

DPO: If an aircraft armed only with a wing-mounted gun takes a forward fuselage critical hit which knocks out a deck gun, is the result a "no effect," or must another critical hit result be rolled for?

DPA: The result is "no effect," and no additional roll is needed.



Science Fantasy Game

GWQ: There are lots of differences in the revised version of the GAMMA WORLD® game rules. Is it necessary to use the second version or can the game master mix and match?

GWA: The rules should serve as guidelines and that is all. For instance, I like the old method for figuring out Ancient items, so that is what I use. I suggest that you pick up whatever pleases you the most.

GWQ: Several of the players in my game constantly role up characters and throw them away after getting a defect on the chart. I want them to at least try and play the characters. Can you tell me exactly what constitutes a hopeless character?

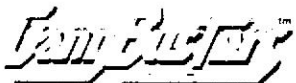
GWA: The problem of hopeless characters is common. Never force your players to role play a character that they do not like, but there are alternatives. Let them discard the characters they dislike — use them as NPCs yourself. When one or two of these NPCs do well it will encourage the regular players to give them a try before throwing them away. Also offer the chance to let players take two characters out on an adventure. One of these characters could be that supposedly hopeless character. Try to talk your players into trying them at least once. They might find they like the challenge of working around the defect.

GWQ: Concerning the mutation *Shorter*, how tall is the mutant to start?

GWA: When using any normal animal stock, take the average height of the beast to begin the process. With humanoids, begin at one meter and work down.

GWQ: My players want to constantly invent new weapons and have their characters take them into battle. Is there some sort of game balancing method that I can use to curtail the creation of hundreds of different weapons in my campaign?

GWA: Begin by determining if the characters are spending a great deal of time researching and experimenting with weapons or if they are adventuring. If they are adventuring then their chance of developing a new weapon is slim to none. Then determine how difficult it would be to make the weapons they want using their technological level. It could be possible to develop throwing stars that are just like little daggers if swords and armor are common in the area. It would not be possible in that same area to boost the power of a laser rifle. Developing a crossbow in a land that has never seen arrows is out of the question unless some old book from the Ancients is found or a crossbow is brought into the game environment. Unusual weapons can be fun in the game but they should be countered by unusual obstacles.



1920s Adventure Game

GBQ: Is there any way to adjust a character's hit point score after the character is rolled up?
GBA: No, hit point scores are always determined

with the following formula: $(Mu+Ag)/10+5$ (round all fractions up). Mu = Muscle score and Ag = Agility score. Of course, you must recalculate the hit point score each time the character's Muscle or Agility score changes (i.e. when those scores are improved by spending experience points.)

GBQ: What is Robert Jackson's legal skill score in module GB4?

GBA: Robert Jackson is the lawyer for the bad guys. His legal skill score is 85, so use that as his percentage chance of getting his client acquitted.

STAR FRONTIERS™

Science-Fiction Game

SFQ: Can robots have skills?

SFA: Robots have programs — characters have skills. But there is no reason that a technician with the proper skills could not develop a program to duplicate the effects of a character skill if desired. Program level, price, and time required for development are subject to referee's discretion since they depend on the skill to be duplicated and the facilities available.

SFQ: Can a character be trained in skills by another person without using experience points?

SFA: No. Experience points are used up in training regardless of its source. Terms and cash price are sometimes negotiable since the referee may allow characters to barter goods or services for the training instead of cash, but the spending of experience points is not.

SFQ: On page 41, there is a program called Security Lock on the Robotic Design Cost Table. There is no such program described on page 47. Please explain.

SFA: The program wasn't defined in the text. For all practical purposes it functions precisely as the Computer Security program on page 46, except that it is specifically for robots. The intention is to prevent unauthorized persons from tampering with the robot's programming or circuitry, so a technician must defeat the Security lock program before a robot's mission or function can be altered.

SFQ: Can a damaged robot be repaired to bring its STA back to maximum? If so, how?

SFA: Yes. A successful repair job brings a robot back to normal functioning capacity in all respects, including full STA. Robots do not have to "heal" like characters do — they either work or they don't. A robot which has taken damage equal to or greater than its STA rating simply stops functioning until repaired, at which point it functions normally in all respects unless of course the referee rules otherwise for a specific case.

Now if a robot is repaired under less than perfect circumstances (such as "in the field" instead of a regular repair shop), there is a chance it will break down again of its own accord with further use regardless of whether it takes any more damage. There is a 10% chance of breakdown per 20 hour period (cumulative) for field repairs made with a personal tool kit. A major, minor, or total repair (GM's option) may be required. Times required for repairs are listed on page 11 of the Expanded Rules.

SFQ: Can a parabattery or power generator recharge a power pack?

SFA: No. Powerpacks must be recharged at a weapons shop, hardware store, or fuel station — not in the field.

SFQ: Can infrared goggles see infrared beams or heat-sensitive security devices?

SFA: Infrared goggles are keyed for the infrared

portion of the electromagnetic spectrum, so they can detect infrared beams. But heat-sensitive devices are made to detect heat, not radiate it — so infrared goggles will not pick those up.

SFQ: Can level 1 maintenance robots carry backpacks and equipment overland? If so, about how many kg?

SFA: A level 1 maintenance robot salvaged from a ship or installation could probably follow a group or individual carrying some equipment, but it would have to be reprogrammed for those by a technician with the proper skills first. A standard body robot can carry 150 kg at normal movement rate, or double that at half normal movement.

SFQ: If a level 1 maintenance robot is attacked and doesn't have restrain, self-defense, or attack/defense programs, can it still use a melee weapon to defend itself?

SFA: No. Without those programs, the robot is incapable of defending itself at all. It would be like taking a hammer to your toaster — the machine would allow you to destroy it without making any effort to fight back.

SFQ: How far can the maintenance robot travel on 10 SEUs on rocky or average ground?

SFA: It could cover approximately 10 km.

SFQ: Do VitaSalt pills work exactly the same as salt pills?

SFA: No. Salt pills contain only salt for maintaining a character's electrolyte balance, thus reducing the need for water. VitaSalt pills contain necessary vitamins and minerals in addition to salt, so they help supplement nutrition.

SFQ: Is there any limit to the number of new languages a polyvox can learn?

SFA: There is no limit, but a new tape must be used for every language to learn.

TOP SECRET®

Espionage Game

TSQ: Can characters "hot wire" cars, planes, helicopters, submarines, and other vehicles? What is the chance of success?

TSA: Characters with an AOK score of 75 or more in either electrical engineering or the appropriate engineering specialty (i.e. aeronautical engineering for planes and helicopter or transportation engineering for ground or water vehicles) may attempt to start a vehicle by "hot wiring." The chance of success is equal to the character's AOK score in the appropriate engineering field. Only one attempt may be made per minute.

TSQ: What is the minimum AOK needed to operate a vehicle?

TSA: Common vehicles such as cars, bicycles, etc., may be operated normally by a character. (Note that pivots, skids, high-speed driving and special maneuvers are not considered normal operation. See upcoming publications for more details.) For operating more unusual or complex vehicles such as planes, submarines, helicopters, snowmobiles, etc., use the character's AOK in the appropriate engineering field (as above) as the chance of success. The Admin may apply bonuses or penalties if desired. Failure means that the vehicle will crash.

TSQ: What is the chance that an agent could catch an object thrown at him by an opponent (such as a hunting knife)?

TSA: If the agent knows the object is coming, roll against coordination to catch it. No attempt may be made if the agent is unaware of the opportunity. Note that a character trying to catch a thrown weapon may not use the "running and dodging" bonus.