

# STEEL RIFT

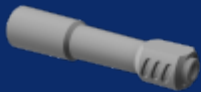
## QUICK START GUIDE



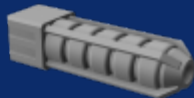
# MODELING REFERENCE

### WEAPONS

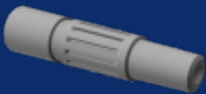
While Steel Rift does not require your models to match exactly with the configurations you have in your army roster, here is a quick reference of what the basic weapons look like for Steel Rift HE-Vs.



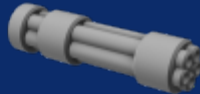
AUTO-CANNON



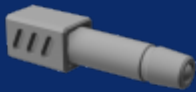
PARTICLE CANNON



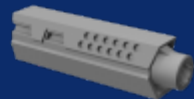
HOWITZER



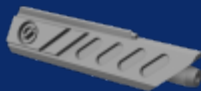
GATLING CANNON



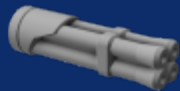
LASER



SHOT CANNON



RAIL GUN



SUBMUNITIONS



MISSILES



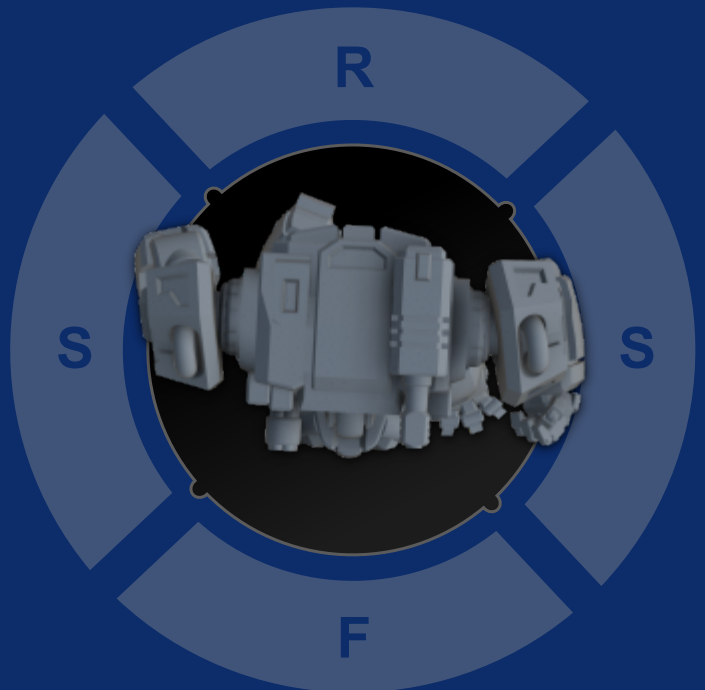
ROCKET PACK



LENS<sup>1</sup>

### BASING

Steel Rift bases have 4 nubs marking the edges of the 4 arc facings of your model (Front, Sides and Rear). Orient your models on the base as show below. If you are using non-Steel Rift bases, simply mark your arcs with paint, decals, or by any other reasonable method.



<sup>1</sup>Lenses are cosmetic and can fill in slots not taken up by weapons.

# BUILDING AN HE-V

Building an HE-V is a place where you as a commander get creative control over how your force looks and functions on the tabletop. Your HE-Vs each have a Tonnage Value which are essentially the points cost for each unit and the upgrades and weapons you assign to them.

You will spend tonnage in two areas of your HE-V: **Armor/Structure** and **Weapons/Upgrades**.

*Here are the standard Armor and Structure values for each weight class.*

*The number of Weapon & Upgrade each weight class can take. See page 12 & 14 in the core rules for weapon and upgrade costs.*

|               |              |              |   |                            |       |   |             |
|---------------|--------------|--------------|---|----------------------------|-------|---|-------------|
| ● LIGHT       | 6 ARMOR      | 10 TONS BASE | + | UP TO 4 WEAPONS & UPGRADES | SLOTS | ≤ | 20 TONS MAX |
|               | 4 STRUCTURE  |              |   |                            |       |   |             |
| ● MEDIUM      | 8 ARMOR      | 14 TONS BASE | + | UP TO 5 WEAPONS & UPGRADES | SLOTS | ≤ | 30 TONS MAX |
|               | 6 STRUCTURE  |              |   |                            |       |   |             |
| ● HEAVY       | 10 ARMOR     | 18 TONS BASE | + | UP TO 6 WEAPONS & UPGRADES | SLOTS | ≤ | 40 TONS MAX |
|               | 8 STRUCTURE  |              |   |                            |       |   |             |
| ● ULTRA HEAVY | 12 ARMOR     | 22 TONS BASE | + | UP TO 7 WEAPONS & UPGRADES | SLOTS | ≤ | 50 TONS MAX |
|               | 10 STRUCTURE |              |   |                            |       |   |             |

## MODIFYING ARMOR & STRUCTURE

|          |                      |
|----------|----------------------|
| ● MEDIUM | +2 REINFORCED        |
|          | 8 STANDARD ARMOR     |
|          | -2 STRIPPED          |
|          | +2 REINFORCED        |
| ●        | 6 STANDARD STRUCTURE |
|          | -2 STRIPPED          |

In addition to Weapons and Upgrades, you can customize your HE-V by Stripping or Reinforcing the base Armor and Structure stats.

Stripping removes 2 from Armor or Structure while Reinforcing adds 2. You may only Strip or Reinforce each stat once on each HE-V.

## STOCKING UP?

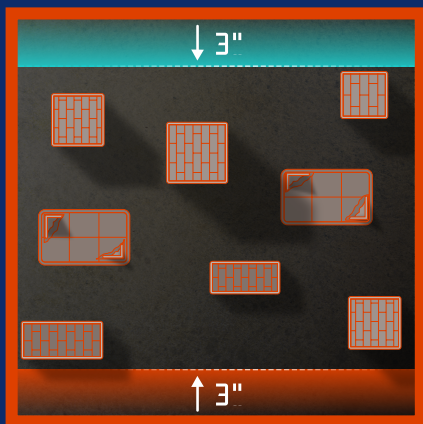
When purchasing multiple of the same weapon, each additional one costs a further 50% more than the base cost (rounded down).

Example: A Heavy HE-V is taking multiple lasers

|                 |             |         |   |                 |
|-----------------|-------------|---------|---|-----------------|
| 1 <sup>ST</sup> | HEAVY LASER | 5 TONS  |  | BASE COST       |
| 2 <sup>ND</sup> | HEAVY LASER | 7 TONS  |  | BASE COST +50%  |
| 3 <sup>RD</sup> | HEAVY LASER | 10 TONS |  | BASE COST +100% |

The example Heavy HE-V would spend a total of 22 Tons on 3 lasers.

# QUICK SETUP



## DIRECT

Forces are deployed within 3" of opposing board edges.

## SEEK AND DESTROY

At the end of each turn calculate the Tonnage of units destroyed by each Commander. The force that has destroyed the most Tonnage that turn scores 1 VP.

## GETTING STARTED

### FOR BEGINNER GAMES WE RECOMMEND:

Use the "Direct" Approach and the "Seek and Destroy" Mission (left) instead of determining those normally- (pp. 16-17)

Use a 24" x 24" table instead of the standard 36" x 36" table.

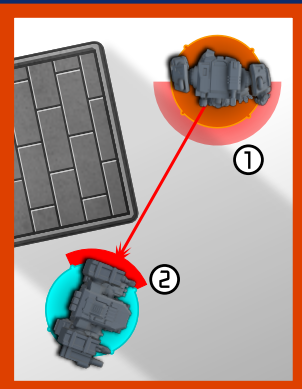
Use the terrain setup as shown in the diagram (left) instead of using the "Generate Terrain" rules in the core rulebook (p. 17)

# ORDERS

## ENGAGE

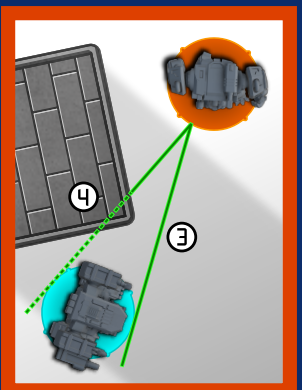
Active units that perform the Engage order can fire all of their weapon systems, one at a time, at opposing forces. Start by selecting one of the units weapon systems and go through the following steps to make the attack.

## LOS & THE ATTACK MODIFIERS



1. Check to see if your target is within the range of the weapon and in the front 180 degrees of your base. If it's close, you can use the acrylic arc marker to get a definitive line.

2. Draw a line directly between the center of attacker's and defender's bases. If the line crosses through the target's side, or rear arc, apply the following modifiers to the Attack Pool:



3. From the closest part on the attacker's silhouette (a cylinder the diameter of the base and as tall as the model), draw lines to both sides of the target model's silhouette. If at least one line does not cross Blocking Terrain, the attacker has Line of Sight (LoS) to the defender.

4. If you have LoS, check to see what terrain, if any, those lines cross over and apply the following modifiers to the Attack Pool:



Cover Modifiers Never Stack. Always Take the Largest.

## THE TURN

1. Commanders roll for Initiative
2. Commanders alternate Activating Units until all have Activated. During an Activation issue the Unit 2 different Orders in any sequence.
3. Repeat steps 1 and 2 for 5 rounds, then check VP totals and the Commander with more VP wins. If it is a tie, play one more round.

## DEFENSE ROLLS

Once you have determined the modifiers to the Attack Pool, add it to the Damage Rating of the weapon you are firing.

In Steel Rift, attacks are assumed to hit automatically, but the defending unit does have a chance to evade. The defender will roll a number of d6's equal to the total Attack Pool for this save. The target number needed to successfully defend depends primarily on the defender's weight class and sometimes on upgrades.

For the purposes of your first game, and honestly most situations, you can just remember the base save numbers below.

| LIGHT        | MEDIUM       | HEAVY        | ULTRA HEAVY  |
|--------------|--------------|--------------|--------------|
| DEFENSE ROLL | DEFENSE ROLL | DEFENSE ROLL | DEFENSE ROLL |
| 3+           | 4+           | 5+           | 6+           |

Remove all dice that meet or exceed the save matching the defender's weight class. The defender then takes damage equal to the number of dice remaining. Apply damage to Armor first then Structure once armor is gone.

For more details about modifiers and the Engage Order, see p. 19 in the Core Rulebook.

## JUMP

Place the unit within its weight class's maximum jump distance (listed below) both horizontally and vertically of its current position. This ignores any restrictions for moving through Terrain or other Units provided it can be placed in range. The unit must be able to end its move in a place where its Base will fit and may face any direction. This Order may only be issued to a Unit equipped with Jump Jets.



## MOVE

The Unit moves up to its weight-class' maximum move distance listed below. The model may end facing any direction. Units may not move through other units.

Moves do not need to be in a straight line. Break your movement down into smaller segments if needed for ease of measuring.



## SMASH

This Order may only be issued to a unit that has entered into base contact with an enemy unit which is also in Line of Sight. It may target that enemy unit with this Order using the following steps:

### THE ATTACK MODIFIERS

1. Each weight class starts with a base Damage Rating. Find the entry below that corresponds to the attacker's weight class.

*Note: Weight class is modified by things like Melee Weapons.*



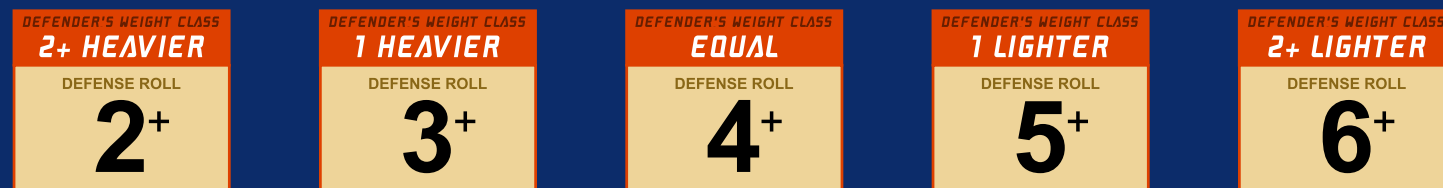
2. Actions like Move and Jump add to the Smash attack's Damage Rating representing the extra momentum of charging into combat. The total modified Damage Rating becomes the Attack Pool.



### DEFENSE ROLLS

3. The Target unit rolls a number of D6's equal to the Attack Pool, applying the following modifiers.

*Note: Unlike Engage Orders, a smaller HE-V is hit more easily during a Smash Order.*



Remove all dice that meet or exceed the save matching the defender's weight class. The defender then takes damage equal to the number of dice remaining. Damage is applied as explained in the "Smash Damage" section.

## GOT A MELEE WEAPON?

Melee Weapons offer 2 benefits while performing a smash attack:

1. You count as 1 Weight Class heavier, meaning your base Damage Rating is higher and your opponent's defense roll will be more difficult.

2. You get a bonus to your Damage Rating equal to the Melee value of the weapon (e.g. A Medium HE-V's melee weapon has the special rule "Melee (1)", and thus gets a +1 to its damage rating during a Smash Order.)



## SMASH DAMAGE

Because of the violent nature of Smash Orders, Smashing HE-Vs rip into Armor and Structure in nearly equal measure. Starting with Armor, apply each point of damage alternating between Armor and Structure until all damage is placed or the target unit has no remaining Structure.