

# StarQuestions

## Answers and advice on the STAR FRONTIERS® game

by Penny Petticord

If you need some answers to help your gaming campaign, write down your questions and mail them to StarQuestions, Dragon Publishing, P.O. Box 110, Lake Geneva, WI 53147.

Q: Can supernatural things happen on STAR FRONTIERS® game worlds?

A: Only if you (as referee) are willing to make up rules to cover it. The STAR FRONTIERS game universe is based on technology and science rather than on superstition and magic. That is not to say that such cannot exist, but it is most often encountered on backward planets without access to "civilized" ways. Referees wishing to use so-called supernatural effects in their campaigns should first establish a logical basis which does not contradict the game system. (For example, a referee might choose to introduce effects which appear to be magical, but which can be done by technological means.) Once your means of dealing with the subject is set, you're pretty well stuck with it, so try to foresee any major balance problems the new addition to your system will generate.

Q: What do you do after gaining six levels of experience in a skill?

A: Consider adding additional skills to your repertoire, or spend your experience points to improve ability scores. Never let experience points go to waste; there are always plenty of good ways to use them.

Q: On p. 8 of the Knight Hawks Campaign Book, it states that the damage control rating is equal to three multiplied by the hull size plus twenty, but in the second column at the top it gives an example which is obviously in error:  $(3 \times 8) + 20 = 32 + 20 = 52$ . Should I multiply the hull size by four or change the example?

A: The sample calculation is incorrect. It should read:

$(3 \times 8) + 20 = 24 + 20 = 44$

Q: In the basic rules, it says that characters start with 10 credits and a standard equipment pack. But in the expanded rules, it says to roll 1d10 and add 50 credits for starting capital. Which is correct?

A: The former is correct for the basic game, and the latter is correct for the expanded game.

Q: Can you choose two starting skills from a character's main PSA, or does one have to be from a different PSA?

A: As long as at least one of the skills chosen is from the main PSA, the other may be chosen from the same one or a different one, at the player's preference.

Q: I found "whip" on the equipment list (p. 40 of the Expanded Game Rules at the very bottom), but I could not find it on the Melee Weapons Chart, Weapons Table, or in the Weapon Descriptions (p. 42). Could you give some information about it?

A: The whip is described on the Weapons Table and p. 43 under the heading "Chain/Whip". It does 1d10 points damage and has a modifier of -5. Inertia screens and skeinsuits absorb half the damage.

Q: Could heavy lasers be mounted on a fighter? What damage and range would such a weapon have?

A: Heavy lasers cannot be mounted on fighters. See the Tactical Operations Manual for sample ships and the weapons that can be carried by each.

Q: Please comment on the possibility of trading a ship design for a commission.

A: Commissions may be granted as rewards for a variety of things, at the referee's discretion. Conspicuous valor, efficient handling of a sticky situation, and a new weapon or ship design are all good ways to gain a promotion. The referee should evaluate the individual's performance in the way that a superior would before recommending such an

action, though. For example, a new ship design must be practical and not too expensive to build and maintain, or it would not be profitable to use it. A prototype must be built and tested (test flights, crash tests, and battle simulations) before it is approved for use. (The referee can and should require the player to redesign portions of the ship that do not meet the specifications of the "customer" before granting a commission.) Once it passes all the requirements, the character who designed it would be eligible for a reward of some type, but it might take considerable time, since the the wheels of bureaucracy *do* turn slowly.

Q: The front cover art on *Sundown on Starmist* and that on p. 4 show a double moon system, when p. 3 and p. 24 (System Brief) clearly state the Starmist has no moons! Various other parts of the text imply poor lighting at night. Was the planet supposed to have moons?

A: No, the illos are incorrect. Starmist has no moons.

Q: In module SF3, if the fans of the war tank hit water, do repairs take 2 days (as on p. 25) or 1 day (as on p. 13)?

A: Repairs take one day.

Q: The rules say a ship can be controlled by a pilot, an astrogator, and an engineer. Yet on p. 6, it says that a freighter's crew numbers about the hull size of the ship. What are the extra crew members used for? And what are the skills needed by those extra crew members?

A: It's usually convenient on long space flights to have cooks, technicians, weapon specialists, and medical personnel, even though such individuals are not necessary to operate the ship itself. Security personnel are needed for transport of passengers or valuable cargo. (See POLYHEDRON™ Newszine #22 for Roger Moore's article on shipboard personnel, for more information.)