

ered an "atrocious" and looked down upon by all respectable airmen. It can logically be argued that any pilot would want to try to land his plane no matter how slim the chances were.

DPQ: I have a hard time believing some of the luck rolls other players claim they make. Sometimes I could swear that my character has hit a plane several times, but the other players still claim that their characters' plane is fine. Is there anything I can do to prove them wrong?

DPA: Not playing with them is the best idea, but if that's not a viable alternative for you, simply keep track of their hits and location. If they see you doing this it won't be long before you can be sure they are being honest in their record keeping.



Science Fantasy Game

GWQ: Why are pure strain humans given so many benefits over other player characters?

GWA: After the game had been out for awhile, we noticed a trend; players were playing mostly humanoid mutants. Players were creating characters which took all of the advantages of a human body and added the powers of mutation. Further, we felt that the concept of pure strain humans surviving after the war years was a vital one. To encourage the playing of pure strain humans, they were given benefits which would add to the chances of their survival — and in the GAMMA WORLD game, characters can use all of the help they can get!

GWQ: Why can't characters increase in hit points like they do in every other role-playing game?

GWA: The GAMMA WORLD game concept deals with a savage environment which requires that all beings start out as tough as possible. This forces the player character to start out strong. The emphasis is on material and intellectual development, as opposed to physical development.

GWQ: How many spines can the Horl Choos throw in a given melee turn?

GWA: The plant can throw 1d8 at any single target and 1d4 at up to five targets in its thirty meter range. When the plant is faced with over five targets it will refuse to fire, not wanting to get destroyed in some type of stampede.

GWQ: Are the creatures and plants listed in the booklet edible?

GWA: If you can catch them and can kill

them first, I think that you deserve to eat them. Just watch out for the many poison glands that most of them have in unusual parts of their bodies.

GWQ: I have a player character who died and was placed in a functional life chamber. She was brought back alive, but my referee tells me she has total amnesia and can't even speak the language. Is this the way a life chamber is supposed to work?

GWA: A function of the chamber is to strip away all of the technological knowledge of the character. The referee may determine that all knowledge has been taken away, but this seems a little extreme. On the other hand, your character has been granted life again. If the character was worth anything to begin with, you got a luck break.

GWQ: My mutated wolf character encountered and was killed by a general household robot. I don't believe these things are programmed to attack creatures. Am I wrong?

GWA: A general household robot could have a pest control program. It may have considered you a pest, and controlled you the best way it knew how.



1920s Adventure Game

GBQ: The price list does not give the price of a shotgun. How much is it?

GBA: A standard shotgun costs \$75. As always, the GM may adjust this value to fit special circumstances if desired.

GBQ: The diagram for shotgun fire at the bottom of page 11 in the rulebook says that all targets take 10 points damage for ranges of 26' - 75', but the rules and charts state that targets only receive 5 hit points. Which is correct?

GBA: The diagram is correct. Targets should receive 10 points of damage.

GBQ: My grandfather was a military policeman during the 1920s and it sounds like a fun thing to try, but my referee won't let me play a character like that because it isn't standard to the game. Am I out of line for asking to play this type of character?

GBA: There are problems with setting up a character like this one. This character isn't just a glorified cop. There is rank to consider, as well as the fact that such a character would mainly be concerned with military and not civilian situations in Lakefront City. Although you could probably talk your referee into letting you play one of these types, it probably wouldn't

be as much fun as you might think, because you would be constantly forced away from the action that everyone else is experiencing.

GBQ: My character fired a burst from a Thompson, and my referee said it hit a nearby friendly policeman. I say that my character could aim the burst towards the area I designated, but he says I couldn't.

GBA: The rules say "... If the dice roll indicates a hit, then all characters in the firing character's Field of Vision are hit." This means that the cop took one no matter how hard your character tried to direct it away.

STAR FRONTIERS™

Science-Fiction Game

SFQ: In the second paragraph of the section on "Administering Drugs" (page 16 of the Expanded Rules), it mentions 24 hours as the time limit after which a character whose stamina is at 0 or below cannot be revived. Shouldn't this be 20 hours as stated elsewhere in the section?

SFA: Yes. The time limit should be the standard 20 hours.

SFQ: On page 20 (Expanded Rules), it states: "For every tenth of a gravity (.1 G) less than 1.0 . . . the distance a character can leap and vault is increased 5 m." That seems rather large. Is this value correct?

SFA: No, the decimal point has been left out. The distance a character can leap and vault is increased .5 m for every .1 G less than 1.0.

SFQ: On page 34 of the Expanded Rules, it states that "MEDIUM movement is 16 to 75 meters/turn." Is this correct?

SFA: It should be 46 to 75 meters/turn.

SFQ: The Ranged Weapons Modifier Table on page 22 of the Expanded Rules and the text on page 32 disagree with what is printed on the centerfold and the Referee's Screen in reference to attackers and targets in vehicles.

SFA: All the correct information is in the book, but it isn't all in the same place.

The correct modifiers are as follows:

Attacker in fast vehicle: -20

Attacker in slow vehicle: -10

Target in fast vehicle: -20

Target in slow vehicle: -10

SFQ: In the defense table on page 40 of the Expanded Rules, the power used up by the albedo screen is stated to be 1

SEU/min. Shouldn't this be 1 SEU/(5 SEU ABSORBED), as it is in the text?

SFA: Not quite. It should be 1 SEU/(5 points of damage absorbed).

SFQ: In the *Crash on Volturnus* Module, the "Hunt in the Air" section is very difficult for players. Being at a high altitude in a flying vehicle makes range and other modifiers overwhelming, giving negative chances to hit. Was this intentional?

SFA: Yes. The intention of this section was hilarity, not combat. If the player characters get close enough to be hit, the range modifiers will be reasonable.

SFQ: On page 21 of SF1, *Pirate Officers* are listed as having 3rd level Projectile Weapons skill, but they carry Gyrojet pistols. Was Gyrojet skill intended?

SFA: Yes. When this section was written, the rules system did not yet have "Gyrojet Skill" as a separate skill.

SFQ: On page 27 of SF1, the attack of Rogue Crystals is listed as follows: SA: Attack as (3 Ranged Weapons, DM 5d10). But the creature description lists the beam strength as 4 SEU or 4d10. (Also see page 28.)

SFA: The damage for the Rogue Crystals attack should be 5d10. Change "4 SEU" to "5 SEU" in the creature description.

SFQ: On page 29 of Module SF1, it says that characters "will lose consciousness for d100 minutes." Should this be minutes or turns?

SFA: The duration of unconsciousness should be d100 turns.

SFQ: In the Frontier Map Example on page 49 of the Expanded Rules, Pale (Truane's Star), is said to have a population code of MRI, but the table on page 50 lists it as MIR.

SFA: It should be MRI.

SFQ: In Module SF0, the Ruins of Elcone are mentioned in the "Ruins" section. Are these the same as the Ruins of Volkos in SF1?

SFA: Yes, they are all part of the same ruins. Why they were called two different things remains a mystery.

SFQ: On page 11 of the KNIGHT HAWKS™ Book (the Hull Specification Chart), it lists one engine for hull size 4, but two engines for hull size 3.

SFA: The entry in the "hull size 4" row is a misprint. It should have two engines.

Are the creatures and plants listed in the [GAMMA WORLD® game] booklet edible?

bullet are the same in the TOP SECRET® game rules. Is this possible?

TSA: The two bullets are effectively the same. The firearms terminology is misleading. The term "caliber" refers to the interior diameter of a gun barrel in inches (and to the size of the corresponding ammunition as well). A .30 caliber gun has a barrel whose interior diameter is three tenths of an inch. The size of gun barrels and ammunition can also be specified in millimeters. Comparing 7.62mm to .30 inches shows that they are nearly the same, and that's close enough for game purposes.

TSQ: Can the new Perception and Observation traits in Operation: Fast-pass be used to determine chances of success for seeing through a disguise, lying, smuggling, forging, etc.?

TSA: Yes. The chances of penetrating another's disguise are determined by subtracting the disguised character's Deception value from the Perception value of the observer. The result is the percentage chance that the observer will "see through" the disguise. Even if the Perception value of the observer is less than the agent's Deception value, a roll of 00 will still penetrate the disguise.

If an agent is attempting to conceal a weapon or other item on his person, the smuggler's Deception value is adjusted for the Deception modifier of the item before being compared to the Perception value of the observer. Thus, if an agent with a deception of 45 attempts to conceal a .45 U.S. Government revolver from a guard with a Perception of 69, the percentage chance of discovery is $69 - (45 - 8) = 32\%$.


Observation can be used in place of Deactivation for locating a concealed security system or trap. Subtract the system's Concealment value from the searcher's Observation value, and use the result as the percentage chance of initially locating the mechanism. Deactivation should still be used for manipulating the device once it has been located.

An item concealed in a room, hallway, desk, piece of luggage (as for a customs inspection), etc., should be given a Con-

cealment value of 1-50 as per security systems. To determine a searcher's chance to locate such an item, subtract the item's Concealment value from the searcher's Observation value. The result is the percentage chance of success per turn spent searching. Customs agents and other such officials will usually spend only one turn searching unless previously alerted that a more thorough search must be made.

Lying must be handled in one of two ways. One way is totally through role-playing. This suffices for agents who are attempting to gain information from a contact (played by the Admin.). But the reverse situation can be troublesome since the Admin. knows whether or not the agents are lying to the contact, and may have trouble deciding whether the NPC should believe the false information. The Admin. may opt to use Perception to decide the issue. Provided that the lie is at least plausible, the chances that the contact will perceive the lie are determined by subtracting the lying agent's Deception value from the Perception value of the contact; the result is the percentage chance that the falsehood will *not* be believed.

Forgeries, counterfeits, and falsified documents may be detected by means of the Observation trait as follows: the forger's AOK in the area in question (i.e. Economics/Finance for counterfeiting, Fine Arts for forged paintings, relevant scientific fields for falsified scientific documents, etc.) is subtracted from the examiner's Observation value, giving the percentage chance per turn of examination that the forgery will be discovered. For a forged signature, use the forger's Deception value. For copied art, forged signatures, and other attempts to duplicate a specific item, the examiner's Observation value may be modified by +5% for each time that he has closely examined the real item.

A roll of 00 will always detect any of the above false information, and a roll of 01 always indicates failure, regardless of how high or low the percentage chance of success. 

TOP SECRET®

Espionage Game

TSQ: A .30 caliber bullet and a 7.62