



Science Fantasy Game

GWQ: Where did you get all of those weird names for the GAMMA WORLD game monsters and mutants?

GWA: The nature of the GAMMA WORLD game setting necessitated the development of many new, modified creatures, all of which had to be called *something*. Physically or mentally altered badgers couldn't be called badgers (because they were no longer badgers), thus, new names had to be created to describe the new creatures. Further, it was decided that easily identifiable names would not have survived down through the centuries of the Dark Years. Off-the-wall, strange names were given to the creatures in keeping with the strange world in which they exist. The revision takes steps to make sense of the names of the creatures by adding another name to the old one.

GWQ: Some of the Cryptic Alliances are pretty strange. What is the best way to use them in the game?

GWA: The Cryptic Alliances were designed to be the perfect all-around tool for the GAMMA WORLD game referee. The Alliances are useful to start player characters because they give the referee a logical reason for giving new player characters various materials.

The Cryptic Alliances can also act as a catalyst for adventures; they may create conflict between alliances; assignments can be given by the leader of a character's particular alliance; or characters may desire to rise in their alliance, requiring them to do something of benefit to the collective whole.

One of the first things that a good referee should do is create several hidden bases for Cryptic Alliances. These bases are good starting points for new characters; it will give them a place of origin *and* a home base for exploration of the surrounding countryside.



1920's Adventure Game

GBQ: How can player characters obtain a camera, and how much does one cost?

GBA: That is an omission from the price lists which should be filled in. Newspaper reporters can be issued cameras by their newspapers. These would be very expensive, large, bulky cameras and use the old-fashioned type

heavy photographic plates. Characters can purchase smaller lower quality cameras for prices ranging from \$50 to \$300, depending upon the circumstances of the purchase. Criminals, of course, can steal cameras.

GBQ: Some of my law enforcement characters have begun dragging in every seedy character they can find and using "persuasion" to obtain information. How can I limit the information they get?

GBA: Judges, consider that most average smalltime punks won't know anything very useful about the operations of bigtime gangsters. They may know, for example, where a warehouse or gambling joint is located, but won't know who runs it, and who gets the profits. Excessive use of violence by the police will result in political pressure to stop such practices as the mob uses its power at City Hall. Have the Police Commissioner or the Mayor call in some of these fellows and give them a stern warning. In extreme cases, the mob will hit back. A law officer's life is always on the line.



Science Fiction Game

SFQ: The rules say that a gas mask fits over the wearer's face. How does this work for a Vrusk who breathes through many small nostrils in its underside? And how does it work for a Dralosite who breathes through his skin?

SFA: This description was written from a Human point of view. A Vrusk gas mask is a harness arrangement that straps to the underside of the body. The filter is a thin sheet of plastic material that covers the nostril area.

The Dralosite gas mask is better called a gas suit; it completely covers the Dralosite. Again, the thin sheet of plastic material filters the harmful gases. Because this limits the amount of oxygen reaching the Dralosite, they may only wear these suits for a short period of time before they become too hot. The Dralosite gas mask may be worn with other defensive suits.

SFQ: The Expanded Rulebook gives two different costs for the Standard Equipment Pack. Which is correct?

SFA: The 150 Cr cost given on the Equipment List is correct. The 250 Cr cost given under Expanded Game Characters is incorrect.

SFQ: Would it be balanced to create a new PSA Jack-of-All-Trades? If so, how would this PSA work?

SFA: Yes, you could create such a PSA, although the skills system currently lets a character learn many different skills. If you created such a PSA. It would best use the doubled Technological PSA Skill Costs for all skills the character wanted to learn. Remember, that this PSA is not playtested, and it might be necessary to make changes in it once a campaign is underway.

TOP SECRET®

Espionage Game

TSQ: One of my players recently tried to attack an enemy agent with an object on the Additional HTH Weapons Table on page 33 of the 2nd edition rules. However, this is not projectile combat, nor is it to be found on any of the HTH tables. So where in the name of Bond am I to find the outcome of this action?

TSA: When the offensive fighter is using a weapon found on the chart on page 33, combat is resolved in much the same way as usual. Which HTH table is consulted will depend upon how the weapon is being used. Blows with a long, roughly cylindrical object such as a flashlight or an oar will be resolved on the Knife Fighting table if the object is 0-30 cm in length, and on the Swordplay table if it is over 30 cm in length, since they can be blocked in the same way that one would block a knife or sword thrust. Combat with billy club is resolved on the Untrained table, as are blows with square objects such as suitcases, gas masks, and telephones. (Very few agents are trained in HTH telephone combat.) Long, flexible items such as piano wire or chains can be used for strangling or whipping. When they are used to strangle, combat is resolved on the Untrained table by applying one of the "holds" (Hands on Throat). If the victim is surprised, consult Appendix One, under Assassination (Garrotes). When they are used to whip, treat as swordplay.

When a hit is scored, damage is determined as follows. The HWV of the object is added to the Offensive Fighter's HTH Weapon Value modifier on the Injury Modifiers table. This total is then added to the combat result.

TSQ: Do the die rolls for the Poison table mean the number of points lost from the abilities, or the percent of points lost?

TSA: The die rolls made when a character is poisoned give the percentage of points lost from the indicated abilities.