

proper to ask for special consideration. Just take what is given to you with good grace, and don't complain if it isn't all you want.

**GWQ: My character has Nyctophobia, and the GM says that the character will be frozen with fear even in the shadows of a forest. Doesn't this make the character pretty unplayable?**

**GWA:** That interpretation of the rules is stronger than it should be. The defects are designed to help the characters as well as make them think of ways to get around the defects. Remember that the monsters you face with this or similar defects will be easier to conquer. Keep trying to think of ways to overcome the handicap. If it becomes too difficult, then start a new character.

**GWQ: I have a player in my game who wants to use a dinosaur for the basic animal stock. What do you think?**

**GWA:** With all the mutations running around the GAMMA WORLD game, it would be possible for big reptiles to return. Let them start out as anything they want unless you feel that it will radically alter the balance of your game. Feel free to give them some of the defects that the dinosaurs could have had, like being slowed down by cold climates, or having a nervous system that wouldn't let them know they had been bitten until ten minutes after the act.

**GWQ: My character became a member of the Archivists Alliance, and now my GM won't let him use laser guns because she says they are considered special by the group and must be stored away. Is that the way it should work?**

**GWA:** That is a perfect example of the kinds of things the Archivists would do. You have to accept this and roll with the punches.

## STAR FRONTIERS™

Science-Fiction Game

**SFQ: How many credits does a telescopic sight cost?**

**SFA:** A good telescopic sight costs 50% of the cost of the weapon for which it is intended. For example, a laser rifle costs 800 credits, so a scope for it costs 400 credits. But a scope for an automatic rifle (300 credits) costs only 150 credits.

**SFQ: Which weapons can telescopic sights be put on?**

**SFA:** Telescopic sights are usually used on rifle-type weapons, since they are designed to help improve aim on long-range shots. Scopes can be used on pistols, but this is not common due to the

weapon's shorter range.

It is possible to mount a scope on any beam weapon except an electrostunner, any projectile weapon except a machine gun or recoilless rifle, and any gyrojet weapon except a grenade mortar or a rocket launcher. (Shoulder-firing weapons like the latter two come with sights already affixed. The adjustments for the sight are already figured into the weapon statistics. The additional benefit of dropping one range category only applies to detachable sights.) Sights cannot be used on grenades or archaic weapons.

**SFQ: Sathar are reported to be unaffected by electrical shocks and doze grenades. Are they also unaffected by sonic stunners?**

**SFA:** No, according to the latest reports, sonic stunners and other sonic attack forms have normal effects upon Sathar.

**SFQ: Several illustrations depict Dralasites using their racial ability of elasticity to flatten down, peer over objects or around corners, or even form a sem-blance of facial features. The Expanded Rules (page 6) give some idea as to the number of limbs and fingers that a Dralasite can form, but do not help in determining what other elastic functions the Dralasite can perform. Is there a guideline, or should the moderator make spontaneous decisions?**

**SFA:** There is no definitive set of rules on what a Dralasite can or cannot do with elasticity — it would be impossible to cover all the bases. But some guidelines do exist. The minimum diameter for the Dralasite's body is that of a limb — 10 cm. Conceivably, the Dralasite could thin its entire body to a cylinder of that thickness, but no thinner or the internal organs would be crushed. So it could not flatten enough to slide under doors, for example.

A Dralasite's skin is not self-adhering. That is, it cannot bend a finger around to the wrist and attach it like a piece of chewing gum to a desk. So, although it can wrap itself around to completely enclose an air pocket (for floating), the air is held in by muscular contraction — not absorbed into the creature's body. The Dralasite could conceal small objects this way too, by wrapping around them and holding them inside.

Assume that any function a Human or Yazirian could perform (such as leaning around a corner or peering over a barricade) can be performed by the Dralasite with a small stretch. Greater feats of elasticity can be performed within the stated limits, but they take time. The referee can determine how much given

time a given feat should take using the growing or withdrawal of a limb as a guideline.

**SFQ: The *Sundown on Starmist* module makes several references to the "heavy weapons" skills of PCs in the game, while the *Advanced Rulebook* (page 11) indicates that these heavy weapons skills are germane to the regular weapons skills of the same name.**

**SFA:** Heavy Weapons is not a separate skill. Chance of success is determined according to the category of the weapon in the usual manner, but a heavy weapons modifier is applied as well. See page 22 of the Expanded Rules for details.

**SFQ: When a Yazirian enters battle rage and gains the "+20 to hit in melee," does this indicate that he hits better with beam weapons, gyrojet weapons, projectile weapons, thrown weapons, or just with melee weapons, martial arts, and bare hands?**

**SFA:** The battle rage modifier applies only to *melee*, as stated. Use it when attacking hand-to-hand with melee weapons, bare hands, or martial arts, but not with ranged weapons.

**SFQ: What is a robot's "to hit" in melee and with a ranged weapon?**

**SFA:** A robot's basic chance to hit (for both ranged combat and *melee*) is 30% plus (ten times the robot's level). The Initiative Modifier for a robot is its level plus 3. All other combat modifiers apply just as they would for player characters.

**SFQ: On page 59 of the Expanded Rules, you have included a table covering the average abilities of all the five races for help in creating NPCs. What does the "PS" stand for before the Initiative Modifier?**

**SFA:** "PS" stands for "Punching Score."

**SFQ: Since Vrusk have more than two legs, if they fall and sprain or break a leg, their other legs could make up for the loss, couldn't they?**

**SFA:** To a certain extent. A Vrusk with a broken leg can move at  $\frac{1}{2}$  the normal rate rather than not at all. When the leg is splinted, the Vrusk can move at  $\frac{3}{4}$  of the normal rate.

**SFQ: If a Dralasite should fall, could they flatten themselves or make themselves round enough to absorb any damage?**

**SFA:** No. Dralasites cannot use their elasticity to avoid falling damage or to withdraw limbs so that they will not be sprained or broken in a fall. It takes ten minutes to withdraw a single limb. The falling Dralasite would hit the ground long before any limbs could be withdrawn

for protection, and its body would take the damage in any case. If limbs are injured in a fall, the Dralasite can subsequently spend time withdrawing and regrowing the injured limbs, which will remove the penalties but not heal any of the damage.

**SFQ: How can I get money for my characters so that they can buy guns and ammo?**

SFA: Most characters earn their money by hiring themselves out as mercenaries for special missions. They are professional adventurers who are paid for succeeding in their assignments (i.e. adventures). The employer pays them for an hourly or a daily rate for their services. The rate of pay for each mission is up to the referee because it depends on the character's skill and the nature of the mission.

**SFQ: May any character drive a vehicle?**

SFA: No. According to the rules, only a technician with the "Operating Machinery" skill may drive a vehicle. Remember that in a futuristic society transportation will probably be so sophisticated that people who can drive will be the exception instead of the rule. On a civilized planet there is no need to drive — you simply climb on a public transportation system and go where you please. Therefore, only technicians who work with those machines need to know how to drive vehicles. So if you plan to adventure on a planet without much technology, be sure to take along a driver!

Referees who feel this rule is too restrictive are free to modify it for their individual campaigns. For example, you might make a "house rule" that anyone can drive a ground car, but a technician is needed for any other vehicle.

# TOP SECRET®

Espionage Game

**TSQ: What is a wired probe mike?**

TSA: A wired probe mike is a microphone set into the end of a long, cylindrical metal probe. The shape of the probe allows the microphone to be inserted through cracks in interior walls or other small spaces to monitor conversations within.

**TSQ: What is the chance that an agent can physically get past barbed wire? What kind of damage does barbed wire do to an agent who is caught in it?**

TSA: Agents attempting to get through an area obstructed by barbed wire must roll against Coordination to avoid entanglement. The Admin is free to modify or ignore this roll as desired, depending

upon the circumstances involved. (For example, if an agent is traveling in the dark and fails to check for anything unusual at the top of a wall before going over, the Admin may choose not to allow a Coordination roll, and rule instead that the agent has simply blundered into the wire.)

Agents who fail the Coordination roll are caught on the barbs (by skin, equipment, or clothing) and take 1 point of damage per 10' section of wire or part thereof involved. For example, an agent caught by a single strand of wire stretched along the top of a wall takes 1 point of damage. An agent trying to crawl between 2 strands of barbed wire (such as a fence in a cow pasture) is caught by 2 different pieces of wire and takes 2 points. An agent trapped in a coiled mass of barbed wire is considered to be caught by at least 3 individual strands, and so will take at least three points of damage.

No further movement is possible until the agent is free of the wire. Each successive turn the agent may try to work free by making a new Coordination roll, but the damage equal to the initial amount is inflicted for each turn that the agent tries to work loose (successful or not). The agent may at any time choose to tear free instead of working the caught clothing, or whatever, loose, but this will do damage equal to double the initial amount in addition to tearing clothing and/or damaging equipment (Admin's direction).

**TSQ: What is the damage for electrified barbed wire?**

TSA: Electrified barbed wire will do double the normal amount of damage on the first turn, and normal damage thereafter.

**TSQ: What are the rules for climbing?**

TSA: Roll against Coordination for every 10' climbed vertically. If successful, the agent has climbed the 10' without incident. If unsuccessful at any time, the agent falls from the height reached up to this point. (This presupposes that the agent is either climbing a surface that a normal person could climb, such as a fence or rough stone wall, or is using proper equipment to scale a more difficult surface. No agent will be able to climb a sheer glass wall unaided.)

**TSQ: How much do tear gas and mace grenades cost?**

TSA: Both tear gas and mace grenades cost \$12.00 apiece.

**TSQ: Are there carry-along magazines for regular rifles? If so, how much do they cost?**

TSA: Yes. Magazines for regular rifles cost the same as those for assault rifles. Ⓢ

We know you're out there. You've sent us letters full of in-depth game questions, complaints about defective TSR merchandise, and requests for information of all types. You want your answers quickly (or at least before the third World War). We would love to respond — but there's one problem. We don't know where you are. Some of you haven't given us your correct address; others didn't give us any address at all. The office crystal ball blew up last week, so we can't find you by scrying — and we've used up our *Commune* spell for the month. If you see your name listed below, please write to Penny Petticord, c/o TSR, Inc., P.O. Box 756, Lake Geneva, Wisconsin, 53147 and let us know where your hideout is.

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Feel free to write in with your questions. We try to answer all of them, but when time pressures are heavy those with SASEs included come first. Make sure your correct return address is there — or your letter will find us way to "The Limbo File."