

# GAMMA WORLD<sup>®</sup>

Science Fantasy Game

**GWQ:** Is there a quick way to determine the Character Abilities of NPC's?

**GWA:** The game rewrite, which is coming out around June, will list each creature's abilities. I always give NPC's 12 in all of their abilities if these are not given in the creature lists.

**GWQ:** How do you destroy vehicles when they do not have armor class or hit points listed?

**GWA:** This is an obvious oversight that has been corrected in the revised edition. For now, arbitrarily assign hit points and armor classes to each vehicle. If a vehicle loses 50% of its hit points, it ceases to function and must be repaired.

**GWQ:** What do Serfs look like?

**GWA:** Grenadier Models, Inc. makes most of the creatures found in the GW rules booklet. The Serf figure is especially nice because it uses a huge ax — perfect for a creature with great strength. I always use them when I am running GAMMA WORLD game adventures.

**GWQ:** Does a force shield which takes over its hit point limit collapse and, if so, is it broken for good?

**GWA:** Technologically generated force fields regenerate themselves every melee turn. The force field will be maintained as long as the suit which generates the force field holds up. Further, the rules state that only one mutational force field can be created in a 24 hour period.

**GWQ:** If players can be mutated plants or animals can they be Yexils or Podogs?

**GWA:** A very good way for players to learn the game is for them to be creatures from the rules book. Players can have a lot of fun trying to cope with the restrictions that an Obb or an Ark character will place on them.

## Gangbusters<sup>™</sup>

1920's  
Role Playing  
Adventure Game

**GBQ:** How does a player character acquire cronies?

**GBA:** Cronies are covered on page 49 of the GANGBUSTERS game rulebook. The rules leave the question of how cronies come into play up to the game judge. In my own campaigns, I always tell the players how many cronies they may have as soon as they roll up their characters. I recommend, however, that actual creation of cronies be postponed until they are needed in the course of play. This does two things: it gives low level players a little extra help when they most need it, and it helps me build the NPC's needed for the campaign.

When a player decides to build a cronie for a character, I quickly roll one up and let the player decide (with my guidance)

1980e #10

the background of the cronie. It is important to remember that cronies can never begin the game at a higher level than the player character! Thus, a first level reporter who would like to have a good friend in the police department can roll up a police cronie, but that cronie will be a Rookie beat cop.

Notice that the cronie system takes a lot of work off of the game judge's shoulders. In a campaign with only eight players, with an average Presence score of 6, there will eventually be 48 cronies. That's 48 NPC's that the player will be keeping track of, not the judge!

**GBQ:** What happens when two criminal syndicates are running a numbers racket in the same block?

**GBA:** Probably a gang war! If two syndicates are trying to run numbers in the same territory, neither will make any profits at all. The two syndicate bosses will have to decide which of them will control the territory.

## STAR FRONTIERS<sup>™</sup>

Science Fiction Role  
Playing Game

**SFQ:** I read through the rulebook and was surprised to see that there was nothing said about spaceships. Why were they left out? Can characters travel in space? Can they own spaceships? Will you be giving rules for spaceships soon?

**SFA:** When we started to write the rules for the STAR FRONTIERS game, we knew that there was a limited amount of room in the book. We felt it was better to focus on characters, combat, and adventures that take place on a planet in the rulebook instead of trying to cram everything in.

Characters can travel in space, although they are limited to commercial spacelines in the STAR FRONTIERS rulebook now. Eventually, they will be able to design and have their own spaceships. Work has just been finished on a complete boxed set that will be a game in itself. This set will cover spaceship combat design, and role playing in space. Part of it is a game that can be played without the STAR FRONTIERS game rules and the other part shows how STAR FRONTIERS game characters can use the same rules for role playing adventures. This set will be available in 1983.

**SFQ:** Can a Dralasite move if it is only a big, round ball with no arms or legs?

**SFA:** Yes, but it could go no faster than its walking speed. Also, it would be in trouble in combat since it would not be able to hold or fire any weapons.

## TOP SECRET<sup>®</sup>

Espionage Role  
Playing Game

**TSQ:** In the TOP SECRET Rulebook 2nd Edition, are the correct prices for many of the Other Weapon Types on the

WEAPONS CHART or on the pricelist under EQUIPPING THE CHARACTER?

**TSA:** The correct prices for Other Weapon Types are listed on the WEAPONS CHART. A manual speargun costs \$50. A CO2 speargun costs \$100 and pressurized CO2 capsules cost \$1 each. A sword (\$30) and a swordcane (\$50) act much the same but are concealed differently. Dart guns can cost \$250. A boomerang that returns is only \$5. If it hits anything greater than its weight (½ pound) it will not return. Boxing gloves cost \$25 a pair and karate padding for both hands and feet costs \$50 a set.

**TSQ:** When a character's Life Level is reduced to 0 by drinking alcohol, is the character dead or unconscious?

**TSA:** Since alcohol is a depressant poison, the character has literally drank himself or herself to death.

**TSQ:** How can I run a campaign with multiple groups of investigators, confisactors, and assassins without the players finding out about each other's major objectives?

**TSA:** Have you considered handing everyone a note telling them their agent's true major objective? They could each also have a cover objective which they tell to the other players. Request that their Bureau section under Classified Information on their Agent's Dossier be left blank and only known by the Administrator. No one will be sure of anyone's true major objective since some will reveal it and others may lie.

**TSQ:** If four PC's set out on a mission and the Administrator's character was to be secretly blended in with the others by having a player run this character, can this character be a double agent?

**TSA:** Yes, this is a nice idea. By definition, an agent who is loyal to the opposition while pretending loyalty to those that employ him or her is an enemy agent. For example, agent Z is working for the KGB but is employed by the CIA. The Administrator can be aware of the enemy agent's purposes and can use the enemy agent against the other player characters. The enemy agent looks for any action which would weaken the team, protect his or her agency, and that doesn't jeopardize his or her cover. Discovered enemy agents are usually given the choice of becoming double agents or being prosecuted. An agent who is loyal to those that currently employ him/her while pretending loyalty to the opposition is a double agent. For example, enemy agent Z worked for the KGB, is loyal to the CIA, and pretends loyalty to the KGB.

**TSQ:** In DRAGON<sup>™</sup> Magazine #49, the tracer bullet adds 10 and 5 to second and third following bullets, respectively. Does this bonus apply only to the agent that fired the tracer?

**TSA:** Yes. Agents not firing tracers do not get this advantage to hit.