag has a personal teleporter attached, which may be used during the flag carrier's turn. Roll 1d6:

1-3: The teleporter moves the player up to 1d6 squares.
4-6: The personal teleporter first teleports the flag carrier, and then the flag. The flag carrier is tele-fragged. Flag is placed on the destination square, on top of the blood spot.

(5.) Edible Flag:
The enemy team has lovingly skewered the corpses of enemy team members on the flagpole, kebab style.

The entrails on the flag are worth 2 blood points. However, once the 2 points are consumed, the flag reappears at its base, at the end of the consumer's turn after next.

Note: Players from both teams may consume the flag.

(6.) Nuclear Flag:
At the beginning of the flag carrier's turn, roll 1d6:
1-4: Nothing happens.
5-6: Flag explodes.

Does 12d damage, minimum 3, blast radius of 3 squares. Other players in blast radius take half damage rounded up. (We have had too many players surviving nukes so far...)

If the flag is dropped, then it retains its number (type), unless automatically returned to its base.