



# FRAG TREK

## BORG ASSIMILATION



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Based on Frag by Steve Jackson Games, Borg Assimilation adds the Federation's deadly cyborg foe to Frag Trek.

### ***Requirements***

- A copy of Frag
- A valid Frag map
- Miniatures/Card characters to represent the player characters and the Borg
- A copy of the Frag Trek Rules
- Frag Trek Weapon, Gadget and Q card decks

### **Setup**

#### ***Frag Cards***

Borg Assimilation requires the Frag Trek Weapon, Gadget and Q card decks, which are used as per the Frag/Frag Trek standard rules. Optionally, players may wish to remove the Stun weapons from the weapon deck as whilst they can be used against the Borg, they are less effective in this kind of scenario. Q cards may be played as normal, with all Borg drones and player characters being valid targets of the cards' effects.

#### ***Player Characters – Federation (or any other non-Borg Star Trek race)***

Each player should design a standard Frag character (7 points, divided across the 3 statistics) or use an existing Frag Trek character from a previous game.

#### ***Borg***

The number of Borg initially in play may be varied (and the number in play can increase during a game), but the recommendation is at least 6 Borg. All Borg have fixed initial statistics:

- 3 Health
- 2 Accuracy
- 2 Speed

Borg carry no equipment or ranged weapons and so are only able to attack at a range of 1 square with a strength of (Health+2)d, attempting to assimilate the player characters. For example, an uninjured Borg attacks at 5d.

Borg cannot benefit from Weapon or Gadget power-ups.

Borg may open any door, whether locked or not.

## **Map**

Any valid Frag map may be used, with 6 spawning points and available weapon & gadget power-ups.

## **Spawning**

Players should each roll 1d6 initiative, with the highest going first and then continuing clockwise. Each player may select their initial spawning location in turn. All remaining empty spawning locations are available for the placement of Borg. A single Borg should first be placed on each available spawning location, with any additional Borg being placed on adjacent squares. In a six player game, with no standard spawning points available for Borg placement then players should agree additional Borg starting locations, before placing their own characters.

## **Gameplay**

Play proceeds in initiative order as per the standard Frag rules. The one major change is that each turn the players control not only their own character, but a random number of Borg as well. Use the Borg to attack the other characters or move them to more strategic locations, the choice is yours.

## **Turn Sequence**

- Current player respawns if necessary as per standard Frag rules
- Current Player's movement/combat
- Roll d6 to determine number of Borg to be controlled
  - 1-3 Player controls 1 Borg
  - 4-6 Player controls 2 Borg
- Select Borg to be controlled by current player
- Borg movement/combat for current player
- Respawn any Fraggged Borg *anywhere* on the board

## **Fraggs / Respawning**

### **Character Frags & Respawning**

- Characters drop/discard any equipment, weapons or cards when they are Fraggged as per the standard rules.
- Fraggged characters do not leave a blood splat behind as they are considered to have been assimilated and so instead a new Borg drone is placed in this location.
- Fraggged characters respawn as per the standard Frag rules.

### **Borg Frags & Respawning**

- Borg drones are removed from play when Fraggged and are kept by the Fraggging player to be respawned by them later in their turn.
- Borg drones may respawn *anywhere* on the map.

## **Borg Adaptation**

Each time a Borg is Fraggged or attacked by any given type of weapon, all remaining Borg will start to adapt to that weapon. Once they have fully adapted, any further attacks by that weapon type will have no effect. The Borg will not start to adapt to a given weapon type until the first time a Borg is Fraggged by it.

- When a Borg is first Fraggged by a particular weapon type place a marker on that weapon, initially showing a value of 6. This shows that the Borg have started to adapt to that weapon type.

- On each subsequent occasion that any character hits a Borg drone with a weapon of a marked type the firer must roll 1d6 *before* resolving damage.
  - If the roll exceeds the weapon adaptation marker then the Borg have adapted to that weapon type. This attack and all subsequent attacks by any weapon of this type will have no effect against the Borg
  - If the roll equals the weapon adaptation marker then there is no effect.
  - If the roll is less than the weapon adaptation marker then the marker is reduced in value by 1.
- All individual types of phasers, disruptors etc. are adapted to separately – for example, if the Borg have adapted to the Type III Phaser Rifle, then the Type IV may still be used.
- Certain weapon types may not be adapted to:
  - Simple bladed weapons, such as the Klingon Bat'Leth and D'k'tagh
  - The Federation TR-116 projectile rifle
- In addition to the functions listed on the card, the Engineering Tricorder may also be used to remodulate weapons that the Borg are adapting to or have already adapted to. To remodulate a weapon simply roll 1d6 and add this to the weapon's adaptation marker (or simply place a marker of this value if the weapon had been fully adapted to, making the weapon effective again). Remodulating weapons may be carried out at almost any time, but cannot be used to remodulate an attack that is already in progress – for example if your shot has been rendered ineffective by the Borg adapting to it, you cannot simply remodulate the weapon and resolve damage.

### ***Victory Conditions***

The total number of Frags required for victory can be varied, but the recommended value is 5. A Frag is scored for:

- Each Borg Fragged by a Character
- Each Character killed by a Borg under the player's control

### **Optional Rules**

#### ***Borg Activation***

This scenario variant is run as an assault within a Borg vessel or facility, with the Borg drones ignoring the players until they are considered a threat. The game is set up as described earlier, but the Borg drones are initially inactive. The drones will remain in this state until the first Borg is Fragged by any player. At this point all drones will become active and the game will proceed as per the standard rules.