多次元機甲戦士道

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

COCKPIT	LOC	LAYOUT	ENC	SPACE	MP+	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 MEKTON メクトン

ADDITIVE SYSTEMS

CP Tons

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