



# LEARN TO PLAY LISTS I

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](https://steelrift.com/downloads)

# STEEL RIFT

LEARN TO PLAY  
MIXED RANGE / MELEE

## LIST 1-B

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

ARM STR

○○○○ ○○○○  
 ○○○○ ○○○○

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

ARM STR

○○○○ ○○○○  
 ○○○○ ○○○○

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

ARM STR

○○○○○ ○○○○○○  
 ○○○○○○ ○○○○○○

SHOT CANNON 6DMG 6" LIGHT, FRAG

RAIL GUN 1DMG ∞ KINETIC, API

MELEE WEAPON - - MELEE 1

JUMP JETS

SHOT CANNON 8DMG 6" LIGHT, FRAG

ROTARY CANNON 7DMG 12" LIGHT

MELEE WEAPON - - MELEE 1

JUMP JETS, REACTIVE ARMOR

SUBMUNITIONS 3DMG 6" FLAK

SHOT CANNON 10DMG 6" LIGHT, FRAG

MISSILES 6DMG ∞ SMART, LIMITED 3

MELEE WEAPON - - MELEE 2

JUMP JETS, OPTICAL CAMO

# STEEL RIFT

LEARN TO PLAY  
RANGE FOCUSED

## LIST 1-A

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

ARM STR

○○○○ ○○○○  
 ○○○○ ○○○○

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

ARM STR

○○○○ ○○○○  
 ○○○○ ○○○○

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

ARM STR

○○○○○ ○○○○○○  
 ○○○○○○ ○○○○○○

PARTICLE CANNON 2DMG 18" DRAINING, DISRUPTIVE

AUTO CANNON 3DMG ∞ KINETIC

TARGET DESIGNATOR - ∞ -

AUTO CANNON 4DMG ∞ KINETIC

AUTO CANNON 4DMG ∞ KINETIC

MISSILES 4DMG ∞ SMART, LIMITED 3 ○○○○

TARGET DESIGNATOR - ∞ -

MISSILES 6DMG ∞ SMART, LIMITED 3 ○○○○

MISSILES 6DMG ∞ SMART, LIMITED 3 ○○○○

ROCKET PACK 6DMG ∞ SMART, BLAST 3, LIMITED 2 ○○

ROCKET PACK 6DMG ∞ SMART, BLAST 3, LIMITED 2 ○○

TARGET DESIGNATOR - ∞ -