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Suggestions / Product requests

Q: Is there any chance that FanPro will produce a CD/DVD with the record sheets on it?

A: If you head over to www.heavymetalpro.com and purchase the HeavyMetal Plus program, not only do you get a program that allows you to generate and print 'Mech/vehicle/ProtoMechs and infantry record sheets, but it includes all record sheets FASA and FanPro ever published.

Q: Are there plans for support to the less known games of BattleTech like BattleForce 2 ?

A: I do plan on providing support for such systems as BF2. For example, to one degree or another, there will be BF2 information in the FedCom Civil War sourcebook. As to the extent of that support, we'll simply have to wait and see the fans response to the support that is provided.

Q: When Record Sheets: 3067 is released, will it include new styles for the WarShip and DropShip record sheets? The record sheets that came with BattleSpace 2 and TR: 3057 were very nice, in terms of armor arrangement; I really liked the rows of 10.

A: First, just to clarify, BattleTech Record Sheets: 3067 will only include BattleTech units; i.e. no aerospace units will be included in that record sheet book. Instead, AeroTech 2: Record Sheets will include ALL aerospace record sheets: conventional fighters, aerospace fighters, small craft, DropShips, WarShips and Space Stations.

As for the aerospace record sheets themselves-specifically DropShips and WarShips-yes, they will be modified to make them more user friendly; i.e. armor will be allocated in rows of square 'blocks.'

Q: Will there be a BattleSpace minis game?

A: There are no plans to produce a miniatures version BattleSpace game any time in the near future, or to produce WarShip/DropShip miniatures.

Q: Will there be a BattleTech TV show or movie?

A: There have been several such projects worked on over the years. The latest such project went so far as to announce itself, earlier this year, on several webzines that cover such things. However, as far as I am aware, there is no such project being worked on at the current time. As has been the case from the beginning, there is always the possibility and so we can hope, but I wouldn't hold my breath too much... ;-)

Q: Does WizKids/FanPro have any plans for making record sheets or TRO's for the 'Mech in the new BattleTech?

A: In November of 2002, FanPro will release Record Sheets: MechWarrior I, which will be the first record sheet book for the units introduced in MechWarrior: Dark Ages.

Q: I was just wondering if FanPro is going to continue the license with Armorcast to produce the 1/60th scale BattleMechs.

A: Armorcast is still producing 1/60th scale BattleMechs. They previewed their Ryoken (Stormcrow for you followers of Kerensky) at GenCon 2001, and released their Atlas model at GenCon 2002.

Q: Will the MechWarrior 1st Weapons for 21 - 28men => BattleTech infantry platoon conversion formulas be released, or will new ones be engineered?

A: To be honest, I've not really thought about it. The first question to ask would be how many fans would want something like that? At the very least, we should be able to reprint those rules on the Classic BattleTech website, or perhaps generate a new set for the website. I think I'll post a questionnaire on the topic to the Fan Input section of the website. Thanks!

Q: Is MechForce or a similar entity going to be coming back out later as things get sorted?

A: Unfortunately, at the current time, that is simply not known. As always, once information along those lines is available, we'll post it immediately to the site.

Q: How can we help?

A: That is an excellent question and one that I will need to think about for a while. However, you are off to a great start with applying to become a Commando. After all, I think most people become involved in the game through association to long-time players, as opposed to simply picking up the core rules. As such, the more you the players run events, the more you continue to introduce the game to new players, the longer the game will be around.

Q: I was wondering if there is an interest in infantry combat rule for BattleTech (28mm scale). I have been doing some work to make BattleTroops conversion to the VOR rules. ((User: Salcor))

A: Sounds like another topic for the Fan Input section, since I don't currently have any idea how much interest there is in such rules. Thanks for the idea! ;-)

Q: I've made a Clan Wolverine sourcebook, and would like to submit this source book to the powers that be to have it included into the BattleTech universe.

A: First, though I appreciate all of your interest in Clan Wolverine, we simply do not have any interest in publishing a sourcebook on them for the near future. Of course that does not mean that something along those lines will never come out, just not for the near future.

Q: Are there going to be any more scenario packs?

A: Unfortunately, the likelihood of new scenario packs is not good. The simple truth is that scenario packs were consistently the poorest selling products that FASA ever published. Even when we changed the format in multiple ways in response to fan's requests (i.e. BattlePack: Fourth Succession War, which included additional counters and a map; the Operation books, which allowed players to use their own units; First Strike!, which went along with both BT4 and CT2, as well as including strategy tips on playing, new units and so on) it did not increase sales in the slightest. I won't say that there is no chance that it will happen, but I would not hold my breath.

Q: Will the first four Field Manuals ever have the Training sections updated as errata from MW2 info to MW3?

A: Yes, they will. That information will not only be posted on the website, but it will also be included in the MechWarrior Companion.

Q: I was wondering if some of the 'Mechs in the Record sheets: Upgrades that where in no TR will be in the TRO: 3067.

A: Yes, all of those are in TR: 3067

Q: Will we see a revised edition of Objective Raids?

A: There are no current plans to do a revised Objective Raids. Of course that does not mean that we won't see one down the line... ;-)

Q: Will the BattleTechnology magazine or something like it ever be published again?

A: It is simply too early right now to know if a magazine along those lines might appear again. We'll all have to have a little patience and wait to see what happens.

Q: Have you considered having a contest for player designed 'Mechs?

A: Yes I have, but because of the limited time table for TR: 3067 and RS: 3067, I did not feel that we would have time for such a contest. Of course that just means the contest will have to be in the future. ;-)

Q: What are the chances this site will eventually have a gallery dedicated to Art work?

A: A very good chance. Just for starters, I'd like to eventually have the cover of every single BT product FASA released in the Product pages. We'll then go from there...

Q: Will Iron Winds be releasing aerospace fighters along with the 'Mech miniatures when they start their production runs?

A: Not initially, no. However, I'm confident that the new aerospace fighters from TR: 3067-not to mention those never before done-will eventually be released.

Q: Is it possible in the future that the Pictures for the 'Mechs, Fighters, DropShips, Vehicles, and other units at least match the fluff and Type of the 'Mech or other type of unit?

A: Well, since both of those examples were published years before I started to work at FASA, I can't really make any comment on that. However, in the years I was at FASA, we went to great lengths to make sure that the illustrations matched the game stats. For example, in the entire TR: 3060, there are only two illustrations that do not perfectly match their game stats and those two illustrations can be said to contain double-fire missile launchers, similar to the Atlas. We are doing the same work to ensure that TR: 3067 will follow that example.

Q: I know that when you create a TRO there are a lot of designs that are rejected for one reason or another. Any plans for posting them on the web site?

A: Mmm...something to think about. TR: 3067 B-sides. ;-) We'll see.

Q: What's the status of the House Book conversion project?

A: They are still being worked on, but since Warner has been devoting so much time to this website, that progress has slowed; they've also lost some of the people who were working on it. At the current time, however, the Star League Sourcebook will be going up in the near future.

Q: Will Iron Wind Metals use the old vintage 'Mech molds, or create their own versions?

A: To be honest, I don't know the answer to that question, though I'll try and find out. However, I imagine that Iron Wind Metals will generally use the molds that Ral Partha has used for years.

Q: Are the OmniMechs pictured in the Compendium model kits that are a part of the 1/35 scale Horizon vinyl kits, or scratch built kits?

A: Actually the Compendium came out before the Horizon vinyl kit was released. All three 'Mechs were unique, scratch built models.

Q: Are there any MW3 or other BattleTech game system utilities available?

A: At the current time there is no MW character generator available; at least not one that I am aware of or that is on this site. Rick Raisley-who has produced the HMPPro, HMVee and HMLite for BattleTech-is in the process of working on a HMAero program for AeroTech and will then begin work on a MW3 character generator. However, that will not be available for some time yet.

As for BattleTech unit generator, similar to the random 'Mech assignment tables we have in the FM series, there will be much expanded versions posted to the website in the coming months.

Q: Will an upcoming TRO feature more Battle Armor and/or infantry carrier designs?

A: There is no product in the 'near' future that will introduce new BA designs. Several of the vehicle designs in TR: 3067 are infantry transports. As for a ProtoMech transporting DropShip, it's called the Arcadia and is in TR: 3067. ;-)

Q: Will we ever see a large scale version of AeroTech? (Like what BattleForce 2 is to BattleTech)

A: I wouldn't count on it. Even though BF2 is a great system, it simply never sold well. Combine that with the fact that AeroTech related products generally don't sell well-with the exception of TRs-and you have a product that I'd be hard pressed to convince FanPro to produce. Not to mention, if I'm going to 'go to the mat' to try and get a product done, I'd like to do Succession Wars 2!!! ;-)

Q: What are the chances of something like Succession Wars 2 being done?

A: What are the odds that FanPro will publish Succession Wars 2? Well, I simply can't say yet. We'll probably have to let a year worth of sales determine how successful the line will be and then I

can go pitching a product that will cost a lot more time and money than a standard sourcebook; box sets are considerably more expensive to produce.

Q: Second question, what are the odds of a game like that being done as a computer game?

A: Again, I can't answer that. Of course I'd camp out myself the night before it went on sale to get it. ;-) Beyond that, however, something along those lines is a decision that Microsoft would make, not FanPro.

Q: Does FanPro have any plans to make or license someone to make water slide decals for the minis?

A: Brian Plunkitt's Piranha's Decal page is the place to find the licensed water slide decals. You can find a link to his page over at the Links page at Classic BattleTech's main site.

Q: Will FanPro re-release FASA products such as the BattleTech box set? And would the blackout of products prevent this?

A: Yes, FanPro will be reprinting some of the core products, such as the Revised BattleTech Master Rules. However, when exactly that will happen has not yet been determined; obviously we'll have news like that up on the site right away.

Finally, the black out you refer to is only in regards to the miniatures and will have no effect on the release of the paper CBT products.

Q: Will the FASA Rulings appear in a future product?

A: The key would be to finding the correct product. Most of the rulings cover everything under the sun, so to include it in a product that only covers X, when the rulings cover the entire alphabet doesn't make much sense. I'm not against it; we'd just want the proper product to introduce it in.

Q: Are there plans for a line of DropShip carrying cases, say exact scale representations of our favorite DropShips with the proper carrying capacities? If not, who would I need to contact for this?

A: I don't know of any plans for that. As for who to contact, since Iron Wind Metals has the license to produce Classic BattleTech miniatures, I imagine they would be the company you would need to initially contact about such an idea.

Q: Any chance we may see random 'Mech tables for specific mercenary units instead of one big generic table for all?

A: Not in a sourcebook, no; would simply take up too many pages. However, something along those lines might appear on the website in the future.

Q: I was just wondering if the TRO, or one of the later volumes, will contain an updated list of Inner Sphere warships strength?

A: TR: 3067 contains a lot of information about the states of the various fleets. However, FM: Update will include the complete update on that information.

Q: Is it possible that realistic and detailed logistics for House units will be published?

A: Actually, it sounds like the product you are looking for is the BattleTech Campaign Operations (please read January 2002's BattleTalk for information on that product), which will be released some time in the near future.

Q: Would it be possible for you guys to have a part of the site where you have most of the painting and ink drawings from all of the books? And then maybe have a spot for fans to turn in art work?

A: Well first, beyond covers put up as desk-top patterns, any book that FanPro has in print will not have its text or pictures up on the site (previews excluded ;-)). However, we are looking into the possibility of putting up other whole sourcebooks-like the House books-that are out of print and will not see print again. However, all of that is pretty time consuming, so it will be a long-term project, with perhaps a new sourcebook posted once a month.

As for fan art, they will go into the Fan Submission section of Classic BattleTech.com.

Q: Will we finally get official sheets for the Warhammer IIC SJ (probably listed as Warhammer IIC 2) and the Phoenix Hawk IIC 2 (the one with 4 LRM 20s)?

A: Yes and yes. ;-)

Q: What is the status of online purchasing?

A: Iron Wind Metals and Classic BattleTech.com will be setting up an arrangement in which images of IWM's minis will be on Classic BattleTech's webpage, with links back to IWM's online store. A similar arrangement is in discussion with Armorcast.

Q: Looking at the list of new variants in the upcoming 3067 record sheet book for the Unseen, I noticed there are no upgrades for the Longbow-OW. Will it include some?

A: The LGB-12C Longbow published in RS: Upgrades was considered an upgrade of the 'Longbow' Mech, regardless of what image you might have, or miniature you might use.

Q: Is there any intention to do a turn computer based game that faithfully represents the actual Game?

A: I really cannot answer that, as I simply don't know. Generally speaking, in the past, the computer game companies have determined the type of games they wanted to make and then FASA would attempt to check for continuity and so forth. As such, the decision to make a game that is a direct translation of the board game is exclusively up to the computer game company; in this case, Microsoft.

Q: With all the cool art being shown here on the CBT board, has there ever been any thoughts to publishing a 'coffee table' book containing all the pictures? Something with lots of glossy hi-res color pictures of 'Mechs, vehicles, and AeroSpace fighters dishing out mayhem and destruction.

A: FASA had looked at the possibility several times. In fact, FASA published something very similar to that for Shadowrun, with the possibility of using that as a 'test bed' for a BattleTech one. As for FanPro, I sincerely doubt that anything like that will be done in the near future.

Q: Has there ever been any discussion of releasing an official Level 3 Technical Readout?

A: No, we have never really thought along those lines. Additionally, even if we moved in that direction, it would be down the road, as generally we only publish a new TR every three years or so.

Q: When is FM: Update coming out?

A: As I stated in my January 2002 BattleTalk, the five products after the FedCom Civil War have not yet been assigned a release date-though all of them have had work started on them to one degree or another. Once a few of the new CBT products have been released and FanPro has a handle on the new line, dates will be determined; obviously they'll be up on the CBT site as quickly as they are generated.

Q: I was wondering if we will ever know what is in the Dragoons warship fleet and how many. Would that be in a updated FM: Mercenaries?

A: Maybe... ;-)

Q: How about WizKids producing some novel sized books that contain nothing but short stories?

A: That would be a suggestion to send directly to WizKids.

Q: Why do we only get 15 Shots a ton from the SRM 6? Every other SRM has 100 Missiles for 1 ton or .01 tons per missile, and the SRM 6 only carries 90 missiles, for .90 Tons?

A: I have no idea. Since it has been that way since The BattleTech Manual, published in 1987, I doubt even the designers of the game would remember at this date.

Q: I was just wondering if there was a snowballs chance that in the future there could be a BattleTech movie.

A: There is always a chance. FASA worked on that possibility for years and WizKids continues to do so as well.

Q: Are there any official rules posted or in development for posting, for the installment of Stealth Armor on aerospace fighters?

A: No.

Q: I was wondering if there will ever be a second Mercenary Field Manual with the units that were not included in the last one, such as the Illician Lancers, and the Lexington Combat Group?

A: There will be a Revised Field Manual: Mercenaries, which will include some units not detailed in the original. However, there are simply too many mercenary units and not enough pages, so there will always be some that don't get a more in depth coverage than their line on the TO&E.

Q: Can the changes between BMR and BMR(R) be placed on the CBT website?

A: That's an excellent request and one I'll have to consider. Thanks!

Q: Is there anyplace where I can order TRO 3067 online?

A: TR: 3067 is at the printers, though it should be available any day now. As for ordering, right now I'm only aware of being able to order it through Fast Forward Games. However, FanPro is working on getting a wider distribution for the CBT products, so hopefully we'll have something to report very soon.

Q: The MW Guide to Clans page 9 mentions variants of ProtoMechs. Roc 2, Minotaur 2 and others. In what book can I find these configurations?

A: Those variants are found in the BT Record Sheets: Upgrades. CBT Record Sheets: 3067 will also have additional ProtoMech variants.

Q: How do you hire non combat personal?

A: That is a good question that needs to be answered in the Revised FM: Mercenaries! ;-) I hope you posted that in the in put forum.

Q: Is there any intention to do a computer program that follows the rules set forth in FM: Mercenaries for the creation of a mercenary unit?

A: Mmm...might be something that we can all talk Rick Raisley into including in his HeavyMetal MW3 program.

Q: In you last BattleTalk, a couple of hours ago :), you wrote:

"Every year from now on, during the summer months of July and August, the CBT Martial Olympiads will run."

Does that mean that we'll need two months to run them? Or they just need to be run anytime in this period of time?

A: The games must be run in that time frame. As we want to include as many people as possible, we decided to give it a nice, wide time frame for everyone.

Q: How does one become involved with the FanPro Commando team, etc? Who would be good people to contact either here or over email to get such a connection?

A: You would go to www.comandohq.com. That has all the contact info you will need.

Q: When will Heavy Metal Aero be finished?

A: It's in the final stages of testing; it will be released soon.

Q: I have to TRO 3060, and for all of the 'Mechs and vehicles it has "BattleForce 2" stats. I was just wondering what in the world is BattleForce 2.

A: BattleForce 2 was the second iteration of a large-scale format of BattleTech. Each mini/counter represented a lance/star/Level II, and the units were boiled down to the stats you see listed. Fun, if you wanted to run battalions and regiments and other large-scale operations.

Unseen

Q: How did FASA obtain the rights to use the Unseen images? Were they being rented to FASA by HG? And why did HG take FASA's right to them away?

A: You have an answer that is every bit as good as what I could provide; I did not work at FASA during any of that era and it was completely finished by the time I came on board.

Dave Baughman:

"If memory serves me correctly, FASA got the rights from a model kit distributor, Twentieth Century Importers. Amusingly, they got the rights before Harmony Gold, but HG has a larger pack of lawyers and also had the fact that they got their license from the animation studio, rather than an importer.

Harmony Gold's motivation in moving against FASA seems to be linked with their decision to cross-market Robotech toys with the Exo-Squad toy line; FASA had earlier sued Playmates Toys over the Exo-Squad line, which is probably what brought the whole matter to HG's attention in the first place.

Since FASA had just lost a very nasty legal fight over Exo-Squad's alleged plagiarism of their designs and concepts, all appearances seem to suggest that FASA decided to settle out of court rather than get embroiled in another nasty legal battle.

I should say by way of caveat that I could be a bit off here; I've had the opportunity to read the complete legal proceedings of the Exo-Squad case, but I haven't yet tracked down the proceedings regarding the Harmony Gold case (since it was settled out of court, there apparently isn't much paperwork in the public domain).

Ironically, if you look at the "late model" Unseen as pictured in Tech Readout 3050, it seems that FASA was making a real effort to change the appearance of the Unseen into something that still resembled the originals but was also clearly an original FASA creation. Had TRO 3058 or 3060 predated the lawsuit, I wouldn't be surprised if that trend of changing the designs was completed (such as the Phoenix Hawk shown on the cover of the Lethal Heritage reissue, which seems to be an even more "revised" version of the Phoenix Hawk in TRO 3050).

In either event, it seems highly unlikely that FanPro would ever want to reacquire the rights to the Unseen, since due to the current state of the anime industry the licensing fees would doubtless be quite steep. Personally, I think FanPro would be better off adopting the alternate artwork done for the Japanese version of BattleTech in the case of the Unseen; this would not only bring the Unseen back into "view" as it were but it would also introduce more diversity into the already very diverse spectrum of BattleMech design styles."

However, the whole point is moot now, with the announcement and release of Project Phoenix.

Q: Are new models going to be done of the Unseen?

A: Project Phoenix. ;-)

Q: Will the Unseen start appearing on Random Assignment Tables now that the Unseen have new designs? Will RS: 3067 include Random Assignment Tables like RS: 3060 did?

A: FM: Update will have new, updated Random Assignment Tables for all factions and yes, the Unseen will appear on those tables.

I felt that people would prefer more upgraded Unseen, so I did not include Random Assignment Tables like I did in RS: 3060. Those tables will be found in FM: Update.

Q: I was wondering if there is any possibility at all to have any of the Unseen reintroduced in a TRO.

A: Again, keep an eye on Project Phoenix for the reintroduced Unseen BattleMech images.

Universe

Q: Will there be Wolverine related material in the future? Will they re-enter the current storyline?

A: The Wolverines are out keeping the aliens at bay! ;-) Seriously though, whether they will make an appearance in the future is simply up in the air...

Q: Is there going to be a new novel about the Clans?

A: For the near future, no; all of the final novels deal with closing up the FedCom Civil War. As for the far future, we'll just have to wait and see.

Q: Can we please get the Chinese rank transliterations correct?

A: No, we have no intention of changing the CCAF ranks.

Q: What will happen to CBT products when CBT and MW: DA join their timelines?

A: To be perfectly honest, that is simply unknown at this time. However, since we have many years worth of products just around the year 3067, I don't think we need to be worrying about that just yet.

Q: Does FanPro have any plans to put the League in a somewhat more prominent light after the Civil War wraps up and attention can be diverted elsewhere?

A: Let's just say that the FWL will get their day in the sun. ;-)

Q: When is the Outworlds Alliance going to start living up to its potential?

A: My first question would be if you have read the Outworlds Alliance section of Field Manual: Periphery? The OA is making some good ground in there: for example, their military is the largest it has ever been. Of course they have some interesting problems too... ;-)

Q: Can the LACs be made in to Level 2 items?

A: Perhaps at some point, but for now, the LAC are still Level 3 items.

Q: Are there DropShip, JumpShip and WarShip cut outs or maps?

A: Well, I believe you got the replies you were looking for. Specifically, pp. 31, 41, 59 and 63, along with pp. 5 and 11 of the Operations Manual section of DropShips and JumpShips (stock #1619) have 'very' basic/partial DropShip and WarShip deck plans. The Explorer Corps sourcebook (stock #1681) has basic plans for the Union DropShip on p. 45 and Invader JumpShip on p. 47 (both of which are direct reprints from pp. 5 and 11 of the Operations Manual section of DropShips and JumpShips). Finally, the most complete plans of any naval craft (the Aegis WarShip) are found on pp. 58 to 64 of the Living Legends adventure pack (stock #1646).

Q: I'm wondering while I look at the Inner Sphere maps (which are 2D), are there any descriptions of the locations of the all those planet in the z axis?

A: No, there is no z-axis for the planets in BT.

Q: What are the writer's submission guidelines?

A: Those are not on the website at this time, though they will eventually see the light of day.

Q: Who will be the new main storyline authors of BattleTech?

A: First, just to clarify so that everything is clear, with the publication of the novel End Game in August 2002, all future novels will be set in the new universe. Of course whether we might see a 'classic' line of novels at some point is anyone's guess, though we can cross our fingers and hope.

With that said, with a new publishing contract, new company and new novel editor, the chances are better then ever that we'll see some well establish sci-fi authors writing in the universe. In fact, the new editor has stated that one of her biggest goals is to do exactly that.

Q: Do you know if any of the existing or forthcoming FanPro German CBT novels will be translated into English?

A: No, I don't. Again, I can hunt that information down, but I don't have an answer right now.

Q: What about a collection of short stories similar to Shrapnel begin done again?

A: It's something we're keeping in mind.

Q: What is the correct way to pronounce Davion and Liao?

A: Dah-vion
Lee-ow

Q: Will we ever see a series of book or a sourcebook similar to Hot Spots? (Detailed information on trouble areas for role-playing or combat background.)

A: There is always a possibility, but I have no such product planned for the near future.

Q: Who will be the publishers for the next series of novels?

A: ROC is the publisher WizKids Games has decided on. However, part of the agreement with ROC includes larger word counts in the novels, so at least that issue has been addressed.

Q: The write-up of my favorite unit is rather general. Can you give me more detailed information about the TO&E?

A: Unfortunately, that information has simply not been generated. Unless the unit is detailed in a novel, or given specific treatment in the FM or used specifically in an 'epic' style scenario pack like The Twilight of the Clans, we generally don't get down to that type of detail. That allows you the players to determine the exact composition of most of the units, tailoring them to your own style of play.

Q: How about a stellar graphic picture of the Milky Way galaxy, with the key worlds of BattleTech indicated on the map?

A: Pretty cool idea! However, we'll have to wait and see when FanPro will be able to produce BT posters and go from there.

Q: Are the Nekekami controlled by the Combine? Or are they just assassins for hire?

A: That depends on who you talk to. ;-)

Q: Which Clan created and is manufacturing Mad Cat Mk II?

A: Clan Diamond Shark.

Q: If a Nova Cat cadet fails their final testing, can that warrior leave the Clan and join the SLDF instead of being sent to another caste? And if an older Nova Cat warrior is on the downside of their career in the Clan, can that warrior join the SLDF rather than be sent to a solahma unit? Would the individuals who fit into both categories above be considered dezgra if they left the Clan?

A: Those are great questions and I'll tell you right now that they have not yet been answered. Have any of those situations occurred...there is a good chance they have. However, has a full custom been established to deal with that? Not likely, though it is in the process of being developed. Obviously the Nova Cats have made the decision to side with the Star League and to make their homes in the Combine, but they will also want to retain their identity as Clansmen. As such, the answers to those questions are still in the process of being formed as the Nova Cats continue to integrate into their new existence.

Q: Is it possible to include a section - even a small paragraph or two - detailing how Katherine took over the Federated Suns and why Victor just didn't ask for it back?

A: There is a section covering Katherine's assumption of power in both the Federated Suns and the Lyran Alliance in the FedCom Civil War sourcebook, including the legal issues involved with both actions.

Q: Why were the MK1 OmniMechs changed in the release of TRO 3050?

A: Sorry, but since I did not start working at FASA until 6 years after its publication-Bryan Nystul started working 4 years after its publication-I have no idea.
Dave Baughman: "IIRC the so-called mark 1 Omnis were actually play test sheets that were published to "test" the designs. The changes that were made were probably done to make the designs better balanced / fairer / less obscenely deadly."

Q: In 'I am Jade Falcon' it is said that a Trail of Refusal are automatically a Melee. Yet most other source seems to suggest the Clans enforce zellbrigen even for ToR's. Is this a CJF only anomaly?

A: I would put that down to a Jade Falcon tradition that is not always enforced. As you say, most of the examples since then are fought using zellbrigen.

Q: Is it possible that Clan Wolf (in Exile) and Clan Nova Cat will create sibkos based on genetic material from captured Smoke Jaguar warriors?

A: No, that is not likely to happen.

Q: Have any official Clan designations been given for the 'Mechs called by the Inner Sphere, the Hankyu, Cauldron-Born and Grendel?

A: No, those are the only names used for those 'Mechs by both the Clans and the Inner Sphere.

Q: Will House Kurita 'Mechs feature more DHS in their upgraded and new 'Mechs?

A: Yes, you will see more DHS mounted on new designs from House Kurita. ;-)

Q: When did SelaSys begin making Tramps? Do they still make Star Lords? IIRC, While much of SelaSys was slagged, it hinted that they were very close to making WarShips, I believe they were only short a few assembly line parts and some structural engineering information. Am I mistaken or will SelaSys be the next warship yard back online? One last question: what class was the FWLS Pleides?

A: You have some great questions there, but unfortunately, none of them have answers at this time. ;-)

Q: Who owns the Tokasha 'MechWorks?

A: You'll all just have to wait for that one... ;-)

Q: Who decides the BT Story Line?

A: Once every two to three years, a BattleTech summit occurs, which includes the main novel writers, the main sourcebook writers and the line developer. Also generally present are the novel line editor, the original creators of the game, the president of the company and so on. A story arc for the next two to three years is charted out in broad terms, with specifics detailed out say a year or so in advance. Though it is a consensus that is arrived at, in the end the line developer generally has the last word.

Q: I was wondering if there was anyplace where the true size of BattleMech is listed (IE size in feet/meters).

A: No, FASA has never published an 'official' size guide to BattleMechs.

Q: "A Tyr has recently been seen in use by the Second Kavalleri Infantry, with whom the Com Guards gifted a Level I of Purifier battle armor to in '65 as a part of ComStar's continuing effort to appease the Rasalhagian population and military in the Republic - a move ironically similar to Ghost Bear designs. Whether this vehicle was taken in a raid or not has not yet been determined." Does this mean the Com Guards now deploy the Purifier too?

A: In limited numbers, yes.

Q: Was wondering what the process was in getting a unit added to the "New Universe"?

A: There is no 'process' for that. With the exception of a few novelists who have 'auctioned' off names for charity purposes, there is no 'process' where by a fan can get their unit 'canonized' in the BT/MW universe.

Q: Did you goof up for the George Hasek romance in Imminent Crisis? I'm asking this because in pg 153 of Grave Covenant by Mike Stackpole, it was said that Morgan already had a grandson, George Hasek Jr, which implies that he's George Hasek's son. Therefore it means that George is already married etc. Of course, I could be wrong, and the kid could simply be born to either of George's siblings, but it was also said that he was the direct heir. What's the explanation for this?

A: First, there was an error, but not the one you are thinking of. The error was in cutting out too much information. An additional plot thread, which had to be excluded for word count reasons, dealt with that previous marriage.

Basically (after checking novel notes) George's wife was not of noble blood and though Morgan was happy to condone it, George's mother never condoned the marriage. A year or so prior to the novel—a date was never fixed—his son died under mysterious circumstances and their marriage could not withstand the stress and they divorced soon after. George's mother then wasted no time in attempting to set up another marriage with someone of noble blood. All of that is hinted at when George thinks that his mother will never speak to him again because of his falling in love with another low-born (i.e. he did it again).

Q: Can anyone tell me if the Hanseatic Leagues Security Force has a standard paint scheme and if so, what it is?

A: At the current time, that information has not yet been published.

Q: I was wondering if there could possibly be an official composition of the entire Com Guard Invader Galaxy.

A: Unfortunately, that information simply is not available. The best information is on p. 43 of FM: ComStar, where it states, "Four "Clusters" make up the Galaxy, each a mix of modified 'Mechs and battle armor and roughly analogous to a reinforced Level III." With that, I'd say that most of the machines are IS still, but that most of them have been modified for Clan equipment.

Q: How much of the Davion Brigade of Guards is left?

A: That will appear in FM: Update.

Q: In Patriots and Tyrants the Angela Franks is getting ready to entertain a visitor or visitors. The Current Consensus on the board is that there were 4 ships with 8+ minutes long Jump signatures coming to the party.

Speculation: the only known vessel with duration of 8+ is the Potemkin with 25 DropShips and 12.5 Minutes jump signature duration, the runner up is the Monolith with 9 DropShips and 4.5 jump signature duration.

A: I can't give all of the secrets away. ;-) However, no, that was not an error, nor was it 'shortened'...

Q: Is there a official time period when the Davion Brigade of Guards Parade Color Scheme Changed from the old one, in Camo Specs to the new one in The Fed Suns Field Manual?

A: No, there is no specific date for that change over.

Q: When was the Concord of Kapyten absolved?

A: To be honest, I'm not aware of any provision saying that there was a date of expiration and so on. So, though it is obviously fallen into obscurity, a case could be made that one of the three leaders has a right to hold the others to it. Of course it would be pretty difficult to do...

Q: Let's say a Wolverine warrior, who has a Bloodname from Clan Wolverine, becomes a bondman to another clan, just before the Trial Of Annihilation was called against them. Would he be subject to annihilation as well? This assumes that his Bloodright was still held by the Wolverines. One more thing, what if his Bloodright was also held by another clan, say the Wolves? Would the Trial of Annihilation still apply to him?

A: No, to both questions.

Q: If the Null Signature System and Stealth Armor can mess up to-hit numbers, what kind of things can they do in a scenarios and/ or campaigns?

A: There simply are no rules covering those types of information. The Beagle Probe has a specific in game effect; it just does not come into play all that often.

Q: What is the official symbol for Clan Wolf-In-Exile? Is it the brown snarling wolf's head set against a row of stars, or is it a gray wolf now?

A: Clan Wolf (in-Exile) did not change the logo; i.e. they use the exact same logo as Clan wolf.

Q: The Invading Clans source book has a description of the Sea Fox as being a seal-like reptile. But all the art has basically a Fox. So which is it?

A: I would go with the description before the artwork. Of course, if we are lucky, you'll see a 'new' B&W illustration of it in the MechWarrior Companion... ;-)

Q: The encounter in chapter 30 of Patriots and Tyrants involving the LAS Arthur Steiner-Davion and incoming JumpShips prompted me to look into the particulars of the jump. In trying to derive the actual I.R. jump signature equation using exact distances as stated in the map section of House Steiner, I was suddenly thrown a curve ball.

Coventry

X: -260.02

Y: +222.20

New Capetown

X: -254.28

Y: +263.15

Sargasso

X: -218.81

Y: +270.71

If you check my math, you will see that the distances involved are off by a factor of 4-to-3. That is, Coventry is 41.35 light years from New Capetown, not almost 30, and 63.65 light years from Sargasso, not almost 50. This could only mean 1 of three things.

1) The Navigator of the LAS Arthur was a total incompetent or some other "story" reason.

2) Loren Coleman just made an error in Patriots and Tyrants.

3) The House Book maps and planetary coordinates are wrong.

The last option I would dread because it makes every map of the Inner Sphere totally wrong. Is there some piece of data I'm missing? I really need an answer on this one.

A: I'd say they were errors (or rounding) made by the navigator during the thick of things.

Q: Has anyone produced data on the composition of the naval forces that took part in the Exodus, and did this fleet conduct delaying operations against the SL pursuit forces

A: Not that I'm aware of, no.

Q: The -C 'Mechs in RSU - such as the Shogun-C, Annihilator-C and so on - were these intended to be Wolf Dragoons refits similar to the Gallowglas?

A: Yes, those are the Wolf Dragoons refits.

Q: I read in BattleSpace book that the Saber Cat bombarded Edo. The book said that the Saber Cat was a Texas class battleship. But in Shadows of War, p. 119, it states that the Saber Cat is an Essex class destroyer. Which is correct?

A: BattleSpace.

Q: What was the size of Clan Wolverine's Tourman before they were destroyed?

A: I don't believe that information was ever determined, much less published.

Q: I am playing a Trail of Position. I've jumped behind my opposing 'Mech. My friend says this breaks Zellbrigen. I believe Zellbrigen can only be broken by weapons fire or physical attacks. Which is true?

A: Unfortunately, Trials of Position are simply very difficult to do, since all the Clans have variations and most player groups have their own way of doing them. I'd advice you to look at the rules found in back of The Clans: Warriors of Kerensky; those are about the best 'codified' rules for Zellbrigen that have been published.

Q: I'm just wondering when, and if, the current maps on the site will be updated to represent the political boundaries of 3067.

A: By the end of 2002.

Q: Does BT have a full set of rules for open space 'Mech combat in zero-G.? If so, where can I find them?

A: The closest to that would be Explorer Corps.

Q: When creating a unit and going through the recruiting mission experience step of FM: Mercenaries, in one year can a unit: recruit only, run a mission only, or do both? I know that a DropShip search uses up a recruiting/mission cycle and drains influence points for that year. Input would be appreciated.

A: Only one (not both) in a year.

Q: There were Eight Hundred Warriors who followed Nic Kerensky on the Second Exodus, right? And each was progenitor of a Bloodname, correct? So what I'm wondering is: What are the (non-exclusive) blood names we have no mention of, and what happened to them?

A: You mean why have we simply not printed up a list of those 800 names? Don't know...mmm...

Q: Is the ON-2M produced in the Taurian Concordat?

A: Most if not all of the Upgrades found in RS: Upgrades are not 'new' designs being manufactured, but are 'field upgrades.' As such, many factions, including the Concordat, could field this variant.

Q: Have any rules ever been posted about 'Mechs throwing things?

A: No, rules for that have not been published before and no, I don't believe I've ever been asked that question.

Q: Did the events of the MW: GBL computer game happen in the actual BattleTech universe?

A: No, it did not. Think of it as a 'what if' scenario.

Q: What new Bloodname did the Steel Vipers gain over the Hallis incident depicted in Bloodright?

A: Do you mean the Trial of Bloodright Adventure Pack? If so, to be honest, I don't believe that was ever determined one way or another.

Q: Will the great House's be able to use each other's new weapons?

A: Well, that really depends on if you are talking about standard Level 2 rules or the fiction. In regular CBT, there are no 'hard' rules, beyond Clan and Inner Sphere, for who can use which weapons and equipment and who can't.

Beyond that, the fiction will start to tell you who is 'selling' their technology around and who is not. For example, right out of the gate the Combine was selling OmniMech technology and C3 technology to who ever would pay them money (which of course they used to finance all sorts of fun things). Some other Houses (Liao comes to mind) will be a lot more 'tight-fisted' about who they are willing to sell their designs to. In the specific case of the RAC and TC with the SIC, there is a good chance that they had prototype schematics, as the designs have been in development for a long time. Whether they were actually built and, more importantly, whether they were destroyed when they were absorbed back into the CC, well... ;-)

Q: In the third book of the Warrior trilogy, the FS troops of Kathil uses a micro wave emitter station as an anti-DropShip weapon. Is this legal in a game?

A: No, that cannot be used in the game.

Q: How can one make a submission for novels?

A: For the near future, after the publication of Endgame, all further novels will be set in the MechWarrior: Dark Age era.

Q: Will it ever be explained why Minoru Kurita believes he is eligible to win a Bloodname?

A: I hope to, yes.

Q: Will any new product tell us about the GBD/DC war? Which worlds did the DC take and so.

A: I'd love to, but I simply don't know. Obviously a scenario pack would be perfect for that, but the decades plus sales track record of scenario packs has pretty much guaranteed that FanPro will not do any more. We'll just have to wait and see.

Q: Diplan 'Mechyards is supposed to have a plant on Ozawa that makes the Hitman and Kabuto 'Mechs for the DCMS. Problem is, Ozawa is in FedCom space. So, what Kuritan world actually houses this Diplan factory? I know they used to have a Jenner factory on Ozawa but the AFS wrecked that one.

Maltex Corporations makes Hatamoto-Chi's on Errai for the DCMS. Unfortunately, Errai is also in FedCom space. What Kuritan world actually houses Maltex?

The Quikscell Company on Pandora was moved to the interior of the Lyran Commonwealth away from the Clan threat (according to Objective Raids). Which world was it moved to?

Trellshire Heavy Industries on Chahar was likewise moved into the interior. The only hint I have points at Lancaster as the new location. Is that true or is it some other world?

Gorton, Kingsley & Thorpe Enterprises made Panthers on Jarrett in 3025. However, nothing has been heard about this plant since then. What happened? Did the defenders wreck the plant when the Ghost Bears captured the world?

Where is the Rose (Bara No ryo) DropShip made? No manufacturer info was provided in TR 3057.

7. Where are the Thera Carriers made? FM: FWL failed to mention this.

A: Those are all great questions and none of them has an easy answer. Obviously the best way to answer that-along with other unanswered questions-would be to provide it in a new sourcebook. Mmm...

Q: Has there ever been a published layout of a Castle Brian?

A: No, not really. Probably one of the best descriptions of one can be found in the novel The Price of Glory.

BattleTech

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Level 2 BattleTech

Q: How are Stealth Armor critical hits resolved?

A: Stealth Armor critical hits are re-rolled; i.e. just like Endo Steel or Ferro-Fibrous.

Q: Once a 'Mech takes a hip critical hit, previously damaged actuators no longer have an effect on the Piloting Skill Rolls. Are leg actuator hits that occur after the Hip Actuator hits also to be ignored?

A: Once a 'Mech has a Hip Critical Hit, subsequent Critical Hits to any of the other actuators (or foot) in that leg has no effect. Hopefully that answered your question. If not, feel free to ask for further clarification.

Q: Can the MASC criticals be spread over multiple locations?

A: No, they must all be assigned to a single location and in a single 'lump.'

Q: Why are vehicles so weak? Can't you make them more powerful, like 'Mechs?

A: Well you answered your own post. ;-) All units in BattleTech are created relative to the 'Mech, such that the 'Mech is the king of the battlefield. However, we did create such rules-because we've been asked that question – a lot - in Maximum Tech; there is a whole section on advanced vehicle movement, damage and so on. However, for standard Level 2 BT, vehicles will stay how they are.

Q: Does the BJ-2 Blackjack have Double or Single Heat Sinks?

A: Single Heat Sinks.

Q: Can you enter a Water hex with the minimal movement rules (even though this is considered running?)

A: Yes, you can use the Minimum Movement rule to enter a water hex.

Q: Why was the min movement rule made?

A: I don't know. Since it has been in the game since the 2nd Edition box set (p. 6), we'd have to ask one of the original designers why that rule exists and after 17 years, I doubt they'd remember. ;-)

Q: If a 'Mech has an enemy to its rear, and it torso twists to the right could it hit the 'Mech with its right arm using the right arm arc? Second can a 'Mech make full use of its side arcs with its arms if it is missing the lower arm, actuator?

A: Yes, to both questions.

Q: If you have read the House Davion sourcebook a variant of the Atlas was mentioned as the "RS". Now in TRO 3025 there is mention of a Large Laser variant. Are those two related? Did anyone get around to making stats and just not publish it?

A: No, FASA has never published the stats for such a variant.

Q: I know the mini's rules say to use Z-scale for terrain and such. But is 1/220 the actual scale or is the 1/285 of microarmor closer?

A: CBT scale is 1/285th.

Q: If a 'Mech loses all of its internal structure in either the right or left torso and has XL engine without any critical hits, would the 'Mech have to take the critical hits for the XL engine in that torso?

A: Yes, which means in an IS XL, the engine is destroyed.

Q: Is there a set official range for Searchlights in any BattleTech rule book?

A: No. It is assumed to have a range of the board the unit is currently playing on.

Q: The picture of the original blackjack in 3025 shows it has an AC/2 and 2 medium lasers in each arm. The stats show that it has a medium laser in each arm and each side torso. Which one is right?

A: The Technical Readouts and Record Sheets always take precedence over the illustration when it comes to the 'correctness' of a design.

Q: My Commando is on a level 8 hex, and faces a level 0 hex. Can it move into that hex?

A: In Level 1 or 2 BT games, the Commando would not be able to move into that hex; 'Mechs can only change a maximum of 2 elevation levels in a single hex. There are several Level 3 rules that would allow such a move however (they are all found in Maximum Tech [stock #1700]).

Q: On page 110 of the BMR Revised, Lance 'Mech/Weight Composition Table under Assault Lance it is written:

1 = 2 Heavy, 2 Assault

2-3 = 2 Heavy, 2 Assault

Is this right or is a typo?

A: Yes, that is an error. The first line should read '3 Heavy, 1 Assault.'

Q: With level 2 BattleTech rules for MechWarrior skills, can you improve one skill to the exclusion of the other?

A: As for the Piloting and Gunnery, you can choose which one to lower, so yes, conceivably you could have a 0/5 MechWarrior.

Q: It says that an engine hit causes 5 heat points per turn, is that tacked on during the movement phase or the end phase?

A: All heat and heat effects are resolved during the Heat Phase.

Q: Someone told me that rolling a '2' for the to-hit roll is an automatic failure. Is this an official rule?

A: No, that is not an official BattleTech rule.

Q: Why can't BattleMechs have internal cargo space?

A: That is simply the rule; not something I can really answer since that was the rule long before I began work at FASA.

Q: Can you un-jam a RAC?

A: Yes you can un-jam RACs, but the rules are pretty long so I won't post them here. ;-) See either p. 158 of FM: Federated Suns or pp. 132, 133 of Revised BMR.

Q: A 'Mech may jump onto or over any object that has an elevation equal to its jump value. Does this also go for jumping down elevation?

A: A 'Mech can jump down any number of levels.

Q: How exactly does one resolve the number of missiles that hit for an ATM 3 or an ATM 12 rack?

A: The Missile Hits Table in both the BMR and Revised BMR include the 3, 9 and 12 columns.

Q: In the BMR, it states that to replace a "box" of armor takes 15 minutes. What is the definition of box?

A: A single point of armor.

Q: I always thought a 55 tonner with a 6 point punch would do 12 points of damage when running hot especially since BT: Compendium said to double the damage "value", but someone just posted elsewhere that a FASA rep once told him it should do 11 damage (5.5x2). Which is it?

A: Well I hate to contradict a FASA rep, especially if it was me [:-)], but the rule for TSM on p. 148 of Revised BMR states, "Double the damage for punch, kick, club, and hatchet/sword attacks.' Since the 'damage' of a 55 ton punch attack is 6, it is doubled to 12.

Q: When leaving water, a 'Mech is allowed to use running movement, however, the question came up whether one could change its facing before existing on to a land hex? Does a pilot automatically take damage when a leg is blown off and the 'Mech (which causes an automatic fall)?

A: First, on p. 20 of the Revised BMR it states, "No unit can enter Water hexes of Depth 1 or deeper while running, though a running unit may leave a Water hex." Since you are not 'entering a Water hex' by changing your facing, a 'Mech can change its facing before leaving a Water hex. Second, yes, when a 'Mech automatically falls due to the loss of a leg, the pilot can make a PSR to avoid damage.

Q: What modifiers apply? I know the BMR says to use all the standard modifiers for the Avoid MechWarrior Damage From a Fall (hereafter known as the Seatbelt Check). However, for the Gyro Destroyed and Leg Destroyed it states Automatic Fall. So do you consider the damage pre-existing for purposes of determining the modifier for the Seatbelt Check, or do you simply not add in a modifier to represent that specific damage?

A: In both the case of the Gyro destroyed and Leg destroyed, in the turn when the 'Mech automatically falls, you would consider it pre-existing damage when rolling to avoid pilot damage. i.e. you would add in the +3 and +5 destroyed Gyro or Leg modifiers respectively, to the PSR to avoid MW damage.

Q: My MechWarrior is out cold. Somebody hit him in the head this turn, does he take further damage? And my opponent actually DFA'ed my 'Mech! I am out cold, I need to pilot skill roll. But wouldn't that be an automatic fall because I am out cold and my 'Mech is shutdown?

A: Yes, and you would take additional damage.

Q: What level is a prone 'Mech considered? Is it the level of the hex, or is it 1 above the level of the hex?

A: On p. 26 of the Revised BMR, it states under Elevation, "Prone BattleMechs have the same elevation as the hex they are in, as do other types of ground units."

Q: In which direction can a quad spend it's Run MPs?

A: A Quad 'Mech can only spend running MP moving into the forward three hexes; i.e. it cannot spend running MP to make a 'backwards Lateral Shift.'

Q: LRM 5 is fired, all 5 hit, and the location that gets rolled is the head. Is that the equivalent to five single shots to the head or one? LRM 5 fired, all 5 hit left torso which has 2 points of armor. Three points transfer to internal, is that one possible crit or 3?

A: The damage done by a single missile attack is considered a single attack, just like the multiple shells in an AC or MG burst are considered a single attack.

Q: In BMR(R) it says if you are attempting to stand up, you must declare whether you will walk or run before you attempt to stand. Does that mean that you can't jump after you stand?

A: That is exactly what it means. You can't combine two types of movement in one turn; you decide whether to Walk or Run, which determines the number of MP you have available. Each attempt to stand requires 2 MP and generates a point of heat. If your first attempt fails, if you have at least 2 MP remaining, you may attempt to stand up again that same Movement Phase.

Q: How come the locations of extra heat sinks, Ferro-Fibrous armor, and Endo Steel internal structure are not listed in the description of where stuff goes in the Tech Readouts.

A: I've no idea. ;-) That was a style choice made a decade and a half ago and every TR since has conformed to it.

Q: In the BMR(R) page 147 on CC Stealth Armor "While the system is engaged, the 'Mech is more difficult to attack at long distance. Medium range attacks receive a +3 to-hit modifier in place of the standard medium range modifier; long range attacks add +6 to-hit modifier". Now since it does not say "long range attacks receive a +6 to-hit modifier in place of the standard long range modifier" I have always thought it meant +6 in addition to the standard +4 mod at long range. I have asked the members of my gaming group about this and only one person thought the +6 replaced the +4. Which on is it?

A: The Stealth Armor's long-range modifier replaced the standard long-range modifier.

Q: I have regular weapons, no Artemis, c3, etc. If someone had ECM, am I affected by it?

A: No, only active probes, Artemis IV, Narc missile beacons, and C3 systems are affected by ECM. No other effect on any other equipment. (BMR(R) page 136)

Q: Do buildings collect damage when used as hills? Can you ever enter a building without doing damage to it? (EG: a 'Mech hangar bay)

A: No, buildings do not take any damage when they are scaled by 'Mechs. And no, in Level 2 play, there is no way for a 'Mech to enter a building and not damage it.

Q: What are the chances of a pilot surviving such the destruction of a 'Mech if auto eject is active?

A: Depends on the roll, but usually pretty good.

Q: I was under the impression that a 'Mech is only non-repairable to full functionality (pending rolls) if the whole of the Center Torso Internal structure is gone.

A: If the CT is destroyed via an ammo explosion or artillery saturation, then the 'Mech cannot be salvaged or repaired at all. If the CT is cored, then you can salvage everything but the engine, gyro, and whatever was in those last two slots.

Q: Can a level 2 vehicle have jump jets? Is the Kanga legal?

A: No you cannot and yes, the Kanga is a Level 3 vehicle.

Q: When there are multiple levels on a Hex, say level 2 and level 4, are you limited by the percentage of the hex that each level has, or can you choose the level regardless of the amount of hex each level occupies

A: If there is even a small amount of a higher Level in a hex, the entire hex is considered to be the higher Level. In the back of the MF Manual, we labeled every single hex for map Sets 2 through 4. Mmm...should really put those up on the site.

Q: Why does a 'Mech need two arms to push itself up when prone?

A: That would fall under the category of 'way before my time.' Not sure why the rule is that way, but it is.

Q: If I have 3/5 rounds of ammo left for my RAC can I Quad/Hex fire and roll on the appropriate table?

A: No. You cannot use a rate for which you do not have the appropriate amount of ammo for.

Q: Are naval units affected by the flooding rules?

A: Yes, naval vehicles are affected by Hull-Breach. However, that section is not 'destroyed' by a Hull-Breach; i.e. it does not destroy the vehicle.

Q: If a 'Mech is in a building (entered it on a previous turn) and for some reason the building collapses on top of the 'Mech, where does the 'Mech take the damage? Punch Chart?

A: Standard Front/Rear Hit Location Table.

Q: If a 'Mech is in a building (it hasn't jumped on to it) and the building collapses down on the 'Mech, where does the 'Mech take damage?

A: Standard Front/Rear Hit Location Table.

Q: You are 4 hexes away from the edge of a level 4 plateau, and heading towards a level 2 Plateau, you are in a 4/6 'Mech that is running 1 MP for each of 3 flat Hexes, and an additional 1 MP + 2 MP for the level 2 drop (85% level 4, 15% level 2) you go 4 MP away from Enemy and are in the Hex with the Drop, your choices are

1: Descend 2 Levels in that Hex getting ready for next turn, as well as saving your back

2: use remaining MP to turn towards enemy that is directly behind you, this would save your back arc

3: Use 1 MP to go forward, and descend 1 Level, hanging in air until next turn, this turn your enemies have partial cover for your back

A: You cannot do option three. At the end of your Movement Phase, in Level 2 CBT, you cannot be 'between' elevations.

Q: The weight of Power Amplifiers in vehicles is rounded up to the nearest 0.10 tons. Since everything else is rounded to the nearest 0.5 tons, is this a typo?

A: That is the rule.

Q: 1. In L2 Rules does gunnery skill modify the To-hit roll for physical attacks?

2. Regarding the domino effect. If a 'Mech fails (or is unable) to step out of the way to avoid a domino effect, are there additional effects aside from the displacement & fall? Would it take damage as if from a 1 hex charge (along the lines of accidental fall from above hitting a target) in addition to falling damage?

3. In BMR(R) Page 73, it states that you can voluntarily go prone and remove Battle Armor with a PSR. Previously this was not possible. Is this a typo?

4. Related to #3. Battle Armor is unaffected by fire or water if swarming, but if knocked off in water they are killed, and are (potentially) killed by fire if not swarming. Is there an explanation behind this?

A: 1. No.

2. No.

3. No, that is not a typo.

4. The rule is that way for simplicity.

Q: When does a vehicle count as immobile?

A: If a vehicle takes a critical hit that destroys its 'track, axle or lift fan' and so it cannot move for the rest of the game, it is considered to be immobile.

Q: I'm firing a RAC/5 at the maximum rate, and need a 1 for the To-Hit number. I roll a 3. Does it still jam?

A: Yes it jams. In both the case of the RAC and Ultra ACs, you always have to check for a jam, regardless of whether the To-Hit number is 2 or less.

Q: If my 'Mech is standing on a level 2 hex and another 'Mech is on the next hex at level 0 can I see him? And if so do I use the regular hit location or the punch hit location?

A: Page 25 BMR: "Units in adjacent hexes always have LOS to each other." You then hit on the regular location table. You only use the punch table when partial cover is involved, (page 26) when you're punching, or when you're kicking, charging, clubbing or making a hatchet attack while 1 level higher than your target (page 44).

There are three other rules that can be useful when figuring out LOS and intervening terrain. Page 26, terrain along the LOS between two units is intervening if:

* the terrain or terrain feature is higher than both units, or

* the terrain or terrain feature is adjacent to the attacker and higher than the attacker, or

* the terrain or terrain feature is adjacent to the target and higher than the target.

Keep in mind that all 'Mechs are 1 level above the terrain they're in, for purposes of LOS.

Using the above, if you're behind a level 2 hill, and on level 0, that hill can block LOS. This holds true whether you're at level 0 or level 10. The only exception to that is if you're adjacent to him. Likewise, adjacent wood hexes can be in LOS, since woods rise 2 levels above the terrain they're in, and a

'Mech only 1. Finally, you only need to be on a level 1 hill to nullify most woods on level 0. After all, you'll be on level 2 for LOS, which is just as high as the trees, so they do not intervene.

Q: Do you roll for critical hits per a hit by a weapon, or by 'Mech (or do you just make one roll every turn any internal structure is damaged)? For instance, 'Mech A is firing 3 Medium Lasers at 'Mech B. They all hit 'Mech B's left arm, which has 6 armor and 10 internals left. Do you make one critical roll (since there would be 0 armor and 1 internal left after all the lasers hit) or two (since the first laser hit only armor (none), the second laser hit armor and internals (one) and the third only hit internal structure (two))? Test Case 2, now 'Mech A and 'Mech C are both firing on 'Mech B (sucks to be him). Both hit with a Medium Laser on his OTHER arm, which has 4 armor and 10 internals left. Does he take one critical since some internal damage was done, or two since each opposing 'Mech did some sort of internal damage?

A: Page 35, BMR: "Every time the internal structure of a BattleMech or vehicle takes damage...an internal component may take critical damage." So, in case #1, 'Mech B would take 2 possible crit hits, possibly damaging components. In case #2, 'Mech B again takes 2 possible criticals, since 2 separate attacks *both* did internal damage.

Q: Anything special about a ProtoMech making use of a vehicle flamer? If not, I suppose the ammo mass is 50kg per shot?

A: No, nothing much special and yes, that sounds correct.

Q: The BMR says that the integral double heat sinks for a 380 XL engine should be 15 (30). The ALB-3U Albatross has 14 (28). Is this an error?

A: I think you are misunderstanding the rules a little. The integral HS refer to the number of heat sinks that CAN be built into the engine (i.e. you don't have to allocate to critical slots), provided the 'Mech has that many heat sinks. Just because a 380 engine can have 15 HS does not mean that it HAS to have 15. If you look at the Cerberus on the next page to the Albatross in TR: 3055, you'll see it has the same engine and yet only has 12 HS. A 'Mech automatically has 10 HS, but regardless of its engine size, it does not have to have any more than that.

Q: What was the original game design philosophy that determined the 3 IS/9 armor point maximum?

A: Well, since I was 14 when the game was first published and did not begin working for FASA until a decade later, I have no real way of answering that question. However, I can give you two theories that are simply my opinion on the matter. First, in the original game, there was only one weapon that could instantly take off an undamaged head and it had a very short range, weighed a lot and had very limited ammo (the AC/20). As such, head shots were rare and when they occurred, it was usually well into the game. Second, again in my opinion, they were there as an equalizer against assault 'Mechs, so that no matter how big it was, the chance of killing it in one shot brought the odds a little down in favor of the lighter machines. Of course the introduction of head-chopping weapons at range killed all of that. Again, just my opinion as I have no real way to verify that.

Q: Where do I find the cost of repairs BattleMech items?

A: There is no dedicated section for this. You would base all repairs off of the BattleMech Costs Table.

Q: What are the stats for the Clan Heavy Lasers?

A: The stats are found in FM: Crusader Clans, as well as the both versions of the BMR. Also, if you have HeavyMetal Pro or Vee, you'll find the info in there as well."

Q: When using ES and FF in an OmniMech can you move it's criticals around?

A: If you mean move the slots around within a set location, then that's ok (I'd generally place them all to the top or (better yet) bottom of a location to solve any problems, but that's just me)...if you mean from one location to another, then no, you cannot...

Q: Will there ever be stats for support vehicles, i.e., Jeeps, skimmers, Command van, transports, etc published?

A: Actually, all of those units are found in BattleTech Record Sheets: 3025 & 3026.

Q: The Enforcer III variant from the FS Field Manual seems half a ton underweight. Why?

A: Thanks for reminding me, I need to look into that. If I do find an error, I will create an errata for it. Thanks!

Q: Can hidden 'Mechs or other units act like spotter for indirect LRM or artillery fire?

A: Yes, very much so. In fact, that's one of their most useful roles. They don't move, so they do not have the movement modifier. Since they don't actually make an attack, they aren't revealed. Frankly, it's a wonderful way to play havoc with opposing forces. LRM coming in indirectly and the spotters cannot be seen. However, if you use the TAG/SG-LRM combo, using the TAG system will reveal the hidden unit's position.

Q: Can AP-pods be mounted on vehicles?

A: No, A-Pods cannot be mounted on vehicles, only on the legs of 'Mechs.

Ammo Explosions and CASE

Q: When an ammo explosion occurs, how many more Critical Hit possibilities occur in this location?

A: A critical hit is always rolled when the internal structure of a location is damaged, regardless of how much or how little damage is applied. As such, for any ammo explosion, it is counted as a single 'damage' to the internal structure of a location and hence you only make one roll. However, if the ammo explosion damage transfers to another location, you would make a single critical hit roll for that location as well.

Q: How much damage does a full ton of AMS ammo do when it explodes?

A: Each 'shot' of AMS explodes for 2 points, so 1 ton of Inner Sphere AMS ammo will explode for 24 points and 1 ton of Clan AMS ammo will explode for 48 points.

Q: If a 'Mechs ammunition explodes with 20 or more damage, but is protected by CASE in a location that has less than 20 Internal Structure Points, do you still consider the 'Mech to have taken a hit of 20+ damage for Piloting Skill Roll Event purposes?

A: Yes, you would have to make a Piloting Skill Roll to avoid falling in such an instance. Anytime you take 20 points or more of damage, you have to make a PSR to avoid falling.

Q: If a 'Mech suffers multiple ammo critical hits in a Turn, how do you make Consciousness Checks for the MechWarrior? For example, I have an undamaged MechWarrior and the 'Mech he is piloting take two ammo critical hits, resulting in two ammo explosions, in the same Turn (and my 'Mech survives somehow), which would leave my pilot with 4 hits.

A: In that example, I would have to make four consecutive Consciousness Checks for that MechWarrior at Target Numbers of 3, 5, 7 and 10 respectively to stay conscious; I hope I've got my lucky dice!

Q: Does CASE have an effect on Gauss Rifle explosions?

A: Yes, it does.

Q: Can CASE be added to an IS Omni ('Mech, fighter, or Vehicle) as a pod? Or must it be added in the construction of the Omni (part of the fixed equipment)?

A: Yes Inner Sphere OmniMechs can have CASE installed in weapons pods but they have to spend for the weight and critical slot for them. They don't have to be part of the base chassis. This applies to OmniFighters and OmniTanks too. On page 136 of the BMR(R) If you read down underneath OTHER EQUIPMENT, it states, "OmniMech pods can accommodate any of the equipment described in Equipment...unless the rules for that equipment state otherwise." CASE doesn't say otherwise, so they can be mounted as pods on IS OmniMechs.

Q: A 'Mech fires his last round of ammunition, and receives a critical hit to that ammunition bin in the same phase. Quoting the BMR pg. 28: "The player should keep a tally of shots fired using the Critical Hit Table, making a hash mark (when the attack is declared) next to the appropriate ammo slot every time he fires the corresponding weapon. When the number of marks equals the amount of ammo carried in that slot, that bin is empty." So, since the ammo is marked off in the attack declaration phase (step 4), the bin is considered empty at that

point, prior to damage from weapon attacks taking effect (step 7). The ammo would then not explode. Is that correct or does the bin explode with 1 shot?

A: You are correct, it would not explode.

Q: Does CASE just blow all of the damage out of the rear armor without affecting the internal structure or equipment? I guess so other wise you'd never put it in an XL torso would you?

A: CASE stops the damage from an ammo explosion from transferring to a new location, it does not protect the location it is in from damage. So yes, if a CASE is located in the side torso of an IS 'Mech with an XL engine and there is an ammo explosion with enough damage to destroy that location's internal structure, it would do so, destroying the XL and thus the 'Mech.

Ammunition

Q: The ammo listing for LRM ammo for a ProtoMech is 25/3 kg. Is this intended as a fractional mass, or am I actually required to mount my LRM ammo only in 3-missile blocks?

A: Yes, ProtoMech LRM ammunition must be assigned in 3 missile blocks.

Q: Can we get a complete ammo list for the ATM's?

A: The game stats for the HE and ER submunitions for the ATM System can be found in the Errata section (under the BMR) on the CBT website.

Q: Within level 2 rules, does LRM ammo such as Thunder and Swarm LRMs have a BV multiplier?

A: No.

Q: Which Movement Modifiers are used when attacking multiple targets with Swarm-LRMs? I.E. if a jumping 'Mech makes a swarm attack and it misses, does the modifier for the next target use the attackers jump movement?

A: As it states on p. 142 of the Revised BMR (pp. 131-132 of BMR), "Calculate a modified to-hit number based on the same modifiers as the original attack, except for the target movement and the terrain in the hex the target occupies, which are replaced by the modifiers for the new target." As for the question concerning the -4 for a stationary target, no you would not receive it, since the rule above states you refigure the target movement modifier.

Q: How do Swarm-LRMs work? Does the attacker movement get added every time a new target is hit?

A: No- the jump modifier is calculated once. The rule states a new To-Hit target is calculated based on the original modifiers except that the movement and current terrain of the new target override those of the primary. As for which targets are attacked, that two is covered. Swarms are semi intelligent and seek out targets to attacks. They can be friend or foe.

Q: Can a unit, using a spotter, fire Swarm LRMs indirectly at a unit who is not in LOS?

A: Yes.

Q: From the Revised Master Rule book - when a Thunder-Inferno mine field is tripped, the 'Mech takes a number of inferno hits equal to the size of the LRM launcher. Does this mean that it takes just a standard 6 heat inferno hit, and if say it was an LRM 10, burns for 30 turns? Or do you get to multiply the damage and heat by the LRM size?

A: Thunder-Infernos inflict the standard 6 pts of heat, regardless of the launcher size; the launcher size only determines the number of turns that the unit is inflicted with the 6 pts of heat.

Q: How do Semi-Guided LRMs work? Can I get an extended example?

A: Okay, big example of TAG and Semi-Guided LRMs. First, please see p. 134 of Revised BMR (or p. 125 of BMR) and look at the diagram used to explain C3 Computers; I'll be using that diagram for my example.

'Mech A is the Target and has a Movement Modifier of +3. 'Mech D is the Attacker and ran this Turn. 'Mech C is the TAG unit and ran this Turn as well.

First, 'Mech C must TAG the unit. It is short range (4), +3 for the Target Movement Modifier (4 + 3 = 7) and +2 for 'Mech C's run (7 + 2 = 9) for a To-Hit number of 9. 'Mech C's player rolls 2D6 for a result of 10; 'Mech A is TAG'ed.

Now, normally, for 'Mech D to successfully attack 'Mech A with an LRM 20, the To-Hit Number would be 12 (6 [range] + 2 [Attacker Ran] + 3 [Target Movement Modifier] + 1 [Light Woods] = 12). However, 'Mech D is using Semi-Guided LRMs which state, "Normal modifiers for target movement do not apply to LRMs fired against such a target. All other standard modifiers apply as usual, including penalties for attacker's movement and for intervening terrain (if applicable)."

So, in this case, 'Mech D's To-Hit Number to successfully attack 'Mech A with its Semi-Guided LRMs, would be 9 (6 [range] + 2 [Attacker Ran] + 1 [Light Woods] = 9). 'Mech D's player rolls 2D6 for a result of 9; he struck the target.

Now the attack is resolved exactly like any other LRM attack. 'Mech D's player rolls 2D6 for a result of 7; after comparing that to the Missile Hits Table, he sees that 12 missiles hit. He then rolls three separate 2D6 rolls for a result of 7, 8 and 12 and 'Mech A's player applies five points of damage to 'Mech A's Center Torso, five points of damage to 'Mech A's Left Torso and 2 points to 'Mech A's Head.

A final note, you cannot get around the TAG rule; a unit firing a TAG cannot make any other attacks.

Q: Why is it that an LRM 20 firing thunder warheads does not get the -4 for attacking a hex but artillery cannons do get the -4 bonus?

A: That would fall into the category of 'rule was there before I worked at FASA.' My guess is it is a game balance issue. Thunders can be very dangerous as it is, no need to help them out.

Q: How does the new Davion AC ammo work? It reads like that the smaller size AC's have an easier time causing critical damage.

A: Actually, the -1 and so on affect the dice roll, not the number required for a crit. Say you fired an AC/20 with AP ammo, and rolled an 8 for your crit check. You would apply the -1 to your dice roll and end up with a 7 instead. Since a 7 means no crit, you do not get to roll for crit location.

Q: In the BMR the rules for AP Ammo state the you modify the critical roll, -1 for A/C 20, -2 for A/C 10 and so on. My question is then with a minus applied to any A/C is it correct that you can never get the 3 critical/Limb blown off result?

A: Those minuses are for hits that do not penetrate the armor. So, no, in that case, you cannot blow off a limb (as you would need a 12). Now, if a hit penetrates the armor, and scores internal damage, you make a standard roll for the internal hits as normal (so a 12 is possible BMR(R) page 133).

Q: What LRM sub-munitions can be mixed?

A: Incendiary LRMs are the only type of missile submunitions that can be combined with another type of missile submunition. Further, the Incendiary can be combined with any other type of LRM missile submunition.

Q: With the additional ammunition types: Are all of the different ammunition types assigned the same Battle Value? If not, will a recalculation of a unit's BV be necessary depending on the alternate ammunition types taken?

A: Ammo does not add BV. That is a level 3 rule from MaxTech.

Battle Armor and Infantry

Q: In the flamer rules it says that flamers may cause heat instead of damage if all players agree. Can flamer infantry do the same?

A: No.

Q: Is damage from infantry done to one location on a 'Mech, or is each point rolled for a separate location?

A: It is divided into 5-point blocks, in the same fashion as LRM damage.

Q: Are there any rules for one point or squad of Battle Armor to conduct a physical attack on another point or squad of Battle Armor?

A: No.

Q: Rifle and other infantry platoons have 1 MP. How can they enter light woods, costing 2 MP?

A: You would use the Minimum Movement rule.

Q: When making a leg attack, do battle armor really use satchel charges? If so is there an ammo limit? After making a leg attack is the battle armor still on the 'Mech or what?

A: No, in standard CBT battle armor do not carry satchel charges.

Q: Why do all IS Battle armor squads weigh 4 tons?

A: According to BMR(R) all BA is 1 ton/trooper so a IS squad is 4 tons and a Clan point is 5 tons.

Q: For Battle Armor with stealth systems, is the +1 to-hit modifier (used for battle armor infantry) added to the stealth to-hit modifier?

A: Yes, the +1 to-hit modifier for attacks against all battle armor is added to any additional to-hit modifiers that a specific type of battle armor unit might force upon an attacker.

Q: If you can not hit Battle Armor or infantry with Infernos, can you aim at the hex (and there by putting everything in the hex on fire) and cook them during the heat phase?

A: On p. 80 (Revised BMR), under EFFECTS OF FIRE it states, "A unit occupying a hex ignited during the Attack Phase of the turn will not be affected by the fire until the Heat Phase of the following turn.

NON-MECH UNITS: Unless the controlling player rolls an 8 or higher on 2D6, any non-BattleMech (including ProtoMechs) unit that ends its Movement Phase on the ground in a burning hex or moves along the ground into a burning hex is destroyed. The player must make this roll each time a unit meets either conditions."

As such, the turn in which you set the hex on fire, has no effect on the infantry. For such an event to effect infantry, the infantry unit would have to either stay in the hex in the subsequent turn-which would mean the unit would make the 2D6 roll at the end of the Movement Phase-or move along the ground into that hex in that subsequent turn; which means the unit would need to immediately make the 2D6 roll.

Q: How do we determine the BV of the various Types of side arms, Support Weapons, SMGs and Assault Rifles in the BattleTech Universe?

A: There simply exists no current system for that.

Q: Can you publish tables for Battle Armor squads of 7 men?

A: That table was never done, because none of the factions in the universe deploy their troops like that. Of course, if Rick Raisley wants to put it in HMLite, then I've no problem with that at all.

Q: Are infantry that swarm a BattleMech already on fire (from Infernos) affected in any way?

A: P68, BMR: Unrevised, Swarming, subsection Fire states that conventional infantry do get the 8+ roll of love while on a flaming 'Mech, and fall off, but not BA.

Q: Is it possible for Battle Armor to jump off of a VTOL while the VTOL is in the air? Say at a height of three and moving at 7?

A: There are no specific rules governing that. However, I'd say simply use the standard dismounting rules from infantry carriers, combined with the Dropping Troops Special Case Rules.

Q: How is damage applied in this situation- A 'Mech carrying 'Mechanized Battle Armor is in a hex where artillery lands (say an IS Arrow IV HE round for 20 pts damage). Do the Battle Armor Squad/Point *and* 'Mech take the full 20 pts of damage, or does the Battle Armor act as "additional armor" for the 'Mech, with a total of only 20 pts of damage applied?

A: The BA would act as 'additional' armor in this case; i.e. apply it to BA first and then to the 'Mech if appropriate.

Q: On page 63 in the BMR-re under attacks against battle armor it states to "re-roll a 6 or a result indicating a previously destroyed trooper". Does that "previously destroyed trooper" mean a trooper destroyed in a prior turn only or does it apply to troopers taken out that turn? **Example: using standard IS BA trooper number 4 gets hit twice by a PPC from a Warhammer. Is the second hit re-rolled for another trooper or do both PPCs hit the same trooper?**

A: They would both strike the same trooper; previously destroyed refers to a previous turn and/or phase.

Q: **Can you fire weaponry at Battle Armor that is swarming a 'Mech?**

A: No. Attacks made against a 'Mech being swarmed have no effect on the battle armor.

Q: **Can the Epona A OmniVehicle carry elementals like an Omni 'Mech and what weapons can it use if it does so? Also if elementals have claws and magnetic boots can they ride on conventional vehicles?**

A: No and no. The BMR:R (pages 61 and 62) are very explicit on the issue. Only OmniMechs may transport battle armor on external points. However, vehicles can transport BA internally, if they allocate one ton per trooper of cargo. There is an exception, however. The Capellan battle armor, the Fa Shih suits, do come with special magnetic clamps that allow the suits to treat any BattleMech or vehicle as an OmniMech, for the purposes of transporting battle armor. In that case, only weapons mounted in the turret can be fired if the Fa Shih suits are riding "shotgun".

Battle Value

Q: **How did FASA (or whomever) come up with the BV calculations?**

A: The Battle Value formula was created by Bryan Nystul, Ross Babcock and myself over several months and then was play tested to death with numerous groups over several more months. Though it is far from perfect and after years of playing with it I can see some of the 'stress cracks' in the system, I still think it does a great job of evaluating units in BT.

Q: **Will there be an attempt to tighten up the BV calculation system? Why are there differences in the ammo values between Clan and IS and not just weapon BV differences, example Gauss.**

A: To be honest, I don't see me working on that in the near future. Are there some problems with the BV system? Yes. Even though we play tested the thing to death for many months and many play test groups, the years have shown where a few problems lie. However, having used it for years, I think it does a very accurate job of balancing units. Additionally, right now I am under the impression that most people would rather see the products that I have outlined come out, instead of setting aside time to tighten the BV system, which would push products back. Is there a chance that it might get tackled in the future? Sure, but we'll just have to wait and see.

As for your specific case of the Gauss ammo, that was simply an error that was made and left because of the effects a correction would make on all the published designs (i.e. we felt the error was small enough that correcting it would cause more difficulties than leaving it).

Q: **When calculating or adjusting BV of a unit, does the C3 value get applied before or after the Pilot BV Modifier?**

A: The BV for the C3 is added first and then you modify for the Piloting/Gunnery.

Q: **The BV tables say that if a 'unit' has TAG and the Arrow system, add +200 to the BV. Do you add +200 BV if you're using Semi-guided LRMs?**

A: No.

Q: **In BV calculations, is the 20%-modification to all linked weapons of the Targeting computer included in the added BV value of C3?**

A: Yes.

C3 Systems

Q: **In the BMR it says C3 cannot be used to launch LRM Indirect Fire. Does this mean that LRMs cannot be used in conjunction with C3 at all or does it just mean that you can't indirect fire them using C3?**

A: It only means you cannot use the C3 while firing LRMs indirectly; you can still use C3 when firing LRMs directly.

Q: Is it possible for a unit to be a part of several C3 networks if they have the appropriate amount of C3 Slaves or Masters?

A: Units cannot be linked to more than one C3 network.

Q: When Heavy Gauss Rifles are used in combination with C3/C3i, does the damage drop with range of HGRs still apply if, say, the HGR is effectively firing at short range at a target that is in the HGR's normal long range?

A: C3/C3i has no effect on the damage of a Heavy Gauss Rifle. As such, even if it is a part of a C3 network, you would measure the range from the attacker (i.e. the 'Mech firing the Heavy Gauss rifle) to the target and apply damage accordingly.

Q: Can you use a C3 network for range bonus and then tie in the advantage of a targeting computer? I.E. a Gauss Rifle gets range of 6 from c3 network (short range) plus an additional -1 due to a target comp.

A: Yes.

Q: Do C3 equipped units suffer minimum range penalties based on their own position or that of their spotter?

A: BattleTech Master Rules (Revised) page 134, heading: C3 Computer, second paragraph, just above the CASE drawing: "use the FIRING unit's modifiers for movement, terrain effects, MINIMUM RANGE, and so on."

Q: Can a C3 unit use the shortest range for figuring out the to-hit of the C3 unit, even if the target has ECM, but none of the C3 units are within the ECM bubble?

A: Yes, as long as they have a clear LOS to each other, page 136 BMR(R)

Q: If the pilot of a C3 master unit equipped 'Mech is knocked unconscious, can the network still function?

A: On p. 17 of the BMR(R), under CONSCIOUSNESS ROLLS, it states, "No equipment (except heat sinks) on the 'Mech functions as long as the pilot is unconscious."

Q: If my 'Mech equipped with Arrow IV artillery attacks a hex that's 25 hexes away and a hovercraft on my side has a C3 slave that's 5 hexes away from that hex and both are a part of the same C3 network, can my 'Mech using artillery attack the hex as if my 'Mech is 5 hexes away from the hex?

A: No, since the on-board/off-board artillery function depends on distance, not targeting ability.

Q: In the Master Rules on the C3 Computer, it says that 'Mechs on the network must all be "on the map." Does this mean that two units, a master and a slave, separated by 17 or more hexes cannot link together for the C3 network?

A: "On map" simply refers to "On the playing field" in this case. So, the network could be disrupted if you shoved the Master unit off the map edge. Or if the Master computer were to use Off-Map Travel.

Q: My Grand Crusader has C3i, I can see an enemy 'Mech at 7 hexes but he is in heavy woods. My Mongoose in the same network is one hex away with clear line of sight. When I fire my GC's LRMs Can I use his range but the cover mod (i.e. none) from the Mongoose?

A: In this case, you would gain nothing from the C3i. You still need to take into account all of the usual modifiers. Because you are in the LRM short range bracket, you gain nothing from that Mongoose. However, if the Grand Crusader were one hex further back, you could use the Mongoose's position to knock the range modifier from +2 to +0.

Q: Can C3/C3i be used in the tournament, and can the optional quad 'Mech rules be used in the tournament?

A: Yes and no

TAG and Artillery

Q: Is it possible for infantry to target a building or area with TAG, then set it up on a tripod while it is targeting, and then run like hell?

A: There are simply no rules to cover that type of situation in BattleTech. As such, the answer would be no, infantry cannot set up the TAG on a tripod and then leave.

Q: Can TAG be used to designate just a hex for homing Arrow IV missiles?

A: No.

Q: Why is TAG incapable of targeting a hex?

A: Because that is the rule.

Q: Can you TAG for yourself?

A: Yes, it is possible. In turn 1 'Mech A is 18 hexes away and launches an Arrow IV, which will take one turn to arrive on board. You then move forward until you are at least 15 hexes from the target during turn 2 and during the Off-Board Artillery Phase, you could TAG for your own incoming Arrow IV.

Q: Can a C3 Master act as TAG for Arrow IV homing missiles, if the Arrow IV launcher 'Mech does not have a C3 Slave? If it can, does it require a roll of any sort, or is it automatic?

A: Yes it can. As for the roll, it acts exactly like a TAG, so you would use those rules (see pp. 76-77, BMR(R)).

Q: In game that I play I have a player tell me that using Arrow IV is easier without TAG and just uses the saturation version cause he say that firing On-board using a spotter is easier. Example: a Catapult (Arrow IV variant) fire indirectly due to a spotter but targets a hex (that a 'Mech is in) and the only modifiers used are Gunnery of the catapult, +1 for indirect, movement of the attacker, movement of the spotter and then a -4 for immobile target. Which tends to make it rather deadly. To me something seems wrong. Please explain it to me.

A: I'm afraid your friend is incorrect. When using artillery weapons, you must use the artillery rules starting on page 68 of BMR. IDF can only be done by LRMs. Using artillery rules, it may still be easier to hit a hex than use TAG, depending on the gunnery of the TAG unit, and how well you spot. But since you have to target before movement, you never know where a enemy unit might end up, which balances things out a little.

Targeting Computer

Q: Can you divide up the critical slots of targeting computers different locations or do they all have to be put in the same location?

A: TC criticals cannot be split up in any way.

Q: When rolling the To-hit roll while targeting a location with a Targeting Computer, do you roll once for all weapons, or do you make separate rolls for each weapon?

A: You make a separate to-hit roll for every weapon that is fired.

Q: The targeting computer rules state that a 'Mech with a targeting computer can make an aimed shot, but it need not use all weapons linked to it. Does this mean that a Templar Prime can choose to fire its Gauss normally and target a location with its Large Pulse Laser?

A: Yes, you can choose to fire some weapons normally and some targeting a specific location in the same Weapon Attack Phase. So, in the example of the Templar, you could choose to fire the Gauss normally (which would provide the -1 modifier) and target a specific location with the Large Pulse Laser; or vice-versa for that matter.

Q: When placing a targeting computer on a 'Mech, must all direct fire weaponry be considered when determining the weights and crits? Or can some direct fire weaponry remain unlinked?

A: All direct-fire weaponry (except MGs and Flamers) on a unit with a TC must be tied to the TC; i.e. the weight and size of the TC will reflect the fact that all weapons on the unit are tied into it.

Q: Is there any device in level 2 play that will block a targeting computer? If not, are there any plans to include one in the near future?

A: No, to both questions.

Q: If an Ultra or Rotary AC is hooked into a targeting computer and a specific location is targeted and the AC fires at 2,4 or 6x do all the rounds hit the targeted location automatically, or must there still be a roll on the missile hits table? And even if they do all automatically hit must a roll be made anyway to determine jamming?

A: Page 133 of BMR(R) If the firing unit is using a targeting computer to aim at a specific hit location, and multiple shots hit, all the shots hit the targeted location. So you still have to roll to see how many shots hit, just like you do with an UAC. Then however many shots hit, hit the same location.

Q: If a 'Mech has partial cover, and you are targeting the right torso with a targeting computer does it still have the +3 modifier for partial cover?

A: Yes.

Level 3 BattleTech

Q: Can a hovercraft engage Jump Jets over water?

A: Yes.

Q: When figuring the to hit number for an Artillery Cannon do you get the -4 modifier for firing at a hex? And can they only fire with the LRM Indirect Fire rule?

A: Artillery Cannons fire as a standard, non-artillery weapon during the Weapon Attack phase, but always target the hex. Therefore, they do receive the -4 modifier.

As for the LRM Indirect Fire rule, it states under Artillery Cannons in Maximum Tech, "All three artillery cannons can fire indirectly in the same manner as LRM Indirect Fire." That means they have the option to fire that way, not that they fire that way continually.

Q: Are MFUK weapons and equipment Level 2?

A: Anything not currently published in the Revised BMR-which includes all MF published weapons and equipment-is Level 3.

Q: When playing with the Expanded Piloting Check of MaxTech, do you include the damage of an ammo explosion when determining if a 'Mech suffered 20+ damage in a Phase?

A: Yes, you would need to make a Check for the MechWarrior in that example.

Q: The MaxTech rules state that crew members besides the driver may fire a single weapon with no attacker movement modifier. Can that single weapon be a group of multiple weapons that are linked together using the rule for linking weapons?

A: No.

Q: Any chance infantry field guns will be brought down to level 2 rules?

A: No.

Q: In a 1 versus 1 game, with a referee, if a 'Mech start the self-destruct sequence, must the referee announce this to the other player?

A: Well, there are no real Level 2 rules covering that situation. However, the closest is the Self-Destruct Sequence rule (p. 20 of Revised Maximum Tech). In there, you have to announce that one of your units is beginning a self-destruct sequence, but not which one. So, perhaps the best solution -and please take this as the opinion it is - would be to simply have the referee come up with a target number (based on how close the two 'Mechs are, how much terrain is in the LOS and so on) and he then secretly rolls against the target number. If he succeeds, he then tells the opponent what is going on. If not, he doesn't. Hope that helps.

Q: If a normal LRM tube for ProtoMechs weighs 200kg, would a Streak-LRM tube for ProtoMechs weigh 400 kg?

A: Yes, that would be the correct weight.

Q: What does a Cowl do?

A: The Cowl is a House Marik piece of equipment - and was released by MFUK. It basically added 5 points of armor to the head, allowing it, in theory to survive a Gauss Rifle to the head. Massed one ton, and took up one critical slot. A critical hit on the slot dislodges the armor, removing it. The armor is bypassed on any shot that comes in from the front hex.

Q: Do the thunderbolt Missiles from Maximum Tech have any special warheads like regular LRMs?

A: No.

Q: Are RACs allowed to deploy with infantry per the Field Gun rules in MaxTech?

A: Yes. The rule states: "Any autocannon or Gauss rifle...", meaning Ultra, LB-X and Rotary ACs, as well as Light and Heavy Gauss Rifles.

Q: Several questions about ICE-powered 'Mechs and heat:

1) Do ICE 'Mechs have to stay at 0 Heat, like vehicles?

2) Do ICE 'Mechs generate heat from movement, like 'Mechs?

3) Are there any unusual heats effects like, say, fuel explosions from excess heat?

- A: 1. No.
2. Yes.
3. No.

As far as heat is concerned, low-tech 'Mechs generate heat exactly like regular BattleMechs, so yes, you'll need to mount additional heat sinks if you don't want to simply heat up until you shutdown.

Q: Is the Huntress BattleMech showcased in the old BattleTechnology still considered cannon? Are there any ground rules for making TankMechs? If not, can we see some made in the next incarnation of BMR or MaxTech?

A: Any unit that appeared in that magazine can be considered a part of the BattleTech universe, even if it is simply a unique prototype somewhere. However, they are not legal for tournament play. As for TankMechs, there are no rules covering that and I don't have any plans for a new rulebook in the near future, so we'll just have to wait and see. ;-)

Q: Do internal combustion engines in 'Mechs hold heat sinks like fusion engines, or must all heat sinks be mounted outside the engine in critical slots?

A: All heat sinks must be mounted outside of the IC engine.

Q: A Lift Hoist (3 tons/3 crits) can lift up to half the 'Mechs weight. If I have multiple lift hoists, can I carry multiple loads?

A: No, mounting multiple Lift hoists provides no further benefits beyond the first. Yes, the cargo is treated as standard external cargo so MP is reduced.

Q: When you have CASE II in an arm and have an ammo explosion, you apply the damage to the arms armor, don't you?

A: Yes, that is correct.

Q: Must ICE 'Mechs mount at least 10 Heat Sinks per Standard 'Mech Construction Rules?

A: No, there is no minimum Heat Sinks required on a 'Mech that mounts an IC engine.

Q: What is the set up time for Field Guns?

A: On page 39 of the Revised Max Tech, it states, "A field gun must be unhitched and set up before it is fired, and so infantry troops may not fire it in a turn in which the towing unit moved." Conversely, the infantry troops can only move with the gun, if in the Turn immediately prior to the one in which they are attempting to move, they did not make any type of attacks.

Q: Does a building take damage if a 'Mech climbs one?

A: No.

Q: According to the Tandem Charge Warhead rules, a TC round does one point of damage to the external armor and one point of Internal armor damage. My Questions are if you hit an Armored trooper with a TC does the armor take one point of External Damage and kill the trooper inside, and is the armor salvageable? This could provide regular infantry a way of stopping Armored Infantry.

A: I cannot say if this correction was made in the 2nd printing of the BattleTech Tactical Handbook, but as of the 3rd printing, the following rule was added to the Tandem-Charge Warhead, "TC warheads affect all infantry units, including those equipped with battle armor, as normal SRM missiles."

Q: How does anything get into Ultra Heavy Woods?

A: First, battle armor are considered infantry and yes, jumping infantry (this includes BA) can enter Ultra Heavy Woods just like normal Woods. Also remember that units can use the Minimum Movement rule (p. 18, BMR(R)) to enter Ultra Heavy Woods. Finally, as 'Mechs are prohibited from entering, they cannot use jumping to enter an Ultra Heavy Woods hex.

Q: The Fasalane-Class YardShip appears to be missing from TRO: 3067. How come?

A: The *Fasalane* is a Level 3 unit and so was not included.

Q: Can you use ECCM to negate the ECM effect of an active Stealth unit?

A: In this specific case, ECCM has no effect on Stealth Armor; i.e. using the ECCM ability of an ECM Suite does not negate the ECM bubble of 'one hex' surrounding the 'active' Stealth Armor unit.

Q: X-Pulse lasers. Do they get the pulse laser modifier?

A: Yes, they get the normal -2 to-hit.

Q: Can the equipment from Explorer Corps/MaxTech, specifically the Agro Combine and Lift Hoist, be used on Vehicles?

A: No, unless it specifically states otherwise.

Q: How should I handle submerged laser armed Inf.? Will there be Torpedo SRM/LRM Infantry? How do you conduct a swarm/leg attack underwater?

A: You can find those rules in the infantry section of Maximum Tech (stock #1700).

Q: Can a VTOL/fighter/flying unit that is landing in a turn be detected by seismic sensors? Also, is it possible for a VTOL/fighter/DropShip, while it is landed, being capable of using seismic sensors?

A: Yes and yes.

Q: Is there any reason why VTOLs can't have jump jets mounted on them?

A: VTOLs cannot mount Jump Jets per say; JJs are simply incompatible with a VTOLs movement. However, they can mount Jet Boosters (Max Tech, under VTOL Options in Construction), which are effectively VTOL JJs.

Q: Can vehicles mount Infantry Support weapons such as the Recoilless Rifles and Mortars found first in the TR3026 and later in the MW2 Companion book?

A: No.

Q: I was just wondering if any of the items and equipment listed as Level 3 online, have ever been published by FASA or WizKids? If so, where I could get info on it?

A: Well, it was published by FASA in various places. Maximum Tech, The Tactical Handbook, Unbound (a MechWarrior adventure) are the three biggest sources for L3 equipment. However, only the first book (MaxTech) is easily accessible. The other two have been out of print for a while now, though the TacHandbook can sometimes be found at game shops. Also, the Clan RACs, the Plasma Rifle, and the Armored Cowl are from 'MechForce United Kingdom. Clan RACs operate just like their Inner Sphere counterparts, except they can't unjam. The Plasma Rifle, when it hits, raises the heat of the target by five points. And the Cowl adds additional five points of armor to the head from any shot that does not come in from the front-center hex on the 'Mech mounting it.

Tournaments

Q: Can Record Sheets produced with Heavy Metal Pro be used in Tournaments?

A: The problem with 'Mech Generators has always been 'how do you verify that the designs being used are correct?' After all, I imagine it would not be that difficult for someone to slide into the program and make a few tweaks and with out going over every sheet by hand, you'd miss that. Of course, as has been mentioned, the organizers of the tournament could have the program set up and printing requested sheets, but for people to simply bring their own sheets, that is still not advisable.

Q: I think there was some rule that prohibited the Large Mountain Mapsheets from being used in tournaments because they're designed to be used in pairs. My question is, if everyone playing in the game agrees, can the mapsheets be used in that tourney game?

A: I would leave that up to the discretion of the tournament organizer. For me, I'd allow it.

Q: Can you use Aerospace fighters in a Bloodright Tournament? If not, Why?

A: No, and that is simply for simplicity.

Q: The notes on Open Tournaments indicate that specific models cannot be duplicated (thus preventing the evil 4 Goshawk Clan Lance) Does this apply to a ProtoMech Point as well?

A: Your point of ProtoMechs will have to be 5 of the same one. We did the math and with 24 variants, a point of 5 could have 5 million combinations or so. We're not going to enter 5 million items into the scoring database.

Q: Why was it determined that in a single round, a player has to use 5 different ProtoMech variants in a single point? Or am I just reading the rule wrong?

A: Yes, you're reading it wrong. :) Protos have to be picked in groups of 5. If you choose a group in round 1 and you make it to the finals, you cannot use that group again.

Q: Is there an option for a player to elect to not use the C3 capabilities of his selected unit, and consider the C3 computers as dead weight (as before)?

A: No. All C3 computers are considered on and you will have to pay the BV for them. No exceptions.

Q: Suppose you are playing in a tournament and you pick a "city residential" map, and your opponent picks a "River delta" map. Upon putting the 2 maps down, right smack in the middle where the 2 maps meet, there is a hex that is half depth-1 water and half level-0-pavement. How should this hex be treated?

A: Generally speaking, the hex is considered to be the Level of the highest terrain in the hex. However, in the case of water, it always takes precedence. So, in your example, the hex would simply be a depth 1 water hex.

Q: 1. Could prohibitions on certain equipment and rules be considered null and void by players in a game if all the players in that game agree?

2. Can players in a game use their own house rules and/or house units if all players in that game agree?

3. Why are there no rules for combined arms tournaments? Why the bias in favor of Clan "me only" tournaments?

4. Why are there no rules for affiliation vs. affiliation tournaments?

5. Why are there no rules for AeroTech tournaments?

6. Why are there no rules for miniature tournaments?

7. Are you interested in new and unique rules for tournaments?

A: 1. No.

2. No.

3. See the new tournament rules.

4. Wait for a few weeks...

5. Wait for a few weeks...

6. Because they make it a lot more complicated.

7. Like I said, we just did a large overhaul on the tournament rules, so I think we'll see how they go over this summer and then see.

Q: I recently came across the stats for the old BattleMaster, Thunderbolt, and Shadow Hawk 2H & 3H from the days of BattleDroids. Would these variants be considered "official" and could they be played in a tournament where Level 1 rules are used?

A: No, they would not be legal for tournament play. Only those units listed on the Master BV List (found in the PDF section of the CBT site) are legal for tournament play.

AeroTech

Q: I was wondering if there would be any plans to fix the problems with AT2
1. the bomb load rules
2. the fact that Aerospace fighters are so hard to shot down
3. and how the can take out a company of 'Mechs with no loses (I was GM when one of the players squadrons did this to a Lyran com.)

A: At the current time, there only rules slated to be changed in AeroTech 2 are the Construction rules that were not included in the printing of the book (for space reasons). These rules will bring the book in line with the HeavyMetal Aero software package written by Rick Raisley, as well as the original intention the authors were trying to achieve.

Q: Is the Samurai still an official design?

A: Yes it is. A record sheet for that fighter will be included in AeroTech 2: Record Sheets, out this summer.

Q: Will the old BattleTech, AeroTech, and BattleSpace JumpShips, DropShips & Warships be reworked to agree with the AeroTech 2 rules, or will they be left in their original stats and just be printed for use?

A: In the AeroTech 2: Record Sheets book, all aerospace units will be designed using AT2 rules and their record sheet published that way.

Q: Will the ships printed in TR 3067 be corrected? For example, the Leviathan's SI is too high for the rules to support so will this, and other such errors, be corrected?

A: The WarShips in TR: 3067 were not updated to AT2 rules (though corrections were found were made), but were simply formatted to be used in an AT2 game. Of course, when AT2: RS is published, all of those designs will have had to be translated into the AT2 system to print out in a record sheet format.

Q: Will there ever be a TRO for Jump and DropShips for AT2?

A: No. However, the AeroTech 2: Record Sheets will include AT2 record sheets (i.e. they will all be translated to AT2 construction rules) for all of those craft.

Q: Could we see more complete stats for the fighters listed in back of AT2?

A: Most if not all of that information will be provided on the record sheets found in AT2: RS, which will be out this summer.

Q: How Will LAMS be handled in AeroTech 2?

A: Well, it is a little difficult to determine what your exact question is, but I think you are asking if LAMs will be included in HMAero. The answer to that is no, they will not be.

Q: On pg 28 of AT2 it states: "At the beginning of each turn, reduce the velocity of atmospheric units by 5, to a minimum of 0. This reduction can be offset by spending Thrust Points during the movement phase. (1 thrust point increases/decreases velocity by 1 point)." Is there an errata that clarifies this point? As it is written it deems necessary a fighter to expend at least 5 points of thrust per turn (which is transformed into 5 points of velocity) to stay up. Is this correct?

A: You do not need to spend 5 Thrust each turn to remain aloft (just 1), though Velocity decreases by 5 each turn."

Q: Both "Path of Glory" and "Test of Vengeance" both make mention of the Leviathan class transport/WarShip being refitted over Alshain. Will we see the stats of the new version of the ship in the RS: Aero?

A: Yes.

Q: How are marines (Armored and unarmored) handled in AT2?

A: In both cases they are regular infantry (powered infantry) and not counted as crew for construction purposes.

Q: Can you add superchargers to AeroSpace Fighters?

A: No.

Q: Is there going to be a more reasonable altitude system included for all those hundreds of kilometers an atmosphere usually has?

A: At the current time there are no plans for such a product. Of course that does not mean that something might not appear down the line, but nothing for the near future.

Q: What exactly are the rules for weapons like Heavy Gauss Rifles or Rotary Autocannons when mounted on Aerospace fighters?

A: Well the Heavy Gauss still reduces its damage over distance; the PSR requirements for 'Mechs do not apply to aerospace fighters. As for the RAC, if you look at its Attack Value, you can see that it has been increased appropriately, similar to Ultra ACs. Also, by following the same rules as for 'Mechs and vehicles, an aerospace fighter can unjam a RAC.

Q: Fighters in atmospheric combat seem to burn fuel extremely rapidly - in just a few minutes to maybe half an hour. Is there a rule hidden in AT2 somewhere that says fighters in the atmosphere only need to spend fuel when they go above a certain thrust level, or are only in combat?

A: No, the rules in AT2 are correct. Effectively the rules represent the loitering endurance of a fighter (i.e. using afterburners, maneuvering and so on) at low altitude. The space map represents long-ranged flight to and from base, where fuel goes much further.

Q: The old AeroSpace Fighters all got to keep there ten points of cockpit armor, but the new design rules don't speak about that. And the Eisensturm didn't get this bonus. Is there a errata somewhere on the subject?

A: No, there are no errata. New ships simply don't get that additional armor.

Q: Given that the point values for AeroSpace craft listed in the BattleForce Roster (pages 134-138, BattleForce 2 rulebook) seem to be out of whack with the BV's listed in AeroTech2 (the point values are most certainly not BV/100), what was the formula used to calculate the point values for AeroSpace craft in BF2 ? And will all the units in TR: 3067 have BF2 values?

A: I'd have to spend some time trying to hunt down that formula. For space reasons, BF2 stats were not included in TR: 3067. However, RS: 3067 will have a BF2 Appendix. Also, once AT2: RS is released, a new, updated and complete BF2 list will be added to the website; like what we did with the new BV list. Also, before someone asks, yes, we will have an updated AT2 BV list once AT2: RS is released.

Q: How high can a VTOL climb? How many turns does it take for a dropped 'Mech to get from the DropShip to the ground? If it takes more than one turn can it (the 'Mech) be attacked in each turn? What would be the range of an attack from the ground to a dropped 'Mech? What are the modifiers for a 'Mech to make a successful drop?

A: First, there are no rules covering how high VTOL can climb. The rest of your questions I believe are answered by the rules under Dropping 'Mechs and Battle Armor on p. 35 of AT2.

Q: Can an OmniFighter use pod space for additional fuel reserves?

A: Yes, you can. One of the Clan OmniFighters in 3055 does so.

Q: How big is a DropShip that has landed on a map?

A: The Leopard class is 2 hexes long, though the two hexes adjacent and to the rear of the "back" hex could be included, too, due to the wings.

The Vengeance class is a full 7 hexes long, with a row of 3 hexes each along each "aft" side, each placed so that they don't "hang over" the aft end. That's the best way I can explain that...sorry.

The Avenger class occupies 4 hexes...2 in a row, with a hex on each side that is adjacent to both of the middle row hexes.

The Achilles class is 4 hexes in a row. (Thank Blake ONE of these was easy to describe!)

The Union, Seeker and Intruder all share the same pattern.

The Overlord, Excalibur and Fortress all share the same pattern.

The Fury, Condor and Gazelle all share the same hex pattern: 3 hexes in a row, with 1 extra hex on each side, adjacent to the last two hexes.

The Mammoth class is 8 hexes across.

The Behemoth is 7 hexes across.

The Mule is 4 hexes across.

The Monarch is a wedge 6 hexes long and 5 hexes wide at the aft. The wedge cuts down to one hex wide for the last 2 hexes of the "centerline" towards the nose of the craft.

Q: But how exactly does one use the BattleSat? Do Combat Space Stations have the ability to make single face change once per turn?

A: In combat turns, no, the BattleSat cannot maneuver and turn (though in the case of say a MW RPG campaign, it could move very, very slowly with its station-keeping drives [0.1 G thrust]). Basically, the BattleSat can shoot what's in front of it; so it is pretty useless all by itself.

Q: Does the 6 Door limit only apply to Drop Capable Doors such as Aerospace/Small Craft Doors and 'Mech Drop Doors, or does it also apply to Cargo and Vehicle Bays?

A: Yes, the limit is for drop/launch capable doors (and it is 8 by the way). ;-) The number of Cargo doors is unlimited.

Q: There is little on Small Craft Construction Rules in AT2. Do we have to use BS2 rules instead?

A: You are talking about AT2 rules, correct? No, the Small Craft construction rules are in AT2; i.e. you need not go to BS for those rules if you do not want to.

Q: Can I recalculate the thrust values for an OmniFighter that is not carrying its maximum load-out?

A: No.

Q: What is the maximum tonnage of armor for a space station?

A: First, no, there is no maximum limit to the armor in the AT2 construction rules for Space Stations. However, in reality, there is a maximum amount of armor that can be mounted on a Space Station (very large though it may be), subject to the maximum tonnage allowance of a space station and minimizing every other aspect of the design. The total number of armor points that can be mounted onto a legal Level 2 Space Station is 2,686,754 (Capital).

Q: Can HPGs be mounted on Small Craft?

A: HPGs cannot be mounted on Small Craft.

Q: AeroTech 2 does not appear to have ammo explosion rules. What use is CASE?

A: You are correct; the AT2 rules do not have ammo explosions.

Q: Some JumpShips have weaponry, but AT2 rules disallow them to change their facing. Yet fluff suggests they are used against pirates and meteors. Do the rules need to be changed?

A: Well, it appears that you are attempting to use flavor text to prove a rule and that is simply a no-no. ;-) For example, if you read back through the original TR: 3025, you'll find many places where it says this 'Mech is really good at this, or bad at that, but it really had no effect on the actual game in any way shape or form. Of course that doesn't mean that those types of flavor text things cannot be turned into home rules...they just are not part of the official rules.

Q: 1) Are the various conventional fighters (Guardian, Boeing Jump Bomber, etc.) no longer VTOLs? It seems they're not, but the tonnage was not reallocated anywhere.

2) Do BattleMechs shooting at Aerospace fighters suffer from movement modifiers? This isn't really discussed in AT2, and I'm curious.

3) Should those of us with large numbers of miniatures expect a change in post-civil war paint schemes?

4) Will the Garm and Cestus be released in miniature format? Will the Caesar be re-released?

A: 1. They are no longer VTOLs and no, the tonnage was not reallocated.

2. No.

3. Not really, no.

4. Yes on all three.

Q: The Behemoth seems to need 2 docking hard points per old fluff rules. AeroTech 2 does not seem to support this with rules. Does this mean a Behemoth no longer requires 2 docking collars?

A: Yes, that is correct. Under AT2 construction, all DropShips, regardless of their size, only require a single hard point.

Q: I have been informed that certain types of equipment may not be installed on ASFs (C3, ECM, and Active Probes, for starters). Is this actually the case?

A: Yes that is the case. As for errata, they still mount it.

Q: Ok, we have a minimum crew formula in AT2. What about a formula for Skeleton Crews? What would that be?

A: Currently there is no such formula. Since a lot of these formulas are 'roughly' based off of 'real world' naval crews, perhaps you could find out the percentage of a standard crew of a vessel and what they consider a 'skeleton' crew to be and use that as a base line.

Q: Is it ever possible to do (threshold-induced) critical damage to a ship with >700pts of capital scale armor on a facing (i.e. thresh is >70)?

A related question: for purposes of determining whether a hit exceeds a threshold, is the hit based on the individual weapon, or the bay? (i.e. with two NAC-30s in a single bay, is the damage to be compared to the threshold 30 or 60?).

A: 1. No.

2. The Bay.

Q: What are the rules for Space Tugs?

A: Unfortunately, as far as I'm aware, no such rules have ever been published.

Q: I was wondering as to whether a spheroid DropShip would need to fly back into orbit in order to land at a different location on the same planet. In other words are spheroid DropShips capable of vast horizontal movement, not just tiny adjustments for landing?

A: No, they can side-slip within the atmosphere, which can be done (for example) by turning left/right 60 degrees, spending 1 MP to move a hex forward, then turning upright again (a total of 3 MP).

Q: Minimum Crew Table on p48 states crew requirements:

DropShip or Small Craft (civilian) 3+

DropShip (military) 4+

1. If my small craft is a military machine (combat insertion) what would be the standard crew, 3 or 4?

2. The max size for the small craft bridge would be 1.5 tons (for a 200ton SC) Is the weight of the crew in that 1.5 tons and basically ignored or do we add tonnage as in TRO3057 for the KC-1 Drop Shuttle and others?

A: 1. The table should read 'DropShip (Civilian) or Small Craft.

2. The 0.75 percent of mass is the cockpit of the small craft, which is sufficient for a short-ranged craft. A small-craft designed to go long-range (such as the KC-1) should also have a crew quarters (not nice to sit in a cramped cockpit for a 5-day run to the jump points).

Q: Do conventional aircraft use the same rules for take-off and landing as DropShips and AeroSpace Fighters?

A: Yes

Q: Can a conventional aircraft or an aerospace craft be overloaded beyond the allotted cargo capacity if you accept the thrust penalty?

A: No.

Q: Why can't Conventional Fighters mount energy weapons?

A: There was not enough room for all the rules wanted for inclusion in AeroTech 2. After the release of HeavyMetal Aero, the updated construction rules for AeroTech 2 will be posted to the website.

Q: Can Stealth Armor be mounted on AeroSpace Fighters?

A: No.

Q: Would it be possible, for a ship with a lithium-fusion battery, to charge the KF drive by sail and the battery by the reactor at the same time?

A: Yes.

MechWarrior

Q: Could you make a MW3 version of the Personal & Support Weapons Chart in the back of 3026?

A: So basically you're looking for that type of table but done for all of the weapons in MW3 and Lostech? Wow, that is a pretty big request and one that would probably take a little while. I wonder if that might be something to put in the back of the MW Companion. Mmm...

Q: Are there any game rules in both MechWarrior and standard BattleTech, for Vibroblade Katanas that the Kurita DEST Battle Armor Squads can use ?

A: You can find those game stats on p. 26 of Lostech: The MechWarrior Equipment Guide (stock #1722).

Q: Will the old life paths from MW3 be update to the d20 size roll table for events?

A: Not in any sourcebook, though that might be something that will appear in the future on the website.

Q: I am wondering what sort of support will be given to the RPG in the future? Also, will a future product such as FM: U include a listing of the nobles that currently hold power in the major regions as some of the original house books did?

A: First, I plan on providing a lot of support for MW3. The MechWarrior Companion is currently being written and I have a proposal for the MechWarrior's Guide to Covert Ops sitting on my desk. As for separate adventure modules, to be honest, those-as well as the scenario packs for BT-were simply the worst selling products FASA produced. As such, there are no current plans to produce separated adventure (scenario) modules. As for the nobles, those will be more appropriate to include in the MechWarrior's Guide to (insert House) series that I plan on doing down the line.

Q: How do you turn 28 MechWarrior Characters on bikes with 20 different weapons into a BattleTech Motorized Infantry Platoon? How do you turn 21 MechWarrior Characters with Jump Packs and 21 SRM Launchers into a BattleTech Jump Infantry Platoon? How do you turn 28 Foot Sluggers with many different classes of rifle and five different types of Support Weapons into a Foot Infantry Platoon?

A: As you've already hinted at, there are no real rules for this conversion. As you know, BattleTech gets pretty abstract at infantry level and when you attempt to retrofit it into a MW game or vice versa, you are not going to come up even. As for whether rules like that might appear in the future, that would probably depend on interest. BattleTroops and ClanTroops went out of print fast, so it is probably going to be hard to sell FanPro on something along those lines.

Q: The MW3 – BT damage conversion seems to not work accurately. Can you rework it?

A: A lot of play testing was done on MW3, the combat system and the damages that are there now. I'd be very hesitant to change any of that for the near future.

Q: Does the repeat path rule apply to academies too?

A: Yes.

Q: In the Field Manual Update will there be MW3 life paths for the Academy's from the Draconis Combine, Free Worlds League, and ComStar?

A: No, that will be found in the MechWarrior Companion.

Q: In FM: LA they first have a generic academy. Apparently this is the framework to which is added the specific info from a particular academy. The trouble here is that it says: "Simply replace or add to the requirements, traits and skills listed below with those unique ones listed in the specific academies." Replace or add? Do I get the skills and traits indicated both for the generic and specific academy? Or only skills and traits for one academy? Or from both academies only in case those skills and traits are not duplicated?

A: Requirements are replaced, everything else is added (this may end up with some things going down instead of up). Or, for a simpler solution, go to www.classicBattleTech.com/PDF.html and download the Master Life Path file. The academies are broken down into individual academies instead of just having the generic listing with the changes annotated.

Q: Dual Cockpits are introduced in the MechWarrior Companion for 2E. There are only three levels of the skill you can get, and those determine whether you operate at a penalty, even or bonus; the skill, however, has no related Characteristic, and therefore no TN. How am I (if at all) to convert that skill on two characters as they transition from 2E to 3E?

A: I would make it an INT/SOC skill. The INT would indicate the player's mental adjustment to the dual cockpit, the SOC on interacting with the other member of the crew. The skill must be bought for a specific partner who is designated in the skill. If forced to work with another partner treat the situation as if the character were untrained (3d10 rolls, keep the worst two, but against the character's skills TN. If the character does not have the skill at all roll 4d10, keep the worst two. Apply the level penalty for the dual cockpit as per MechWarrior Companion for the character's level with the skill itself against the appropriate skills.

Q: Does the need for EI treatment start at the end of character creation?

A: ProtoMech pilots do not suffer the side effects of the EI as described in LosTech.

Q: During character generation for MechWarrior 3rd, it says "raise all attributes to their minimums," does this count against the 50 character points?

A: Yes, this counts against the points. To use the example in MW3rd: "for example, the Nobility Path (in Early Childhood stage). Because a character must be of noble birth in order to take this path, the path requires a minimum Social Standing Attribute of 5. When assigning specific Attributes later in character creation, a player whose character has taken this path must assign a minimum value of 5 to the character's Social Standing Attribute to reflect the character's noble birth." (pg. 22 MW3rd). Also, this reference: "After meeting all the minimums, you can use your REMAINING Character points to raise Attributes further."...note, this is excepting the Social Standing Attribute for Clan characters, as its "minimum also serves as maximum."-pg. 56-57 MW3rd

Obsolete stuff

Stuff that's seems to have been made less useful by more recent events, but could still have a use as reminder/information/only Kerensky-knows-what.

Q: Will FanPro sponsor tournaments of CBT when everything is reorganized, and if they do, will they send prizes?

A: The plan is for FanPro LLC to sponsor CBT tournaments and to provide prize support.

Q: Will the Yamato Class see the light of day?

A: No.

Q: Will we see any 'Mechs specific to (or used primarily by) the permanent SLDF units (ELH, 1st Royal, Royal Black Watch) in TRO3067?

A: Nope. The SLDF is still too young at this point to be producing its own units, especially with so many of its member states- i.e. where they would receive the revenue to build such 'Mechs and/or factories- embroiled in various conflicts in the last few years.

Q: I see only WizKids listed on the GAMA guest list. Will FanPro come as well?

A: Yes, FanPro will be at GAMA.

Q: What is the release date for TRO: 3067?

A: The release date for TR: 3067 is mid-March.

Q: Any chance TR 3067 will include Clan Wolfs new 'Tomahawk', the one from Omega Galaxy - the updated Mad Dog IIRC?

A: No, it is not included in TR: 3067 but will be introduced at some point in the future.

Q: Would it be possible to add upgraded designs of old 'Mechs such as the Warhammer, Archer, Crusader etc to record sheets 3067 such as record sheets upgrades?

A: That's a great idea. However, RS: 3067 has already been sent to art for layout.

Q: How would you determine fuel efficiency for I.C.E. engines?

A: So is this a question for me? ;-) Needless to say, no rules regarding that have ever been published, so for now, what ever you feel is best for you and your group, go for it.

Q: Will TRO 3067 include the following designs, or will a future product: Starfire, Sai. Samurai. Fire Ant, Yamato, Kaga? And no ILCs in the AeroSpace section?

A: The Sai-both stats and illustration-was included in AT2; yes I know that it doesn't include fiction, but this time around I wanted to premier a new fighter. The Samurai is an image we cannot use. As for the Fire ant and Starfire, well, there is only so much room in a TR; it is tied with TR: 3050 for the largest published TR after all. Finally, the TR will discuss the Yamato and Kaga...just a few more weeks. As for the future, there is always a chance that you'll find those in a future product.

Q: Will there be a Monte Diablo Scenario pack?

A: You can find the complete scenario at <http://www.classicBattleTech.com/Announcements.html> (click on 'Monte Diablo'). As for publishing it in an actual paper product, we have no plans to do that at this time.

Q: Has there ever been any thought of a Field Manual: Dark Caste?

A: Yes there has, though it has been more along the lines of a MechWarrior's Guide to the Dark Caste' type book. Just have to wait and see... ;-)

Q: Will we see Official Omni Stats for the SAI ?

A: At some point in the future, yes...

Useless Stuff

Q: Will we be seeing an ilClan?

A: Maybe...you didn't really expect me to answer that, did you? ;-)

Q: Will there be an AWACS version of the Karnov-UR VTOL Plane.

A: There are no current plans for that, no.

Q: Who exactly is Devlin Stone?

A: He is a very important character in the future of the BT universe. However, since that has nothing to do with the Classic BattleTech game or universe, I'll leave it at that.

Q: Will we hear anymore about the Home Clans?

A: In a future sourcebook called BattleTech Field Manual: Update. ;-)

Q: Will the Clans colonize any more planets in the Clan Periphery in the future?

A: Maybe. ;-)

Q: Did the rules for DFAs change? Is the damage no longer applied to the Punch table?

A: As for your question concerning DFA, I apologize, but I'm not sure what you're talking about. Having just looked through every BT rulebook FASA published (BT Manual, p. 27; BT Compendium, p. 33; BTC: RoW, p. 50; BMR, p. 43), the damage of the DFA to the target always has been and still is applied using the Punch Hit Location Table.

Q: Will there be an Official Time Line produced for each of the Level 1 & 2 weapons, (level 3 are prototypes and would be nice to have in the time line)? Official Production figures?

A: I have no plans for such a project in the near future.

Q: Will we ever see the Clan's Remembrance done up into one book?

A: Never say never, but I doubt you'll ever see such a product.

Q: Is Focht dead?

A: No.

Q: Can Upper Arm Actuators be removed from the design and a weapon put in it's place like the lower arm actuators and hands can?

A: Not in Level 2 BattleTech. However, there are rules for creating 'arm-less' 'Mechs in Maximum Tech (pp. 62-63, Revised).

Q: '1 ton of SRM 2 creates 200 damage (2 X 2 X 50)'

I understand one of the 2's, it being the damage one missile can do, but what is the other 2 for?

A: The other 2 represents the number of missiles in a 'shot.'

Q: Will the newer and more obscure nations in the Periphery get some more air-time?

A: We'll just have to wait and see... ;-)

Q: I know Gavin Dow is the interim Precentor Martial, but who is the CG of SLDF forces while Victor off fighting Katherine's forces?

A: That has not yet been published.

Q: Would you say a LAM that was a Tank, 'Mech, and Tank-'Mech would be deemed ok to use? A "Hovertank" if you will?

A: I'm not sure I really understand your question. Would something like that be allowed in a Level 2 game? No. However, since you can do what ever you want in your home games, which would simply be a Level 4 (House rules) design. Hope that answered your question.

Q: Infantry with Field Guns get 1 ton of ammo per gun. Could you place a J-27 ammo truck in the hex with them and use it to re-load? Maybe make it a turn to re-load? Or place ammo crates in a hex, when out it takes a turn to re-load, and any time the platoon gets hit roll

2d6 on a 10+ the ammo explodes..... Or you might even say there would be no re-load time; I imagine a howitzer type weapon being reloaded each shot. So what would you say about this?

A: As there are no specific rules covering that, any of those rules sound workable.

Q: My opponent is using the Tactical Handbook rules to create crater hexes. He's got submarines and they're each doing 40 points of damage to Depth 3 Water Hexes to turn them into crater hexes. Each of the water hexes has rubble terrain feature on them. Adding together Rough MP of 2 plus Rubble MP of 2 plus Depth 3 MP of 4 equals a total of MP of 8. Is the MP cost for crossing each of those watery rough rubble hexes 8?

A: Nothing like X-BT, eh? ;-). Okay, first, let me clarify that you are not changing elevations in this example, correct? If that is so, then I would rule that you are correct, it would require 6 MP. The Rough (2 MP), Rubble (2 MP) and Depth 2+ (4 MP) all include the single MP for crossing the hex. Since the rules did not exactly picture a scenario like the one you are describing- i.e. several different types of terrain in the same hex-it simply doesn't cover it. So, 4 (Depth 2+ terrain [this includes the 1 MP for entering a hex), +1 (rough), +1 (rubble) = 6MP. My advice, don't walk that way. ;-)

Q: When a BattleMech is moving in reverse, does it have its full walking MP?

A: Yes.

Appendixes

Posted by Mendrugo

From "Tricks of the Trade" by Mike Speca
Originally published in Dragon Magazine, February 1991

BattleMechs

Javelin: A piloting skill check at a +1 penalty is required when running through rough terrain, rubble, or woods

Ostscout: This 'Mech has highly sensitive sensor arrays that can detect heat, light, sound, etc. in a 90-km radius. When in deep-scan mode, however, the 'Mech will not be able to warn its pilot of danger. Another scanning mode can also alert pilots to the location of 'Mechs, vehicles, large groups of men (10 or more within 10 meters of each other), mine fields, and cities. (Treat as having a Bloodhound Active Probe under the Maximum Tech rules for that item).

Panther: This 'Mech must roll 2d6 upon any successful punches with the right arm. If a 12 is rolled, the heat output of the PPC increases by one point.

Spider: All attacks against a jumping Spider receive an additional +1 penalty to their to-hit numbers.

UrbanMech: Attackers face an additional +1 penalty to their to-hit numbers in any situation where the UrbanMech has partial cover.

Assassin: The game master should roll 2d6 every time the Assassin falls or is hit in the left torso. If a 12 is rolled, the SRM 2 ammo jams and will no longer feed into the SRM, although the round currently loaded may still fire. This jam can only be repaired in a fully functional 'Mech repair facility.

Clint: All repair times are multiplied by 1d4

Hatchetman: This 'Mech has a -1 bonus on its to-hit number against aircraft.

Hermes II: This 'Mech's advanced communications system has a 1000-km range and can communicate with spacecraft in orbit.

Scorpion: This 'Mech may change its facing at a cost of .5 MPs per hex side turned. All leftover fractions are rounded up. Any attack against this 'Mech made by infantry in the same hex automatically gets a chance for a critical hit in each of the following areas: left torso, center torso, right torso, and head.

Vulcan: All attacks against this 'Mech are at a +2 penalty to-hit at long range and +1 penalty at medium range because of its shape. The Vulcan also has a mandatory heat gain of 2, rather than 3, when jumping.

Dragon: This 'Mech receives a -1 bonus to its piloting skill number when rolling to prevent falling from massive damage and when falling from physical attacks (inflicted or received). Attackers also gain a +1 penalty to hit when firing on the Dragon at long range.

JagerMech: The JagerMech has a -2 bonus on its to-hit number against aircraft because of its tracking system.

Marauder: The 'Mech has one critical weakness: the collar that connects the pod-shaped torso to the 'Mech's legs. On any hit on the center torso on the back or side hit table, the attacker should roll 2d6. If a 12 is rolled, the Marauder either loses its ability to swivel its torso, or its ammo train to the autocannon is jammed (roll 1d6: 1-3 torso cannot swivel, 4-6 ammo is jammed). If two successful hits are made on the torso swivel, the 'Mech's movement is reduced by half. If three such hits occur, the 'Mech loses all movement. If multiple ammo-train hits occur, 1-6 ammo shells explode. Marauder pilots may wish to add an improvised armor collar around the linkage. To do this, the Tech may add up to 10 points of armor that strictly protects the linkage. If this is done, the armor must be breached before critical hits on the linkage may be made. The pilot of the 'Mech also gains a +1 penalty on his piloting

skill numbers per 5 points of armor (rounded up) because of the weight imbalance created by the collar. Attackers may aim at the collar as per the normal aimed-shot rules, at an additional +1 penalty on their to-hit numbers.

Orion: The Orion's efficient design makes it very easy to repair, so divide the repair times by 1d4. The Orion's missile systems also have a -1 bonus on their to-hit numbers against aircraft. Unfortunately, the 'Mech's LRMs might shut down because of their inferior cooling system. When rolling for shutdown due to heat, roll separately for the LRM system.

Ostroc: All attackers gain an additional +1 penalty on their to-hit numbers when the Ostroc is in partial cover.

Ostsol: This 'Mech has 5km scanning and targeting equipment (same effect as Ostscout above, but max range is 5 km)

Quickdraw: The Quickdraw loses 1 MP for each 8 points of damage done to its legs.

Atlas: This 'Mech can communicate with ships in space.

Cyclops: The Cyclops' communications system allows for a planet-wide sending radius as well as surface-to-space communications.

Goliath: This 'Mech cannot move if one of its legs is disabled.

Zeus: The Zeus' LRM system has a cumulative 30% chance of failing each month it goes without maintenance. This 'Mech's right arm punch does 10 points of damage.