

Learning any new game can be intimidating at first. The two army rosters on the following page are a great, initial starting point to get you and a friend acclimated to the core rules.

IMPORTANT!

- 1. 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.
- 2. This Demo list set is NOT perfectly balanced. It is intended to expose you to a variety of the game mechanics.

List A

Totally range-focused, List A is great for raining down rockets and missiles indirectly. Using the Target Designators on your HE-Vs you can direct weapons with the "Smart" trait allowing you to keep your bigger heavy hitters in more cover while your lighter HE-Vs move up to get line of sight.

List B

While there are some ranged weapons, most of them are short range and meant to be a backup plan if you don't make it all the way into range for a Smash (melee) order. You'll want to place terrain during setup to give you plenty of cover for your approach. Also, keep in mind that you are much more maneuverable than your opponent. You have Jump Jets on all your HE-Vs. This means you can move and Jump during your activations allowing you to close the distance much quicker.

Try out other lists and see what other game aids we have available at



steelrift.com/downloads

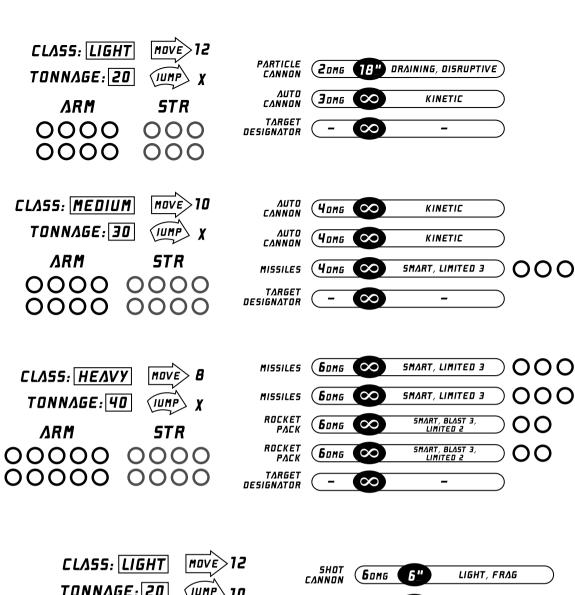
EARN TO PLAY RANGE FOOLISED

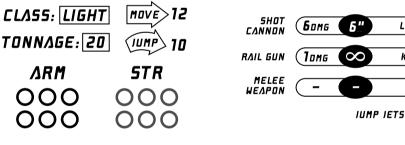
LIST I-A

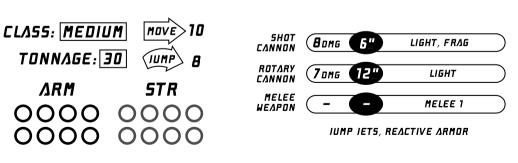


MIXED RANGE / MEL LIST (-E









KINETIC, AP1

MELEE 1

