

In General

Measure Speed Maint and Fuel Consumption BEFORE Adding Electronics

Most Electronics will result in a vehicle that is too high in cost. For electronics, except radar and radar jamming, multiply item listed by 0.1. For radar items or MFDs, multiply by 0.01.

For fuel consumption, use x5 for methyl alcohol, x4 for grain alcohol, x3 for gasoline or AvGas, x2 for Diesel, and x1 for jet fuel. This will fulfill what's necessary for a 4-hour period.

2.2 Pounds Thrust = 1 horsepower (This is not a direct, exact conversion, since horsepower and pounds of thrust do not directly convert into each other. It's more a rough estimation, and required a lot of math-fu to accomplish even that.)

Standard Weight Modifiers for Vehicles (If Estimating for a Vehicle for which You Have No Weight Figures)

AEV: x1.4

Ambulance Weight = x1.02 + Equipment Weight

Ambulance Load: x0.5

ARV: x1.36

Command Vehicle Weight: Added Components x1.025

Command Vehicle Load: x0.5 or ratio

Logistics Carrier Load: x1.51

Logistics Flatbed Carrier Load: x2.27

Logistics Carrier Weight: x0.83

Logistics Flatbed Carrier Weight: x0.66

VIP Vehicle Weight: x1.17

VIP Vehicle Load: x0.5

VIP Vehicle Maint: +4

VIP Vehicle Crew: -1

Laser-Firing Vehicle Cost: x1.1, +0.1 per Megawatt of Laser

Laser-Firing Vehicle Weight: x1.7

Laser-Firing Vehicle Load: 0.5

Price Modifiers

Logistics Carrier: x0.85

Logistics Flatbed Carrier: x0.69

Ambulance: x1.27

Command Vehicle: x1.6

AVLB: x3

ARV: x1.4

ARRV or Fitters' Vehicle: x1.55

Tank: x1.5

AEV: x1.35

LCV: 1.2

SP Mortar: x1.25

SP Artillery: x1.3
SP MRL: x1.3, then /3
SP AA: x1.2
FDC: x1.5
FISTV: x1.5
VIP Vehicle: x1.6
Aircraft: x5
Helicopter: x3

High-Altitude Superchargers Cost: x1.05
High-altitude Superchargers Maint: +2
VIP Aircraft Weight: x1.18
VIP Aircraft Load: x0.5
VIP Aircraft Maint: +1-3 (depending upon complexity of aircraft)
VIP Aircraft Additional Cost: x1.5
Aircraft Max Size: 11.99. Divide true size by 11.99, to give a multiple for price if size is over 11.99.
Use L x Rotor Width x H for helicopters; use L x Wingspan x Height to Tail from Landing Gear for aircraft

BMS Components

BMS Computer: 0.3
BMS Data Radio: 0.1 (If Separate)
Add GPS
Add +1 Maint
Vehicle State Computer: 0.03 (if Separate)
Inertial Navigation Backup: +0.01 tons, +\$10,000

Shot Direction and Location System

Boomerang Components
Microphone System: 0.5 Radios
Computer: 0.01

Radios (Standard Fit: 1.1)

Short Range Radio: 0.1
Medium-Range Radio: 0.3
Long-Range Radio: 1
SATCOM Radio: 5
Standard Command Vehicle Fit: 3.3
Data-Capable Radio: +0.1
Switchboard: 0.1 radio
Field Telephone: 0.05 radio
Commo Wire: \$25/300m, 3kg/300m

Fire Control

Standard Fire Control Computer: 0.1
Laser Rangefinder: 0.1 (Ladar)
Improved Laser Rangefinder: +0.02

Improved Fire Control Computer: +0.02/+0.04

+1: Reticule Gunsight

+2: Laser Rangefinder

+3: Laser Rangefinder + Ballistic Computer

+4: Improved Laser Rangefinder + Improved Computer (0.15)

+5: Improved Laser Rangefinder + Further Improved Computer (0.2)

Hard-Kill APS

Control Computer: 0.01

Kill Rounds: 40xChaff

Millimeter Radar: 0.005

Radar Jammer: 3km, 0.01

Radio Jammer: 300m, 0.01

Soft-Kill APS

Laser Detector: 0.01 (Ladar)

Radio ATGM Jammer: 0.1 (Radio Jammer)

IRCM Emitter: 0.1 (Radio Jammer)

Computer for APS: 0.01 (Do not count if the vehicle has a BMS)

Laser Dazzler: 0.1

Generators

1kW APU: \$250, 0.04 tons

1.5 kW APU: \$375; 0.06 tons

2kW APU: \$500, 0.08 tons

3kW APU: \$750, 0.12 tons

4kW APU: \$1000, 0.16 tons

5kW APU: \$1250, 0.2 tons

6kW APU: \$1500, 0.24 tons

10kW APU: \$2500, 0.4 tons

12kW APU: \$3000, 0.48 tons

13kW APU: \$3250, 0.52 kg

15kW APU: \$3750, 0.6 tons

15,1 kW: APU: \$3775, 0.6 tons

17 kW: APU: \$4250, 0.78 tons.

17.5kW APU: \$4375, 0.8 tons

20 kW: \$5000, 0.8 tons

24kW: \$6000, 0.96 tons

25.5kW APU: \$6400, 1 ton

40kW APU: \$10040, 1.25 tons

Misc Items

RWS: Weight of weapons + weight of ammo; plus 400 kg; Cost of weapons + cost of ammo + \$500 + \$100 per point of armor (per face).

OHWS: Weight of weapons + weight of ammunition, plus 700 kg; Cost of weapons + cost of ammo + \$650 + \$100 per point of armor (per face).

IFF Receiver/Transmitter: \$1000

Lugs for ERA: x1.005
Ruggedized Laptop: 0.3/0.25/0.2/0.15/0.1 (depending on capabilities)
Mapping Computer ("Map Box"): 0.05 Computer
Fire Control Computer: 0.1
Added Composite Armor: x1.01 cost/face
Added Spaced Armor: x1.005 cost/face
VIS: +0.01 Computer
Lyran 71mm Launcher: 0.2/0.1 per round
MRAP hull: x1.1 Cost, +1 Maint
Radiation Detector: Densitometer x0.025 (Use Tech 12)
Chemical Detector: Densitometer x0.025 (Use Tech 12)
Small Refrigerator: \$100
MARS Ramp: \$2000
Air Conditioner: \$200
Air Conditioner w/NBC Filters: \$300
ATGM Launcher/Ammo: Base 120mm Ammo 0.1/launcher; 0.15/missile
Helmet-mounted sight x1.02
Drinking Water Tank: \$1 per liter
Chilled Drinking Water Tank: \$2 per liter
Ration Heater: \$20 per ration capacity
Drinking Water Heater: \$0.25 per liter capacity
Hot Plate: \$20
Mapping Computer: 0.1 Computer

Maint

Base Maint: x2
Command Vehicle: +1
Ambulance: +1
EW Vehicle: +3
Vehicle has BMS: +1
Vehicle has Soft-Kill APS: +1
Vehicle has Hard-Kill APS: +1
Vehicle has Boomerang System: +1
Add-On Spaced or Composite Armor: +1
Aircraft: +2
Vehicle Has Extra Radios: +0.3/0.6/1
Radar: +0.5xRange in km

Mobility

Cross Country Wheel: x0.8 Off-Road Com Mov, x1.11 On-Road
Wheel: 0.5 Off-Road. x1.44 On-Road
Restricted Wheel: 0.25 Off-Road, x1.82 On-Road

Cargo Carrying: Subtract 0.05% Speed per 100 kg carried; add 0.05% fuel consumption per 100 kg carried.

Fuel Tankage: x1306 base, possibly divided by two or four or eight or 16 or in between (use judgment, based on size of vehicle).
For this, you're really better off researching, and this measurement takes a high fudge factor, and you will probably still turn out wrong.

EW Vehicles

Radar Jammer: 0.1/band

Radio Jammer: 1/band

GPS Jamming: 1

EW Computer: 0.3

Radio Fit: 3.3

IRCM Jammer: 0.5 (Radio Jammer) (xRange)

ATGM Jammer: 0.5 (Radio Jammer) (xRange) (Each ATGM Guidance Type)

SIGINT Radio Finder/Listener/Meaconing: 1/band+6500 (Radio Jammer) (xRange)

Ancillary Cost Multiplier: x1.1

Load Modifier: x0.33 or x0.5

Shotgun Mike: 0.01 kg, \$100

EW Vehicles: x0.5 Load, x1.05 weight, x1.6 cost

Radio Detector/Locator: 0.01/band

Radar Fit: 0.05xRange, +3 Maint

NBC Reconnaissance Vehicles

Densitometer: 0.1; TL 12 minimum

Neutrino: 0.1; TL 12 Minimum

Flag-Dropper: 2.032 weapon 0.1xAmmo/flag

Sample Arm: 0.1 kg.per arm, \$2000 per arm

NBC Computer: 0.1

Meteorological Functions: 0.2 kg, \$10,000

NBC Vehicle: x1.05 weight, x1.05 cost

Engineer Vehicles (ARVs/AEVs/AVLBs)

Crane: +\$1000/ton capacity

Dozer Blade: \$100/AV + \$2000/square meter of face

Stabilizing Legs/Jacks: \$75/leg or jack

Stabilizing Spade: \$1100

Winch: \$250/ton capacity, 10 kg per ton of capability or one-half for compact winch

AVLB Bridge: \$5000/ton capacity +\$200/meter length; 4 tons/ 10 tons capacity; one-half for treadway bridge

Fascine Roll: (Wood) \$500; Weight 500 kg; (Plastic) \$750, Weight: 350 kg

Spotlight: 0.25 300m HRT

Searchlight: 0.25 3000m HRT

Auger Attachment: \$30/cm wide

Pile Driver/Pneumatic Hammer Attachment: \$10/newton force capable

Digging Bucket Attachment: \$500/ton capacity

Rocket Anchor: \$250

Civilian Cars

Air Conditioner: \$200

Basic Radio: \$50

Radio + CD Player: \$75

Radio + MP3/WMA Player: \$100

Folding Rear Seats: \$25

Removable Seats: \$40

Police Versions

Irritant Gas Discharger: 0.83 weapon, gas tank 0.05 kg per 5 shots (of 3 seconds), \$5 per blast, displaces one troop.

Irritant Gas Ammo: Base .83 7.62mm ammo x25, done by shots and converted

Ramming Bumper: 0.05 tons, \$50

Light Dozer Blade: 0.2 tons, \$200

Medium Dozer: 0.5 tons, \$500