

# STAR FRONTIERS™

Science Fiction Game

**SFQ: 1 kilogram is the mass given on the Equipment List for Tornadium D-19. Does this mean you get 1 kilogram of Tornadium for 50 Credits?**

**SFA:** No. Tornadium D-19 should cost 50 Credits for 50 grams. This was unfortunately lost somewhere in the production of the game. The 1 kilogram mass a) helps restrict the amount of explosive a character would lug around, and b) assumes that some of that mass is taken up by careful packing of the explosive.

**SFQ: Where can I get more ideas and information for new weapons? Where are the military weapons?**

**SFA:** Most of the weapons we listed in the STAR FRONTIERS game are the standards of science fiction. There are guns and lasers, sonic weapons and electrical weapons. Other ideas for weapons may be found in science-fiction novels. Another good place to look for ideas is in science magazines. Pay attention to the latest breakthroughs and discoveries in physics and other fields. These can lead to ideas for weapons. For example, recent work in high-energy lasers has been towards an X-ray laser. This could be a very powerful STAR FRONTIERS game weapon.

Another really useful place to look is in today's military forces. There are many features and weapons being worked on today that can be used in a STAR FRONTIERS game campaign. These include laser range-finders, automatic loading systems for heavy weapons, missiles guided by TV cameras, etc.

Remember, the weapons given in the game are not full scale military weapons. Such weapons would be much more deadly than those listed in the rules.

**SFQ: Can I have a Human/Yazirian character (the father was Human and mother Yazirian)?**

**SFA:** Forget it. The STAR FRONTIERS game is not a fantasy game. Cross-breeding and the like must follow the laws of genetics. Humans and Yazirians are more than different races, they are different species. Furthermore, they developed on different planets where the whole course of evolution is different. The body chemistries of the two races are different. It cannot be done.

**SFQ: Can I have a character who has been so altered by radiation and genetics as to make him/her a "super-character"?**

**SFA:** No. It is likely that in the future it could be possible to adjust a person, improving him/her by manipulating genes, etc. However, there are serious questions as to whether it will ever be done.

**SFQ: Why do the rules for swimming only allow a character to swim for a short period of time before drowning when people have actually stayed in the water for 24 hours and not drowned?**

**SFA:** The longest period of time spent swimming was actually 168 hours. However, this overlooks some things. In most cases of long duration swims, the person swimming had trained and prepared for a long period of time. He/she was also usually well-rested. Further, all the person was trying to do was swim; he/she did not get out of the water, hike cross-country, get into a firefight or get wounded six times. He/she swam until he/she collapsed, at which point someone else fished them out. The rules are not the absolute limits that a person could actually swim, but represent an average, given the conditions, the activity of the character, the preparation, etc.

## TOP SECRET®

Espionage Game

**TSQ: Is an agent in any way trained by his/her bureau to perform his/her trade at a greater proficiency than agents of a different bureau?**

**TSA:** In the TOP SECRET® game rulebook, there is no provision for agents of different bureaus to receive different training. The bureau in which the agent works is merely a matter of player choice. However, if you have access to copies of the January and July issues of DRAGON® Magazine (out of stock), the Rasmussen Files contain listings for various college courses that agents may take to acquire or improve certain abilities related to their specific bureau functions.

**TSQ: If an assassin killed two arms bearers during the course of a mission, would he get a 100 point bureau bonus for each one?**

**TSA:** The assassin would get a double bureau bonus only if the mission could not have succeeded without killing both arms bearers. Otherwise, agents will be gunning down local police for the purpose of gaining experience.

**TSQ: If a character suffered from internal damage in any area except the head (there are already percentages for that), would he/she fall unconscious?**

**TSA:** Internal damage resulting from weapon hits in locations usually considered non-lethal (hand, foot, arm, etc.) will not cause unconsciousness unless the character's Life Level drops to zero. If this occurs, the character is unconscious and will bleed to death in 5 minutes unless a trained person with a first aid kit gives immediate medical assistance.

Unconsciousness was included as a possible result of this type of wound in Issue #19 of DRAGON Magazine (also out of stock), where some optional rules for incapacitation due to damage were offered. These can be utilized if the Administrator wants to add extra touches of realism to his/her campaign.

Of course, in Hand-to-Hand combat, all damage applies toward unconsciousness rather than death (with the obvious exceptions of swordplay and knife fighting).

**TSQ: Under "Fencing Purloined Goods," the rules say that characters may sell items to the Administrator. Does he/she pay full price or by the chart?**

**TSA:** The price that the Agency is willing to pay for incidental stolen merchandise is entirely up to the Administrator. He must decide what the item is worth to the organization, and what it is worth to keep it out of the hands of the competition. Full price should never be paid for any item unless it has value unrelated to its physical worth (such as a politically sensitive document, a new weapon prototype, or incriminating evidence that could be used for blackmail, either by or against the agency). In such special circumstances, the price offered by the Administrator should slightly exceed what the agent could get selling the item elsewhere if at all possible. Note that this procedure only applies for merchandise acquired over and above normal mission requirements. An agent who is assigned to obtain a certain item and then tries to sell it to the highest bidder is, at the very least, a renegade and should be treated as such.

However, if the items in question do not have any particular value for espionage, chances are that the Administrator will not want to waste his time with them, and will send the agent to the Open or Black Market.

**TSQ: The Power rating of a 10-gauge shotgun is 7, 1 point more than the maximum allowed by the Gun Design Rules. How should this be treated when designing this type of weapon? What would the PWV modifier be?**

**TSA:** Your powers of observation are excellent. The Power rating of this weapon is inconsistent with what is covered by the rules. Power ratings for the items on the Weapons Chart were determined by comparing the sizes of the projectiles fired by each. Upon further calculation, it has been determined that on this basis, the Power rating for the 10-gauge shotgun should be 8. This has little meaning for the game outside of comparison value with the rest of the listed weapons.

For the time being, treat all Power ratings of 7 and above as 6 for purposes of gun design. Therefore, the PWV modifier would be +40.

**TSQ: In the Administrator File 001, "Operation Sprechenhaltestelle," there is a Quick Reference Code under Personnel Information (p. 21) and Human Targets. I have looked throughout the 001 File and the rulebook and cannot locate the Quick Reference Code Chart which tells me what each letter mean. Please tell me how to do this or where to find it.**

**TSA:** The Quick Reference Code tells how each of the listed personnel is armed. The key to the code is in the TOP SECRET Espionage Role-playing game rulebook (2nd Edition) on pages 21-23 (Weapons Chart). The QRC letters are in the extreme left column, followed by the names and statistics of the weapons they represent. 