FRAG TREK
DEEP SPACE CARNAGE
To boldy Frag where no man has Fragged before.
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Transporting Frag, by Steve Jackson Games, into the Star Trek universe.

Requirements
- A copy of Frag
- A valid Frag map
- Frag Trek Weapon & Gadget card decks
- Miniatures/Card characters to represent your chosen Star Trek characters.

Optional
- Frag Trek Q card deck

Setup, Character Design and Gameplay
Frag Trek uses all the conventional Frag rules, simply replacing the characters used and the Weapon & Gadget card decks. So to start a Frag Trek game simply design characters as usual (or take characters from a previous game), shuffle the Frag Special cards, the Frag Trek Weapons cards and Frag Trek Gadget cards and play as normal. (The original Frag Weapon and Gadget card decks should be set aside).

Optional Game Rules
As an option, the Frag Special card deck may be replaced with the Frag Trek Q card deck. In this case the Q card deck is handled in the same manner as the original Frag Special card deck.

Frags & Victory
Game winning conditions are as per conventional Frag, as is the +1 stat bonus received by the winning character. Characters also progress in rank with each victory as follows:
- Starting Rank – Ensign
- 1 Victory – Lieutenant
- 2 Victories – Lieutenant Commander
- 3 Victories – Commander
- 4 Victories – Captain
- 5+ Victories – Admiral

Frag Trek Weapons Cards

The Frag Trek weapons are obtained, equipped and fired in exactly the same manner as conventional Frag armaments. All weapon specific rules are contained within the cards themselves.

Hirogen Hunting Rifle	The Hirogen Hunting Rifle is an extremely large and heavy weapon and as such players equipped with the rifle are subject to a 1 dice movement roll penalty. The rifle has an in built targeting scope, providing a +1 accuracy bonus and allowing targeting of cloaked players without penalty. Attack strength is 5D and the weapon may not be overcharged or set to overload.
Isomagnetic Disintegrator	Shoulder-mounted, large calibre energy weapon. The Isomagnetic Disintegrator fires a large energy pulse, causing a significant amount of damage over a small area. It inflicts 6D damage to the target for a successful hit and 3D if the firer misses, but rolls at least half the required score (rounded up).
Jem'Hadar Pistol	The Jem'Hadar standard issue disruptor pistol. The Jem'Hadar pistol is an energy weapon and inflicts 2D damage in standard mode or an extra ammo charge can be expended to increase the damage to 3D.
Jem'Hadar Rifle	The Jem'Hadar standard issue disruptor rifle. The Jem'Hadar rifle is an energy weapon and inflicts 2D damage in standard mode or an extra ammo charge can be expended to increase the damage to 5D.
Klingon Bat'Leth	The infamous Klingon blade. This weapon may be used for close combat only, so has a range of only 1 square, inflicting damage equal to the current health stat of the attacker +2D.
Klingon D'k'tagh	The most commonly carried Klingon knife. This weapon may be used for close combat only, so has a range of only 1 square, inflicting damage equal to the current health stat of the attacker +1D.
Klingon Disruptor	The Klingon standard issue hand-held disruptor. The disruptor is an energy weapon and inflicts 3D damage.
Klingon Tetryon Gatling Gun	The Tetryon Gatling gun has multiple pre-fire chambers giving a rapid maximum rate of fire. The weapon can be fired in standard mode twice per turn for 3D per shot, each shot requiring an ammo charge. Alternatively both ammo charges can be expended in a single 6D blast, however the extreme recoil from this prevents the firer moving this turn.

Orion Syndicate Bomb	This bomb is placed covertly and is played as though dropping a weapon. It may also be added to a weapons cache dropped when a player is fragged. As soon as any player investigates the dropped weapons cache, the bomb explodes, causing a standard 5D attack. This attack is not stopped by energy shields. You score a point for any Frag caused. NOTE: If a player scans the discarded weapons pile with the engineering tricorder then they may choose not to take a weapon and if so do not set off the bomb.
Photon Grenade	The Photon Grenade inflicts 5D damage to the target and 2D damage to the adjacent squares. The maximum range that a grenade may be thrown is equal to D6 times your current health stat. This should be rolled AFTER the standard Accuracy roll is made. If either fail then the grenade is off target and causes no damage.
Photon Rifle	This Federation heavy rifle launches micro-photon torpedo rounds, inflicting 7D damage to the target and 4D damage to each adjacent square. The rifle also inflicts 4D damage if the firer misses, but rolls at least half the required score (rounded up). Reloading the rifle requires both an Ammo and an Energy Recharge card. The Rifle cannot be Overcharged or set to Overload.
Stun Grenade	The Stun Grenade causes no damage to the target, but incapacitates them, causing them to miss their next turn. The maximum range that a grenade may be thrown is equal to D6 times your current health stat. This should be rolled AFTER the standard Accuracy roll is made. If either fail then the grenade is off target.
Stun Stick	The Stun Stick causes no damage to the target, but is capable of incapacitating them, causing them to miss their next turn. The Stun Stick can be used in close combat only, so has a range of just 1 square. The standard strength of the attack is 3D, with the target being stunned on any result that would normally cause injury. If the player has 2 or more attacks available this turn they may combine them into a single roll of (3xNumber of Attacks)D
TR-116 Projectile Rifle	The TR-116 fires titanium projectiles propelled by a chemical explosion. The rifle inflicts only 2D damage if fired whilst moving, or 4D if the firer remains stationary for the duration of his turn in order to take aim at the target. Aiming also adds a +2 die bonus to any accuracy roll.

Type II Hand Phaser	The Federation's standard issue hand phaser. The Type II Phaser is an energy weapon and inflicts 2D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 4D damage.
Type II Phaser Rifle	The Federation's standard issue phaser rifle. The Type II Phaser Rifle is an energy weapon and inflicts 2D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 4D damage.
Type III Phaser Rifle	The Federation's light compression phaser rifle. The Type III Phaser Rifle is an energy weapon and inflicts 3D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 5D damage.
Type IV Phaser Rifle	The Federation's heavy compression phaser rifle. The Type IV Phaser Rifle is an energy weapon and inflicts 3D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 6D damage.

Frag Trek Gadget Cards

The Frag Trek Gadget cards are obtained and used in the same manner as conventional Frag gadgets. Gadget cards can be played at any time unless otherwise stated within the description.

Adrenaline Hypospray	This hypospray increases the Health and Speed statistics of the player by +2 until the end of their next turn, at which time both stats must be decreased by 2 from their final values. The card must be discarded on use.
Ammunition Box	This ammunition box can be used to reload any projectile weapon. The card must be discarded on use.
Backpack	The backpack allows you to hold one extra card in your hand. The card need not be discarded until the end of the current game.
Blue Keycard	This security card can be used to unlock any Blue door. The card must be discarded on use.

Dermal Regenerator	The Dermal Regenerator can be used at any time to restore 1 Health point. The card must be discarded on use.
EMH	The Emergency Medical Hologram can be used at any time to restore 3 Health points. The card must be discarded on use
Energy Recharge	This battery can be quickly adapted to recharge any energy based weapon. The card must be discarded on use.
Engineering Tricorder	The engineering tricorder allows you to either: a) Re-roll a failed power-up result. b) Check through the top D6 cards of the gadget or weapon deck, following a successful power-up result. You may take any one card from these. The deck should be re-shuffled once the remainder are replaced. c) Scan a discarded weapon pile to examine the contents. The card must be discarded on use.
Green Keycard	This security card can be used to unlock any Green door. The card must be discarded on use.
Hazard EVA Suit	The Federation Hazard Team EVA suit provides strength 2 armour and also full protection against stun weapons. The card must be discarded when the armour is destroyed.
Hazard Suit	The Federation Hazard suit provides strength 1 armour. The card must be discarded when the armour is destroyed.
Medical Tricorder	The Federation's standard issue Medical Tricorder. The medical tricorder can be equipped to assist in healing, increasing the effectiveness of any subsequently played health card by 1. Only one medical tricorder may be equipped and is discarded when the player is fragged.
Medkit	The Medkit can be used at any time to restore 2 health points. The card must be discarded on use.

Ocular Implant	This implant enhances the player's vision, increasing the Accuracy stat by +1 and allowing targeting of cloaked opponents without penalty.

Only one implant may be equipped on a player at any one time and it is discarded when the player is fragged. |
| *Overcharge Battery* | This battery can be quickly adapted to any phaser pistol or rifle. It increases the damage inflicted by each shot fired by 1D. Unfortunately it also burns the weapon out, decreasing the total number of shots that can be fired by 1 and making the weapon useless once the energy has been expended. Weapons which have been overcharged cannot therefore be recharged.

The battery can only be used once and is discarded when the weapon is dropped/discarded. |
| *Overload* | This card may be played on any energy weapon that you drop when fragged, setting it on overload. Place the card face down beneath the dropped weapon. As soon as any player investigates the dropped weapons cache, the energy weapon explodes, causing a standard attack with strength equal to the ammo capacity of the weapon. This attack is not stopped by energy shields. You score a point for any Frag caused.

NOTE: If a player scans the discarded weapons pile with the engineering tricorder then they may choose not to take a weapon and if so do not set off the overload. |
| *Personal Cloaking Screen* | The Personal Cloaking Screen renders the wearer almost invisible, however they may still give away their position by firing. If a player fires whilst cloaked, they can be targeted but at a penalty of double the range. If they have not fired since cloaking then they may not be targeted. Their hidden status is reset again at the beginning of their turn. Each time someone wearing a cloak is hit (whether injured or not), the cloak will fail on a roll of 4-6. |
| *Personal Energy Shield* | The Personal Energy Shield provides protection against all ranged energy and projectile weapons. The shield can absorb 6D worth of attacks before the field collapses.

Discard after field collapse. |
| *Phase Shift* | An accident in Engineering shifts your body out of phase with reality. You gradually disappear from sight and are able to pass through any object. You remain out of phase until the end of your next turn, during which time you cannot fire, be fired at or pick up items.

This card must be discarded on use. |

Red Keycard	This security card can be used to unlock any Red door. The card must be discarded on use.
Seven of Nine's Borg Nanoprobes	Seven of Nine's Borg Nanoprobes may be used to revive a fragged player. The player is still removed from the board and must respawn at the start of their own turn, but do not count as a frag and may keep any equipment and weapons carried. When respawned they start with their full Health stat -1. The card must be discarded on use.
Targeting System	This targeting system can be adapted to any ranged weapon, giving a +1 die bonus to all accuracy rolls. The targeting system can be played on only one weapon and is discarded when that weapon is dropped/discarded.
TR-116 Upgrade	This upgrade to the TR-116 Projectile Rifle adds a micro transporter and advanced targeting scanners to the weapon. The targeting system allows the firer to scan through solid objects, the projectile is then transported from the end of the rifle's barrel to a point just short of the intended target. This allows the weapon to effectively target and shoot through walls, although it is still stopped by energy shields. The card is discarded as soon as the weapon is dropped/discarded.
Transporter Armband	The transporter armband allows the player to perform one site-to-site transport. As soon as it is played the player may transport instantly to any other map square. The card must be discarded on use.

Frag Trek Q Cards
The Frag Trek Q cards are obtained and used in the same manner as conventional Frag Special Cards. Q cards can be played at any time unless otherwise stated within the description.

"All good things must come to an end..."	May be played after any player declares an attack, their attack is cancelled and they may not attack again for the remainder of their turn.
"Au contraire, mon capitan! He's back!"	May be played after any player is fragged, cancelling the effect of the attack that fragged them.
"I can't disappear...anymore than you could win a beauty contest."	May be played at any time on any player using the Cloak or Phase Shift cards, cancelling their effect. The cancelled card is immediately discarded.
"If you say so, I wasn't there."	May be played after a successful to-hit roll has been made. The target of the attack may instantly move to anywhere on the board, causing the attack to miss.
"It's time to put an end to your trek through the stars"	May be played at any time, ending the current player's turn.
"I've just been paid a visit by Q. He wants	May be played when any player is fragged allowing them to

to do something nice for me."	retain any equipment and weapons.
"Now go back or thou shalt most certainly die."	May be played during any player's movement. They must immediately return to their starting point and remain there or they will be removed from the board at the end of their turn. No Frag is scored for this, but the player drops/dicards all weapons and equipment as though Fragged.
"Of course you'll die. It'll just be at a later time."	May be played after any player is fragged. The player is still considered fragged, but is not removed from play until the end of their next turn, during which time they may move and fire as normal. They may not be fragged again during this time.
"Picard would never have hit me..."	May be played after any successful to-hit roll, making that attack a complete miss.
"Simple. Change the gravitational constant of the universe."	May be played at any time on any player, doubling the seleted player's speed stat until the end of their next turn.
"So if you had to do it all over again?"	May be played on any player after any result has been rolled. That result is immediately re-rolled. The second result must be accepted.
"What do you want me to do?"	May be played at any time on any player, allowing you to control their movement for this turn. The player may still fire if you pause movement to allow it, or at the end of their turn.
"What is there, an echo in here?"	May be played at the end of any player's turn, giving them an immediate extra turn.
"You would be incapable of interfering!"	May be played at any time, preventing any further Q or Gagdet cards from being played until the start of your next turn.
"You're dead, this is the afterlife -- and I'm God"	May be played when any player is fragged. You may then Select the spawning point where that player respawns.
"I'm immortal again! Omnipotent again!"	Can be played at any time on any player. That player cannot be injured or otherwise removed from play until the end of their next turn.
"Spontaneous combustion of someone you don't like."	May be played at any time, removing any player from the board instantly. No Frag is scored from this, but the player drops/dicards all weapons and equipment as though Fragged.
"Telekinesis, teleportation."	May be played at any time on any player, teleporting the selected player to anywhere on the board.
"We do exactly what we would do if this Q never existed."	Can only be played immediately after another Q card, cancelling that card's effect.
"Will you stop interrupting me?"	May be played after the "All good things" and "It's time to put an end…" Q cards, cancelling their effects

Weapon Card Quantities

Hirogen Hunting Rifle	2
Isomagnetic Disintegrator	2
Jem'Hadar Pistol	4
Jem'Hadar Rifle	3
Klingon Bat'Leth	3
Klingon Daq'tagh	3
Klingon Disruptor	5
Klingon Tetryon Gatling Gun	2
Orion Syndicate Bomb	2
Photon Grenade	2
Photon Rifle	1
Stun Grenade	2
Stun Stick	2
TR-116 Projectile Rifle	2
Type II Phaser	5
Type II Phaser Rifle	4
Type III Phaser Rifle	3
Type IV Phaser Rifle	3

Gadget Card Quantities

Hazard EVA Suit	3
Hazard Suit	6
Personal Cloaking Screen	2
Personal Energy Shield	3
Phase Shift	2
Dermal Regenerator	11
EMH	2
Medical Tricorder	2
Medkit	5
Seven Of Nine	1
Blue Keycard	3
Green Keycard	3
Red Keycard	3
Adrenaline Hypospray	4
Backpack	2
Engineering Tricorder	4
Ocular Implant	2
Transporter Armband	2
Ammunition Box	3
Energy Recharge	8
Overcharged Battery	3
Overload	1
Target Scope	4
TR-116 Upgrade	1

Q Card Quantities

All Good Things…	2
Au Contraire…	2
If You Say So…	2
I'm Immortal…	2
It's Time…	2
I've Just…	2
Now Go Back…	2
Of Course…	2
Picard…	2
Simple…	2
So If…	2
Spontaneous…	2
Telekinesis…	2
We Do….	2
What Do You Want…	2
What Is There…	2
You're Dead…	2
You Would….	2
I Can't Disappear…	2
Will You Stop…	2

FAQ & Card Clarifications:

Q: Can the *"If you say so, I wasn't there."* card be used to prevent damage from the Orion Syndicate bomb?

A: No, the card states that it can only be played after a successful to-hit roll has been made. The card cannot therefore prevent damage from any kind of attack or damage effect which does not require a to-hit roll.

Q: Does attacking with a Bat'Leth or D'k'tagh give away the position of someone equipped with a *Personal Cloaking Screen?*

A: Yes, although the card's wording specifically mentions firing, this should in fact include any kind of attack.