多次元機甲戦士達

MEKTON

メクトン

MECHA NAME			
COST		WEIGHT	
APT		MANEUVER POOL	

CONFIGURATION	MV	MR	LAND MA	FLIGHT MA

SENSOR SYSTEMS

CP | Tons

SENSOR	LOC	RANGE	COMM	KILLS	CP	EFF	SPACE	COST

MOVEMENT SYSTEMS

CP | Tons

SYSTEM	MA	LOC	KILLS	CP	EFF	SPACE	COST

COST MULTIPLERS

CP | +x1.0

POWERPLANT	XS	MV	MA	MP	COST

CONTROL SYSTEM	M-POOL	COST

HYDRAULICS	SPACE	MELEE	LIFT	COST

SYSTEM	NOTES	SPC	EFF	COST

SERVOS & ARMOR

CP | Tons

SP	DC	KILLS	LOCATION	CLASS	MELEE+	SPACE	COST	ARMOR	TYPE	ABSORPTION	COST

WEAPONS

CP | Tons

WEAPON	WA	RANGE	DAMAGE	SHOTS	KILLS	LOC	CP	EFF	SPACE	COST	NOTES

MECHA NAME

COST CPs WEIGHT Tons

1. Base Weight (All Kills / 2)
2. Fuel Weight
3. New Weight (1 + 2)
4. Base Cost (All CPs)
5. Cost Multiplier (All, +x1.0)
6. Multiplied Cost (4 x 5)
7. Weight Efficiency (– Tons)
8. Weight Eff Cost (7 x2)
9. Efficient Weight (3 – 7)
10. Efficient Cost (6 + 8)

COMMAND ARMOR, BOOSTERPACKS, ETC

11. Base Weight (Kills / 2)
12. Base Cost (All CPs)
13. Cost Multipliers (All, +x1.0)
14. Multiplied Cost (12 x 13)
15. Weight Efficiency (– Tons)
16. Weight Efficiency Cost (15 x2)
17. Efficient Weight (11 – 15)
18. Efficient Cost (14 + 16)

REMOTE UNITS

19. Base Weight (All Kills / 2)
20. Fuel Weight
21. New Weight (19 + 20)
22. Base Cost (All CPs)
23. Cost Multiplier (All, +x1.0)
24. Multiplied Cost (22 x 23)
25. Weight Efficiency (– Tons)
26. Weight Eff Cost (25 x2)
27. Efficient Weight (21 – 25)
28. Efficient Cost (24 + 26)
30. Number of Remotes
31. Remotes Cost (28 x 30)
32. Remotes Weight (27 x 30)

TOTAL VALUES

32. Total Cost (10 + 18 + 31)
33. Total Weight (9 + 17 + 32*)

SCALING

34. Scale
35. Cost Scale Factor
36. Weight Scale Factor
37. Final Cost (32 x 35)
38. Final Weight (33 x 36)

多次元機甲戦士達 メクトン

ADDITIVE SYSTEMS

CP Tons

Crew	Loc	Enclosure	Notes	CP	Eff	Spc	Cost

System	Loc	Notes	K	CP	Eff	Spc	Cost

REMOTE BUILD INFORMATION

CP Tons

CM	MV	MR	APT	MP	Land MA	Flight MA

SP	DC	K	Servo	Spc	CP	Armor	CP	System	Notes	Spc	K	CP

Weapon	WA	RNG	DMG	#SH	K	Loc	CP	Eff	Spc	Cost	Notes

SHIELDS

CP Tons

Location	Class	Type	DA	SP	DC	Absorbtion	Space	Cost	Notes (Binder Space, Reset, etc)

COMMAND ARMOR, BOOSTERPACKS & DROP TANKS

CP Tons

Location	Class	Type	SP	DC	Absorb	Space	B.Mod	Cost	Equipment