

Name: Rulebreaker
Total Cost: 815 cp
Maneuver Value: +0%
Tonnage: 20T
Ground MA: 24
Flight MA: 18



Servo	Typ	Sp	KIs	CP	Amr	Typ	CP	Totals
Head	S	3	3	3	4	A	6	9
Torso	MS	8	8	8	5	A	7.5	15.5
L. Arm	S	4	4	4	4	A	6	10
R. Arm	S	4	4	4	4	A	6	10
L. Leg	S	4	4	4	4	A	6	10
R. Leg	S	4	4	4	4	A	6	10
MS. Powerplant	Cool			8				8
Energy Shield				10SP				10
Total Cost:								82.5

Weapon	WA	Rng	KIs	Dam	Sht	CP	Eff	Tot	Loc	Sp	Spec
Grav Cannon	50%	5km	15	15AP	20	10	8	22	Torso	2	BV=3
Spare ammo					20	10		10			
SRM/6	40%	5km	12	12	12	12	10	27	Torso	2	
Hvy Pulse Laser	50%	7km	7	7e	Inf	14	12	64	L/R Arm	2e	2 guns
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								129.8			

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

Movement Type: Gravitics
 Cost of System: 254.76
 Additional Thrust: 0
 Cost: 254.76
 Space (Cost/3): 85
 Efficency: 82s
 Total Cost: 378
 Total Space: 3
 Total MA: Run=18 Fly=24
 Thrust Location: Torso/Legs

Hydraulic Type	Cost	Kills	Spaces	Damage Bonus
Standard	*0	8	0	0

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
Space Adaptation	.05	Adapted for space.
Re-entry Adaptation	.1	Safe for re-entry
Transform	.75	Tank, Battroid

Cost (w/o Multipliers):	611.3
Base Weight:	212
Cost (after Multipliers):	550.17
Efficiency(530.17T):	265
Cost (w/Efficiency):	815.17
Final Weight:	20T
Scale:	1:1
Scaled Weight:	20T
Scaled Cost:	815.17
Command Armour Cost	-
Total Cost:	815
Total Weight:	20T
(w/Command Armour):	-
Construction time:	41 days



Note:

- Normal construction time for mecha is $CP / 20 = \#$ of days.