

BATTLE VALUE CALCULATION FOR Tauros TRS-1
VALIDATED Design

DEFENSIVE BATTLE RATING CALCULATION:

Total Armor Factor x 2	233 x 2 = 466
Total Internal Structure Points x 1,5	115 x 1,5 = 172,5
Total 'Mech Tonnage	70
Defensive Weapons:	Heat:
1 Guardian ECM	0
Total BV of all Defensive Equipment	61

	769,5

20 points per ton of explosive ammo in Center Torso, Head or Legs, or elsewhere unprotected by CASE	3 x 20 = 60
(Max. potential Heat Points - Heat Sink Capacity) x 5	(34 - 24) x 5 = 50

	110

769,5
-110

At a full Run of 6, Movement Modifier is + 2	659,5
Multiply by Defensive Movement Factor of 1,2	x 1,2

DEFENSIVE BATTLE RATING = 791,4

OFFENSIVE BATTLE RATING CALCULATION:

Offensive Weapons:	Heat:	
1 PPC	10	176
1 Medium Pulse Laser	4	48
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1 Medium Pulse Laser	4	48
1 LRM 10 + 3 T ammo	4	90 + 3 x 11 = 123
	+ 2 Running Heat	-----
Base Weapon Battle Rating	34 Max Heat Points	571

Adjust Base Weapon Battle Rating for 'Mech's Heat Efficiency

X = (Total Heat Sinks x Base Weapon Battle Rating) / Max Heat Points
(24 x 571) / 34 = 403,0588

Y = (Base Weapon Battle Rating - X) / 2 (571 - 403,0588) / 2 = 83,9706

Modified Weapon Battle Rating = X + Y = 487,0294

Calculate Speed Factor

Add Running MP + Jumping MP 6 + 0 = 6

Speed Factor (based on table or calculation) = 1,12

Offensive Battle Rating = Modified Battle Rating x Speed Factor
487,0294 x 1,12 = 545,4729

OFFENSIVE BATTLE RATING = 545,4729

Total BV = Defensive BV + Offensive BV: 791,4 + 545,4729 = 1336,8729

TOTAL BATTLE VALUE FOR 'MECH = 1.337