



EXAMPLE LIST ASSASSINATION TEAM

Teams are a powerful way to make your army more specialized for particular tactics and are a great way to help narrow in on the tactics you plan to employ in a given game. This list shows an example of an Assassination team and an army list that helps compliment and support them. There is also a tactic brief on how best to use this list and an outline of some of its strengths.

IMPORTANT!

You don't need to build your models to match these lists. You can build your HE-Vs any way you want. When you are first learning, you can assemble your models without the arms and weapons and pick those after a few test games.

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Assassination Team Tactics

In this list we have an example that could be a group of Visal Corp or almost any other well-funded Corporate hit-squad.

Small but Fierce

Weighing in at only 100 tons this is a pretty compact group of 4. Don't let that fool you, this team punches above its weight class with ease. Between the base abilities of Melee Weapons and the Team abilities that give Frag, you've essentially got Units attacking like they are two weight classes larger.

Kickback

While they may not have quite as much intricate rule interplay as the Gunslinger Team when it comes to Returning Fire, the Assassination Team gets one significant new trick: they can Return Fire with a Smash Order. Not only that, it can be triggered by your opponent's Engage and Smash Orders.

The Other Half

Since your Assassination Team only takes up half of your 200 ton list, we have quite a bit of room to build up secondary strategies. First, we have a particularly vicious Heavy HE-V with an Impact Hammer meant for knocking opponents off of Objectives and out of zones if not outright destroying them. Second, we have a Medium HE-V that is basically a walking pile of Rail Guns. Fun for potentially rotating targets and generally eating up your opponent's Structure.

In the Support Asset category, we are stacked. An assortment of Ultralight HE-Vs and Light Combat Vehicles give utility, defense and a decent amount of damage output. And thanks to our "Outrageous Support Budget" Faction perk, we get one extra Off-Table Assets for free, with one fewer ammo. So we are taking the Orbital Laser and Mass Driver using the Target Designators on our Ultra-Light HE-Vs, Recon Vehicles and our Rail Gun Medium HE-V to put those down range.

Winning

Both the Team and Faction Agendas work well here. "Target Eliminated" wants you to take out the heaviest opposing HE-V with a member of the Assassination Team. "Asset Protection" requires you to lose fewer tons of assets than your opponent, AKA, "kill their HE-Vs harder". Also consider the "Stalkers" and "Brawlers" generic Secondary Agendas as you have a bunch of Light and Medium HE-Vs to work with.

STEEL RIFT

BATTLE 200 TON

CORPORATE
EMBEDDED INFORMANTS
OUTRAGEOUS SUPPORT BUDGET

CLASS: **LIGHT** MOVE 12
TONNAGE: **20** JUMP 10

ARM STR (R)

○○○ ○(M)○(D)
○○○ ○(D)○

ASSASSINATION TEAM

COMBAT BLADE 0DMG 0" MELEE 1, PARRY

DIRECTIONAL THRUSTERS HIGH SPEED SERVOS JUMP JETS

CLASS: **LIGHT** MOVE 12
TONNAGE: **20** JUMP 10

ARM STR (R)

○○○ ○(M)○(D)
○○○ ○(D)○

ASSASSINATION TEAM

COMBAT BLADE 0DMG 0" MELEE 1, PARRY

DIRECTIONAL THRUSTERS HIGH SPEED SERVOS JUMP JETS

CLASS: **MEDIUM** MOVE 10
TONNAGE: **30** JUMP 8

ARM (EP) STR (R)

○○○○○ ○(M)○(D)
○○○○○ ○(D)○

ASSASSINATION TEAM

PLASMA BLADE 0DMG 0" MELEE 2, AP 2, DISRUPTIVE

DIRECTIONAL THRUSTERS EXTRA PLATING
HIGH SPEED SERVOS JUMP JETS

CLASS: **MEDIUM** MOVE 10
TONNAGE: **30** JUMP 8

ARM (EP) STR (R)

○○○○○ ○(M)○(D)
○○○○○ ○(D)○

ASSASSINATION TEAM

PLASMA BLADE 0DMG 0" MELEE 2, AP 2, DISRUPTIVE

DIRECTIONAL THRUSTERS EXTRA PLATING
HIGH SPEED SERVOS JUMP JETS

CLASS: **HEAVY** MOVE 8
TONNAGE: **40** JUMP 6

ARM (R) STR (R)

○○○○○ ○(M)○(D)
○○○○○ ○(D)○
○○○○○

IMPACT HAMMER 0DMG 0" MELEE 3, BULKY, CONCUSSIVE 4

COMBAT SHIELD DIRECTIONAL THRUSTERS
JUMP JETS HIGH SPEED SERVOS

CLASS: **MEDIUM** MOVE 10
TONNAGE: **30** JUMP 8

ARM (EP) STR (R)

○○○○○ ○(M)○(D)
○○○○○ ○(D)○

RAIL GUN 1DMG ∞ AP 1, KINETIC

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RAIL GUN 1DMG ∞ AP 1, KINETIC

JUMP JETS TARGET DESIGNATOR

SUPPORT ASSETS

ORBITAL LASER 3DMG ∞ AP 3, LIMITED 3 (+1)

MASS DRIVER 6DMG ∞ KINETIC

LIGHT VEHICLE SQUAD

CLASS: **ULV FIRE SUPPORT** MOVE 8

ARM 1 ○○ 2 ○○ 3 ○○ 4 ○○

AUTOCANNON 2xXDMG 12" KINETIC

SHORT RANGE MISSILE PACK 3xXDMG 12" SMART

CLASS: **ULV RECON** MOVE 12

ARM 1 ○ 2 ○

SUBMUNITIONS 1xXDMG 6" FLAK

TARGET DESIGNATOR OUTRIDER

ULTRA-LIGHT HE-V SQUAD

CLASS: **ULHEV BRAWLER** MOVE 7

ARM 1 ○○○ 2 ○○○

MELEE WEAPON 2xXDMG 0" KINETIC

SUBMUNITIONS 0DMG 6" MELEE X, AP 1xX

MAGNETIC GRAPNELS LAUNCH GEAR

CLASS: **ULHEV COMMAND** MOVE 7

ARM 1 ○○○

SUBMUNITIONS 0DMG 6" MELEE X, AP 1xX

LAUNCH GEAR SCRAMBLERS TARGET DESIGNATOR

SECONDARY AGENDAS

ASSET PROTECTION:
FEWER TONS
DESTROYED THAN
YOUR OPPONENT
@EOG, +1 VP

TARGET ELIMINATED:
TEAM HE-V KILLS
HEAVIEST OPPOSING HE-V
(IF WEIGHT IS TIED, PICK
SECRETLY), +1 VP

BRAWLERS:
MEDIUM HE-VS
KILL 3 HE-VS OR
FORTIFICATIONS
AND ONE MEDIUM
SURVIVES, +1 VP