

the character makes from illegal activities (as per racketeering). The character's income from his policeman's salary may not be counted toward criminal experience points.

Be aware, however, that your character is attempting something very dangerous by trying to walk on both sides of the law at once, and could find himself in some rather uncomfortable situations. In a well-run campaign, the game judge will use the character's unique position to create encounters. For example, the city where the character is operating doubtlessly already has an organized crime syndicate operating within its bounds. The syndicate also runs protection rackets and will hear of the character's activities when it sends representatives to threaten the same store owners who are paying off your character. The syndicate will not appreciate the competition from an independent, so your character will be confronted and forced either to stop his protection racket or join the organized crime syndicate. If he opts for the latter, the syndicate will then have a member on the police force and will expect to gain advantages from this. They will force the character to cover up their criminal activities, arrange for the escape of syndicate members from police custody, inform the organization of impending raids on their operations, misdirect investigations, and so forth.

As time goes on, it will become increasingly more difficult to keep the law enforcement agencies from finding out about your character's involvement with organized crime, especially if the F.B.I. is called in to investigate the incidents. If your character is caught by the police or F.B.I., your character will almost certainly go to prison for a very long time and will lose all law enforcement rank previously gained (the police will not protect a fellow officer involved with racketeering or organized crime). If your character fails to protect the syndicate's activities, they will take appropriate vengeance on your character for his failure. You will have to play extremely well to avoid being caught.

## **STAR FRONTIERS** Science-Fiction Game

**SFQ: What is a "deranged maintenance robot"? Does it have damage to its interior, exterior, or neither?**

**SFA:** The robot might have become "deranged" from a malfunction caused by improper removal of a security lock or an unsuccessful attempt to alter its function or mission, which caused it to go "haywire." (See Malfunction Table on page 15.)

Alternatively, the robot could have become deranged because of damage to its programming, circuits, or memory at the referee's option.

**SFQ: Can you attach a laser rifle, laser pistol, or any beam weapon to a parabat-**

**tery or power generator to fire?**

**SFA:** A technician could conceivably juryrig a connection to drain power for a weapon from a parabattery or other power source temporarily, but weapons are not made to handle that kind of power input. After a turn or two, the "feedback" from the power source would certainly overload the circuits and damage the weapon beyond repair. Such a desperate measure should be attempted only in a case of dire emergency.

**SFQ: If an animal has 150 STA points (reduced to 90 through combat), can a tangler grenade hold it still? If so, could it still fight back?**

Ability to break loose from tangler treads depends on the creature's current stamina rating. A creature of which its STA has been reduced from 150 to 90 through wounds will be held if it fails its avoidance roll just as a creature of which its STA was originally 90 would. As for fighting back, a creature held in a tangler grenade cannot use a ranged weapon at all. However, if you are foolish enough to close with it before knocking it out, there is no reason it could not try to hit you back in melee combat — which would probably entangle you in the threads as well.

**SFQ: Can you fire a pistol with shock gloves on?**

**SFA:** Yes, provided you turn the gloves off first.

**SFQ: My character captured a maintenance robot, and I would like to know what it can or can't do.**

**SFA:** It can't do anything except perform the functions for which it was programmed until a technician successfully alters its mission and functions. At that point, you have a device with all the intelligence of a large toaster-oven, but it can move and carry things. You will have to negotiate what it can be programmed to do with your referee, but do try not to give it functions which require making decisions or responding to changing circumstances.

## **TOP SECRET**® Espionage Game

**TSQ: If you suffer a permanent loss, can it be made up by using experience points to restore the trait to normal?**

**TSA:** Permanent blindness or deafness cannot be cured with experience points, but character traits that are permanently reduced by damage can be raised by spending experience just as any other trait can. Such losses are called "permanent" because they will not repair themselves with time or healing the way other damage will; but they can be rebuilt, just like the strength in a damaged limb can be rebuilt with physical therapy.

**TSQ: Does the Charm score reflect the character's looks?**

**TSA:** Looks are part of it, but the Charm score is a measure of how favorably other

people will react to the character, so it covers much more than just appearance. A given individual could be rather homely but still have more charm than an attractive person due to a good sense of humor, elegant manner, good taste, and so forth. Looks aren't everything — your actions are part of your overall charm, too.

**TSQ: Why does a 5th-level agent get less experience than a 1st-level agent for the same job?**

**TSA:** Experience values for jobs decrease as agent level increases. A 1st-level agent is very "green." When he accomplishes a mission successfully, he is awarded a large amount of experience because he is considered to have "learned" a great deal. But by the time the agent is 5th-level, he has carried out that same type of mission many times. Theoretically, he does not learn as much from doing it anymore, so it is worth less experience. The 5th level agent gets paid more for the mission than does the 1st-level agent, though, because the employers know that he is experienced and can do it right.

A character can go from first level to second level after only a few missions, but it takes longer to make the next level jump, and longer still to make the next. With each new level the agent's personal trait scores will improve, so the character fights more effectively. In short, it becomes easier to accomplish missions, so you have to accomplish more of them to get the same reward.

**TSQ: If a character had martial arts skill and used a knife to attack someone, which table should be used?**

**TSA:** Knife fighting. The player must choose whether to attack with the knife or to throw it away and use martial arts — you can't do both at once. A character wishing to use a weapon in HTH combat is limited to attacking on the table corresponding to that weapon. For example, a character attacking with a knife *must* use the Knife Fighting Table, regardless of whether or not he is capable of using other types of combat.

**TSQ: In Untrained Combat, could an agent make a blow and hold in the same phase?**

**TSA:** Yes, but that takes both allowable actions for the phase, so the agent could not use any defenses.

**TSQ: Why weren't heavy weapons (such as rocket launchers) included in the rules?**

**TSA:** Those are military weapons. Most secret agents don't carry rocket launchers around in their pockets — at least not if they care about being subtle. Even rifles are hard to explain to the local authorities, let alone rockets! Remember: this is not a military role-playing game, but rather one of spies and espionage that emphasizes action on a personal level. A few heavy weapons may be included in future products as the need arises, but their usefulness for espionage is limited.

