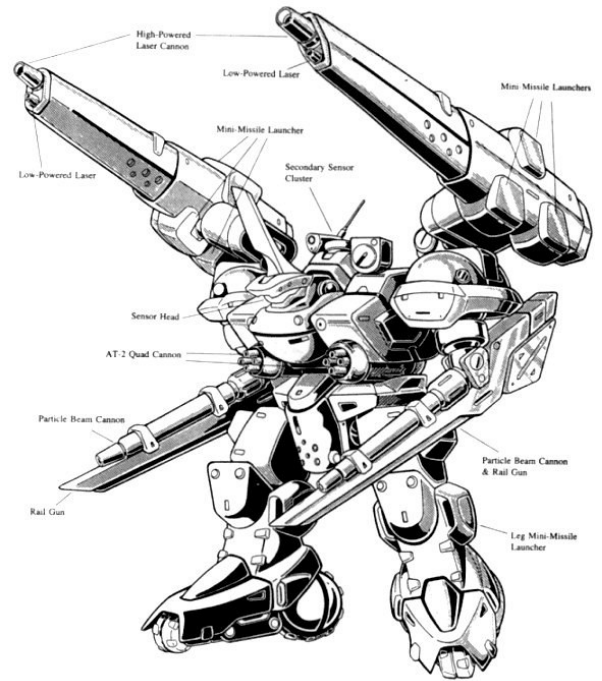


Name: WHM-LTH1 Warhammer
 Total Cost: 1065.56
 Maneuver Pool: +10% (Telepathic interface)
 Tonnage: 60T
 Ground MV: 8
 Flight MA: 6
 Jump MA: 6



Servo	Typ	Sp	Kls	CP	Amr	Typ	CP	Total
Torso	Lh	14	14	14	8	S	8	22
L. Arm	Lh	8	8	8	7	S	7	15
R. Arm	Lh	8	8	8	7	S	7	15
L. Leg	Lh	8	8	8	8	S	8	16
R. Leg	Lh	8	8	8	8	S	8	16
R. Pod	Lh	14	0	7	7	S	7	14
L. Pod	Lh	14	0	7	7	S	7	14
L. Wheels	Lh	0	7	7				
R. Wheels	Lh	0	7	7				
Powerplant	S	8		Cool		8	8	
Total Cost:								134

Weap	WA	Rng	Kls	Dam	Sht	CP	Eff	TotCst	Loc	Sp	Spec
2 Particle Guns	50%	14	12	12	Inf.	18ea	14ea	64	Arms	4ea	*Note#1
2 Rail Guns	40%	12	12	7AP	15ea	7ea	3ea	20	Arms	4ea	*Note#1
-Ammo					15ea	42	42	84			
2 Leg Missles	40%	7	6	4	6	9.6ea	8ea	35.2	Legs	1.6ea	
2 Gun Pods:									Torso		*Note#4
-Quad Guns	40%	6	2	4	-	2.5	2	3.5	.5		
-Ammo					20ea	.5	.5	.1			
2 Shoulder Pods:											
Primary Loadout											
-Heavy Laser	50%	14	12	12	Inf.	18	14ea	64	Pod	6	*Note#3
-Beam Cannon	50%	9	5	5	Inf.	7.5	3.5ea	22	Pod	4	*Note#3
-3 Pod Missiles	40%	7	6	4	6	1.6ea		3.2	Pod	1.6ea	*Note#3
Alternate Loadout											
-Hvy Missles	40%	10	8	8	14	44.8	0	44.8	Pod	14ea	*Note#2
Total Cost:								344.2			

Note #1: Weapons are linked, and can be fired as one action if desired.

Note #2: Missiles in a pod weapon mount. Alternate selection #1. Can also be swapped with torpedoes.

Note #3: All weapons part of that gun pod. The destruction of the pod neutralizes all weapons in it.

Note #4: Gun pods can be removed and a flight system added. Either thrust or Gravitic.

Sensor	Type	Cost	Kills	Range	Comm	Location	Spaces
Main	Lh	12	8	20km	1800km	Head	1
Backup	Sl	2	5	1km	300km	Torso	2
Total Cost:		14					

Movement Type	Jumpjets	Gravitics
Cost of System:	6	18
Additional Thrust	0	
Cost	6	18
Space (Cost/3)	2	
Efficiency	0	6
Total Cost	6	24
Total Space	2	

Total MA	6	6
Thrust Location	1 Torso	
Total Cost	6	24

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

Other Additive systems:

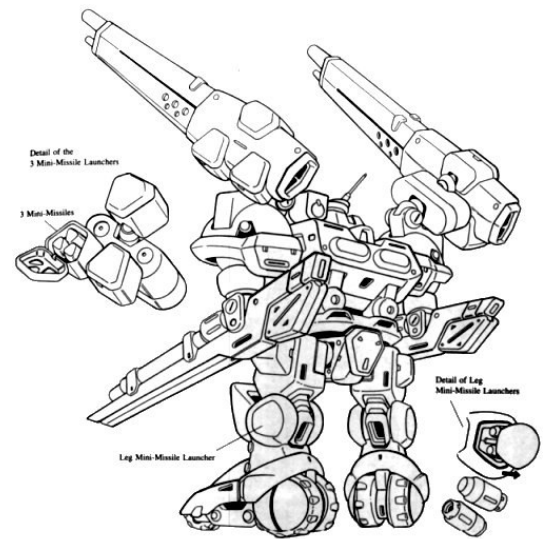
System	Cost	Space	Location	Special
Space	3	0		Space adaptation
UN Pkg	2	1	Torso	Cockpit, computer etc..
Total cost:	5			

Multiplier Systems:

System	Cost	Space	Special
Range ext.	x.75		* Rail gun range extended +50%
Virtual	x.05		*Cockpit has virtual holographic bubble screen
Total mult:	x0.8		

Final costs:

- Cost (w/o Multipliers): 503.2
- Base Weight: 98.5
- Cost (after Multipliers): 905.56
- Efficiency (-80 tons): 160
- Cost (w/Efficiency): 1065.56
- Final Weight: 60T
- Scale: 1:1
- Scaled Weight: 60T
- Scaled Cost: 1065.56
- Remote Cost (Total for All): -
- Command Armour Cost: -
- Total Cost: 1065.56
- Total Weight: 60T
- (w/Command Armour): -



Note: Use of the gravitic flight pack requires removing the twin Quad cannons in the torso of the mech, to make room for all the extra antigravity hardware. Optionally, the two heavy gun mounts up top can be removed to make room for the Full Vernian mod, which grants heavy thrusters and flight capability equal to the gravity system.