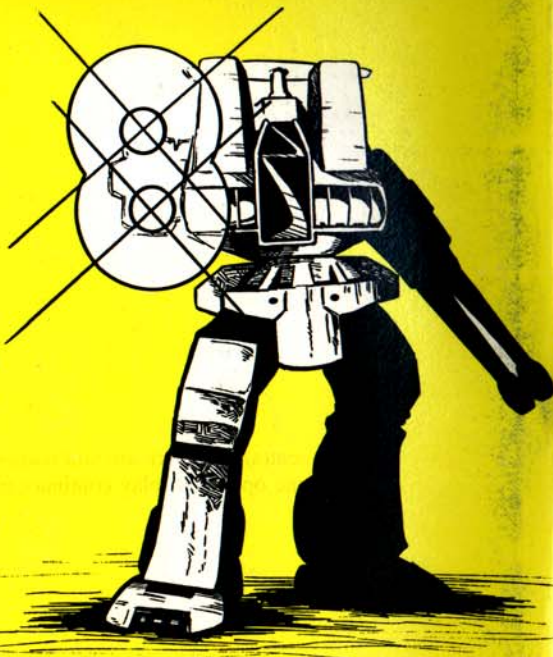


2106

Type: RFL-3N Rifleman  
Tonnage: 60 Tons  
Engine: Pitban 240  
Weapons: Two Magna Mk III  
Heavy Laser  
Two Magna Mk II  
Medium Laser  
Two Imperator-A  
Autocannon



The world you defend is hot, the atmosphere barely breathable. Most 'Mechs dread worlds like this, but you have fewer problems. The combination of large lasers and autocannon allow you to manage your heat buildup better. Suddenly, you spot a gleam of metal in the distance. Your on-board computer does not recognize it as a friend. You fire a burst of lasers . . .

In the 31st Century warfare is common. But whatever world the battle is on, the battlefield is dominated by one weapon: the BattleMech. Heavily armed and armored, these vaguely humanoid fighting machines are virtually unstoppable—except by another 'Mech. The men and women who pilot them, the MechWarriors, are the elite of a military society.

Now you can find out what it's like to pilot a 'Mech—from the inside! Each page of these books gives you the view from the cockpit of your 'Mech as you face off against another of these awesome machines. The controls are in your hands; the choices are yours!

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NOVA 595

ISBN 0-917037-55-3



### NOTE:

This book by itself is not a complete game. You must have at least one other book in the *BATTLETECH*® series before you can start to play.

# BATTLETECH®

SCIENCE FICTION COMBAT BOOK GAME  
RFL-3N RIFLEMAN



NOVA

System Designed by  
Alfred Leonardi  
Character Designed by  
Karl Hiesterman  
Illustrated by  
Doug Shuler

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Patented

This booklet represents one character, or 'Mech, in the *BattleTech*® series of science fiction combat games. Each 'Mech in this series can interact with every other; each has strengths and weaknesses which you will discover as you and your friends collect them.

The Booklet—Each page of the booklet has a View Screen (odd-number) and a Console (even number). The Console has three Displays showing your movement options, your opponent's movement restrictions, and any critical hits you might score upon your opponent. Results of your moves are shown in the View Screen.

The 'Mech Stat Card—On the front of the Stat Card is a list of maneuvers, and your 'Mech's stats. Next to the column listing the maneuvers are columns showing which Console to use when doing that maneuver, the heat it generates, and the damage you can do to your opponent. On the back of the Stat Card are the Multi-player and Campaign rules.

The Pilot Card—The Pilot Card has spaces to record your pilot's name, rank, experience, etc., as well as skill modifiers and the contents of his stockpile. On the back, is the continuation of the Campaign rules.

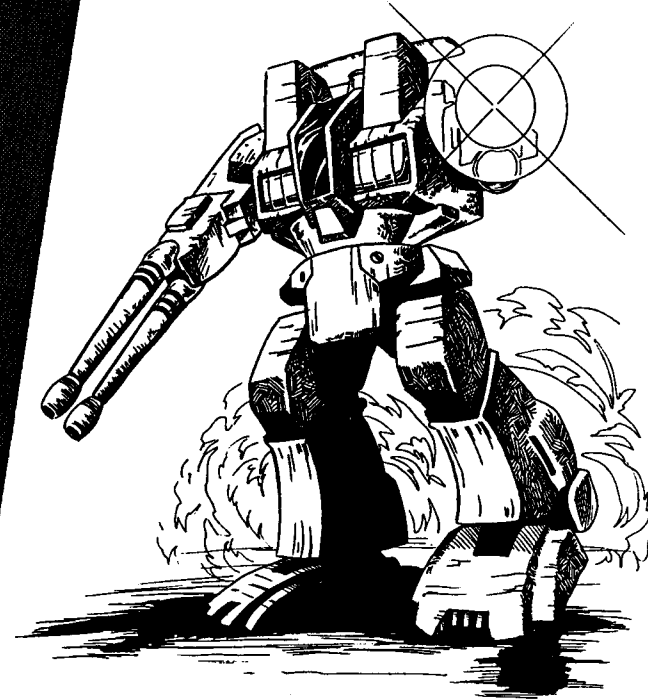
#### How to Play

Each player must have a booklet and a 'Mech Stat Card to play. You and your opponent both do the following steps simultaneously:

- 1) Exchange booklets with your opponent, but keep your own 'Mech Stat Card.
- 2) Open the booklet to View Screen 49. You now see your opponent at Long Range as shown by the Range/Action Display above the View Screen. Just beneath the View Screen is the Status Display with instructions for your opponent's next maneuver. Read the instructions to your opponent now (e.g., "Do only Long Range next turn.")
- 3) Use your Stat Card to choose your maneuver (obeying the instructions just given to you by your opponent in step 2, above) and turn to the Console number listed next to the maneuver. This will always be an even number.
- 4) Increase your Current Heat level by the amount shown next to the maneuver under "HEAT" on the Stat Card. Note: If your Heat level is equal to or greater than your 'Mech's Shutdown number, your 'Mech will overheat and shut down at the end of this turn.
- 5) If the maneuver you just chose uses ammunition, deduct the appropriate number from your Current Ammunition. When any weapon's Current Ammunition reaches zero, you may no longer use that weapon. (You may choose to ignore ammunition restrictions, if both players agree.)
- 6) Tell your opponent the number of the Console display you are now on. This will always be an even number.
- 7) On your Console Display, find the even number your opponent has just given you in step 6, above. Next to it is an odd number, sometimes with a letter after it. Remember the letter, if any, and turn to the odd-numbered View Screen listed next to it. This View Screen will show either your opponent's maneuver or the damage you have done to him. Note: It will not show if you have been hit. That will only show in the booklet your opponent is using. Tell your opponent the View Screen you are now on.  
If you choose to "Bail Out," announce it now.
- 8) If the word "SCORE" appears in the View Screen, you have hit your opponent. Add the number listed below "SCORE" to the damage modifier from your Stat Card for the maneuver you just did. If the result is greater than zero, you have damaged your opponent. Tell your opponent to subtract that amount of damage from his Current Armor Points.

## MEDIUM RANGE RUNNING & FIRING

1



Tell opponent:

"Do only Medium Range except Orange or Dodge and add +1 to any Red next turn."

2—13E  
4—21

6—41D  
8—9F

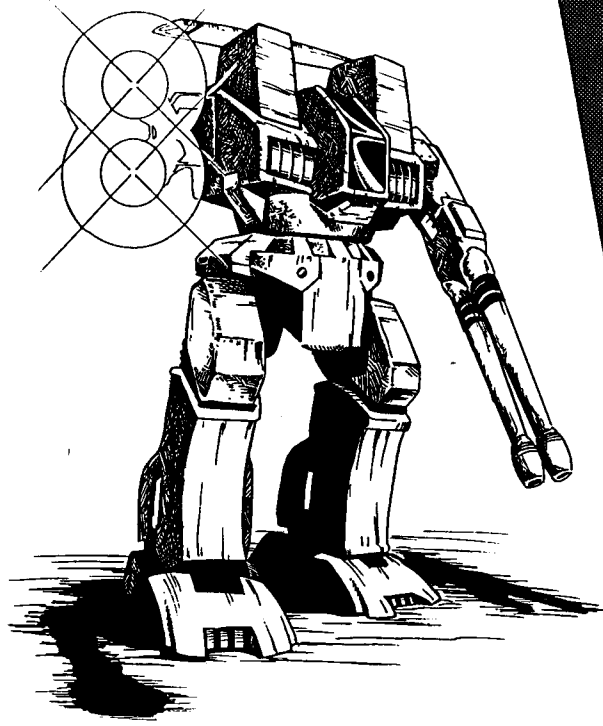
10—13G  
12—19

14—9B  
16—17

2

3

MEDIUM RANGE  
FIRING AUTOCANNON & LASER



Tell opponent:

"Do only Medium Range except Run or Dodge next turn."

4

2-45  
4-41C

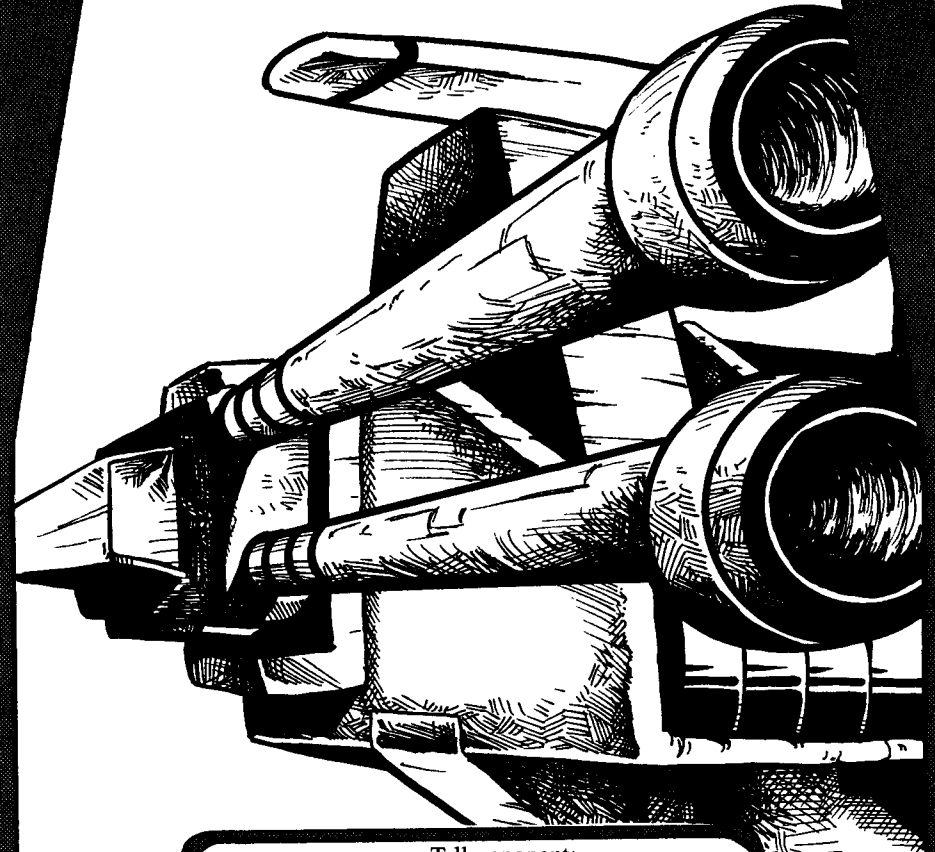
6-25  
8-5

10-41B  
12-41E

14-33B  
16-27D

5

CLOSE RANGE  
PUNCHING



Tell opponent:

"Do only Close Range except Blue next turn."

2-45  
4-21

6-25  
8-31

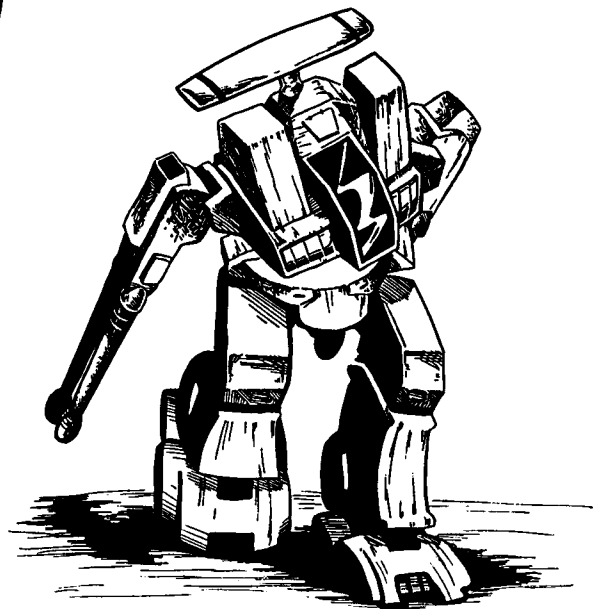
10-13F  
12-19

14-45  
16-11

6

7

### MEDIUM RANGE DUCKING



Tell opponent:

“Do only Medium Range except Orange or Red and add +1 to any Blue next turn.”

8

2—33E  
4—33D

6—17  
8— 5

10— 5  
12—33C

14—33A  
16—15C

9

### CLOSE RANGE LEG HIT

SCORE

-1



Tell opponent:

“Do only Close Range except Orange or Blue next turn.”

A[2]/B[4]: Heat Sinks: “+1 to all Heat.”

C[3]/D[3]: Left/Right Leg Actuators: “-1 to all Dodges.”

E[5]: Left Foot: “Do no Running.”

2—13D  
4—13G

6—25  
8—13F

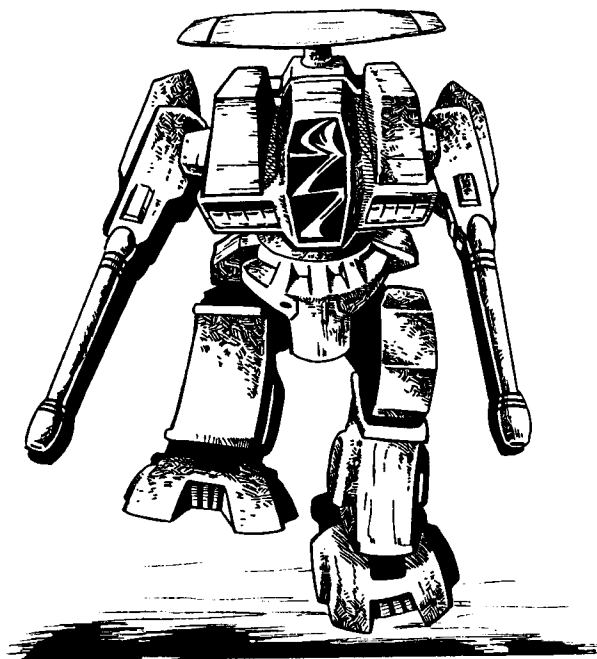
10—13B  
12—13A

14—45  
16—13H

10

11

MEDIUM RANGE  
JUMPING UP



Tell opponent:

“Do only Medium Range except Orange, Dodge or Run next turn.”

12

2—33C  
4— 9C

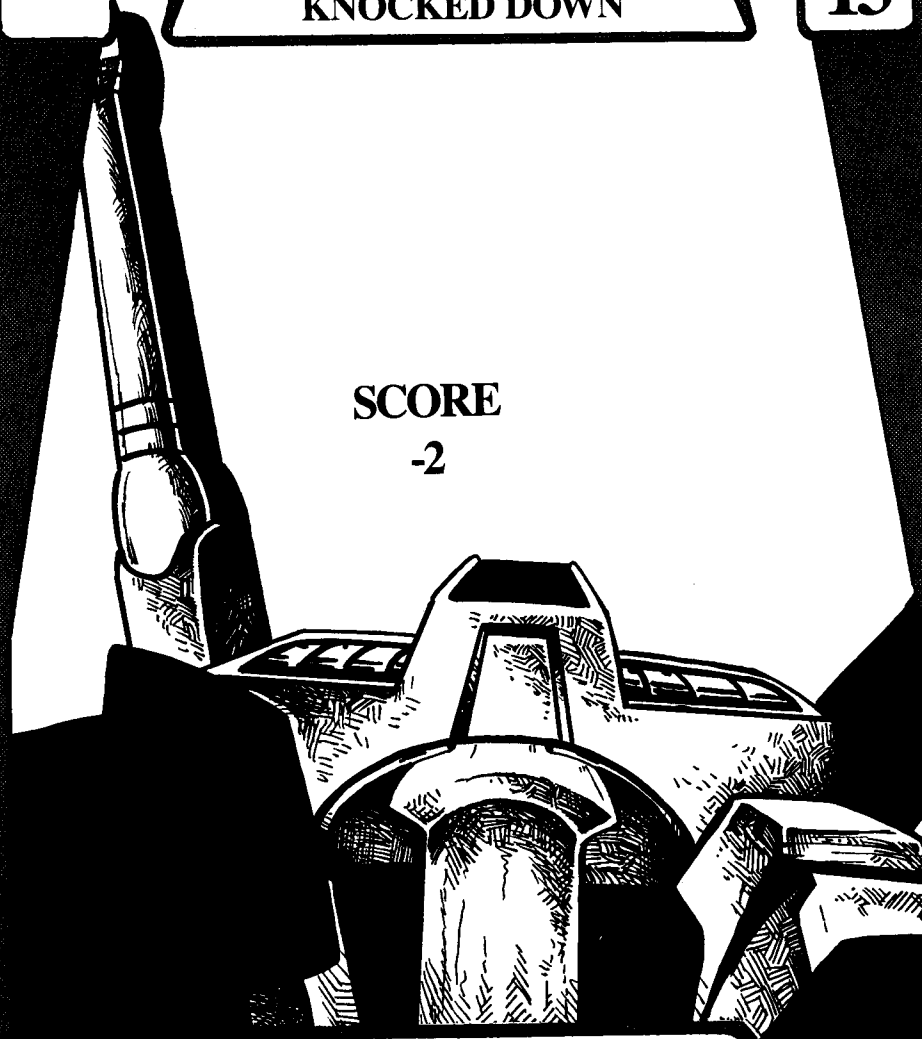
6—41A  
8— 9E

10— 9B  
12— 9A

14—45  
16— 1

13

CLOSE RANGE  
KNOCKED DOWN



SCORE

-2

Tell opponent:

“Do only Close Range Defense next turn.”

A[3]/B[6]: Heat Sinks: “+1 to all Heat.”  
C[4]/D[6]: Gyro: “-1 to all Dodges.”  
E[4]/F[5]: Gyro: “-1 to all Ducks.”  
G[5]: Sensors: “-1 to all weapons.”

H[6]: Autocannon Ammo: “Take 4 pts of damage and do no Autocannon.”

2— 9B  
4—13H

6—13F  
8— 9D

10—13C  
12—13B

14—13D  
16— 1

14

15

MEDIUM RANGE  
CRITICAL HIT

SCORE

1



Tell opponent:

“Do only Medium Range Green or Yellow next turn.”

A[5]/B[7]: Sensors: “-1 to all weapons.”

F[6]:

Tracking System: “-2 to all Long Range weapons.”

C[5]: Life Support: “If Heat goes above 25, pilot killed.”

D[5]/E[6]: Cockpit: “Pilot killed.”

16

2-31  
4-51

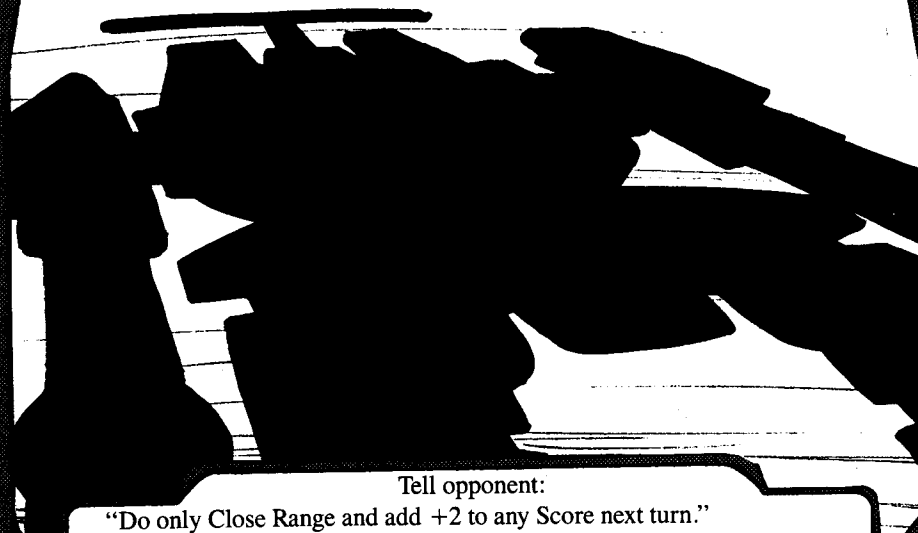
6-7  
8-1

10-5  
12-51

14-27E  
16-11

CLOSE RANGE  
BEHIND YOU

17



Tell opponent:

“Do only Close Range and add +2 to any Score next turn.”

18-35I  
20-35D  
22-35G  
24-5

26-35B  
28-35C  
30-35F  
32-35E

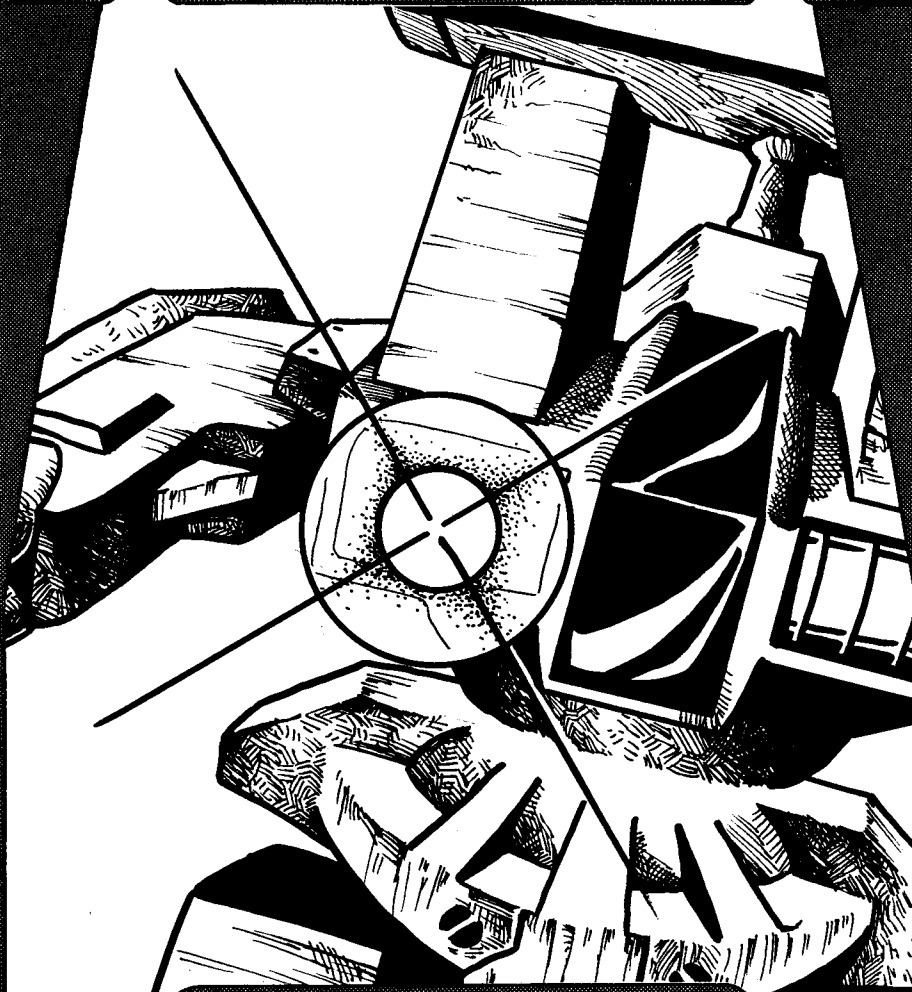
34-00  
36-59F  
38-1  
40-35E

42-47  
44-35A  
46-37  
48-35H

18

19

CLOSE RANGE  
FIRING MEDIUM LASER



Tell opponent:

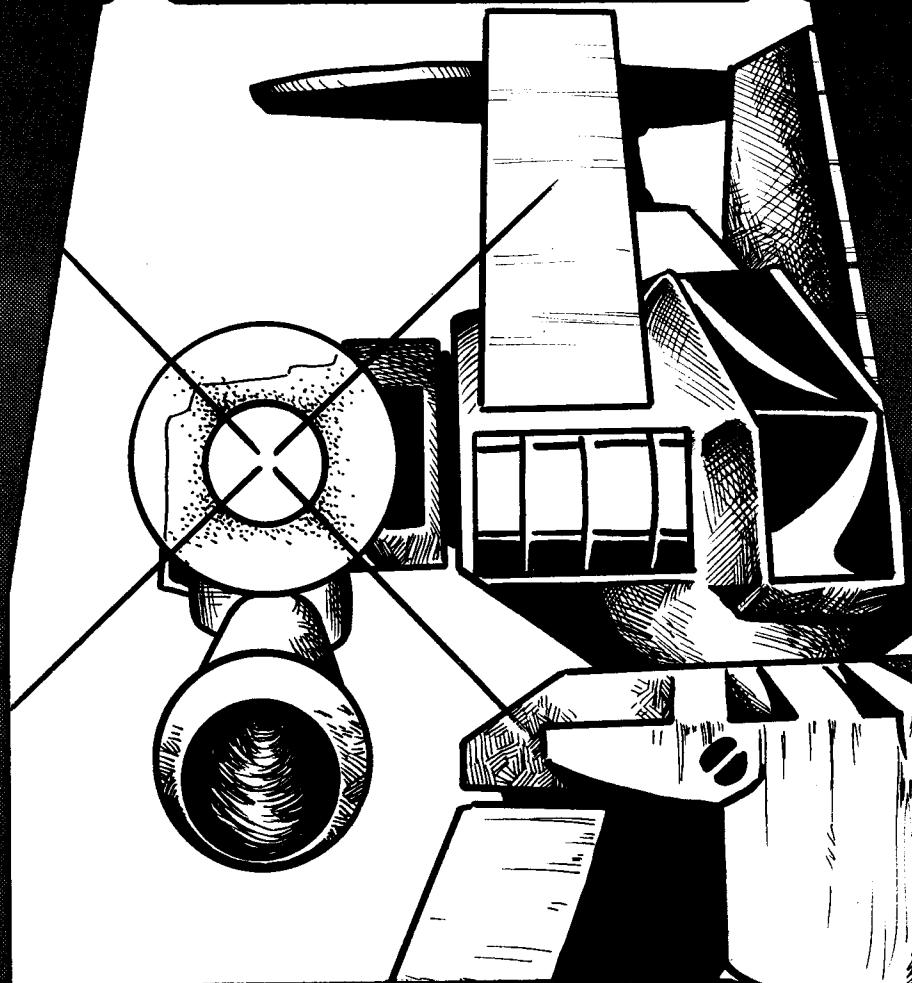
“Do only Close Range except Wild Swing or Run Away next turn.”

20

18-23D	26-23F	34-00	42-35B
20-23C	28-23A	36-59D	44-23E
22-35D	30-15E	38-35F	46-61B
24- 5	32-23B	40-47	48-11

21

CLOSE RANGE  
FIRING LARGE LASER



Tell opponent:

“Do only Close Range except Punch or Push next turn.”

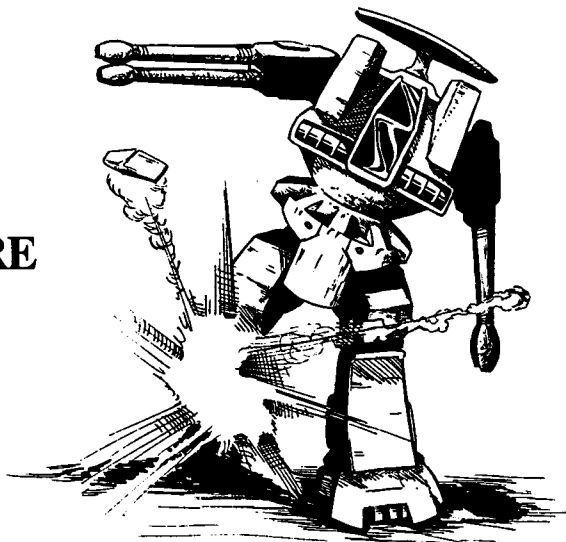
22

18-35F	26-35C	34-00	42-47
20-35H	28-55	36-59E	44-35B
22-15B	30- 7	38-61C	46-37
24- 5	32-35F	40-47	48-27G

23

## MEDIUM RANGE LEG HIT

SCORE  
-1



Tell opponent:

“Do only Medium Range except Orange or Blue next turn.”

A[2]/B[4]: Heat Sinks: “+1 to all Heat.”

C[3]/D[3]: Left/Right Leg Actuators: “Do no Dodge.”

E[3]/F[3]: Left/Right Hip: “Do no Cover and Laser.”

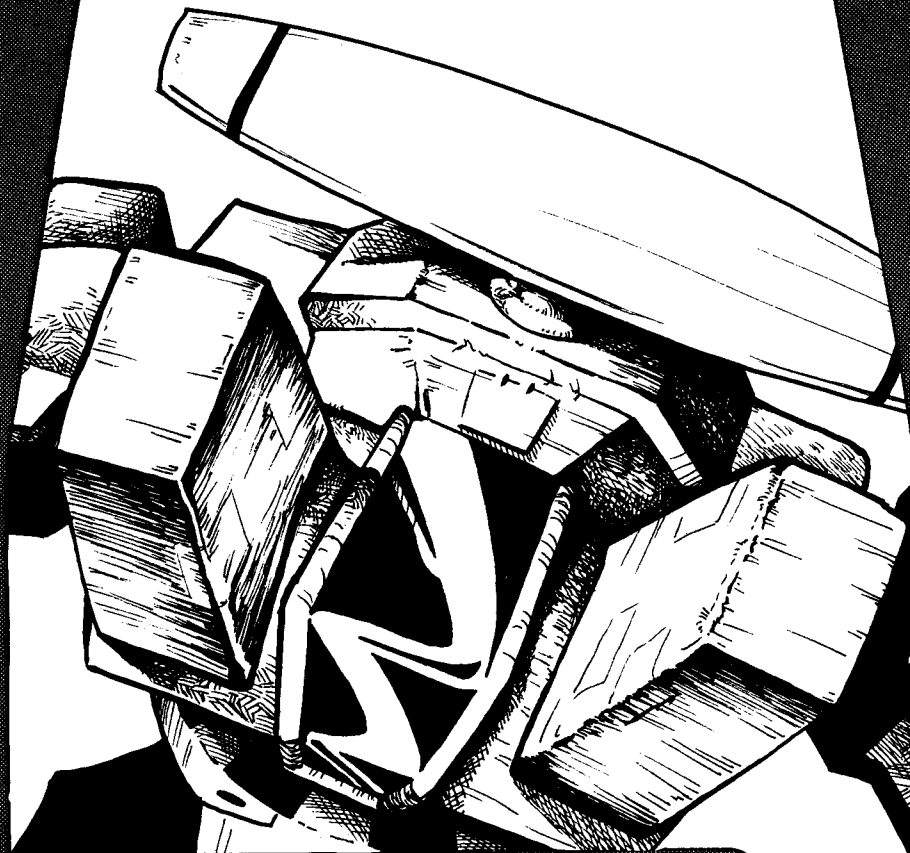
G[3]: Right Foot: “-1 to all Kicks.”

24

18- 5	26- 5	34-00	42-19
20-21	28-25	36-11	44-51
22-21	30-13D	38-19	46-13F
24-13B	32-63	40-21	48- 5

## CLOSE RANGE DUCKING

25



Tell opponent:

“Do only Close Range except Orange or Red. Add +2 to any Blue that Scores next turn.”

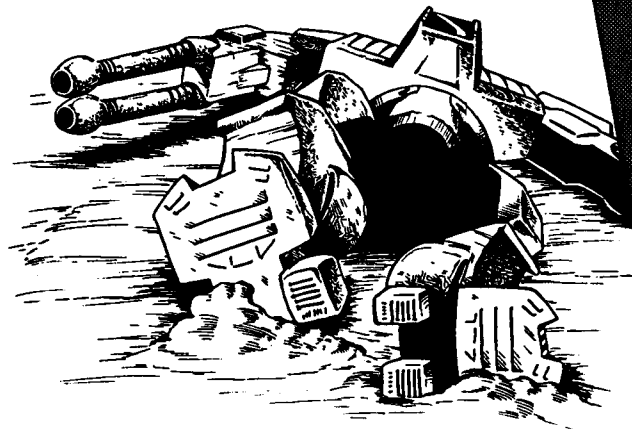
18-23A	26-23C	34-00	42-47
20-23G	28-23D	36-59D	44-23F
22- 1	30-15C	38- 1	46-61D
24- 5	32-23B	40-35D	48-11

26



SCORE

-2

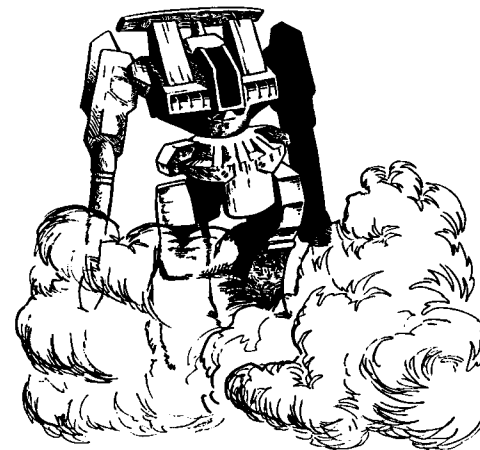


Tell opponent:

"Do only Medium Range Green or Yellow next turn."

A[5]: Heat Sinks: "+1 to all Heat."      G[6]: Autocannon Ammo: "Take 4 pts of  
 B[4]/C[6]: Gyro: "-1 to all Cover and Laser."  
 D[4]/E[5]: Gyro: "-1 to all Kicks."  
 F[5]: Sensors: "-1 to all weapons."

18-3	26-63	34-00	42-47
20-51	28-55	36-29	44-51
22-1	30-7	38-1	46-37
24-5	32-63	40-47	48-11



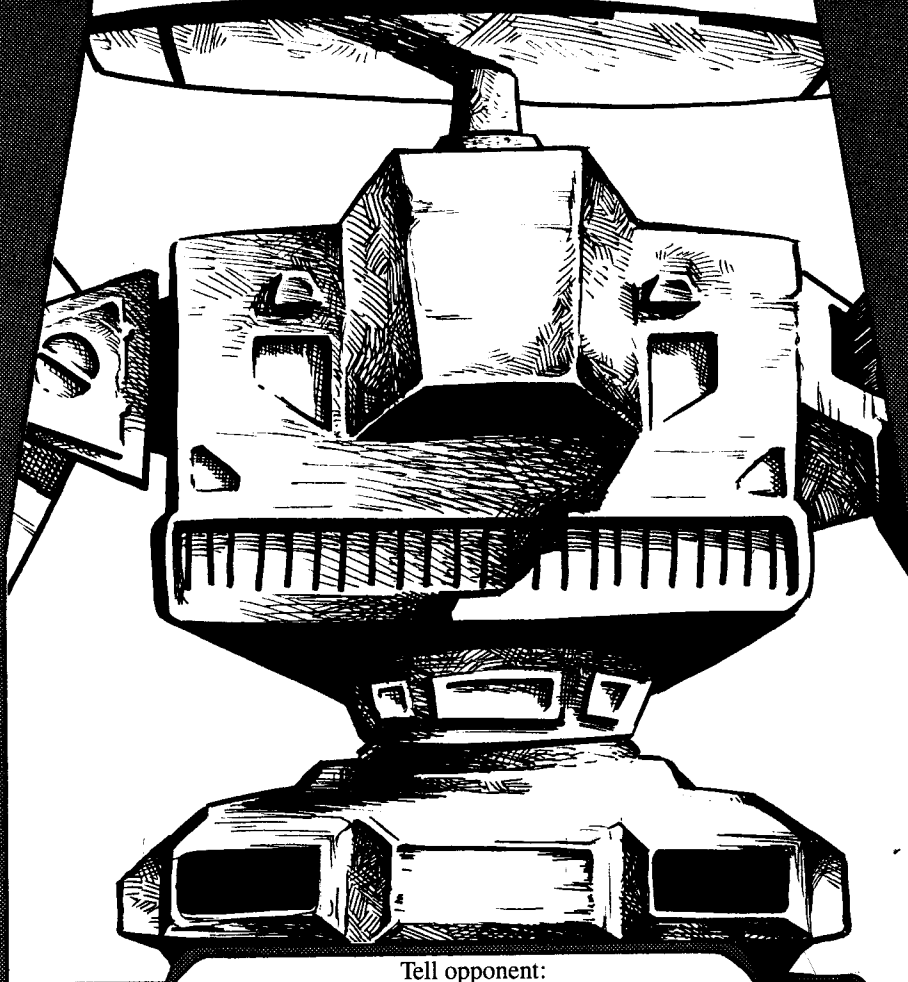
Tell opponent:

"Do only Long Range except Orange next turn."

18-3	26-63	34-00	42-47
20-51	28-55	36-29	44-51
22-1	30-7	38-1	46-37
24-45	32-63	40-47	48-11

31

CLOSE RANGE  
TURNED AROUND



Tell opponent:

“Do only Close Range Green next turn.”

32

18-61E	26-61A	34-00	42-35H
20-61C	28-15E	36-29	44-61D
22- 1	30- 7	38- 1	46-37
24-23D	32-61F	40-47	48-15F

CLOSE RANGE  
TORSO HIT

33



SCORE

-3

Tell opponent:

“Do only Close Range except Orange next turn.”

A[5]/B[7]: Engine: “+2 to Heat per turn.”  
C[6]: Medium Laser: “Do no Medium Laser.”

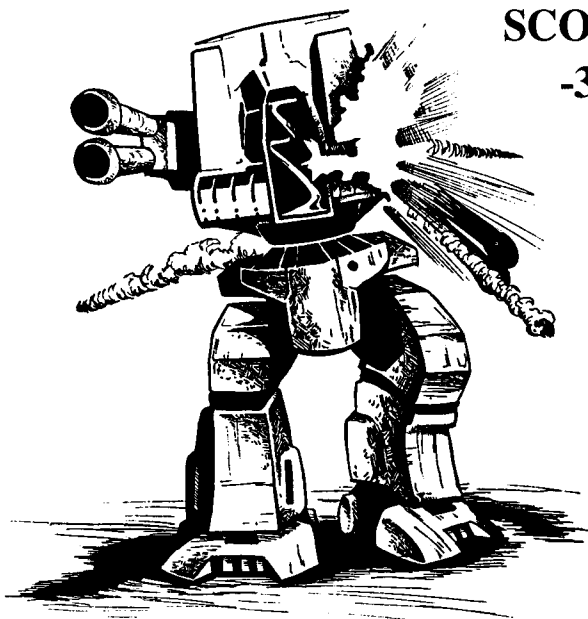
D[4]/E[5]: Medium Laser: “+1 Heat to all Medium Laser.”

18-13G	26-13E	34-00	42-17
20-13D	28-13B	36-11	44-51
22-21	30-13C	38-19	46-13A
24-13H	32-63	40-17	48-13F

34

35

MEDIUM RANGE  
TORSO HIT



SCORE

-3

Tell opponent:

“Do only Medium Range except Orange next turn.”

A[2]/B[7]: Engine: “+2 Heat per turn.”  
C[5]: Autocannon Ammo: “Take 3 pts of Heat and do no Autocannon.”  
D[4]/E[5]: Medium Laser: “+1 Heat to all Medium Laser.”

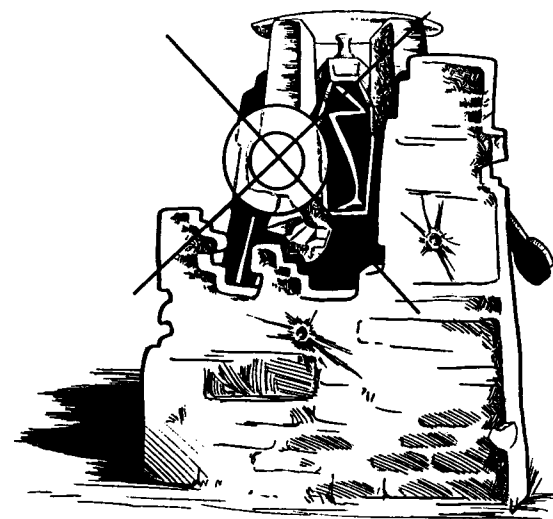
F[4]: Gyro: “When on ‘Knocked Down’ page, do restrictions for an extra turn.”  
G[2]/H[6]: Heat Sinks: “+1 to all Heat.”  
I[5]: Sensors: “-1 to all Weapons.”

36

18-57	26-43	34-00	42-43
20-43	28-49	36-29	44-43
22-43	30-43	38-43	46-43
24-11	32-43	40-43	48-29

MEDIUM RANGE  
FIRING FROM COVER

37



Tell opponent:

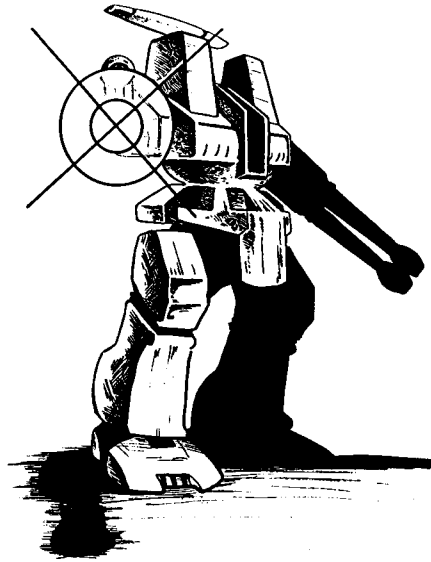
“Do only Medium Range except Orange, Dodge or Run next turn.”

18-35H	26-35E	34-00	42-47
20-35C	28-55	36-43	44-35I
22-35E	30-27A	38-23E	46-61C
24-13F	32-35B	40-47	48-11

38

39

## LONG RANGE FIRING AUTOCANNON



Tell opponent:

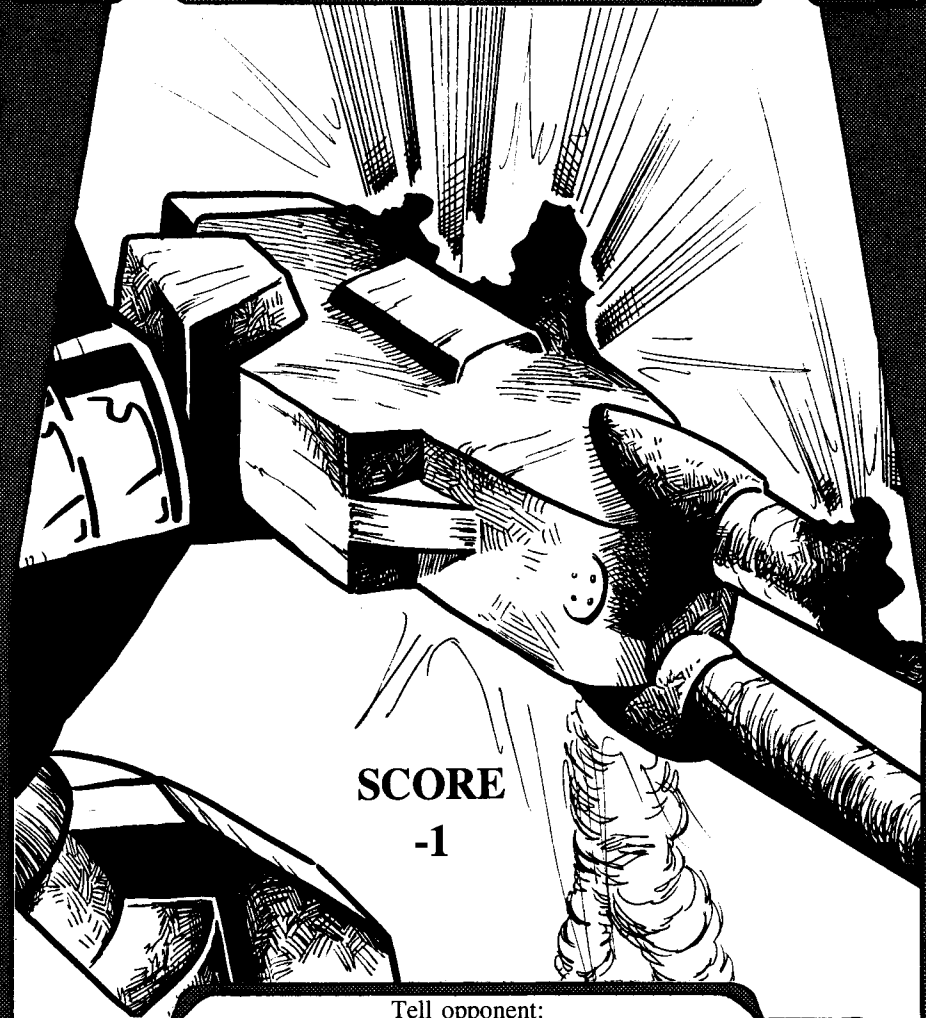
“Do only Long Range except Orange next turn.”

40

18—35E	26—35I	34—00	42—23G
20—35A	28—55	36—47	44—35H
22— 1	30—61D	38— 1	46—35D
24—13C	32—35G	40—23E	48—11

## CLOSE RANGE ARM HIT

41



Tell opponent:

“Do only Close Range except Orange or Red next turn.”

A[4]/B[4]: Left/Right Arm: “-1 to all Large Laser.”

C[4]: Left Arm: “-1 to all Punch and Push.”

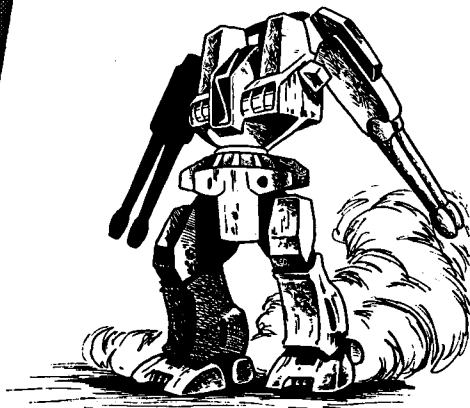
D[5]: Autocannon: “If this result is received twice, do no Autocannon or Autocannon & Laser.”

E[4]: Right Arm: “Do no Punch.”

18—35H	26—35C	34—00	42—61E
20—35F	28—55	36—59D	44—35D
22—61E	30—27F	38—35I	46—37
24—25	32—35E	40—61F	48—27C

42

43

LONG RANGE  
SIDESTEPPING

Tell opponent:

"Do only Long Range except Yellow next turn."

44

18-61E	26-61D	34-00	42-47
20-61F	28-15D	36-29	44-61C
22-23C	30-7	38-23B	46-37
24-23F	32-61B	40-35I	48-15A

CLOSE RANGE  
KICKING

45



Tell opponent:

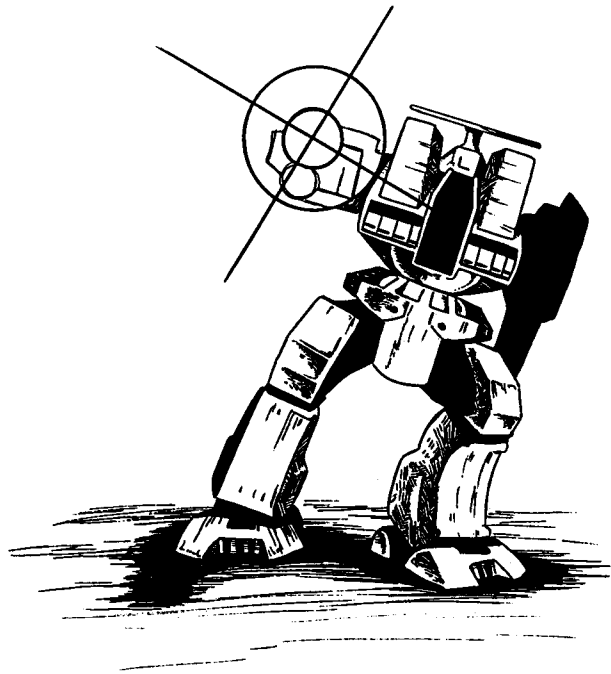
"Do only Close Range except Blue or Yellow next turn."

18-35D	26-35E	34-00	42-47
20-35F	28-23B	36-59C	44-35I
22-1	30-35G	38-35A	46-37
24-45	32-35H	40-47	48-11

46

47

MEDIUM RANGE  
DODGING & FIRING



Tell opponent:

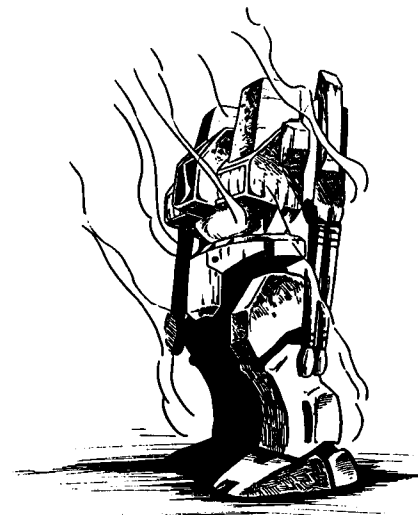
“Do only Medium Range except Run or Autocannon next turn.”

48

18- 3	26-63	34-00	42-47
20-51	28-55	36-29	44-51
22- 1	30- 7	38- 1	46-37
24- 5	32-63	40-47	48-11

49

LONG RANGE  
COOLING DOWN



Tell opponent:

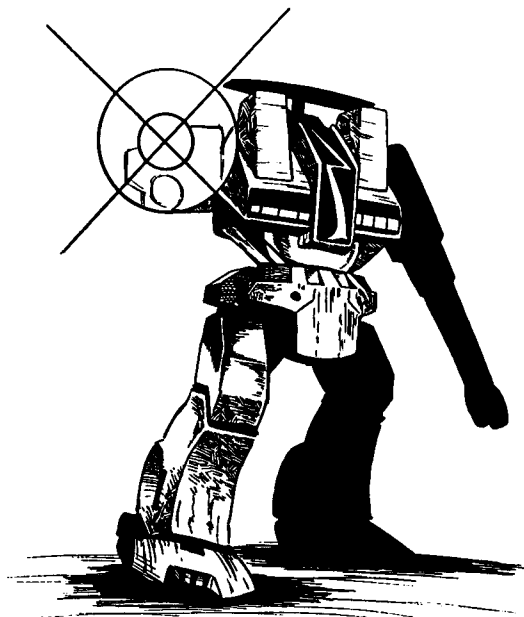
“Do only Long Range next turn.”

50-59F	54-59E	58-43	62-59B
52-35C	56-59C	60-59D	64-11

50

51

MEDIUM RANGE  
FIRING LARGE LASER



Tell opponent:

“Do only Medium Range except Run next turn.”

52

50-63  
52-13D

54-63  
56- 3

58- 7  
60-29

62-13B  
64-13E

LONG RANGE  
CHARGING

53



Tell opponent:

“Do only Long Range except Green or Yellow next turn.”

50-59D  
52-35E

54-59B  
56-59F

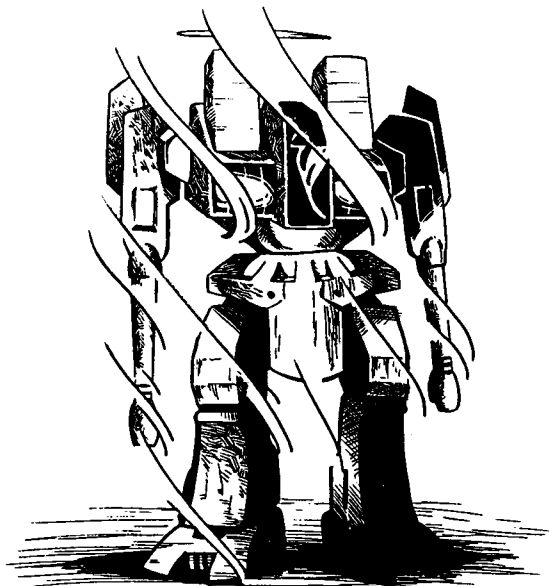
58-59C  
60-29

62-59E  
64-35B

54

55

MEDIUM RANGE  
COOLING DOWN



Tell opponent:

“Do only Medium Range next turn.”

56

50—59C  
52—47

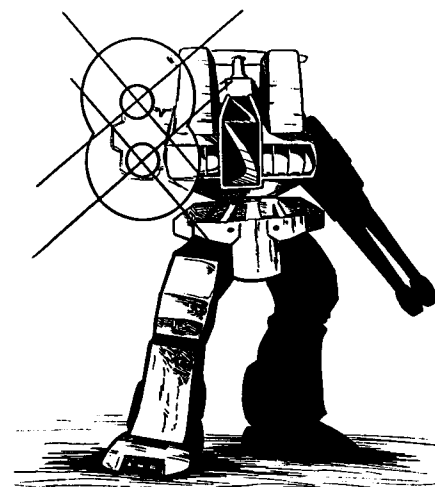
54—59D  
56—59A

58—43  
60—29

62—59F  
64—35F

LONG RANGE  
FIRING AUTOCANNON  
& LASER

57



Tell opponent:

“Do only Long Range except Orange or Yellow next turn.”

50—39  
52—27B

54—39  
56—57

58—43  
60—29

62—49  
64—11

58

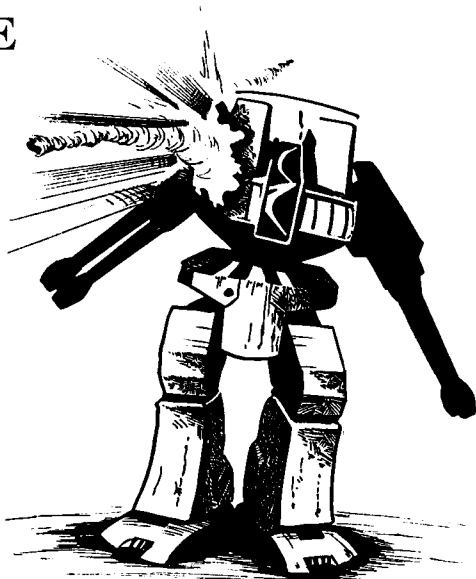


59

LONG RANGE  
TORSO HIT

SCORE

-3



Tell opponent:

"Do only Long Range Green next turn."

A[5]/B[7]: Engine: "+2 Heat per turn."

F[6]: Medium Laser: "-1 to all Medium Laser."

C[2]/D[6]: Heat Sinks: "+1 to all Heat."

D[8]: Gyro: "Do no Dodges."

60

50-39  
52-53

54-39  
56-57

58-43  
60-29

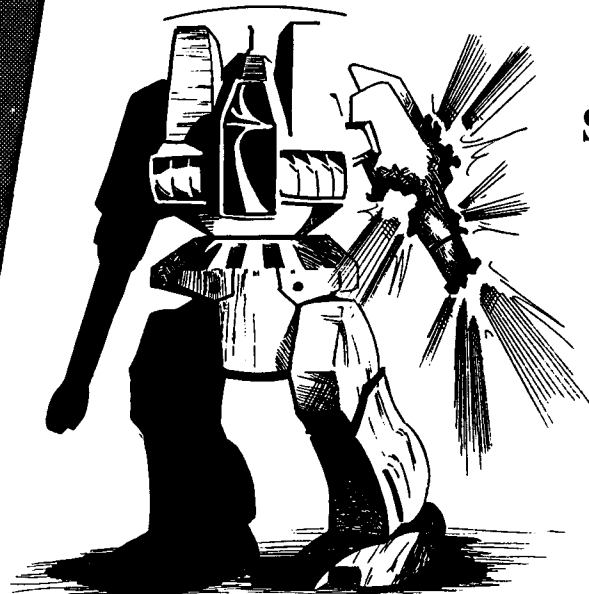
62-49  
64-29

61

MEDIUM RANGE  
ARM HIT

SCORE

-1



Tell opponent:

"Do only Medium Range except Orange or Red next turn."

A[4]/B[6]: Large Laser: "If this result is received twice, do no Large Laser or Autocannon & Laser."

C[4]: Large Laser: "+1 Heat to all Large Laser."

D[5]: Autocannon: "-1 to all Autocannon."

E[4]/F[4]: Left/Right Arm: "-1 to all Punch."

50-39  
52-47

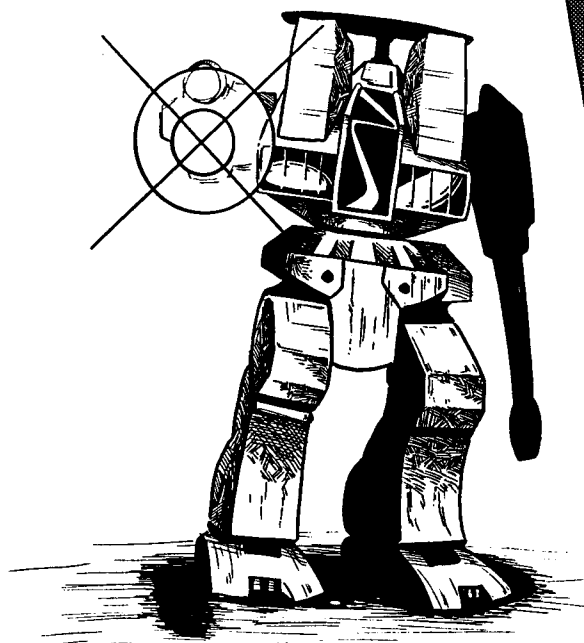
54-39  
56-57

58-43  
60-29

62-49  
64-11

62

## MEDIUM RANGE FIRING AUTOCANNON



Tell opponent:

"Do only Medium Range except Large Laser or Dodge next turn."

9) If you damaged your opponent in step 8, above, you may have caused a Critical Hit, (see below). If you did cause a Critical Hit, read the critical damage listed to your opponent. Note: The Critical Damage Display is normally blank. It contains data only when your opponent has been hit.

10) If your opponent's Current Armor Point total is now zero or less, his 'Mech is now inoperative and you have won. Otherwise, read your opponent the instructions on the Status Display just beneath the View Screen and repeat steps 3 through 10.

**HEAT**—Virtually every move you make with your 'Mech generates heat. Your 'Mech starts the game with a Current Heat level of 0. Every time you choose a maneuver, you must record the change in your Current Heat level caused by that maneuver. There are certain moves on the Stat Card with negative Heat numbers. These moves *subtract* heat from your Current Heat level and can be used to cool down your 'Mech. At the end of any turn in which your Current Heat is equal to or greater than your Shutdown Number, your 'Mech automatically shuts down. You may only do the moves "Cool Off" or "Duck" until your Heat level is 15 or less. Your Heat level may never go below zero.

For every turn your Heat level equals or exceeds 28, you must lose one Ammunition Point (your choice) and take 2 points of armor damage as your ammo starts to explode. This does not apply if you are totally out of ammunition.

**AMMUNITION**—Certain weapons require ammunition to use and are marked on the Stat Card. The initial ammunition supply for each weapon is also marked on the Stat Card. Every time you fire a weapon which requires ammunition you must mark off one Ammunition Point on the Stat Card. A weapon with zero ammunition points may not be used. Ammunition Points may never go below zero. Your 'Mech always starts the game with a full ammunition load. Exception: See Campaign Rules. Both players may choose to ignore ammunition restrictions if they agree beforehand.

**CRITICAL HITS**—Some Console results have letters after them (i.e., -13B, -27K, etc.) This letter is the potential Critical Hit for that maneuver result. Whenever you end up on a View Screen showing your opponent being hit, include the following substeps in step 9):

9a) Look on the Critical Damage Display for the letter of the maneuver you just did. Next to the letter will be a number in brackets (i.e., [4].)

9b) If the modified damage you did to your opponent in step 8), above, is equal to or greater than the number in brackets, you have caused a Critical Hit.

9c) Read the phrase telling exactly what the Critical Hit is to your opponent. The effects of a Critical Hit take place immediately and stay in effect for the entire game. Multiple Critical Hits to the same location are cumulative. I.e., two hits to your laser, each causing "-1 to all Laser attacks," means you now fire your laser at -2 to any Scores.

Often similar Critical Hits are grouped together. For example:

A[2]/B[4] "Add +1 to all Heat costs."

This means: If your letter is "A" and you did at least 2 points of damage, after modifiers, to your opponent—or—if your letter is "B" and you did at least 4 points of modified damage, then you have caused him the Critical Hit: "Add +1 to all Heat costs." Note: If your letter was "B" but your modified damage was only 3 or less, you did not cause a Critical Hit.

**MUTUAL DESTRUCTION**—A 'Mech which overheats but still has Armor Points beats a 'Mech with no Armor Points. If both 'Mechs go below zero Armor Points on the same turn, no one wins.

**ESCAPE**—You may break off combat and escape if you can maneuver to page 29 (Long Range, Jumping Back) from any long range page. Simply announce, "Escaping" and the game is over. Your opponent receives credit for ½ victory if you successfully escape.

(continued on back of Stat Card)

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### Multi-Player Rules

For multi-player combats, arrange two sides. Players on the side with the fewer members each pick one opponent. Then, the extra players on the larger side each join any battle they choose. Note: It is permissible for more than one extra player to join a battle, i.e., three against one, four against one, etc. Play normally including the following rules:

- 1) If you are fighting more than one opponent you may find yourself at different ranges with each. Select a single opponent to attack and choose a maneuver from the appropriate range.
- 2) Each maneuver on the Stat Card has Conversion numbers in addition to the Console numbers listed next to it. To resolve the results of your opponents' actions at other ranges, read them the Conversion numbers at the far right of your Stat Card for the appropriate maneuver and ranges. Turn to the Console page for these numbers and resolve each of the combats.
- 3) If you have Scored against more than one opponent, you may divide your damage modifier among those opponents in any manner you wish. Note: You can *not apply the full* modifier to *each* of your opponents. (You may apply it to any one opponent if you choose.)
- 4) If you defeat your opponent(s) and there are still battles going on, you may choose to join one. If you join against one opponent, play continues as a normal multi-player battle. If you join against two or more opponents, you must choose any one opponent who must then leave his attack for a one-on-one against you.
- 5) If you receive conflicting instructions from your opponents, do only the most restricting instruction.
- 6) Use only the Heat from the original move you chose, not from either of the conversion maneuvers.

Note: The format for multi-player battles is always one vs. any number of opponents. A 2 vs. 2 battle is not possible but must break into two 1 vs. 1 battles. Only after you win can you join your partner in a two-on-one against the remaining opponent.

### Campaign Rules

**PILOT IMPROVEMENT**—You may improve your character's skill with Experience. Experience is figured by enemy tonnage destroyed.

Each time you defeat an opponent, add the tonnage of the enemy 'Mech to your Experience total. (New pilots start with 0 Experience.) For every 250 tons of enemy 'Mechs you defeat, you may increase the damage modifier for any one category shown on the Pilot Card. Each category is defined on the Stat Card by a Roman numeral.

This increase affects all the moves on the Stat Card in the category you choose and stays with your pilot, not with the 'Mech. The pilot retains any increases when moving to a new 'Mech.

Increases in one category may not be used in any other category. I.e., a +1 modifier in the PPC category has no effect on the Laser or Missile categories, and if the pilot moves to a 'Mech without a PPC, the bonus can not be used (although he retains it in case he ever goes back to a 'Mech with a PPC.) Note: Some categories cover more than one range.

A pilot with +5 or better in a category may choose to ignore the first Critical Hit which affects that category.

**'MECH DETERIORATION**—Each time you start a new game with the same 'Mech, subtract one from the 'Mech's Shutdown number. After ten games, you may acquire a new 'Mech with a full Shutdown limit at a cost in Experience Points equal to the cost printed on the front of the 'Mech's Stat Card. For each game thereafter that you choose not to take the new 'Mech but continue to use the old one, the cost of the new 'Mech drops by 10 Experience Points.

Note: Ammo still starts to explode at 28 Heat Points. If the Shutdown number is less than 28, ammo will never explode.

(continued on back of Pilot Card)

(continued from back of Stat Card)

**'MECH REPAIR**—After any battle the surviving 'Mech may salvage parts from defeated 'Mechs and either use them to repair their own damage, or stockpile them for future use. Parts are identified on the Critical Damage Display as they are hit.

Salvage: After any game you win, you may salvage usable parts of your opponent(s)' 'Mech(s). Armor and Heat Sinks are automatically repaired after each game and so are not salvageable. Other parts are not salvageable if they have suffered any three Critical Hits or one Critical Hit which states "Do no \_\_\_\_\_." Note: a part which has suffered damage may still be usable by its original owner (with heavy negative modifiers) although it is not salvageable by anyone else.

Repair: You may replace any part on your 'Mech with the *identical* salvaged part from any other 'Mech. If the salvaged part has been damaged (by taking one Critical Hit, for instance) you must retain any negative modifiers for that damaged part.

Stockpiles: Keep salvaged parts which are not used to repair your 'Mech in the Stockpile box of your Pilot Card. This is your stockpile and you may use parts from it to repair your 'Mech just like any other salvaged parts. You may trade, give or share any parts in your stockpile with any other player. Damaged parts of your own 'Mech which qualify under the salvage rules, above, may be stockpiled.

**AMMUNITION**—At the end of each game a 'Mech may reload ammunition, however, only at the end of every third game do you receive a full reload. At the end of all other games you receive a half-reload (round fractions down) for each weapon type. Unused ammunition does not count against amounts received in reloading although the 'Mech may never carry more than its initial full load of ammo. Excess ammunition may be stockpiled.

**BAILING OUT**—Your pilot may eject from his 'Mech during step 7) of any turn in the game. Simply announce, "Bailing out!" The game ends immediately, your opponent wins, but your pilot automatically survives (although without a 'Mech.)

If your pilot does not eject in step 7), he may be killed in step 8) or 9) as follows: If the 'Mech's armor is reduced in step 8) to -5 or worse, or if the Critical Hit in step 9) is "Pilot Killed," the pilot automatically dies. You must start a new pilot in a new 'Mech next game with no modifications to any of his skills.

A pilot who bails out starts the next game with all his personal skill modifiers and Experience. He receives a replacement 'Mech of the same tonnage with -3 to all its maneuvers. He may upgrade the 'Mech by spending 50 Experience points for each 1 point modifier increase per category, or by using parts from his stockpile.

**NOTE:** When you do a move which changes the range between you and your opponent, you may not see the result you expected to see. This is because some maneuvers exist only at certain ranges. The results you get will be the closest comparable in terms of restrictions, damage, etc.

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## PILOT CARD

NAME \_\_\_\_\_ RANK \_\_\_\_\_ UNIT \_\_\_\_\_

EXPERIENCE TO DATE \_\_\_\_\_

### MODIFIERS

TYPE	CATEGORY	TOTAL
AUTOCANNON	I	_____
FLAMER	II	_____
LASER	III	_____
MACHINE GUN (MG)	IV	_____
MISSILES	V	_____
PARTICLE PROJECTOR CANNON (PPC)	VI	_____
PHYSICAL	VII	_____
PILOTING	VIII	_____

### STOCKPILE

## RIFLEMAN—RFL-3N STAT CARD

ARMOR POINTS	START SHUTDOWN NUMBER	CURRENT SHUTDOWN NUMBER	SPEED	START AMMUNITION	CURRENT AMMUNITION
38	30		4	AUTOCANNON: 8	AUTOCANNON:

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	MRX	LRX
CLOSE RANGE	PHYSICAL VII	PUNCH	8	6	2	24	58
		PUSH	10	6	2	24	64
		KICK	14	7	2	48	58
	WEAPONS III	LARGE LASER	4	8	5	44	62
		MEDIUM LASER	12	5	3	20	62
	DEFENSE VIII	WILD SWING	2	5	3	30	58
RUN AWAY		16	6	4	36	60	
DUCK		6	6	-2	30	58	

COST  
120

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	CRX	LRX
MEDIUM RANGE	LARGE LASER III	LASER HIGH	44	8	7	4	62
		LASER LOW	20	8	7	12	62
	AUTOC. I	AUTOCANNON HIGH (A)	32	5	1	6	50
		AUTOCANNON LOW (A)	26	5	1	6	54
	AC&LASER I&II	AUTOC. & LG. LASER (A)	18	12	8	4	56
	SPECIAL VIII	COVER AND LASER	46	5	3	12	58
		COOL OFF	28	6	-7	6	62
	RUN VIII	RUN AND LARGE LASER	22	8	8	16	64
		RUN & MEDIUM LASER	38	5	5	16	64
	DODGE III	DODGE & MEDIUM LASER	42	5	4	6	58
		DODGE & LARGE LASER	40	8	8	6	58
	DEFENSE VIII	DUCK	30	6	-2	6	58
JUMP UP		48	6	4	16	60	
RUN FORWARD		24	6	4	2	64	
RUN BACK		36	6	4	16	60	

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	CRX	MRX
LONG RANGE	WEAPONS I & III	AUTOC. & LG. LASER (A)	56	12	8	4	18
		AUTOCANNON HIGH (A)	50	5	1	6	32
		AUTOCANNON LOW (A)	54	5	1	6	26
	MOVEMENT VIII	CHARGE	52	8	3	8	24
		SIDESTEP	58	6	2	6	30
		RUN FORWARD	64	6	4	2	24
		RUN BACK	60	6	4	16	36
	SPECIAL VIII	COOL OFF	62	2	-7	6	28

PG = CONSOLE (PAGE) YOU TURN TO.  
 MOD = SCORE MODIFIER. COMBINE WITH PRINTED SCORE.  
 HEAT = HEAT GENERATED BY THAT MANEUVER.  
 CRX = CLOSE RANGE CONVERSION NUMBER.  
 MRX = MEDIUM RANGE CONVERSION NUMBER.  
 LRX = LONG RANGE CONVERSION NUMBER.  
 (A) = REQUIRES AMMUNITION.