

BQ: How do I handle the enormous sums of money that the criminals in my game are making? They have so much that they seem able to buy anything or anyone!

BA: It is certainly possible for criminal players to become millionaires. But even a millionaire has some headaches: Living expenses soar. To maintain himself in style, any self-respecting high level criminal has to give lots of parties at his mansion. The mansion itself requires a full staff of servants, a lot of full time guards, cars, etc. Entertaining adds to this tab.

If a criminal is making millions, he has to be dozens of other criminals who would like to be making millions. Bring in the NPC rival gangsters. Have them hit the breweries, kick the speakeasies, beat up the numbers runners, etc.

Remember that 30% of all NPC's are likely honest. If the law enforcers in your campaign can't cope with the criminals, give them some professional assistance, preferably from the Prohibition Bureau and the Internal Revenue Service.

Be certain that your criminals are paying off heavily to the local politicians. Carefully watch their payroll — make sure that their hundreds of men are getting a good enough living to stay loyal. A few should be disloyal anyway, to make the game more interesting.



Science Fantasy Game

Why does a laser gun need so much to hit Armor Class 1 and 2 and so little for all of the rest?

When the Attacker's Weapon Matrix was designed, Weapon Matrix was designed to handle all types of weapons. I (Jim Ward) thought that the weapon would burn a rough skin or a shield, but when it hit metal or furs or whatever, it melted or burn those and have a chance of doing damage.

The GAMMA WORLD® game is so deadly, my players com-

plain that their characters get killed off almost before they have rolled them up!

What can I do to help them last longer?
GWA: If your characters are constantly dying, they're probably not being very careful. The game was designed to test the intelligence and role-playing skill of everyone who tries their hand.

It is also possible that you are throwing a bit too much at them considering their beginning status. Your radiation areas should not all be 16, 17, and 18's. Your poison attacks should not all be at intensity 18. If your non-player characters are using lasers and grenades, make sure to start your players off with the same type of equipment, or at least make sure that they get it on their first few adventures. Give them subtle warnings of danger, and if they are still jumping in where Orilens fear to tread, they deserve their hard fate.

GWQ: Will a Mark V Blaster put a hole in anything?

GWA: The rules say "provided the target is killed, does not have a force shield, or is inanimate." This means that it will do damage to anything, but will put a hole only if the thing dies with the strike or the force field goes out with the strike. Things like walls and dirt merely take the damage but show no trace.



SFQ: Why can't I make my own races who have made contact with those listed in the rulebooks?

SFA: There is nothing given in the rules that says you cannot create new races. By all means, if you want to create something for your campaign that is not in the rules, do. Take a little time and do it right — look at the races already in the rules and create an equally balanced new race.

SFQ: Can I mount a machine gun on a vehicle like an explorer? The rules say that vehicle-mounted weapons are not covered in the rulebook.

SFA: The note about vehicle-mounted weapons actually refers to fixed and heavy weapons mounted on vehicles, such as turrets, ball-mounted machine guns and lasers, and missile launchers. If the referee allows it, the characters

may mount a machine gun or similar weapon on a simple ring or post mount. The cost of the mount and the modifications to the vehicle will be 150 Cr. A hovercycle and a glijet cannot be mounted with weapons.

Mounting a weapon does not change any of the modifiers given in the Vehicle Combat section. The advantage of the mounting is that it allows characters to use the heavier weapons on the equipment list while in a moving vehicle. However, there is one major drawback the referee should always remember — anyone driving through a civilized area with a machine gun sitting on their roof is almost certainly going to be arrested!



TSQ: What is the difference between Fortune and Fame Points?

TSA: The definitions of Fortune and Fame Points are as follows:

Fortune Point - A factor of how lucky an agent is. When an agent is generated the Administrator secretly rolls a 10-sided die. The result is the number of Fortune Points the agent will have in his/her career. Fortune Points, once spent, can never be regained or replaced. The agent doesn't know how many Fortune Points he/she has. The agent only knows how many have been spent. An agent can spend one Fortune Point to reduce a fatal wound he/she has received to the point where the agent still has one Life Level point remaining. In hand-to-hand combat, an agent can spend one Fortune Point to remain one point above unconsciousness.

Fame Point - A factor of how successful an agent is. One Fame Point is received for each level the agent has obtained. Each agent knows how many Fame Points are available to him/her. An agent can spend one Fame Point to reduce a fatal wound he/she has received to the point where the agent still has one Life Level point remaining. In hand-to-hand Combat, an agent can spend one Fortune Point to remain one point above unconsciousness.