CAV: Strike Operations Rulebook

Official Update 3.4.3: Special Abilities

As much as we strive to make sure our rules are error-free, mistakes inevitability do make it in or the intent of this rule or that, might not be as transparent as we think (not to mention players finding ways to use a particular rule in a way we never imagined).

These documents collect any amendments or changes to the CSO rules as well as present our responses to players' frequently asked questions (FAQ). Whenever updated, the document includes a version number and publishing date for players to reference.

Note: *Sections highlighted in* blue *denote any changes from the previous version number.*

For any additional questions, please email us at: questions@talon-games.com

Special Abilities *(General)*

P.118- Active Phase Array (APA) *(New)*
The **SA:** *Active Phase Array* is a 3D radar system designed to track one or more targets at close range using a series of non-moving sensor arrays mounted on a model, emitting computer-controlled radio waves at multiple angles and frequencies to improve the acquisition of targeting data.

Through the BattleNet, the targeting systems of allied models use this data to help "cut" through enemy counter-measures and increase the chance of a successful "hit."

An APA equipped model allows for the following functions:

Enhanced Targeting Acquisition: Using a Special Action (1 AP) to activate, the **SA:** *APA* provides improved targeting data on any enemy model located within the system's area of effect, equal to the model's APA rating level (+1/+2), to the Combat Roll of allied non-infantry models until the start of the models next activation.

Electronic Jamming Counter-Measures: A model attempting to activate or maintain the use of an APA system currently located within an enemy model's ECM "bubble" (see **SA:** *ECM*) receive a bonus to any Opposed Roll equal to that model's APA rating level (+1/+2), the **SA:** *Wizzo*, or the **Upgrade:** *Ace* or *Veteran Pilot*.

Electronic Transmission Acquisition: A model with one or more Guided-Missile weapon systems, may equip the **Upgrade:** *HARM Guided-Missiles* for use during a direct-fire Combat Action.

Q. *What happens if the Opposed Roll for Electronic Jamming Counter-Measures is a "tie?"*
A. Both models lose the effect of their respective SA for the remainder of the turn.

Q. *Is the target-lock provided by HARM Guided-Missiles shareable to other models in the same squad (**SA:** EST)?*
A. No.

Q. *Does the **Upgrade:** Marksman or Sharpshooter and the **SA:** Wizzo provide a (+) SM to a HARM's Combat Roll?*
A. No.

P.118- Advanced Targeting Computer *(New)*
Model Restrictions: *A model may not equip the* **SA:** *Adv Targeting Computer and the* **SA:** *Anti-Aircraft on the same model.*

P.119- Anti-Aircraft *(New)*
The **SA:** *Anti-Aircraft is no longer a weapon system-based ability but a general Special Ability with the following description:*

A model equipped with the **SA:** *Anti-Aircraft* replaces the standard targeting computer with an advanced search and tracking system specifically designed to identify and engage fast-moving aircraft, even when flying (NoE), under the following conditions:

A model with the **SA:** *Anti-Aircraft* receives the **SA:** *Locked-On* as part of any direct-fire Ranged Assault (may NOT be combined with the **SA:** *Adv Targeting Computer* or **SA:** *EST*) against an enemy aircraft model (or cruise missile), adding a (+) SM equal to its rating level to the Combat Roll (and allowing the use of SAM guided missiles).

A model with the **SA:** *Anti-Aircraft* increases the range it can engage an enemy aircraft using (NoE) beyond the standard 12" based on its rating level.

A model with the **SA:** *Anti-Aircraft* may spend 2 AP to conduct a direct-fire Ranged Assault against an enemy aircraft executing a Combat Action within range of the model's weapon systems, provided it has not already used a Combat Action during the current turn.

- **Anti-Aircraft 1**
  Range: *24"*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *None.[1] May not be combined with SA: Adv Targeting Computer.*
  Threat Point Cost: *15 TVP*

- **Anti-Aircraft 2**
  Range: *36"*
  Hard-Point Cost: *1.5 HP*
  Model Restrictions: *Available to aircraft, CAV and vehicle models only. May not be combined with **SA:** Adv Targeting Computer.*
  Threat Point Cost: *25 TVP*

*[1] To receive **SA:** Anti-Aircraft 1, an infantry model*

must be equipped with a Stinger (MANPADS) weapon system.

P.119- Anti-Infantry *(Clarification)*
    Q. *If a model is unable to "damage" an enemy model as a result of having no applicable weapon systems, how does the **SA:** Anti-Infantry work?*
    A. A model or weapon system with the **SA:** Anti-Infantry allows for the model to still damage infantry models ONLY.

P.120- Chain-Fire Pod (CFP) *(New)*
    Models with the **SA:** *Chain-Fire Pod* may share a successful Strike-Point location with other models in the same squad also equipped with the SA, provided they have not already declared an alternate Strike-Point attempt during the current turn.
    The initial model must use a Target-Point Action before attempting the Strike-Point Roll to share with other models, and once a model has declared its intent to use the **SA:** *Chain-Fire Pod* to "chain-in," it may NOT declare an alternate Strike-Point during the current activation.
    If the first model fails the Strike-Point Roll, subsequent models are required to make their Strike-Point Rolls but may not share a Strike-Point unless it also declared the Target-Lock Action.'

    Q. *When do other models in the squad declare they are going to "chain-in?"*
    A. Before making ANY Strike-Point Rolls during the current activation.

    Q. *Can a model "chain-in" to a Strike-Point that has resulted from a Drift Roll?*
    A. No.

P.120– CHAMELEON *(New)*
    The **SA:** *CHAMELEON* is an improved version of the adaptive camouflage system that incorporates an additional layer of carbon nanotubes to help absorb and scatter radar signals. The wide-spread use of the technology has so far remained limited as the nanotubes tend to break down over time, requiring a new application of the specialized (and very expensive) paint to maintain its functionality.
    An enemy model conducting a direct-fire Ranged Assault on a model with the **SA:** *CHAMELEON* from a range of 18" or more, receive a (-1) to their Combat Roll(s).

P.120- Combat-Engineer *(New)*
    Equipped with a variety of equipment types, models with the **SA:** *Combat Engineer* can perform any number of engineering jobs required on the battlefield. Backhoes, deployable bridges, dozer blades, drills, buckets, mine rollers/layers, and saws are some of the more common engineering options seen in the field.

● **Combat Engineer 1**
Range: *B2B*
Hard-Point Cost: *2 HP*
Model Restrictions: *CAV and vehicle models only.*
Threat Point Cost: *0 TVP*
Option (x1): backhoe, dozer blade, drill, saw, mine roller, grader, lifter, or bucket.

● **Combat Engineer 2**
Range: *B2B*
Hard-Point Cost: *3 HP*
Model Restrictions: *CAV and vehicle models only.*
Threat Point Cost: *5 TVP*
Option (x2): backhoe, dozer blade, drill, saw, mine-roller, minelayer, grader, lifter, or bucket.

● **Combat Engineer 3**
Range: *B2B*
Hard-Point Cost: *5 HP*
Model Restrictions: *CAV and vehicle models only.*
Threat Point Cost: *10 TVP*
Option: recovery vehicle, bridge layer, dump bed.

    Note: *The deployment of several Battlefield Support Assets requires a model with the **SA:** Combat Engineer, the rating level acting as a (+) SM to any required rolls. While any model with the **SA:** Combat Engineer can be used to perform these tasks, a scenario may call for a specific engineering option to complete.*

P.120-Counter-Battery *(New)*
    Equipped with specialized radar systems and trajectory-tracking detection systems, a model with the **SA:** *Counter-Battery* can quickly determine the exact firing location of incoming artillery or rocket-based attacks.
    This SA allows a model to declare an indirect Defensive Fire Ranged-Assault (2 AP), provided it has not already used the Combat Action if an enemy model, attacking with an indirect-fire Ranged Assault, lands a final Strike-Point 12" or less from the model.
    The **SA:** *Counter-Battery* does not require a Strike-Point Roll, with a Strike-Point automatically centered on the firing location of the enemy model that launched the attack.
    A **SA:** *Counter-Battery* Combat Roll receives a base target-point of (8+), and a model using Counter-Battery may not combine the attack with a Salvo-Fire Strike.
    Note: *An enemy model that has declared a Run 'N Gun Ranged Assault is allowed to complete any remaining movement, if available, after resolving its Combat Action before rolling any **SA:** Counter-Battery Combat Rolls.*

    Q. *What if my model, with **SA:** Counter-Battery, is*

on Over-Watch, does the attacking model still get to finish its move before I fire?

A. No, provided you choose to attack and declare the attempt before it finishes the move.

Q. *Can a model with the **SA:** Counter-Battery return fire against a model that is conducting a counter-battery attack?*
A. Yes.

Q. *Would a Strike-Point acquired as a result of the **SA:** Counter-Battery count as a consecutive attack?*
Y. Yes.

Example: *A model lands a Strike-Point within 12" of an enemy model with the **SA:** Counter-Battery that has not yet activated this turn. It chooses not to shoot, waiting until its activation to now "shoot" at that Strike-Point without requiring a new Strike-Point Roll.*
Q. *Can I use the **SA:** Counter-Battery if I am currently in B2B contact with an enemy model that I initiated a Close-Combat Assault with previously?*
A. No.

P.120- Counter-Measures *(New)*
Counter-measures covers a variety of chaff dispensing systems available to the militaries of the galaxy. When onboard sensors detect an attempt to target-lock or "paint" the model, the counter-measure system responds by automatically launching a chaff "pod," dispersing a cloud of metal-coated glass fibers between the model and a recognized threat.
A model with the **SA:** *Counter-Measures* may attempt to "block" the use of any Target-Lock Action, the **SA:** *TAG* or the **SA:** *Locked-On* by an enemy model against it as a Free Action, requiring a successful 10+ Roll with the SA's rating level providing the only (+) SM to a roll.
A Critical Fumble while attempting a **SA:** *Counter-Measures* 10+ Roll results in the disablement of the system for the remainder of the game.

Q. *Will a successful roll end an attack by an enemy model using the **SA:** Anti-Aircraft vs aircraft?*
A. Yes.

P.121- ECM *(New)*
The **SA:** *ECM* (Electronic Counter-Measures) is a specialized jamming array designed to radiate concentrated energy signals at an enemy's radar, targeting, and detection systems across a broad spectrum of frequencies (known as barrage jamming) providing interference to degrade an enemy model's ability to "hit" a target.
An ECM equipped model allows for the following functions:

Electronic Counter-Measures: Using a Special Action (1 AP) to activate, the **SA:** *ECM* generates a "bubble" centered on the model, canceling out any active or new target-locks and the use of **SA:** *Chain-Fire Pod*, **SA:** *EST*, and **SA:** *FCS* by an enemy model located within, equal to the ECM's range until the start of the model's next activation.

Electronic Jamming Counter-Measures: A model attempting to activate or maintain the use of an APA or ECM system currently located within an enemy model's ECM "bubble" requires an Opposed Roll, with both models receiving a bonus equal to their rating level, the **SA:** *Wizzo*, or the **Upgrade:** *Ace* or *Veteran Pilot*.

Electronic Transmission Acquisition: A model with one or more Guided-Missile weapon systems, may equip the **Upgrade:** *HARM Guided-Missiles* for use during a direct-fire Combat Action.

Q. *My model, located within an enemy model's active ECM "bubble," attempts to activate its ECM (or APA), what happens?*
A. Both models make an Opposed Roll, adding any SMs as required to the roll, and if the enemy model "wins," your model is unable to use the **SA:** *ECM* (or APA) during this activation (spending 1 AP for the Special Action).
Should your model win, your ECM activates and, if the location of the enemy model now places it within your ECM "bubble," the effect of its ECM is removed until its next activation (provided it spends the 1 AP to reinitiate).
A winning roll with APA allows for its activation within the enemy "bubble" with no further effect to either.

Q. *What happens to an infantry mortar round fired at a model inside the **SA:** ECM's "bubble?"*
A. Unless guided by the **SA:** *TAG*, a mortar attack directed at a model located within an enemy's active ECM "bubble" will automatically "miss."

Q. *Can the **SA:** ECM block TAG?*
A. No.

P.121- EST *(Clarification)*
Q: *Does the automatic target-lock for **SA:** APA and **SA:** ECM also allow for a model with **SA:** EST to transfer that "lock" to other models in the same squad?*
A. Yes, but a model can only have one valid target-lock per turn. If the model uses a Target-Lock Action to target something else first, that target-lock would be lost if it used the free target-lock on a new object (or vice versa).

Q: *Does a model with the **SA:** EST and **SA:** Adv Targeting Computer using the Target-Lock Action also allow another model in the same squad to get a (+) SM equal to its targeting computer rating?*
A. No. It only permits the sharing of the actual target-lock. The other model would get a (+) SM if it also had the **SA:** *Adv Targeting Computer* (if equipped).

Q: *Is a model with the **SA:** EST required to use the Target-Lock Action to acquire the target-lock to share with its squad or is the target-lock free?*
A. Yes. It must still use the Target-Lock Action, but sharing it with the squad is an automatic Free Action.

Q: *Does the **SA:** EST require LoS?*
A: No. A valid LoS is not required to target-lock or for a squad member to use the transferred data as a model with the **SA:** EST has additional systems to compile the multiple data streams being generated from the BattleNet to know the exact location of every combatant on the battlefield.

A friendly model is required to be within 36" of the model supplying the shared target-lock.

P.121- FIST (Fire Support Team) *(New)*

A model with the **SA:** *FIST* provides a platform for the direction of off-board artillery and close air support, computing all of the necessary firing data with specialized fire direction computers that upload the information directly to the BattleNet as required.

- **FIST 1**
  Range: *36"*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *CAV and vehicle models only.*
  Threat Point Cost: *5 TVP*

- **FIST 2**
  Range: *36"*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *CAV and vehicle models only.*
  Threat Point Cost: *10 TVP*

- **FIST 3**
  Range: *36"*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *CAV and vehicle models only.*
  Threat Point Cost: *15 TVP*

Note: *The deployment of several Battlefield Support Strike Packages requires a model with the **SA:** FIST, the rating level reducing the amount of "drift" for the strike. While any model with the **SA:** FIST can perform these tasks, a scenario may call for a specific rating level to complete.*

P.121- FCS *(New)*

The **SA:** *FCS* (Fire-Control System) allows multiple models in the same squad to "link" their targeting systems together (as a Free Action), increasing the chance for a successful Strike-Point Roll(s).

A single model with the **SA:** *FCS* provides no (+) SM, but by adding a second model to the squad with **SA:** *FCS*, a (+1) is added to both models Strike-Point Roll (provided they are shooting at the same Strike-Point).

The addition of a third model increases this modifier to a maximum of (+2).

Q. *I have two models with **SA:** FCS in the same squad allowing for a (+1) to their Strike-Point Rolls. If the first model misses the roll, what happens?*
A. The first model would roll for Drift and complete their declared action(s). The second model would now roll, receiving the same (+1), provided it had chosen the same Strike-Point.

Q. *What if they chose different Strike-Points?*
A. Then neither model would receive the (+) SM from the **SA:** *FCS*.

P.122- Gun Port *(Clarification)*

Infantry models choosing to conduct one or more direct-fire Ranged Assaults in conjunction with a transporting model's **SA:** *Gun Port* are limited to the Left or Right Firing Arcs only.

If two or more eligible models are available, an attack from either Firing Arc is allowed.

Aircraft equipped with the **SA:** *Gun Port* must be "grounded" to allow their use.

Each **SA:** *Gun Port* equipped provides for one firing position on both sides of the model.

Example: *A transport model with the **SA:** Gun Port (2) provides for two firing positions on BOTH sides of the model, allowing up to four infantry models (two from the Left and two from the Right Firing Arcs) to conduct a direct-fire Ranged Assault.*

P.122- Large Sensor Profile *(Clarification)*

A model with the **SA:** *Large Sensor Profile* provides a (+1) to the Combat Roll(s) of an enemy model using a direct-fire Combat Action to attack.

P.122- SA: Launcher

*Delete the **SA:** Launcher. Refer to the (New) Weapon System: Cruise Missile Launcher for more detailed information.*

P.123- Orbital Flight *(New)*

The **SA:** *Orbital Flight* provides for the addition of several systems that allow an aircraft to travel beyond a planet's atmosphere. These systems include Plasma rocket engines, improved life support systems, shielding, control thrusters, and a gyroscope.

While equipping aircraft with ducted-fans and plasma rocket engines allows the plane to switch back and forth to conserve fuel, most space-capable craft has rocket engines only.

- **Orbital Flight**
  Range: *NA*
  Special Attributes: *Reduced Turn, Shielded*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to 4+ DT fixed-wing aircraft only.*
  Threat Point Cost: *0 TVP.*

P.123- Piercing *(Clarification)*
The **SA:** *Piercing* cannot be used in conjunction with Flamethrowers or Ion Disruptor Cannon weapon systems.

P.123- Point Defense *(New)*
Models with the **SA:** *Point Defense* possesses dedicated close-in weapon systems for defense against incoming rockets, artillery, and mortars/missiles if the final target (or strike-point) is within a 2" radius of their current location.

The **SA:** *Point Defense* uses a 10+ Roll, adding a (+1) to the attempt for each rating level, a successful roll ending the attack, regardless of the number of weapons used, while a failed roll allows the assault to proceed as declared.

A Critical Fumble while attempting a **SA:** *Point Defense*'s 10+ Roll results in the disablement of the system for the remainder of the game.

Q. *I have two models, each shooting two guided missiles at a model with the* **SA:** *Point Defense (1), as part of my squads' activation. What happens?*
A. The targeted model makes (2) 10+ Rolls, both receiving a (+1) to the result. If either roll is a success, both GMs from that attacking model are destroyed, ending that attack.

P.**123- Reinforced** *(Clarification)*
Q. *How does the* **SA:** *Reinforced work?*
A. The rating level of **SA:** *Reinforced* only reduces the MoS of a successful attack on the Damage Table, NOT the Combat Roll.

Example: *An attacker has a modified Combat Roll of (10) against a target with an AV of (7), providing for an MoS of (3) on the Damage Table. The* **SA:** *Reinforced (1) would reduce the MoS to (2), preventing the need for a piloting check in this case.*

P.124- Relentless *(New)*
A model with the **SA:** *Relentless* that has lost one or more MV as a result of damage or critical hits increase their current MV by (+1).

Example: *A CAV with a starting MV of (4) receives three points of damage, decreasing its MV to (3). With the* **SA:** *Relentless, the model adds a (+1) back to the reduced MV, allowing it to continue at MV (4).*

P.124- Shredder *(Clarification)*
The **SA:** *Shredder* cannot be used in conjunction with Flamethrowers or Ion Disruptor Cannon weapon systems.

P.124- Superior Mobility *(New)*
Remove "Rubble" from the terrain-types covered by the **SA:** *Superior Mobility*.
'A model with the **SA:** *Superior Mobility* ignores any (-) MV when moving through Rough/Broken, Light Woods, and Elevation terrain types.'

P.125- Turret *(Clarification)*
Q. *Exactly how does "hull-down" work?*
A. Typically a vehicle model adjacent (within 1") to an E1 hill would not have a valid LoS (or vise versa) to an enemy model that the "line" crosses over. With the addition of a turret, the vehicle can choose the "hull-down" option, representing that it has moved "up" the hillside just enough to expose the turret.

Using this option allows for a valid LoS that the model can use to conduct a direct-fire Ranged Assault with any weapon systems located therein, while the rest of the model remains hidden, receiving a (+2) Heavy Cover SM.

P.125- SA: Wizzo
Vehicle models are no longer eligible to equip the **SA:** *Wizzo.*

Special Abilities *(Restricted)*

P.125- SA: Ammo/Limited Ammo *(Clarification)*

Q. *How does the SA affect multiple weapons systems (of the same type) or when fired as part of a Salvo-Strike?*
A. A "jam" as a result of a Critical Fumble roll, individually or salvo, applies to ALL of the same weapon system types on the model.

Q. *So if I'm shooting two medium MACs with separate Combat Rolls (no salvo) and I roll a Critical Fumble with one of them, what happens?*
A. The Critical Fumble is an automatic miss for that MAC and, if the 1d6-roll results in a "jam," BOTH are prevented from firing for the remainder of the game (see **SA:** *Ammo Bin*) starting at the END of the current activation, allowing the other MAC to continue with its Combat Roll this turn.

Q. *What if I had only shot one of the MACs and rolled the Critical Fumble and "jam?"*
A. Same result.

P.125- SA: Blaster *(New)*
The **SA:** *Blaster* now includes a third rating level, Blaster, Blaster (1), and Blaster (2), increasing the chance of a Critical Success during a Combat Roll.
SA: *Blaster* provides for a Critical Success on an unmodified (natural) roll of 11+, while **SA:** *Blaster (1)* only needs a roll of 10+, and the **SA:** *Blaster (2)* a roll of 9+ on 2d6!

P.126- SA: Blitz *(New)*
Remove rating levels from **SA:** *Blitz.*
Q. *Does the (+1) "stack" for multiple weapon systems of the same type with the* **SA:** *Blitz?*
A. No.

P.126- SA: Double-Time *(New)*
The **SA:** *Double-Time* (requires MV 10+) allows for a (-2) to any enemy Combat Roll until the beginning of

its next activation, provided a model has declared at least one Move Action during the current activation and uses its full MV to move forward only.

The model is allowed one Facing Change as part of the Move Action, but an additional turn(s) (or moving backward) removes this bonus.

Note: *A marker (or counter) should be placed next to a model's base with an active **SA:** Double-Time bonus as a reminder to all.*

Q: *Is a model with the **SA:** Double-Time required to move once (1 AP) or twice (2 AP) during activation to receive the (-2)?*
A: SA: *Double-Time* only requires a single Move Action to activate.

Q: *Can I use Run N' Gun in conjunction with the **SA:** Double-Time?*
A: Yes.

Q: *What happens if a model with the **SA:** Double-Time has its MV reduced below (10+)?*
A. The SA is no longer applicable.

P.126- SA: Full Auto *(Clarification)*
Q. *What happens if I roll a Critical Fumble with a weapon system that has the **SA:** Full Auto? What if the weapon system also has the **SA:** Ammo/Limited Ammo?*
A. You would be allowed to re-roll one d6, and potentially avoiding the Critical Fumble (unless you roll another "1") as it applies to the Combat Roll.
In the case of a weapon system also having the **SA:** *Ammo* (or **SA:** *Limited Ammo*), the chance of a "jam" remains, rolled at the end of the attacking model's current activation.

P.126- SA: Improved Handling *(Clarification)*
Q. *Can aircraft use the "drift" option included with the **SA:** Improved Handling?*
A. Yes.

P.127- SA: Overdrive *(New)*
Weapon systems with the **SA:** *Overdrive* doubles the damage amount of a successful direct-fire Ranged Assault upon declaring its use before making any Combat Roll(s).
The **SA:** *Overdrive* places an immense amount of stress on a weapon system, allowing for the possibility of overheating and preventing the weapon(s) from firing again until they cool down.
After resolving any Combat Roll(s), roll 1d6 vs. target-point EQUAL to the total number of weapons fired (with SA: Overdrive) (+1).

Example: *Shooting three PBGs on "overdrive" produces a target-point (4).*

Should the roll fail, the ENTIRE weapon system has "overheated," rendering it unable to shoot the

following turn.

Example: *A model uses three PBGs with the **SA:** Overdrive as part of a direct-fire Ranged Assault, making a separate Combat Roll for each weapon and allowing for a chance to "over-heat" on a roll of (3) or less on the 1d6 roll {target-point (4)}. A failed roll renders all of the model's PBGs useless for the following turn.*
Alternately, as part of a Salvo-Strike, the same 1d6 roll of (3) or less would still result in all three weapons being unavailable during the model's next activation.
A Critical Fumble during a Combat Roll with the **SA:** *Overdrive* activated, results in the entire weapon system suffering an "overload," and shutting down for the remainder of the game!

Note: *A model that has lost the use of a weapon system with the **SA:** Overdrive, either as a result of "overheating" or "overloading," receives a (-2) to ANY CCA Combat Rolls made while the effect is active.*

Q. *My PBGs have "overheated" but I don't declare a Combat Action, does the effect carry over until I do?*
A. No. Once a turn has passed, the weapons have cooled down and are eligible to fire again.

Q. *What if I had chosen to only shoot one of the PBGs (with **SA:** Overdrive) and rolled a Critical Fumble or an "overheat?"*
A. The effect applies to the entire weapon system, regardless of the number of actual weapons used in the attack.

Q: *Does the **SA:** Ravage "stack" with the **SA:** Overdrive?*
A. Yes.

P.127- SA: Pop-Up *(New)*
Models with the **SA:** *Pop-Up* may "rise" above an adjacent (within 1") E1 terrain object as part of a ranged-assault Combat Action, dropping back down after the attack while retaining the benefits of any Cover it may have.
A model may not use the **SA:** *Pop-Up* with the **SA:** *TAG* during the same Combat Action unless another friendly model provides the "TAG."

Q. *Can an enemy model set to Over-Watch target a model using the **SA:** Pop-Up before the model returns to Cover?*
A: Yes.

P.127- SA: Satellite Uplink *(New)*
The **SA:** *Satellite Uplink* allows the equipped model to once per turn (0 AP), during its activation to request priority access to the *BattleNet* for the immediate deployment of a "Hammer Strike" (see **Strike Package:** *Space*) within 36" of the requesting model.

Requires 1d6 roll, target-point (6) for "approval," and if "authorized," an additional Strike-Point Roll.

P.128- SA: SMART *(Clarification)*

Q. *Can I use SMART for an AoE or RAV modifier beyond the (-1/+1)?*

A. No.

Q. *Can I declare the use of SMART after I make the Combat Roll?*

A. No. You must declare you are using SMART first.