

turning.

**ADQ:** Can neutral clerics turn undead or paladins, and can they control them?

**ADA:** A lawful neutral cleric affects undead (or paladins) the same as a good cleric does; a chaotic neutral cleric affects them as an evil cleric would. (Note that if a character exhibits a marked tendency toward good or evil, the DM may allow this to overrule the normal result.)

**ADQ:** Are monks a subclass of clerics? Of thieves? Of both? Of neither?

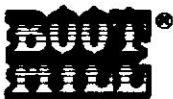
**ADA:** The monk is a character class in and of itself, not a subclass.

**ADQ:** With the dual-classed human option, can a character switch from a class to a subclass (fighter to paladin, for example)?

**ADA:** No. A character may not switch to a subclass of the original class.

**ADQ:** If a dual-classed human character who is still operating only in the second class (i.e. not yet able to use the benefits of both classes) is hit by a vampire, from which class are the levels drained? If they are lost from the second class, are hit points lost as well (assuming the character has not yet gained any additional hit points from the second class)?

**ADA:** The levels come off the second class, since that is the one in which experience is currently being gained. If no new hit points were gained with those levels, none are lost in the level drain.



Wild West Game

**BHQ:** How could a derringer do as much damage as a repeating rifle?

**BHA:** As far as game mechanics are concerned, the extent of damage from a gun depends upon the size of the bullet. Although a derringer is a small gun, it can fire ammunition around the same size as that of the average repeating rifle, so the damage ratings are the same. The main difference between the weapons is the range, which is a function of barrel length. (The farther a bullet has to travel before emerging from the barrel, the longer the range it has.)

**BHQ:** If you draw two guns, there is a penalty of -3 to first shot determination. If you draw an FDR and an SAR, which speed do you use in comparing it to an opponent's speed? Which gun do you take the -3 off?

**BHA:** You take the -3 off both guns. Under normal circumstances, you compute the first shot determination using the fastest weapon.

**BHQ:** Under the weapons chart, when it says reload rate, does a reload rate of 3 mean that it takes 3 turns to reload? When reloading, do you just stand out there being shot at while reloading your gun?

**BHA:** No. The reload rate number tells you how many rounds you can reload per turn. You can replace up to 3 rounds in one turn for a weapon with a reload rate of 3. (Reloading involves taking the spent casings out of the cylinder and putting in fresh cartridges.) While reloading you may walk, kneel, or drop prone, but you cannot run, evade, ride a horse, etc. It is recommended that you find cover while reloading.

**BHQ:** In the O.K. Corral example, I cannot understand why Morgan Earp has a 92% chance to hit. The way I figure it, the Base Accuracy is 82%, with a +10 modifier for short range and a -10 modifier for hipshooting, giving an overall 82% chance to hit. Could you please explain how you get 92% Base Accuracy on the first shot?

**BHA:** 82% is correct. The book is in error. Apparently the hipshooting modifier was added to the example as an afterthought and the totals were never changed to take it into account. The ratings should be 82/72/62 for Morgan's three successive shots.



Science Fantasy Game

**GWQ:** The turbine car is listed on the transport tables in the Revised GAMMA WORLD game but is not detailed in the Transport section in the details of vehicles. What happened?

**GWA:** The car is detailed in the old set but was missed in the new one. For those of you who do not have a set of the old rules, here's the car:

#### Turbine Car

These holdovers from the 23rd century were still in limited use. They are all wheeled, and powered by an efficient turbine which burns fossil fuels. A solar cell on the roof powers the lights, radar, and climate control systems.

**GWQ:** Are the 5 points of damage the portent can absorb cumulative over any melee rounds or is 5 a total from melee round to melee round?

**GWA:** It's 5 points of damage from each melee round.

**GWQ:** I have some plant player char-

acters in my campaign from the old GAMMA WORLD game rules. The new rules do not allow for this. Should I make them start over?

**GWA:** The GAMMA WORLD game is a very open system. Don't take everything from the new version and change what you are used to. Just fill in the gaps with what works best.

**GWQ:** How do the feathers of the terls warn it of radiation?

**GWA:** They change color to a deep red. The deeper the red the higher the radiation. These feathers will do this once after being detached from the mutant.

**GWQ:** My player characters want to use the disposable jet spray drugs as weapons. What should the Weapon Class of that spray be?

**GWA:** Make it Weapon Class 3 but keep track of things like wind or artificial protections on the body this spray strikes.

**GWQ:** Is it possible to use the Anti-grav Sled as a vehicle?

**GWA:** This sled was first designed to lift heavy weights and make them easy to carry. If an intelligent being wants to use it much like a modified skateboard it is perfectly acceptable. Double their normal walking and running rates.

**GWQ:** I like the GAMMA WORLD game a lot and can forgive some of its more amazing concepts, but how in the world can the poison of a fish change a something to stone?

**GWA:** Treat the chemical given off by the ert as a catalyst that takes minerals from the air and nearby environment and forces them into the body of the bitten creature. The effect appears to cause the creature to turn to stone. If this isn't believable enough treat the bite as magic and enjoy the effect on your player characters without understanding it.



Science-Fiction Game

**SFQ:** What is the limit to the number of skills a character can know?

**SFA:** The only limit to the number of skills a character can acquire is how many the character can "afford." Experience points accumulated during adventures can be spent to gain skills as described on page 11 of the Expanded Game Rulebook. The character may spend any or all of the accumulated points at a time. There is no upper limit.

**SFQ:** Can Dralasites use two weapons without getting a penalty? On page 4 it says they can, but on pages 6 and 23 it says they can't.

**SFA:** No. Dralasites take a penalty for using two weapons at once just as humans and Yazirians do. Although a Dralasite may have several "arms," the player must declare one of them to be "dominant." Thereafter, the Dralasite takes the normal "handedness" penalty when firing weapons with any other "arm."

If the Dralasite chooses to draw the dominant "arm" back into itself, another limb may be specified as the dominant "arm," but the designation cannot be changed instantaneously.

**SFQ:** How much damage will character weapons do to a starship (including weapons such as rockets)?

**SFA:** Structural damage for character weapons is given on page 24 of the Expanded Rulebook. Most of these will have little effect on a starship. Projectiles and most beams will simply bounce off the hull. However, rocket launchers will do 45 points of structural damage, and a 50 gram set charge of Tornadium D-19 (a plastic explosive described on page 48) will do 5d10 structural points. Each additional 50 grams in the same bomb will do 25 more points of damage. A thrown charge will do only half the normal damage. When explosives (bombs or rockets) are used against a starship, consider it to have 200+2d100 structural points.

**SFQ:** I figured out from the introduction to the KNIGHT HAWKS Campaign Book and the game star map scale that Jump Speed is equal to 200 hexes per turn on the star map. To accelerate to this speed would require 200 ADF points. So a ship with an ADF of 3, for instance, requires 66.6 turns (or about 11 hours) to accelerate to Jump Speed with maximum acceleration.

Normally, a journey takes 1 day/light year (if the astrogator does the calculations in flight, with the ship accelerating slowly). As far as I can tell, the trip could be made in 22 hours, slightly more (?) than 1 standard day. Is it possible for the astrogator to make his calculations while the crew is still on planet to eliminate the need for long stays aboard the ship, or are there other reasons that delay these interstellar voyages?

**SFA:** No, the astrogator cannot make the calculations while on planet. They must be made during flight to compensate for the constantly shifting variables (due to slight variations of mass and acceleration) which inevitably occur during a run. These cannot be predicted before the flight, but must be taken into account while it is in progress. This involves the

astrogator making constant readings and adjustments of the instruments to stay on course. There are rules for what will happen if the process is speeded up (risk jumping), but it isn't wise to risk jump except in emergencies.

**SFQ:** In regard to torpedoes, assault rockets, ICMs and rocket batteries, is it possible for a single launcher to fire more than once?

**SFA:** Yes, but each may fire only once per turn.

**SFQ:** Can a ship with ion drive lift off from a planet's surface?

**SFA:** No. Ion-driven ships may not land on a planet.

**SFQ:** Can ships with ion drives make jumps through the void?

**SFA:** Yes. All ion-driven ships have interstellar jump capability.

**SFQ:** How much fuel is needed to accelerate and decelerate an ion driven ship to jump speed?

**SFA:** It takes 180 ADF points (per engine) to reach jump speed. Each engine burns 1 unit of fuel per ADF point expended. So it takes 180 units to accelerate to jump speed and another 180 to decelerate afterwards, for a total of 360 units per engine per jump. Hydrogen fuel (the most efficient) can be purchased at all SCCs for 10 credits per unit. So a ship with 2 ion engines would require 7200 credits worth of fuel for one jump.

## TOP SECRET®

Espionage Game

**TSQ:** On the Weapons Chart (page 22), the bow and crossbow have a HWV of -15. How can a weapon have negative damage?

**TSA:** The negative values here do not represent negative damage. They indicate that unlike most hand-held objects which can give you a slight advantage in hand-to-hand combat, these particular items will actually hinder your HTH combat efforts as they can be used against you. Missile firing devices are quite bulky and cumbersome, and when engaging in hand-to-hand combat (or possession combat), they actually give the person holding them a disadvantage relative to a person who is holding nothing at all.

When fighting with a bow or crossbow in HTH combat, use the Swordplay Table to resolve the combat if the weapon is being swung by one end. If it is being used to strangle or club the opponent, resolve the conflict on the Untrained Table. Note that if a successful hit is scored with these weapons, there is a +1

injury modifier because the HWV to the items is less than 25.

**TSQ:** On page 28, it lists three situations which can be used as defenses in various circumstances. Situation One (S1) and Situation Two (S2) are listed on the Untrained Combat Table, but Situation Three (S3) is not listed here. Where is it?

**TSA:** You are a very observant agent. It is on page 30 of the old first edition rulebook. When the book was revised for the second edition Situation Three was taken out, but unfortunately the reference to it was not. Ignore all reference to Situation Three.

**TSQ:** What are air guns used for? What are their statistics (PWV, Range Modifier, etc.)?

**TSA:** Air guns (like dart guns) are intended to be used as non-lethal projectile weapons. All damage should be calculated as if they were regular weapons, and then halved to reflect the non-lethal nature of the attack. It is possible for a victim to receive a half-point of damage; persons with 1 point of life level may be unconscious, persons with 1/2 point are always unconscious, and persons with a life level of zero or less are mortally wounded and usually die within 5 minutes if left unaided.

Weapon statistics for an airgun are the same as those given for a dart gun in the Weapons Chart, except that ammunition varies from 1-100 (pellets only).

**TSQ:** How much does ammo for a speargun cost?

**TSA:** Pressurized CO2 capsules for firing cost \$1.00 each. Spears for the gun cost \$1.00 each.

**TSQ:** Is the Sneak Attack damage added to the regular damage?

**TSA:** No. The damage listings for Sneak Attack represent total damage for the attack. Granted the damage is somewhat less than normal, but there is a chance that the victim will be killed instantly (regardless of life level). Even if death does not occur instantly, a sneak attack gives the attacking character one "free shot" that would not have otherwise been available. This more than compensates for the low damage.

**TSQ:** What other items would you use for picking locks besides electrical and normal lockpicking sets?

**TSA:** Whether or not a specific item can be used to pick locks is up to the discretion of the individual Admin. Any implement (such as a hairpin) that the Admin feels is reasonable for the situation is acceptable. This is what the Deactivation score is for. 🕒