

## Weapon Types

Lasers

Guns

Rail Guns

Rockets\*

Gernades\*

Mines \*

## Payloads

Laser

Size	Heat	Damage	Range	Energy	Rng Bracke
5 ton	10	4	2	1	7
20 ton	20	8	4	2	7
60 ton	40	12	6	4	7
150 ton	80	30	8	8	7

Guns

Size	Heat	Damage	Range	Energy	Anno	Brcks
3	0	7	1	0	40	4
10	10	15	3	1	20	4
30	10	22	4	1	15	4
75	20	30	7	2	10	4
200	40	60	8	2	5	4

Options Shotgun

Range 50% - damage + 35% divide into hits of one point of each  
machine Gun damage 50% - heat 1/2 +8 -recycle time 30%

Rail Guns

Size	Heat	Damage	Range	Energy	Anno	Brts
3	0	5	2	0	80	4
10	10	10	5	1	40	4
30	10	15	6	3	30	4
75	20	20	11	7	20	4
200	40	40	12	8	10	4

Ammo non explosive

Hand Weapons

Damage one point per ton added to punch damage maximum additional 10% suit size

Base Punch

Size / 50

Base Kick

Size / 25

Need to add rules for  
Gernade's  
Gernade Launchers  
Missles  
Mines

Heat sinks 1 ton

Heat sinks from engine

armour locations

torsoe 5 three in front  
limbs head

Armour 4 points to a ton no limits

1/3 total weight can go in any location

Exception torso 75%

Armor locations	Internal	Max Weight in area	Heat Disipation
Head	Head	10%	1
Right Arm	Right Arm	33%	1
Left Arm	Left Arm	33%	1
Right Leg	Right Leg	40%	2
Left Leg	Left Leg	40%	2
Front Left Torso	Torso	75%	5
Front Right Torso			
Front Center Torso			

Heat sinks 1 ton one extra heat

Power Production

Engine Size / 50 gives base power produced by the engine

Example 200 Engine produces 4 points of power

Speed

Power Usage

None	None (minimal	to run electronics)
Walking	Production / 4	
Run Double walking	Production	

Only engine power can be used for movement

Generators

1 ton produces 3 power

Capacitors

1 ton holds 5 power