

CLOSING THE GAP

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Welcome to the third installment of "Closing the Gap" where your friendly Technical Editor tries to come up with answers to your gaming questions. This issue I only have one letter to answer so let's get on the ball out there and start writing STARDATE with questions that you have and you'll make me very happy. You'll also see your name in print! Also included in this issue's column will be some clarifications on *AeroTech* rules and the first part of "The Ten Most Asked *BattleTech* Questions."

Q. What is the damage bonus for a Caitian using its claws in combat? - Jeff J. Bousheey

A. Well, Jeff, Caitians abhor violence, but when forced to, they will use their claws as a last resort. They do ID10/3 (round down) points damage. On a roll of 10 they rip their claw out and besides the damage to the victim they do ID10/2 (round down) points damage to themselves and cannot use that claw again until healed.

Q. Do range minimums on the Weapons Table in *AeroTech* apply to any part of the game?

A. No, the range is too great even at low level combat.

Q. Can you fly through the moon hex?

A. No, you either crash and destroy the ship or you can attempt to land using the heavy woods terrain modifier, unless there is a prepared landing position.

Q. When your ship is in random movement do you roll for each current velocity point?

A. Yes.

Q. If your ship is on one of the blue gravity arrows and is facing directly away from the planet, i.e., the ship is on a 180-degree line from the planet, will the gravity force a facing change?

A. No, it is the same as pointing directly at the planet or moon. (See p.8 of the *AeroTech* rules)

The first three of the 10 most asked questions about *BattleTech*.

Q. When are charges resolved?

A. Charges need to be declared during the movement phase, but like all other Physical Attacks, are resolved during the Attack Phase (Step 10 of the Expert BattleLance Turn Sequence of Play). Because movement has already been resolved this means that the charging unit can only attack units that have finished their movement. Additionally the charging unit must spend movement points to enter the target hex, whether or not the charge is successful or not.

Q. In the rules it states that "A 'Mech is considered dead and out of the game if the MechWarrior dies, the cockpit is destroyed, the center torso is destroyed, or if the 'mech suffers three engine hits." What then happens when a 'Mech's head loses all of its internal structure?

A. Page 18 of *CityTech* states that an area that loses all of its Internal Structure is destroyed and that any weapons and heat sinks in that location are lost. Other equipment in that area is lost also. In the case of the head, if all of its Internal Structure is lost, then the cockpit, along with the Mechwarrior, is destroyed. Many people ask how Cynth Tulmani (Technical Readout 3025, page 14), was able to pilot a "headless" machine. Cynth's Commando still had a functional cockpit and one point of Internal Structure. The Commando was missing all armor, life support systems, and sensors.

Q. Is it possible to use multiple engines? For example, to use two 100-rated Hermes (for a total of 6 tons) instead of a 200-rated Nissan (weighing 8.5 tons)?

A. It is not possible to use multiple engines. It has been found that the extra equipment needed, for governors, additional shielding to reduce the interference patterns from two fusion sources so close together, and the more complex cooling systems causes multiple engine designs to be prohibitively complex, costly and heavy.

