

The Tumbler (Decepticon Version)

Total Cost: 1653.19
 Piloting Bonus: +0
 Tonnage: 2.50
 Ground MA: 24
 Flight MA: N/A (Until Triple-Change mode added.)
 Simplified stats: 38/57, no shields



Servo	Typ	SpAv	Kls	CP	Notes	Amr	SP	Typ	CP	Notes
Head	HS	4	10/5	5.00		HS	10/5	S	5.00	DC 1
Leg	MW	6	14/7	7.00	Dmg +2	MW	12/6	S	6.00	DC 1
Leg	MW	6	14/7	7.00	Dmg +2	MW	12/6	S	6.00	DC 1
Torso	MH	15	32/16	16.00		AH	18/9	S	9.00	DC 1
Wheels	MH	0	16/8	8.00			0			
Arm	MW	6	14/7	7.00	Dmg +1, Thr 4	MW	12/6	S	6.00	DC 1
Arm	MW	6	14/7	7.00	Dmg +1, Thr 4	MW	12/6	S	6.00	DC 1

- #1: - Trounce transforms between a roadstriker-scale vehicle and a mech-scale Transformer.
 - Her armor and internals are thus Roadstriker-scale in vehicle mode, and Mech-scale in Robot mode.

Weapon	WA	Range	Damage	Shots	Kills	CP	Eff	Space	Cost	Notes	Location
Autocannon	40	0	20/10	0	10	18.00	0	18	18.00	AP, BV=3,	Left Front Wheel
Ammo	0	0	0	20	4	14.40	0	4	14.40	AP	Torso
Autocannon	40	0	20/10	0	10	18.00	0	18	18.00	AP, BV=3,	Right Front Wheel
Ammo	0	0	0	20	4	14.40	0	4	14.40	AP	Torso

- Notes: - Trounce transforms between a roadstriker-scale vehicle and a mech-scale Transformer.
 - Her weapons do Hit rank damage in vehicle mode, and Kills in Mech mode.

System Class	Abbr	Cost	Spaces	Eff	Kills	Range	CommRange	Location
Sensor Light Heavy	LH	12	1	0	2	20 km	1800 km	

Hydraulics

Type	CostMult	Kills	Space	Eff	Dmg	Bonus	Lift
Heavy	0.10	0	1	0	1		1.50

Propulsion

Type	Space	Eff	Cost	MA	Notes	Location
JumpJets	1	0	0.09	1		

Crew

Person	Num	Controls	Enclosure	Escape	Cost	CostMult	Spaces	Eff	Location
Pilot	1	Screen	Armored	Vehicle Pod	6.00	0.00	4	0	
Extra Crew	1	Screen	Armored	None	2.00	0.00	1	0	

Additive

System	Cost	Space	Eff	Notes	Location
Hand	2.00	2	0		
Hand	2.00	2	0		
Radio/Radar Analyzer	5.00	1	0		
Target Analyzer	5.00	1	0		
Stereo	0.10	0	0		
Spotlights	0.20	0	0		
Nightlights	0.50	0	0		
Spotting Radar	10.00	5	0		
Advanced Sensor Package	10.00	2	0		
Anti-Theft Code Lock	0.20	0	0		
Slick Spray	3.00	1	0		
Damage Control Package	1.00	1	0		
Silent Running - Wheels	1.00	0	0	1CP per level	
Design and Decor	2.00	1	0	+3 Cl	
CrossLink	2.00	0	0	per link	



Multiplier

System	CostMult	Space	Eff	Notes	Location
Arctic Environmental Protection	0.05	0	0		
Desert Environmental Protection	0.05	0	0		
Underwater Enviromental Protection	0.05	0	0		
High Pressure Environmental Protection	0.05	0	0		
Space Environmental Protection	0.05	0	0		
EM Environmental Protection	0.10	0	0		
Re-entry Environmental Protection	0.10	0	0		
Stealth	0.20	0	0		
Expanding Plasma (1 Scale Change)	0.50	0	0		
Auto Form	0.25	0	0		
Transat Ability	0.15	0	0		
Efficient Transformation	0.10	0	0		
OID	3.00	0	0		
Int Automation	1.00	1	0	LVL10 PF5	

Cost w/out Multitpliers: 223.89
 Base Weight: 64.5
 Cost (after Multipliers): 1,529.19
 Efficiency: 124
 Cost (w/Efficiency): 1,653.19
 Final Weight: 2.5
 Scale: 1:1
 Scaled Weight: 2.5
 Scaled Cost: 1,653.19
 Command Armor Cost: 0.0
 Total Cost w/CA: 1,653.19
 Total Weight: 2.5
 Prototype Time: 82.65 days
 Production Time: 41.33 days
 Heavy Industry Time: 20.67 days
 Nanofac Double-Up Bonus: 10.3 days
 XP cost: 41xp (to have a similar form built for a PC.)