

# DAWN PATROL™

WW I Aerial Combat Game

**DPQ:** If a pilot lands in enemy territory and is taxiing (say, to pick up a downed wingman), is he subject to the chance of capture each turn he is on the ground?

**DPA:** No. As long as he is taxiing, he cannot be captured because he can avoid enemy troops. He is, however, subject to rifle fire which could wound or kill him. Players should use their good judgment in these cases — obviously an enemy pilot couldn't be free from capture if he stayed on the ground behind the opposing lines for more than a few minutes.

**DPQ:** If an engine is on fire and the pilot puts it out, are any engine hits caused by the fire itself?

**DPA:** No.



Science Fantasy Game

**GWQ:** When creating mutated animals for the GAMMA WORLD® game, what should you do to make them balanced?

**GWA:** When I make creatures, I concentrate on what I want them to do for the environment I am putting them in. If I want to make creatures that have overrun a military base, I give them powers that allow them to get past doors without hands, to avoid security robots, and resist the dangers of the technological devices found in those areas. When making new creatures for the wilderness, I design them to be at least as tough or tougher than the monsters already in the rules booklet. This allows them to survive the action of players who have been gearing up to face the mutants they know about from reading the rules. I also try to key in on special abilities, for instance, if a creature has Pyrokinesis, its mutations will reflect things related to heat. It could resist lasers, or have double Pyrokinesis, or be deathly afraid of the cold.

**GWQ:** I know it says, "does not affect living matter," but if a Negation Bomb hit 2 meters from you, what would happen?

**GWA:** Since one does not really exist, we have only our imaginations to go on. I think it would be much like a flash bulb going off in front of your eyes. As written, the effect of this bomb causes power cells, batteries, and generators to lose all of their energy. It does not harm life, but it is a projectile. I imagine if one hit you in the chest it would do a 1d12 or so of damage.

**GWQ:** What happens when you use a laser pistol underwater?

**GWA:** I am not a laser physicist, but I do know that light, including laser light, refracts in water. I imagine that it would reduce the range of the weapon to about

1 foot (.3 meters to you metric fans). In that range I think the damage would still be as listed.



**GBQ:** All first level characters start out with just \$50 in cash. It costs a P.I. \$50 to get his license! How can a P.I. get other things at the start of the game?

**GBA:** Ah! You have hit the first problem faced by the P.I. Money should be a problem for a P.I. A good campaign judge will keep his P.I.'s "hungry" for those special cases. A beginning P.I. gets money for additional items from the advance he must negotiate for his first case. Remember, always give a beginning P.I. a special case his first night of play. This gives him a chance to get right into the action.

**GBQ:** Can a grenade cause a car to explode?

**GBA:** Yes, but the percent chance depends upon other conditions. Is there gasoline splashed around the area? Does the car have any special protection? As a general rule of thumb, use a base 10% chance and modify upward or downward for circumstances.

**GBQ:** When a character is using the Disguise skill, how often should the judge roll a skill check?

**GBA:** Roll a check when the character first puts on the disguise. Then roll again whenever the situation suggests that the disguise might be damaged or altered, for example: after a fist fight, chase on foot, gunfight, or other strenuous physical activity.



**SFQ:** Can a Dralasite divide into two or three characters?

**SFA:** No. A Dralasite is a single creature and cannot divide itself as it pleases. The only time it can divide is when it is giving birth. This obviously results in a baby Dralasite, not another character.

**SFQ:** Can a Dralasite slide under a door?

**SFA:** If the door has a gap that is 10 cm wide at the bottom, yes. It will take the Dralasite about an hour to make its entire body this thin.

**SFQ:** Can a Vrusk carry another character on its back?

**SFA:** A Vrusk carrying another character on its back would be the same as if a Human were carrying someone on their back. Vrusk are not horses and cannot easily carry riders!

**SFQ:** On the equipment lists, what are the masses of unmarked items, such as grenades? Why are they not marked?

**SFA:** The masses of all unmarked items are less than .5k. They are not given exact masses because it would be too much bother to require every character

to keep track of every gram of equipment carried. The referee should allow the character to carry a reasonable amount of such equipment (20 grenades for example), he should either tell the character he can't carry more, or give the items a mass of a couple of kilograms.

# TOP SECRET®

Espionage Role Playing Game

**TSQ:** Who is James Pong and what are his Personal Trait Values?

**TSA:** James Pong is the character name of a good friend of mine that has played TOP SECRET game since it first began being written. His latest Personal Trait Values are: Physical Strength, 93; Charm, 33; Willpower, 95; Courage, 190; Knowledge, 31; Coordination, 195; 11th Level.

**TSQ:** I have long wondered if an agent in TOP SECRET game can be a Mercenary, Bounty Hunter, or a combination of both. If so, could you print a Level Table in POLYHEDRON™ Newszine?

**TSA:** Allowing a Mercenary or a Bounty Hunter into the TOP SECRET game is an Administrator's choice. The Administrator should design his own Level Chart. Zero experience points should equal first level. Twenty thousand points are necessary for tenth level. Ten thousand experience points must be earned for every level above tenth.

**TSQ:** What countries is TOP SECRET game played in?

**TSA:** I have received letters concerning TOP SECRET game from all over the United States as well as Canada. I have also heard from gamers in Spain, Austria, Switzerland, New Zealand, and the United Kingdom. It has been reported that United States servicemen are playing TOP SECRET game in South Korea. I've also heard that the game is in Australia, Scandinavia, and somewhere in the Middle East. It would not surprise me to hear that the game was behind the Iron Curtain.

**TSQ:** I have written a TOP SECRET module. What is my first step to see if TSR Hobbies would want it?

**TSA:** First, do not send any manuscript until asked to. Second, write a letter requesting a Submission Form from:

Mike Price, Acquisitions  
TSR Hobbies, Inc., P.O. Box 756,  
Lake Geneva, Wisconsin 53147.

Third, follow the instructions given with the Submission Form and be prepared to wait for an answer concerning your manuscript. TSR is currently flooded with submissions and employs ten full-time designers. This information is not meant to discourage outside authors but rather to inform would-be authors that the competition is tough — really tough. TSR will gladly look at well-written, imaginative ideas. ♪