

CLOSING THE GAP

Bob Gray

Q. Can Jump Infantry in *BattleTech* jump from a DropShip at low altitude and land safely? — John Stanislaw St. James, NY

A. No, they cannot, because the jump packs are not strong enough and the infantry would be killed by the fusion blast from the DropShip's engines.

Q. In the *Technical Readout* the Hunchback is shown as having the internal armor of a 70 ton 'Mech, yet if you add up the tonnage it is 2 tons overweight. Why?

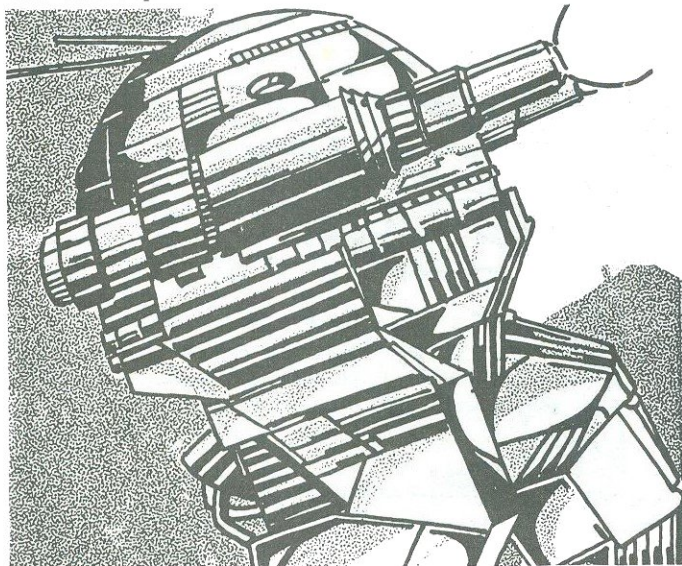
A. There was a misprint in the *Technical Readout*. Check the 3rd Edition of the *Technical Readout*, available soon, for the correct stats.

Q. When adding armor to 'Mechs, can points be added to the internal skeleton?

A. No, the internal skeleton is determined by the tonnage of the 'Mech. Sometimes a hybrid will have a larger internal skeleton though, i.e. a light 'Mech having a heavy 'Mech arm attached to it will have a larger internal skeleton than one of its sister lights because of the internal skeleton of the heavy arm.

Q. Some 'Mechs do not have complete arms, so can critical spaces taken up by superfluous actuators be freed for other use?

A. Yes. See the *BattleTech Reinforcements* package for the specific critical spaces for each 'Mech.



Q. Can 'Mechs without complete arms engage in punch attacks?

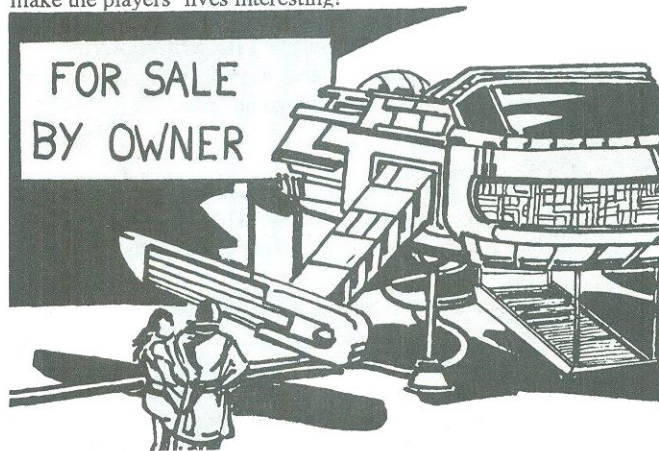
A. No. To conduct a punch attack a 'Mech must have both upper and lower arm actuators.

Q. What is the damage to infantry that are hit by an Inferno's missiles?

A. The infantry will be destroyed unless the unit can roll an 8 or better. If they make the roll they are unaffected by the attack.

Q. In the *Star Trek RPG* what happens when players skip out on the payments on their ship?

A. Well, nobody is very happy and a bounty is put out on the ship making it fair game for anyone to grab for the bounty. That ought to make the players' lives interesting!



Q. What is the largest starship class that any race can build?

A. They are limited by the engine tables per race in the *Ship Construction Manual*. The numbers are: for the Federation, Class XX; Romulans, Class XIX; Klingons, Class XVIII; Gorns Class XVII, and Orions, Class X

Q. In *Call of Cthulhu*, while casting an offensive spell, must the spell caster be able to see the intended target? Dr. Stevensen Arkham, Mass.

A. Yes, the caster must have a line of sight to the intended target and must be able to see some part of the target. The caster can obtain this line of sight with the aid of a crystal ball, or any other types of visual devices, magical or non-magical.