



EXAMPLE LIST BERSERKER 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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Berserker Team Tactics

In this list, we have an example of a group of Knight Watch. The Knight Watch is elite, taking a few powerful units supported by off-table assets and some Ultra-Light HE-Vs.

High Speed

This list is built to hit hard and fast. The entire Berserker Team is kitted out with Jump Jets, and Directional Thrusters to ensure they close on opposing forces quickly. Since the Heavy and Ultra-Heavy are a bit slower, they also get a Nitro Boost, which they get a second use out of because of the Berserker Team perks. To top it all off, the Strategic Energy Reserves faction perk kicks the game off with a full turn of all your HE-Vs getting +2 inches of Move and Jump.

Big Boy

The real crowning jewel of this list is the Ultra-Heavy. Normally Ultra-Heavies are equal parts risk and reward. They are easy to hit, but can carry tons of firepower. The Berserker Ultra-Heavy gets Directional Thrusters that don't take up an Upgrade Slot meaning you get to take another interesting utility Upgrade. You are squeezing every ounce of awesome out of that massive Mega Glaive and still padding out its Armor and general defensive capabilities.

Off-Table Assets and Support

Outside of the Berserker Team, we do have some other great Units. We have a pair of devastating Off-Table Assets: the Mass Driver and Orbital Laser. Utilizing these assets requires Target Designators, though. That's where our Light and Ultra-Light HE-Vs (ULHEVs) come into play. The Light HE-V has no offensive capabilities other than targeting for the Off-Table Assets, but is quick and very hard to kill. Our ULHEVs also have a Target Designator on their Commando. The ULHEV Commando is also a great defensive tool as it can help shield a bubble around it from being targeted by long range Smart Weapons. Plus with 2 ULHEV Brawlers, they can do some serious damage to lighter Units and buff nearby friendly attacks with Close Support.

Winning

Taking the fight to your opponent's side of the board is going to help in nearly every scenario. The Berserker-specific Agenda, "Drive Them Out" is an easy pickup if you can hit them hard before they get off their side of the map. The "Protectivist" Faction perk is also a pretty nice all around edge in a lot of scenarios. As for the Authority Faction Agenda, "Territorial", if you are taking the fight to them, they will have a harder time getting close to your Deployment edges.

STEEL RIFT

BATTLE 200 TON

AUTHORITY
PROTECTIVIST
STRATEGIC ENERGY RESERVES

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

ARM STR (R)

○○○○○ ○(M)○(D)
○○○○○ ○(D)○○○

BERSERKER TEAM

COMBAT BLADE 0DMG 0" MELEE 1, PARRY

COMBAT SHIELD DIRECTIONAL THRUSTERS
HIGH SPEED SERVOS JUMP JETS

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

ARM (EP) STR (R)

○○○○○ ○(M)○(D)
○○○○○ ○(D)○○○

BERSERKER 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)○○○
○○○○○

BERSERKER TEAM

MEGA GLAIVE 0DMG 2" MELEE 4, BULKY, CONCUSSIVE 2

NITRO BOOST DIRECTIONAL THRUSTERS
HIGH SPEED SERVOS JUMP JETS

CLASS: **ULT-HVY** MOVE 6
TONNAGE: **50** JUMP 4

ARM (HP) STR

○○○○○ ○(M)○(D)
○○○○○ ○(D)○○○
○○○○○
○○○○○

BERSERKER TEAM

MEGA GLAIVE 0DMG 3" MELEE 4, BULKY, CONCUSSIVE 2

COMBAT SHIELD DIRECTIONAL THRUSTERS
HEAVY PLATING HIGH SPEED SERVOS
JUMP JETS NITRO BOOST

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

ARM (EP) STR

○○○○○ (M) (D)
○○○○○ (D) (○)

EXTRA PLATING JUMP JETS
OPTICAL CAMOUFLAGE TARGET DESIGNATOR

SUPPORT ASSETS

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

MASS DRIVER 6DMG ∞ KINETIC ○○○

ULTRA-LIGHT HE-V SQUAD

CLASS: **ULHEV BRAWLER** MOVE 7

ARM 1 ○○○ MELEE WEAPON 2xXDMG 0" KINETIC
2 ○○○ 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
SCRAMBLERS, TARGET DESIGNATOR
LAUNCH GEAR

SECONDARY AGENDAS

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

DRIVE THEM OUT:
DESTROY 40+ TONS OF HE-VS
WITHIN 18" OF OPPOSING
DEPLOYMENT, +1 VP 10 20 30 40

TERRITORIAL:
NO ENEMY HE-VS WITHIN 10' OF
DEPLOYMENT EDGES OR
CORNERS @EOG, +1 VP ○○○