

**GWQ:** I have a mutated bear character and my referee maintains that since it hasn't any armor its armor class is 10. I say it should be 5, just like a Dabber or a Jeget.

**GWA:** The armor class of a species is not just based on the thickness of their fur or hide. It is also a function of the species' speed and size. The 10 for no armor applies to human types that are walking around in their skin and little else. I agree with you that a bear type rates better than a 10. It is still up to your referee to determine the actual number. I would say it rates anywhere from 7 to 4 depending on how fast the creatures of your referee's world are. I would place it at a 4 in mine.

## **Gangbusters™**

1920s Adventure Game

**GBQ:** I like the fistfight system in the game, but I don't get to use it very often. Everyone is always carrying guns. This often leads to losing a lot of player characters. What can I do?

**GBA:** There are several ways to decrease the lethality of your game:

1. Remind your law enforcers that a live criminal full of information is more valuable than a dead one. Of course, you have to have done your homework as judge and worked out what the captured criminal will know!
2. There are many situations where characters begin hostilities 10' or less away from one another. Have NPCs you are running attempt to disarm and fistfight in such situations. Your player characters will quickly see the advantages of this type of procedure.
3. You can always have your law enforcement agencies issue warnings to officers about the use of firearms in crowded public places or the public streets. As judge, you could assign a percent chance that missed shots hit innocent bystanders, resulting in legal actions against the officers who fired.

**GBQ:** I have been playing in the **GANGBUSTERS™** game module *Murder in Harmony* for weeks now and finally believe I know who the killer was. Tell me if it was Frankie San-sotta? It must be him.

**GBA:** That module has received a great many good comments. I won't tell you if you are right or wrong, but that module is one of the best reasons why playing **GANGBUSTERS** game can be so much fun. There are few modules out right now that will make you work harder to solve your adventure.

# **STAR FRONTIERS™**

Science-Fiction Game

**SFQ:** Can I have a planet with green sky?

**SFA:** Yes, but it will be a very rare thing. The color of the sky around most planets that have atmosphere will be either blue like Earth or reddish. The color has less to do with the color of the planet's sun than with what is in the atmosphere. The light from the sun is defracted by things that hang in the atmosphere. On Earth, water and dust diffract the "white" light of the Sun and create a blue sky. This will be the case on most planets. If there is a lot of dust in the air, the sky will have reddish color, much like the sunset on Earth.

A green sky could happen if there were photosynthetic algae or microplants floating in the atmosphere. The plants would absorb some of the sunlight to grow, creating clouds of green haze.

This in turn could lead to other problems. The heat coming from the surface of the planet would be bounced back by the cloud layer. This would raise the temperature of the planet. This is called a "greenhouse effect." Venus is an example of this. Also, with the increase in heat, more water would evaporate into the air, so it would rain more often. Also, the algae or micro-plants might make breathing the air dangerous since these plants would be drawn into the lungs. On such a planet, a gas mask or filter would be necessary. Such a planet would not be a very pleasant place to live.

**SFQ:** Is it possible to have a world entirely covered with water or a planet that has no water?

**SFA:** Yes, it is; either extreme wouldn't be places very suitable for human life. An all water planet would probably be nothing but a misty globe with the atmosphere almost as full of water as the surface itself. A totally dry planet has no water necessary for human life or to help protect the planet from harmful radiation emitted by its sun. Under current theories, neither planet would be considered suitable for human life.

**SFQ:** I played in **STAR FRONTIERS™** game Referee's Screen Mini-Module and had the misfortune to have my character release the spores in the Medical Lab during a combat with Sathar. I say that opening that section of the ship to the vacuum of space should have cleared out the spores. My referee insists that that wouldn't be enough.

**SFA:** If your referee maintains that outer space will not kill the spores, that is the final answer. Remember that the ship was found floating in space with its systems shut down. This would support the resistance to the effects of outer space vacuum on the spores. There was a cure in the lab area for the disease but when the ships areas are hit with vacuum this could easily destroy the more delicate equipment on board.

## **TOP SECRET®**

Espionage Game

**TSQ:** A sniper fires at his target and misses. The target runs, but another character shoots and kills the target. Would the assassination be clean or ultraclean?

**TSA:** Because the assassination took more than one shot, it is considered a clean assassination, not an ultraclean. If both agents missions were to assassinate the target they would share the 300 experience points equally. If either agent were an assassin, that agent would gain an additional 100 point bonus. If either character were an NPC, the experience points would still have to be shared.

**TSQ:** Some of those Areas of Knowledge are pretty useless. Why would anyone want to have knowledge in things like Religion or Home Economics and play the game?

**TSA:** One of the most interesting concepts in the **TOP SECRET** game is the fact that all bureaus must have a large knowledge pool to draw from in working out assignments. All of the areas listed can play an important part in working out a mission. A mission could take an agent to the Vatican where knowledge of Religion is essential for the agent to get around. A good administrator will make sure that their game uses the skills of all the player characters.

**TSQ:** My player character likes to use a crossbow in his assassinations. I question the 6 phases to reload one. The newer models break and are ready to go in 3 phases or less. If I can prove to my administrator that this is true can the reload time be lessened?

**TSA:** The time given for that weapon didn't take into consideration any unusual designs. If you present proof there is no reason why the reload time can't be changed. Give some thought to the environment at the time of reloading. If there is a need to stay hidden or the agent is trying to do something else, these factors will be important in the reloading time. 🎯