

軽量級

Type/Model: Modified Wasp
 Tech: Inner Sphere / 3025
 Config: Biped BattleMech
 Rules: Level 2, Standard design

Mass: 20 tons
 Chassis: Standard
 Power Plant: 120 GM Fusion
 Walking Speed: 64.8 km/h
 Maximum Speed: 97.2 km/h
 Jump Jets: 6 Standard Jump Jets
 Jump Capacity: 180 meters
 Armor Type: Standard

Armament:
 1 SRM 2
 2 Machine Guns
 Manufacturer: (Unknown)
 Location: (Unknown)
 Communications System: (Unknown)
 Targeting & Tracking System: (Unknown)

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Equipment:		Crits	Mass
Int. Struct.:	33 pts Standard	0	2.00
Engine:	120 Fusion	6	4.00
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	10 Single	6	.00
(Heat Sink Loc: 1 LT, 1 RT, 2 LL, 2 RL)			
Gyro:		4	2.00
Cockpit, Life Supt., Sensors:		5	3.00
Actuators: L: Sh+UA+LA+H R: Sh+UA+LA+H		16	.00
Armor Factor:	40 pts Standard	0	2.50

	Internal Structure	Armor Value
Head:	3	8
Center Torso:	6	6
Center Torso (Rear):		2
L/R Side Torso:	5	4/4
L/R Side Torso (Rear):		1/1
L/R Arm:	3	3/3
L/R Leg:	4	4/4

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 SRM 2	RA	2	50	2	2.00
(Ammo Locations: 1 CT)					
1 Machine Gun	RT	0	100	2	1.00
(Ammo Locations: 1 CT)					
1 Machine Gun	LT	0		1	.50
6 Standard Jump Jets:				6	3.00
(Jump Jet Loc: 3 LT, 3 RT)					
TOTALS:		2		48	20.00
Crits & Tons Left:				30	.00

Calculated Factors:
 Total Cost: 1,605,240 C-Bills
 Battle Value 2: 271 (old BV = 235)
 Cost per BV2: 5,923.39
 Weapon Value: 27 / 27 (Ratio = .10 / .10)
 Damage Factors: SRDmg = 4; MRDmg = 0; LRDmg = 0
 BattleForce2: MP: 6J, Armor/Structure: 1/2
 Damage PB/M/L: 1/-/-, Overheat: 0
 Class: ML; Point Value: 3

// カスタム軽量級メックを試しに HeavyMetal Pro 式で載せてみました。とりあえずは、メック投稿の雛形についての模索の1つです。

.....というのを、スパムフィルタに引っかかってたので復活させました(汗