

Name: Stock Steel Angel Hardsuit
Total Cost: 66.5 CP without hardpoints
Maneuver Value: +10% (thought control)
Tonnage: .1T
Ground MA: 12
Flight MA: 16



Servo	Typ	Sp	KIs	CP	Amr	Typ	CP	Totals
Head	Mw	6	6	6	6	A	7.5	13.5
Torso	Mw	12	12	12	7	A	8.75	15.75
L. Arm	Mw	7	7	7	6	A	7.5	13.5
R. Arm	Mw	7	7	7	6	A	7.5	13.5
L. Leg	Mw	7	7	7	6	A	7.5	13.5
R. Leg	Mw	7	7	7	6	A	7.5	13.5
Mw. Powerplant	Cool			12				12.0
Total Cost:								95.25

Weapon	WA	Rng	KIs	Dam	Sht	CP	Eff	Tot	Loc	Sp	Spec
Palm Blaster	50%	300m	6	6	Inf.	9	8s	13	Arm	1	
Sword Arm	50%	M	4	4AP+str	NA	2		2	Arm	2	Note 1
Cannon	40%	180m	8	8	10	16	15s	23.5	Arm	1	Note 2
-Ammo					10			1.05		0.2	
Knuckle Bomber	50%	M	10	10	NA	6.0	5s	8.5	Arm, Foot	1ea	
Hand	50%	M	1	1	NA	1.4		2.8	Arm	0	Handy
Foot	50%	M	2	2	NA	2.0		4.0	Leg	0	Quick

Note #1: Usually concealed in the arm near the wrist

Note #2: Bv:3 autofire

[Hardpoint Attached Weapons]

Weapon	WA	Rng	KIs	Dam	Sht	CP	Eff	TotCst	Loc	Sp	Spec
Spike Gun	60%	7	5	5AP	3	5.0	4sp	7.0	Arm	1	Note 6
-Ammo		4			4			1.4		0.1	Note 7
2 Shoulder Spk	40%	9	10	10AP	*	10ea	10	15	WpMt	0	Note 8
-Ammo					20			1.2	WpMt	*	Note 7
Claws	50%	M	4	*6	NA	*		*	Arm	*	Note 9
Claw Cannon	50%	8	12	12AP	1	*		*	Arm	*	Note 9
Energy Sword	50%	M	8	8AP	NA	8.0	4sp	10.0	Hand	4.0	
Energy Gun	50%	8	6	6	Inf	6.0		*	Binder	*	Note 10

Note 6: It only has a few shots - but that is all that is usually required. (7 / 2 = 3.1 days)

Note 7: Armour piercing projectiles.

Note 8: Over-the-shoulder Spike Cannon. Treat them as being placed in weapon mounts attached to the torso. The mounts take 0cp on the torso due to space efficiency. After linking the final cost for a pair is 32cp. (32 / 2 = 16 days)

Note 9: The claw/cannon combo that she trashes the spider-boomer in Crash #2, 'Geo-Climbers'. Treat this as 1pt A command armour with the two weapon systems built in. Treat the claws as having super-heavy hydraulics for purposes of breaking and tearing (+2 hth damage.) Note the claw cannon has only one shot. Total cost=only 24cp. (24 / 2 = 12 days)

Note 10: Energy gun is built into a HS shield that has had 3 SP removed to create a binder. Thus the energy gun is built into a 3K shield. Total cost is 9.9cp. (9.9 / 2 = ~ 5 days)

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:	3
Additional Thrust:	0
Cost:	3
Space (Cost/3):	1
Efficiency:	0
Total Cost:	3
Total Space:	1
Total MA:	Run=12 Fly=16
Thrust Location:	Torso

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

Other Additive systems:

System	cost	space	special
Advanced Sensor Pkg	10	2	
Target Analyser	5	1	
Space Adaptation	10.5	0	7sp efficiency
UN Package	3	0	Re-entry, stereo, lights, etc.
Total cost: 28.5cp			

Multiplier Systems:

System	Mult	Space	Special
Thought	*.5	0	Thought control

Cost (w/o Multipliers):	220.2
Base Weight:	168.1
Cost (after Multipliers):	330.3
Efficiency(167.1t):	334.2
Cost (w/Efficiency):	664.5
Final Weight:	1T
Scale:	1:10
Scaled Weight:	.1T
Scaled Cost:	66.5
Command Armour Cost	-
Total Cost:	66.5
Total Weight:	.1T
(w/Command Armour):	-
Construction time:	$66.5 / 2 = 33.25$ days

Note:

- Normal construction time for mecha is $CP / 20 = \#$ of days.
- Since power armor is 1:10 scale, so is construction time.
- This hardsuit based heavily off of the unit originally designed by David Kelk.
- His assumptions included 25 hits to 1 kill. Since I'm working at 50 hits to 1 kill, I've re-engineered the hardsuit slightly to reflect the higher damage capacity of the enemy.
- As in his hardsuit design, 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. This reflects their superior technology. Any weapon doing 2K or less does no damage to the armor, and the SP does not decrement.