

BATTLETECH™

MISSIONS



Callsign: Tomorrow **Name:** Melinda Archer **Faction:** Federated Suns

Mech: RFL-3C Rifleman **Pilot Skill:** 4 **Gunnery Skill:** 3

Pilot Special Abilities:

Tactical Genius: Your team wins initiative ties. Additionally, once per scenario you make any teammate's place in initiative if using random initiative, or if they are forced to move due to an enemy PSA.

Call them Out: At the beginning of any initiative phase, you may force a specific enemy unit that has not already moved to move that phase. Usable three times per scenario, but only once per turn.

Sniper: While stationary and firing up to three identical weapons, halve all range penalties. For the purposes of this rule, "Identical" includes missile weapon sizes (i.e. LRM-15s and LRM-10s are not considered identical weapons). You may not fire any other weapons while using this ability.

Marksman: While stationary, may make aimed shots with a single weapon as if you had a targeting computer, with a total penalty of +2 (rather than the standard +4). May not target the head.



Background: Melinda Archer ("Tomorrow") was born on the Federated Suns world of Shoreham on the Capellan border. She followed in her father's footsteps, piloting the family VLK-QA Valkyrie ("Shorty") for the Shoreham militia. She was briefly thrust into the limelight after a raid by the Capellan Confederation in 3021, when she basically single-handedly fought off an entire company of Liao troops. She was immediately selected for Officer training, but quickly washed out when she was unable to reproduce that phenomenal bit of piloting.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-3C

Movement Points: Tonnage: 60
 Walking: 4 Tech Base: Inner Sphere (Intro)
 Running: 6 Era: Succession Wars
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	AC/10	RA	3	10 [DB,S]	-	5	10	15
1	AC/10	LA	3	10 [DB,S]	-	5	10	15

Cost: BV: 1,066 Adj: 1407

WARRIOR DATA

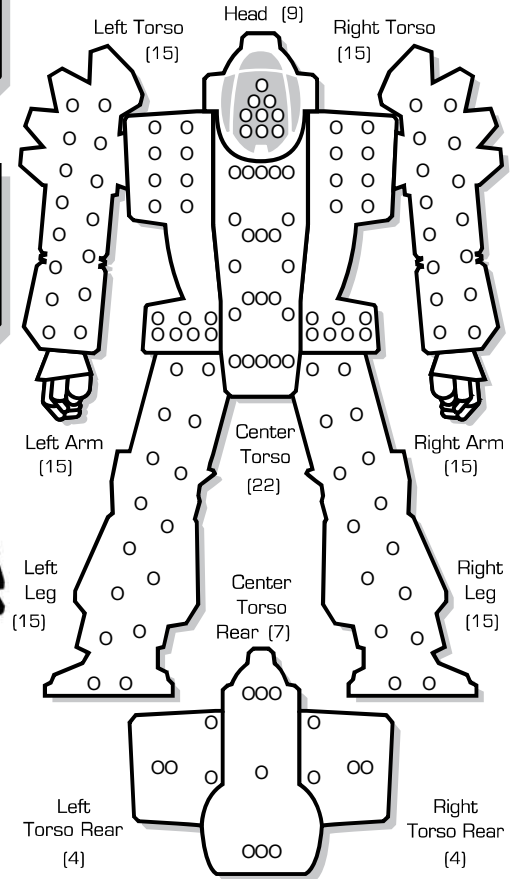
Name: Tomorrow

Gunnery Skill: 3 Piloting Skill: 4

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 AC/10
- AC/10
- AC/10
- AC/10

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 AC/10
- AC/10
- AC/10
- AC/10

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- AC/10
- AC/10
- 3 AC/10
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

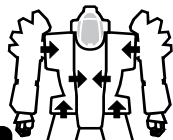
- Heat Sink
- Medium Laser
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

Right Torso

- Medium Laser
- 2 Ammo [AC/10] 10
- 3 Ammo [AC/10] 10
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

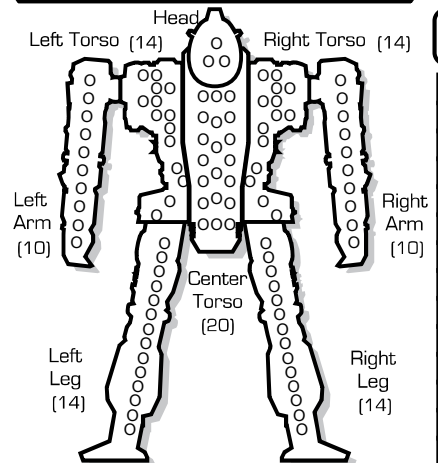
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	