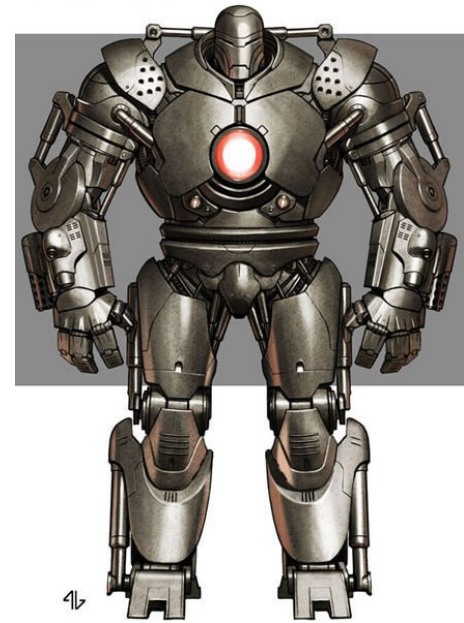


**Name:** War Machine  
**Total Cost:** 635 cp (or 25 xp)  
**Maneuver Value:** +10% (thought control)  
**Tonnage:** 5T  
**Ground MA:** 18  
**Flight MA:** 24



Servo	Typ	Sp	Kls	CP	Amr	Typ	CP	Totals
Head	AH	18	18	18	20	A	25	43
Torso	SH	40	40	40	22	A	27.5	67.5
L. Arm	AH	20	20	20	20	A	25	43
R. Arm	AH	20	20	20	20	A	25	43
L. Leg	AH	20	20	20	20	A	25	43
R. Leg	AH	20	20	20	20	A	25	43
SH. Powerplant	Cool			40				40
Energy Shield					20SP			20
<b>Total Cost:</b>								<b>385.5</b>

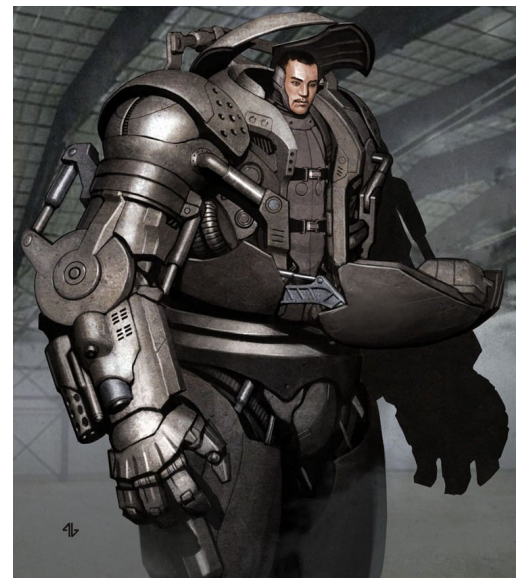
Weapon	WA	Rng	Kls	Dam	Sht	CP	Eff	Tot	Loc	Sp	Spec
Minigun	40%	500ft	25	25H	20	25	20s	55	Torso	5	BV = 3
Spare ammo	-	-	-	-	20	20	-	1	Torso	1	-
Pulse laser rifle	50%	2000 ft	7	7AP	Inf	7	2	10	L/R Arm	5e	-
Rckt Lnchr	40%	1000 ft	30	30 AP	1	30	25	67.5	Torso	5	-
Hand	50%	M	2	6+str	NA	1.4		2.8	Arm	1	Handy
Foot	50%	M	4	8+str	NA	2.0		4.0	Leg	1	Quick
Total cost: 140.3cp											

Sensor	Type	Cost	Kills	Range	Comm	Location	Spaces
Main	LW	1	3	2km	500km	Head	1
Total Cost: 3							

**Movement Type:** Thrusters  
 Cost of System: 473.4  
 Additional Thrust: 0  
 Cost: 473.4  
 Space (Cost/3): 158  
 Efficiency: 137.8s  
 Total Cost: 206.7  
 Total Space: 20  
 Total MA: Run=18 Fly=24  
 Thrust Location: 10e L/R Leg

Hydraulic Type	Cost	Kills	Spaces	Damage Bonus
Superheavy	x0.2	16	2e	+2str. x2 lift

System	cost	space	special
Advanced Sensor Pkg	10	2	
Target Analyser	5	1	
UN Package	3	0	Re-entry, stereo, lights, etc.
Total cost: 18cp			



Multiplier Systems:

System	Mult	Special
Thought	.5	Thought control
Space Adaptation	0.05	Operates in space.
Re-entry Adaptation	0.1	Can enter atmosphere safely.

Cost (w/o Multipliers):	1019.4
Base Weight:	525.8
Cost (after Multipliers):	1012
Efficiency(515.8T):	257.9
Cost (w/Efficiency):	1269.9
Final Weight:	10T
Scale:	1:5
Scaled Weight:	5T
Scaled Cost:	634.95
Command Armour Cost	-
Total Cost:	635
Total Weight:	5T
(w/Command Armour):	-
Construction time:	32 days



**Note:**

- This is a roadstriker scale machine. Servo values are double normal.
- Normal construction time for mecha is  $CP / 20 = \#$  of days.
- Since power armor is 1:10 scale, so is construction time.
- As in previous hardsuit designs, the Armor coefficient (Alpha armor = 2 SP soak per location) is subtracted from incoming damage before armor is applied. Thus, a 3K shot becomes a 1K shot before applying the damage to the armor. This ability continues even if the armor is totally depleted. Any weapon doing 2K or less does no damage to the armor, and the SP does not decrement.