



EXAMPLE LIST GUNSLINGER 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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Gunslinger Team Tactics

In this list we have an example that could be a group of Roland's Reavers or some flavor of mercenary or pirate. They use close quarter tactics to swamp enemies and turn them into scrap.

Synergy and Mobility

Read up on Return Fire. You're probably going to be doing it a lot with this list. At its core, this list interrupts enemy attacks to make defending easier while still being able to activate and do more moving and shooting on their own activations. It can do all that because of the Team perk that issues Redline Markers instead of Activation Markers when you Return Fire. Your Gunslinger Team can even help watch each other's backs with the Faction perk "Covered Advances". If one Unit is taking a lot of heat, and has already returned fire this turn, once per turn, one of its teammates can Return Fire on its behalf. On top of that, most of the Team has Coolant Tanks letting them each purge a Redline Marker once per game, meaning they could potentially return fire twice in the same turn.

Versatility

Sometimes you are matched up against an opponent that doesn't set you up to use all your cool abilities. That's why we have contingency plans. If you are facing an opponent that doesn't do a lot of shooting, you may be hard pressed to Return Fire. That's why we have a couple of melee weapons included in the Team as well as a few other ways to slow down opponents with Stagger and Tether. Plus, even if you can't Return Fire, you can certainly still shoot them as normal on your turn.

Non-Team Units

In case your Team needs to be bailed out or you need to soften up a target, you've got a Heavy HE-V packed with smart weapons and a Target Designators on a Light HE-V and the 2 Recon vehicles in the Light Vehicle Squadron. The Light HE-V is fast and well protected by Optical Camouflage and the Recon Vehicles can range out to get better angles of fire. The two in concert can offer options for launching all of your Missiles and Rockets and your Orbital Laser Off-Table Asset. And not to gloss over them, the Tactical Vehicles can pack a nice punch with all their Autocannons. Getting them closer into the fight lets them provide Close Support, making nearby friendlies hit a little harder.

Winning

If you take the Gunslinger Team's agenda, "Trophy Takers", you'll want to range out early and take out an opposing HE-V on their side of the board. Preferably, finish the job with your Light Gunslinger HE-V. You'll need to keep it alive and bring it back to within 8" of your Deployment edge. If you occupy your light with that task, it leaves more of your heavy hitters to keep mixing it up out in the middle. Some of the Generic Secondary Agendas like "Brawlers" and "Enforcers" are good, achievable picks for this list. Taking the actual Freelance Agenda is not so useful unless you choose different Faction Perks.

STEEL RIFT

BATTLE 200 TON

FREELANCE
COVERED ADVANCES
ADVANCED ENERGY MANAGEMENT SYSTEMS

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

ARM STR
○○○ ○○○
○○○ ○○○

GUNSLINGER TEAM

ARC GUN 6DMG 6" LIGHT, STAGGER
SHOT CANNON 6DMG 6" LIGHT, FRAG
COOLANT TANKS HAPTIC SUIT JUMP JETS

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

ARM STR
○○○ ○○○
○○○ ○○○

GUNSLINGER TEAM

BASIC MELEE WEAPON 0DMG 0" MELEE 1
MAG TETHER 3DMG 12" TETHER
ROTARY CANNON 7DMG 12" LIGHT
HAPTIC SUIT JUMP JETS

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

ARM STR
○○○ ○○○
○○○ ○○○

GUNSLINGER TEAM

SHOT CANNON 8DMG 6" LIGHT, FRAG
SHOT CANNON 8DMG 6" LIGHT, FRAG
COOLANT TANKS HAPTIC SUIT JUMP JETS

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

ARM STR
○○○○○ ○○○○
○○○○○ ○○○○

GUNSLINGER TEAM

PLASMA BLADE 0DMG 0" MELEE 3, AP 2, DISRUPTIVE
ROTARY CANNON 11DMG 12" LIGHT
SHOT CANNON 10DMG 6" LIGHT, FRAG
COOLANT TANKS HAPTIC SUIT JUMP JETS

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

ARM STR
○○○ ○○○
○○○ ○○○

SUBMUNITIONS 1DMG 6" FLAK
JUMP JETS OPTICAL CAMOUFLAGE TARGET DESIGNATOR

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

ARM STR (R)
○○○○○ ○○○○
○○○○○ ○○○○

MISSILES 6DMG ∞ SMART, LIMITED 3 ○○○
MISSILES 6DMG ∞ SMART, LIMITED 3 ○○○
ROCKET PACK 6DMG ∞ SMART, BLAST 3" ○○
ROCKET PACK 6DMG ∞ SMART, BLAST 3" ○○

SUPPORT ASSETS

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

LIGHT VEHICLE SQUAD

CLASS: **ULV TACTICAL** MOVE 10

ARM 1○○ 2○○
3○○ 4○○

AUTOCANNON 2xDMG 12" KINETIC
SUPPRESSIVE FIRE

CLASS: **ULV RECON** MOVE 12

ARM 1○ 2○

SUBMUNITIONS 1xDMG 6" FLAK
TARGET DESIGNATOR OUTRIDER

SECONDARY ACENDAS

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

TROPHY TAKERS: TEAM HE-V KILLS
LIGHT OR HEAVIER HE-V OUTSIDE 18" OF
DEPLOYMENT, SURVIVES, AND IS WITHIN
8" OF DEPLOYMENT @EOG, +1 VP

ENFORCERS: HEAVY HE-VS
KILL 3 HE-VS OR
FORTIFICATIONS AND ONE
HEAVY SURVIVES, +1 VP