

StarQuestions

Questions and answers on STAR FRONTIERS® gaming

by Penny Petticord

This time the column takes another look at the STAR FRONTIERS science-fiction game. If you need some answers to help your gaming campaign, write down your questions and mail them to StarQuestions, Dragon Publishing, PO. Box 110, Lake Geneva, WI 53147.

Q: How high can a character's ability scores be raised?

A: No ability score can be raised above 100, including racial abilities such as Lie Detection and Elasticity.

Q: In ARESTM Magazine #15 there was an article about putting von Neumann machines (those capable of self-replication) into the STAR FRONTIERS game. There are a few questions I have about the article's description of the machine:

1. What hull size is the machine's starship?
2. How long does it take the plant to produce 1,000 hunters?
3. How many structure points does the plant have?
4. How many stamina points does a hunter have?
5. Why are the IM and attack scores for the hunter so low? The statistics given in the article seem to be in conflict with those given in the Expanded Game Rules, p. 26, under "Robots." The hunter's IM is listed as -3 and its attack score is 40%, but the hunter has a third-level computer in it.

A: The machine's starship is hull size 18, with six hatches and six engines, ADF 2, MR 2. It takes one day for the machine to produce 10 hunters, so 1,000 hunters would take 100 days. The whole plant has 1,000 structure points, and the main computer has 200. A hunter has 600 stamina points, making it slightly larger than a heavy duty robot.

As for the hunter's statistics, it must be remembered that the hunter was not designed for combat. The creators of the machine system assumed that the operations would meet no resistance except for local flora and fauna, so they equipped hunters with only a self-defense program. A hunter cannot use weapons like robots designed for fighting; it can only use its arms. Such a robot's normal chance to hit would be 60%, but a -20% modifier is given due to the arms' size and clumsiness. The initiative modifier is also lowered due to size and slow movement.

Q: The White Light System Brief for Clarion (Gollywog) in the "Warriors of White Light" module states that the atmosphere is 16% carbon dioxide. If so, the air is unbreathable without protection. Earth, for instance, has 0.033% carbon dioxide by volume; the dangerous level is 0.5%, at which point humans

will fall unconscious and soon die.

A: Alter the "Atmosphere" section to read, "60% nitrogen, 24% oxygen, 16% other gases." The carbon dioxide level should be considered to be at about Earth's level.

Q: On pgs. 55-56 of the Campaign Book, it states that the ship counters for Outer Reach are white on orange, but none of the counters were printed that way.

A: This was a mistake made in the production of the counters. Just mark the black on orange counters for Outer Reach with a pen to distinguish them from other counters.

Q: On p. 56 of the Campaign Book, under "Frontier Deployment Map — Star Systems," it states that the planets inside the yellow "sunbursts" on the Frontier Deployment Map are labelled by name. They aren't.

A: This was a minor glitch in the game, not critical to play. Players can label the planets if they desire. **A**

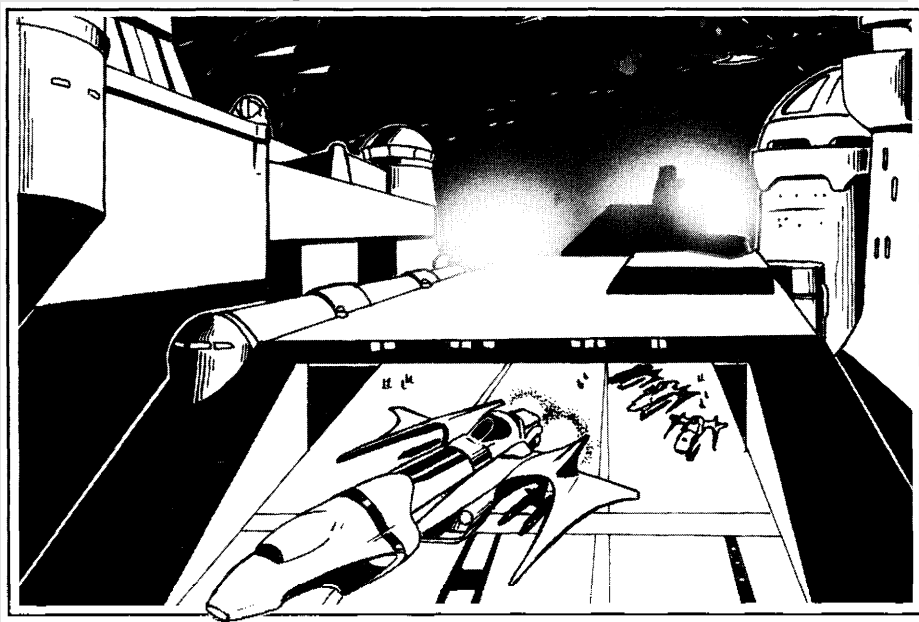


Illustration by Jim Holloway