

Name: Fury Battlemover
Total Cost: 208.4CP
Maneuver Value: +10% (thought control)
Tonnage: .5T
Ground MA: 18
Flight MA: 24



Servo	Typ	Sp	KIs	CP	Amr	Typ	CP	Totals
Head	MH	8	16	16	16	A	10	18
Torso	AH	18	36	36	20	A	12.5	22.5
L. Arm	MH	9	18	18	16	A	10	18
R. Arm	MH	9	18	18	16	A	10	18
L. Leg	MH	9	18	18	16	A	10	18
R. Leg	MH	9	18	18	16	A	10	18
MH. Powerplant	Cool			43				18
Total Cost:								130.5

Weapon	WA	Rng	KIs	Dam	Sht	CP	Eff	Tot	Loc	Sp	Spec
Hvy Beam Cannon	50%	1.5km	16	16AP	Inf.	24	21s	34.5	RA	3	Note 1
Energy Sword	50%	M	16	16AP	NA	16	14s	23	RA	2	Note 2
Missile Pod (x2)	40%	2.5km	16	16AoE	10	72ea	69s	106.5	Arms	3	Note 3
-Ammo					10			1.05	Arms	0.2	
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

Note 1: BV = 3

Note 2: Add strength bonus

Note 3: Pods in shoulder launchers in armor mod, under wings in fighter mode.

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: 224.5
 Additional Thrust: 0
 Cost: 224.5
 Space (Cost/3): 75
 Efficiency: 72s
 Total Cost: 335.5
 Total Space: 3
 Total MA: Run=18 Fly=24
 Thrust Location: Torso

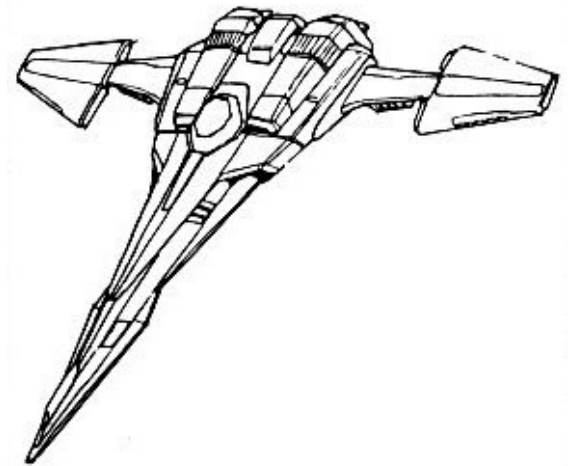
Hydraulic Type	Cost	Kills	Spaces	Damage Bonus
Standard	*0	8	0	0

System	cost	space	special
Advanced Sensor Pkg	10	2	
Target Analyser	5	1	
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
Transform	*.75	0	Fighter, armor modes

Cost (w/o Multipliers):	773
Base Weight:	340
Cost (after Multipliers):	1391
Efficiency(1386T):	693
Cost (w/Efficiency):	2084
Final Weight:	5T
Scale:	1:5
Scaled Weight:	.5T
Scaled Cost:	208.4CP
Command Armour Cost	-
Total Cost:	208.4CP
Total Weight:	.5T
(w/Command Armour):	-
Construction time:	$208.4 / 2 = 104.2$ days



Note:

- 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.
- At 104 days to build a single Fury battlemover, it's a good thing the Racer crew found ten of them. It takes a lot of the pressure off, since you usually have more suits than people to put in them.
- Note doubled armor and weapons damage reflecting its status as a Roadstriker-scale vehicle. Some costs not accurate at this time.