MEKTON

NAME OF MEKTON: _____ ACTIONS PER TURN: _____

PILOT NAME: _____ TOTAL COST: _____

MANEUVER VALUE: _____ TONNAGE: _____

PILOT REFLEX: _____ MECHA REFLEX: _____

SERVO LOCATION:	TYPE:	SPACES:	KILLS:	TAKEN:	CP:	ARMOR:	TYPE:	CP:	TOTAL:
							TOTAL COST		

WEAPON:	WA:	RANGE:	KILLS:	DAMAGE:	SHOTS:	CP:	EFF:	TOTAL COST:	LOCATION:	SPACE	SPECIAL
							TOTAL COST				

SENSOR:	TYPE:	COST:	KILLS:	RANGE:	COMM:	LOCATION:	SPACES:
	TOTAL						

	1	2	3
MOVEMENT TYPE:			
COST OF SYSTEM:			
ADDITIONAL THRUST:			
COST:			
SPACE(COST/3):			
EFFICIENCY:			
TOTAL COST:			
TOTAL SPACE:			
TOTAL MA:			
THRUST LOCATION:			

OTHER ADDITIVE SYSTEMS (ECM ETC.)

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
TOTAL			

MEKTON

Muliplier Systems

System:	Cost:	Space:	Game Effects & Notes
Total			(Includes Hydraulics)

Cost(w/o Multipliers):	
Base Weight:	
Cost(After Multipliers):	
Efficiency(tons):	
Cost(w/Efficiency):	
Final Weight:	
Scale:	
Scaled Weight:	
Scaled Cost:	
Remote Cost(Total for all):	
Command Armor Cost:	
Total Cost:	
Total Weight (With Command Armor):	

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Range:	
Control Range:	
Operation Range:	
Range cost multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		
		Total Costs

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Costs		