

Rifleman

Created by Ryan Burrell, last modified on Sep 19, 2019

Basic Info

Sarna Link	http://www.sarna.net/wiki/Rifleman
Tons / Class	60 / Heavy 36.5 Free Tons
Movement	120m / 200m (<i>Walk / Sprint</i>) 4 Max Jump Jets
Role	Sniper
Melee Capability	55 Dmg (<i>Poor</i>)
Faction(s)	Common
Prime	RFL-3N <ul style="list-style-type: none"> • 2x Large Lasers • 2x Autocannon/5s • 2x Medium Lasers



Another previously-Unseen, the Rifleman is a noteworthy 'Mech for its preponderance of references in the lore - usually in reference to how thin its armor is! Intended as an anti-air platform, by necessity it will have to find viability against other 'Mechs in our game.

Gameplay Concept

The Rifleman is well known for having very thin armor - especially its rear area - and having a weapon loadout that biases it towards long-range engagement. Because of its lore conception as an anti-aircraft 'Mech, it's noted for having superb targeting capability (and terrible heat management).

Hardpoints

LA				LT				H				CT				RT				RA			
B	E	M	S	B	E	M	S	B	E	M	S	B	E	M	S	B	E	M	S	B	E	M	S
1	1			1												1				1	1	1	1

Fixed Equipment

To draw upon its idealization as a long-range support 'Mech, the Rifleman will mount integral equipment that makes it more effective at a distance. To this end it can see further than most other 'Mechs inherently (duplicating the ability of the best cockpit spotting [Upgrades](#)) and removing penalties for attacking in the long-range bracket of any equipped weaponry. This still biases it toward particular weapon types, but still provide utility for shorter range equipment.

Task Checklist

<p>Product</p> <ul style="list-style-type: none"> Content Pack Set Up (if applicable) Directory Structure Created AssetTracker(s) Added Outsourcing Planning JIRA Ticketing Added to Production Tracking Spreadsheet(s) <p>Art / Animation</p> <ul style="list-style-type: none"> Concept Art (if applicable) Asset Import (FBX, Textures) Animation Import Prefab Setup (see Mech and Turret/Vehicle Pipeline/Setup) <ul style="list-style-type: none"> Ghost Blips on Skeleton Rep Data Complete Colliders Customized Animation Controller Sim Game Prefab Weapon Prefabs Jump Jet Prefabs Heraldry <ul style="list-style-type: none"> Crest Positioned Textures Created & Applied Lighting Effects Created & Applied HardpointDataDef Created - FIRST PASS Mech Icon Creation Support Weapon Prefabs Position (if applicable) <ul style="list-style-type: none"> New Support Prefabs Created Assets Associated w/ Proper Content Pack <ul style="list-style-type: none"> Files Placed in Proper Content Pack Directory Engineering Assessment for Special Functions (if applicable) 	<p>Design</p> <ul style="list-style-type: none"> Entries Created in Data / Valuation Spreadsheets Confluence Documentation - INITIAL PASS <p>Actor</p> <ul style="list-style-type: none"> MoveDef Created ChassisDef Authored HardpointDataDef Reviewed & Hardpoints Assigned - SECOND PASS LOS Positions Added FixedEquipment Authored & Assigned (if applicable) MechDef Authored Tags Applied Added to Item Collections (Loot) (Shops, Flashpoints, etc.) Spawn Requirements (RequiredToSpawnCompanyTags) (if applicable) MinAppearanceDate Set (if applicable) Variants Created (if applicable) Files Placed in Proper Content Pack Directory & Asset Bundle Assigned Playtesting & Iteration <p>UX / AI</p> <ul style="list-style-type: none"> AI Impact Assessment UX Assessment for Player Impact AI Tuning (if applicable) Tooltips Created (Mech + FixedEquipment) <p>Audio Events Authored & Inserted (Wwise)</p> <p>QA / Testing</p> <ul style="list-style-type: none"> Confluence Documentation - FINALIZED Test Case(s) Written Appears in Combat <ul style="list-style-type: none"> Weapons & FX Positioned Correctly Special Effects Working (if applicable) Editable in MechLab Available in Skirmish (if applicable) Save / Load Validation
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Rangefinder Suite

Location(s)	Cockpit
Tons	0
Slots	1
Behavior	Increases spotting distance by 100m and removes the penalties for attacks at long range. Reduces the Recoil penalty from Ballistic weapons by 2.

Variants

RFL-3C

"The second of two variants designed by [Hanse Davion](#) and debuting in 3026, the 3C removes the large lasers and autocannon/5s in order to mount a pair of [Autocannon/10s](#) in their place and add an extra ton of armor. Two tons of ammunition for the larger autocannons were carried in the right torso." - Sarna

Faction(s): Davion

- 2x AC/10s
- 2x Medium Lasers

Hardpoints:

LA	LT	H	CT	RT	RA
B E M S	B E M S	B E M S	B E M S	B E M S	B E M S
2	2			2	2