

<div data-bbox="71 121 203 262"> </div> <h2 data-bbox="212 111 451 153">MISSION ONE:</h2> <h3 data-bbox="224 176 402 210">Stand and Fight!</h3> <p data-bbox="224 222 456 252"><b>A</b>n all-out, winner-take-all brawl.</p> <ul data-bbox="248 266 781 401" style="list-style-type: none"> <li>• <b>Special Rules:</b> None.</li> <li>• <b>Threat Value:</b> Each side will receive an equal threat value amount when selecting their force group and both sides should have roughly the same number of models.</li> <li>• <b>Deployment:</b> Standard.</li> <li>• <b>Victory Conditions:</b> The battle continues until only one side remains, either through attrition or concession.</li> </ul> <div data-bbox="381 527 808 569"> <p><b>CAV: STRIKE OPERATIONS</b></p> </div>	<div data-bbox="971 111 1112 163"> </div> <h2 data-bbox="1274 117 1523 159">MISSION CARD</h2> <div data-bbox="1356 262 1485 409"> </div> <div data-bbox="1510 420 1567 556"> </div>
<div data-bbox="71 598 203 739"> </div> <h2 data-bbox="212 588 461 630">MISSION TWO:</h2> <h3 data-bbox="224 653 527 686">Time Stands Still for No One.</h3> <p data-bbox="224 699 716 745"><b>A</b> timed event, this mission will force players to engage quickly and push for maximum damage before time runs out.</p> <ul data-bbox="248 760 792 1003" style="list-style-type: none"> <li>• <b>Special Rules:</b> Each side will secretly write down a number on a scratch piece of paper from 3 to 6 and keep it hidden for now. A 1d6 is then rolled, the value indicating the base number of turns the game will begin with. When the last turn is finished (based on the 1d6 roll), both sides will reveal the number they each wrote down, adding them together. This is the number of additional turns that will be played before the game ends.</li> <li>• <b>Threat Value:</b> Each side will receive an equal threat value amount when selecting their force group and both sides should have roughly the same number of models.</li> <li>• <b>Deployment:</b> Standard.</li> <li>• <b>Victory Conditions:</b> The winner of the scenario is determined by side with the greatest amount of threat value points remaining.</li> </ul> <div data-bbox="381 1003 808 1045"> <p><b>CAV: STRIKE OPERATIONS</b></p> </div>	<div data-bbox="971 588 1112 640"> </div> <h2 data-bbox="1274 594 1523 636">MISSION CARD</h2> <div data-bbox="1356 739 1485 886"> </div> <div data-bbox="1510 896 1567 1033"> </div>
<div data-bbox="71 1075 203 1215"> </div> <h2 data-bbox="212 1064 482 1106">MISSION THREE:</h2> <h3 data-bbox="224 1129 378 1163">Take that Hill!</h3> <p data-bbox="224 1176 797 1222"><b>A</b> classic "king of the hill" style battle for two sides. One side tries to hold the hill while the other attempts to push the defender off and take control.</p> <ul data-bbox="248 1236 797 1459" style="list-style-type: none"> <li>• <b>Special Rules:</b> A large hill is placed in the center of the playing surface. Both sides should agree on a set number of turns to be played before the game ends.</li> <li>• <b>Threat Value:</b> One side is designated as defender, the other as attacker. The defending force group will only receive 75% of the agreed upon starting threat value pool (rounding up) to pick their models from.</li> <li>• <b>Deployment:</b> The defender will deploy first, placing at least 50% of its starting force group on the hill, the remainder anywhere on the gaming surface outside the attacker's deployment zone. The attacker will deploy next, using standard deployment after determining their starting side.</li> <li>• <b>Victory Conditions:</b> If the defender has no surviving models remaining on the hill at the end of the final turn, the attacker wins. Otherwise, the defender wins.</li> </ul> <div data-bbox="381 1480 808 1522"> <p><b>CAV: STRIKE OPERATIONS</b></p> </div>	<div data-bbox="971 1064 1112 1117"> </div> <h2 data-bbox="1274 1071 1523 1113">MISSION CARD</h2> <div data-bbox="1356 1215 1485 1362"> </div> <div data-bbox="1510 1373 1567 1509"> </div>
<div data-bbox="71 1551 203 1692"> </div> <h2 data-bbox="212 1541 470 1583">MISSION FOUR:</h2> <h3 data-bbox="224 1606 412 1640">Hold at All Costs!</h3> <p data-bbox="224 1652 776 1698"><b>A</b> small defending force attempts to prevent a larger attacking force from moving through their area in a flanking attempt.</p> <ul data-bbox="248 1713 792 1915" style="list-style-type: none"> <li>• <b>Special Rules:</b> None.</li> <li>• <b>Threat Value:</b> One side is designated as defender, the other as attacker. The defending force group will only receive 50% of the agreed upon starting threat value pool (rounding up) to pick their models from.</li> <li>• <b>Deployment:</b> The defender will deploy first and may place any models from the middle of the gaming surface back to their deployment edge. The attacker will deploy next along the back edge of their deployment zone.</li> <li>• <b>Victory Conditions:</b> If the defender destroys a number of models equal to or greater than its starting threat value pool, the defender wins. Any amount less than that results in a win for the attacker.</li> </ul> <div data-bbox="381 1957 808 1999"> <p><b>CAV: STRIKE OPERATIONS</b></p> </div>	<div data-bbox="971 1541 1112 1593"> </div> <h2 data-bbox="1274 1547 1523 1589">MISSION CARD</h2> <div data-bbox="1356 1692 1485 1839"> </div> <div data-bbox="1510 1850 1567 1986"> </div>

# 5

## MISSION FIVE:

### Headhunter!

Both sides attempt to "take out" the force group commander of the opposite team first.

- **Special Rules:** Each team will secretly note their force group commander on a scratch piece of paper before play begins.
- **Threat Value:** Each side will receive an equal threat value amount when selecting their force group and both sides should have roughly the same number of models.
- **Deployment:** Standard.
- **Victory Conditions:** When any force group commander is killed, the battle ends, and the side with the surviving commander is declared the winner.

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MISSION CARD



# 6

## MISSION SIX:

### It's a Rescue Mission, You're Going to Love it!

An elite rescue team has been sent in to extract a deep-cover spy, but has been discovered as they attempt to flee. Help has been sent in to complete the mission.

- **Special Rules:** A single model figure (separate from either side's force group) is used to represent this high-value target, designated as the VIP. To "capture" a VIP, a model needs only to "touch" the VIP, after which the VIP will move with the capturing model until it is "dropped" or the controlling model is destroyed.
- **Threat Value:** One side is designated as defender, the other as attacker. Each side will receive an equal TV amount when selecting their force group and both sides should have roughly the same number of models.
- **Deployment:** Standard. The defender will place the VIP anywhere on their half of the playing surface, but no closer than 12" from their starting edge.
- **Victory Conditions:** The attacking force must capture the VIP and move with it in an attempt to exit from their starting edge and winning the game. The defending force may also capture and move with the VIP once it has been moved from its starting position (by an attacker), but may not exit the board. If the defending side destroys all of the attackers before they are able to escape with the VIP, they are declared the winner.

CAV: STRIKE OPERATIONS



MISSION CARD



# 7

## MISSION SEVEN:

### Breakthrough!

The front has fallen, trapping a group of attackers behind enemy lines. In an attempt to make it back to their operations area, they must fight a determined enemy set on destroying them to the last machine.

- **Special Rules:** None.
- **Threat Value:** One side is designated as defender, the other as attacker. The attacking force group will only receive 75% of the agreed upon starting threat value pool (rounding up) to pick their models from.
- **Deployment:** Standard. Defenders will deploy first.
- **Victory Conditions:** The attacking force will attempt to exit the map along the defender's starting edge. Play continues until either side is completely destroyed or all of the attacker's models have exited the board. If any of the attacker's models survive to exit, add together the threat value amount of the models that exited with the threat value of any defending models they managed to destroy. If this amount is greater than the threat value destroyed by the defender, the attacker wins. If not, the defender is declared the winner.

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MISSION CARD



# 8

## MISSION EIGHT:

### A Bridge too Far.

A river crossing can often end up as an important objective as each side seeks to cross during a prolonged battle.

- **Special Rules:** During setup, a river is placed across the middle of the playing surface with a single bridge crossing it. The river should be deep enough to prevent CAVs from crossing it and be at least 8" wide.
- **Threat Value:** Each side will receive an equal threat value amount when selecting their force group and both sides should have roughly the same number of models.
- **Deployment:** Standard.
- **Victory Conditions:** Both sides are attempting to cross the bridge and exit as many models as possible off the opposing side's starting edge. Play continues until one side has no remaining models on the game-board. The side that exits the greatest amount of threat value points wins the game.

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MISSION CARD





## MISSION NINE:

### The Objective is...

Often a battle is decided by who controls important features, such as a high-vantage point or an important building or road, at the end of the fight.

- **Special Rules:** A series of squares should be cut-out and marked with a number from 10 to 100, counted by tens (10, 20, 30, etc.). These markers should be turned upside down and drawn by random, setting them on the playing surface at various spots that both sides have agreed on as being "important".
- **Threat Value:** Each side will receive an equal threat value amount when selecting their force group and both sides should have roughly the same number of models.
- **Deployment:** Standard.
- **Victory Conditions:** Both sides should determine the number of turns each side wants to play. At the end of the last turn, any marker with a model on it unopposed (no enemy model also on it) is considered captured for that side. Each side will add together the value for the markers they control, the side with the highest total value being declared the winner.

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**MISSION CARD**



## MISSION:

**CAV: STRIKE OPERATIONS**



**MISSION CARD**



## MISSION:

**CAV: STRIKE OPERATIONS**



**MISSION CARD**



## MISSION:

**CAV: STRIKE OPERATIONS**



**MISSION CARD**

