Briefing

1. This cost factor system was developed to allow players to determine the relative values and costs of troops and vehicles.

2. The factors are meant to be a simple guide to compare the characteristics of forces and are not structured to create balanced forces for highly competitive tournament games.

3. Factors for all of the characteristics of a vehicle, strongpoint, or infantryman are given in the weapons and equipment tables, including:
- Size
- Armor
- Weapons
- Miscellaneous equipment
- Movement rate
- Damage control
- Rank
- Morale

4. The final cost of a piece is equal to the total number of points arrived at by totaling all of the applicable costs discussed below.

Cost factors

1. Determine the structure cost of the piece and then add in the costs for weapons, movement, equipment and other systems.

2. **Structure**: The formula for determining the cost of a vehicle chassis or a trooper's basic equipment is "size x armor x 10."

a. Size: The sizes of vehicles, troopers and buildings range from 0 to 12. The size factor captures the additional costs imposed by larger size when equipping vehicles and strongpoints with armor, powerplants, motive systems and other equipment. Use 1 instead of 0 when making calculations for pieces that are Size 0.

b. Armor: Armor classes range from 0 to 12. Use 1 instead of 0 when making calculations for pieces that have Armor Class 0.

Example 1: The Antlion heavy tank is size 4 and has an armor class of 9. Its structure cost is 360. (4 x 9 x 10)

Example 2: A Stormer in powered armor is size 0 and has an armor class of 6. His structure cost is 60. (1 x 6 x 10)

3. **Weapons**: Total the costs for all weapons mounted on the piece.

a. The weapon factor for projectile weapons is always based on the most powerful non-nuclear warhead available for that weapon. For example, the factor for a 75mm cannon is based on piercer ammunition rather than hammerhead ammunition. (This has already been factored into the costs of the weapons given in the weapons tables.)

b. The cost of a rocket pod which has two or more rockets is two times the cost of the type of rocket that is fired. This is based on the fact that the pod can fire two rockets per turn.

c. The cost of a missile rack which has two or more missiles is two times the cost of the type of missile that is fired. This is based on the fact that the rack can fire two missiles per turn.

d. The weapon cost of a multiple weapon is determined by multiplying the normal cost of the weapon by the number of barrels. For example, a two-barreled laser cannon costs two times as much as a single-barreled laser cannon.

e. The weapon cost of a combination weapon is based on the total of its weapon capabilities. For example, an automatic rifle with a grenade launcher will add the costs of both the rifle and the grenade launcher.

4. **Miscellaneous equipment** - add the point costs for all other equipment assigned, such as enhanced detection systems, laser designators, close defense systems, scanners, radios and communicators. For example, equipping a self-propelled artillery piece with a medium range field radio costs 50 points.

9/17/2015

5. **Movement rate** - add points equal to the full movement rate of the piece. For example, for a vehicle with a movement rate of 24 inches, the cost will be 24 points.

6. **Damage control** - add +30 points if the vehicle or strongpoint has a damage control system.

7. **Rank** - if the optional morale rules for infantry leaders are being used, add the number of points indicated by the following chart.

Rank	Points
Trooper	0
Corporal or Warder	1
Sergeant	2
Lieutenant	3
Captain	4
Major	5
Colonel	6
General	7
Marshal	8

8. **Technology level** – No factor is added for the technology level of systems or weapons based on the premise that the only stellar nations capable of producing the items will do so efficiently and economically.

Procedures to factor weapon costs

1. The weapon tables in these rules have the weapon costs computed, but the procedure is outlined here for those players who may wish to create their own weapons and factor their costs.

2. Divide the maximum range by 12, rounding all fractions down.

3. Add the attack factor. (For weapons firing projectiles with warheads, use the most powerful non-nuclear warhead. However, if the players are fighting a war where the use of nuclear weapons is unrestricted the attack factor for nuclear weapons should be used.)

4. For all weapons add each of the factors from the table below that is applicable.

Type	Cost
automatic or pulse weapon	+1
rotary automatic weapon	+3
guided weapon	+2
smart weapon	+3
weapon or warhead has an effect area	+1

   a. Laser-guided, programmable and terminally-guided warheads apply the +3 factor for smart weapons.

   b. Mini-rocket launchers gain the +1 bonus because they fire a cluster of missiles that results in multiple impacts.

5. **Close defense systems** and **scanners** - the base cost of a close defense system or a scanner is 5 points. To this base the relevant factors given above are added.

6. **Intersector beams** - the base cost of an intersector beam is 3 points because the enemy does not get the advantage of concealment when this weapon is used. To this base the relevant factors given above are added.

7. **ECM systems** – the costs for these systems are provided in Rule 24. Electronic Warfare.

Mine costs

1. To determine the costs of mines, start with the warhead type.

Warhead type	Cost
chemical	5
hammerhead	7
high explosive	6
piercer	8
sonic	3

2. Add points for the additional factors that apply.

Additional factors	Cost
anti-personnel	+1
anti-vehicle	+1
booby-trapped	+2

9/17/2015

33. COSTS

Additional factors	Cost
remotely-controlled	+3
smart or seeker	+3

2. Heavy **Seeker mines** also add a +1 due to their longer range.

3. **Cluster mines** are factored in the same way, except that the cost is multiplied by the number of warheads.

Morale costs

1. Add the morale factor for the piece.

2. If the players are using the optional rules for morale classes, add the following costs:

Class	Cost
Elite	+1
Regular	0
Levy	+1

3. Levy troops cost more than regulars because they are inefficient, wasteful, and require greater control, not because they are more valuable.

Example of a cost determination

The following cost determination is for the Coyote T-81B light wheeled scouter of the Toron Dominion pictured below.

Structure (size x armor x 10)
Size: 3
Armor: 7
Cost: 210 points

Weapons
Magnum maser rifle: 10 points
Light flame cannon: 8 points
Light ion cannon: 14 points
Cost: 32 points

Miscellaneous equipment
Augmented detection system: 30 points
Light radio, medium range: 20 points
Cost: 50 points

Movement
Movement rate is 36 inches
Cost: 36 points

Damage control
Vehicle has damage control
Cost: 30 points

Rank
Rank: none assigned
Cost: 0

Morale
Morale level: 12
Morale class: not assigned
Cost: 12 points

Total cost
210+32+50+36+30+12 = 370 points

9/17/2015