



1) OFFENSIVE SCORE

➔ Weapons with FF arc = Weapon Threat Rating x 0.6

➔ Weapons with T arc = Weapon Threat Rating x 1.8

➔ Punch Rating = (Damage Multiplier of Arm x 0.5) squared

Total Rating of All Weapons

Punch Rating for all arms (if applicable)

Ammunition

Offensive Multiplier

TARGETING SYSTEM MULTIPLIER

Fire Control Score	Multiplier
+5	700
+4	120
+3	24
+2	6
+1	2
0	1
-1	0.5
-2	0.333
-3	0.25
-4	0.2
-5	0.167

Offensive Score = Targeting System Multiplier x Offensive Multiplier

2) DEFENSIVE SCORE

➔ (Armor Rating) squared

➔ (fastest movement speed in kph/25 †) cubed

➔ (sum of speeds of all other movement types in kph/6) squared

† If only movement type is Ground, divide speed by 40 instead of 25.

Defense Multiplier

MANEUVER MULTIPLIER

Maneuver Score	Multiplier
+7	7500
+6	1000
+5	180
+4	36
+3	9
+2	3
+1	1.5
0	1
-1	0.667
-2	0.5
-3	0.4
-4	0.333
-5	0.286
-6	0.25
-7	0.222
-8	0.2
-9	0.182
-10	0.167

Defensive Score = Maneuver Multiplier x Defense Multiplier

3) MISCELLANEOUS SCORE

(Total Actions granted by Crew) cubed

(Communication Range in km / 10) cubed

(Sensor Range in km / 2) cubed

(Deployment Range in km / 50) squared

(Sensor Score + Communications Score +

Perk & Flaw Point Total) squared

Miscellaneous Score

4) THREAT VALUE AND CHARACTERISTICS

Threat Value = (Off. Score + Def. Score + Misc. Score) / 3

Default Size = Cube Root (Final Threat Value)

If the Default Size of the vehicle is calculated at less than one-fifth of the Armor Rating, raise the Default Size to one-fifth (round up) of the Armor Rating. The Default cannot be more than ten times the Armor Rating.

Default Cost = 1000 x (final Threat Value)

Actual Size (choose)

The vehicle may be as large as twice the Default Size score or as small as one-fifth the Default Size score. The Size can be no greater than twice the vehicle's Armor Rating.

Pre-Production Cost = Default Cost x (Default Size/Actual Size)

Production Type:

Model Lemon Dice :

Individual Lemon Dice :

Final Cost = Pre-Production Cost x Production Cost Multiplier

SKETCH

