

## CAV: Strike Operations Rulebook

### Official Update 3.4.1: Construction

As much as we strive to make sure our rules are error-free, mistakes inevitably 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:** Going forward, sections in a document highlighted in *blue* denote any changes from the previous version number.

For any additional questions, please email us at: [questions@talon-games.com](mailto:questions@talon-games.com)

#### P.102- Chassis Size: Aircraft (New)

The assignment of Special Abilities by aircraft chassis is no longer used and is instead now determined by the aircraft's Movement Class.

#### P.103- Replace Anti-Grav Movement Class with Grav Movement Class.

Both terms appear throughout the rule book, and this standardizes it to a single description-type.

#### P.103- Step Four: Movement Class (Aircraft Only)

Add the following text to this section:

The movement class of a model determines the affect various terrain types have on its movement value (MV). While CAVs and infantry have pre-set movement classes (foot and walker), aircraft and

combat vehicles require a player to assign what movement class their design uses:

**Rotorcraft:** Rotorcraft are aircraft that use one or more rotors to provide lift, allowing for vertical take-offs, the ability to hover, and to fly in any direction (forward, backward, laterally) desired. Most modern rotorcraft use electric rotary-shaft breeder engines for propulsion.

**SA:** *Improved Handling, Pop-Up.*

**VTOL:** VTOL (Vertical Take-Off & Landing) aircraft use electric ducted-fan breeder engines for propulsion as opposed to large rotor blades, allowing for higher overall speed. The engine design of a VTOL provides vectored (directed) thrust, allowing the craft to take-off and land vertically as well as hover.

**SA:** *Improved Handling, Pop-Up.*

**Fixed-Wing:** Fixed-wing aircraft use ducted-fan breeder engines to provide the forward thrust needed by the aircraft's wings to generate lift (flight). A fixed-wing plane allows for the most efficient power-to-mass ratio of any other aircraft type, allowing for even faster (and larger) aircraft.

While electric breeder-type engines allow for suborbital atmospheric propulsion, fixed-wing aircraft wishing to travel outside the atmosphere also require plasma rocket engines, using the plane's breeder to ionize hydrogen fuel into heated plasma while also powering magnetic fields to direct the plasma in the proper direction.

**SA:** *Improved Handling.*

#### P.105- Calculate Threat Value Total (New)

Quad-CAVs now receive a (+75) TV addition during this step due to their bonus (+1) Hard-Point.

#### P.106-Aircraft Base Move & Armor Value Table (Revised)

## BASE MOVE & ARMOR VALUE TABLE

### Aircraft (Rotorcraft)

| Chassis Type: | Ultra-Light |    |    | Light |    |    | Medium |    |    | Heavy |    |   | Ultra-Heavy |    |   |
|---------------|-------------|----|----|-------|----|----|--------|----|----|-------|----|---|-------------|----|---|
| Move Value    | 16          | 14 | 12 | 15    | 13 | 11 | 14     | 12 | 10 | 13    | 11 | 9 | 12          | 10 | 8 |
| Armor Value   | 2           | 3  | 4  | 3     | 4  | 5  | 4      | 5  | 6  | 5     | 6  | 7 | 6           | 7  | 8 |

### Aircraft (VTOL)

| Chassis Type: | Ultra-Light |    |    | Light |    |    | Medium |    |    | Heavy |    |    | Ultra-Heavy |    |    |
|---------------|-------------|----|----|-------|----|----|--------|----|----|-------|----|----|-------------|----|----|
| Move Value    | 20          | 18 | 16 | 19    | 17 | 15 | 18     | 16 | 14 | 17    | 15 | 13 | 16          | 14 | 12 |
| Armor Value   | 1           | 2  | 3  | 2     | 3  | 4  | 3      | 4  | 5  | 4     | 5  | 6  | 5           | 6  | 7  |

### Aircraft (Fixed-Wing)

| Chassis Type: | Ultra-Light |    |    | Light |    |    | Medium |    |    | Heavy |    |    | Ultra-Heavy |    |    |
|---------------|-------------|----|----|-------|----|----|--------|----|----|-------|----|----|-------------|----|----|
| Move Value    | 24          | 22 | 20 | 23    | 21 | 19 | 22     | 20 | 18 | 21    | 19 | 17 | 20          | 18 | 16 |
| Armor Value   | 0           | 1  | 2  | 1     | 2  | 3  | 2      | 3  | 4  | 3     | 4  | 5  | 4           | 5  | 6  |

## Weapon Systems

### P.111- Field Artillery System: Cruise Missile Launcher

The design of a mobile Cruise Missile Launcher helps to ensure their survivability and quick deployment, carrying a variety of warhead-types (including high-explosive, chemical, biological, and nuclear) to target enemy facilities and assembly areas behind the front lines.

#### ● Cruise Missile Launcher

Range: NA

RAV: See *Strike Package: Air, Cruise, or Advanced Cruise Missile* (p.141).

Special Attributes: NA

Hard-Point Cost: 4 HP

Model Restrictions: Available to aircraft, quad-CAV, and vehicle models only (-2 AV). A model may only equip two cruise missile launchers. Cruise missile launchers may not be “matched.”

Threat Point Cost: 0 TVP

**Game Rules:** A model equipped with one or more Cruise Missile Launchers can serve as a point of deployment for an attack using the **Strike Package**

**Air:** Cruise or Advanced Cruise Missile(s).

Due to the size of the launcher and the open nature of its design, models with Cruise Missile Launchers receive a (-2) to their base Armor Value.

### Using Cruise Missiles

To use cruise missiles, a player must select the **Battlefield Support Strike Package: Air**, assigning a “pool” of TV points, and at least one model with the **SA: FIST** during Force Group construction.

During play, a model with the **SA: FIST**, when activated, may declare a Special Action to “launch” one cruise missile (provided the necessary support points are available). When fired, a cruise missile model is placed on the game board, either adjacent to the player's deployment side pointing directly “in” or at the front of a model equipped with a Cruise Missile Launcher, facing in the same direction.

The cruise missile model is allowed to immediately move 12” forward as part of a single Move Action, unable to make any turns yet as it accelerates up to cruising speed. The model also may not move into B2B contact or detonate until after it completes this base move. With the remainder of its MV (no free facing changes), the cruise missile now carries on with the movement, detonating if B2B contact is made with any other model or at the direction of the controlling player as a Free Action.

During any subsequent turns, an active cruise missile model activates at the same time as the deploying model's squad or, if the squad is no longer available, at the end of the current Activation Phase (no more cards left in the Draw Deck). Cruise Missile models receive two Move Actions per turn, using all of its MV each action until destroyed or detonation.

## Targeting Cruise Missiles

The targeting of Cruise Missiles (and any damage) is revolved just like any other Combat Action with a direct-fire Ranged Assault only. While the **SA: Point-Defense** can attempt to shoot a Cruise Missile down, the 10+ Roll receives the Cruise Missiles Double-Time bonus as a (-2) SM to the roll.

A Cruise Missile's warhead, destroyed by enemy fire, may still “explode.” Roll 1d6 before removing it from the game board with a roll of “1” resulting in detonation, applying the effects of the explosion immediately to any models caught in the blast zone. Otherwise, the Cruise Missile has been “safely” destroyed and removed from play.

### P.112- Guided Missiles (GM) (New)

The use of Guided Missiles now requires a valid LoS (along with a target-lock or **SA: TAG**) to the intended target as part of a direct-fire Ranged Assault only.

Remove the **SA: Blaster** and **SA: Improved Range** from all Guided Missile weapon systems.

Change the target-point for the **SA: Shock** on Medium Guided Missiles to (5) and Heavy Guided Missiles to (6).

**Update TVP:** LGM (100), MGM (117), and HGM (134).

#### SAM Guided Missiles (SAM) (New)

A model equipped with the **SA: Anti-Aircraft** and guided missiles uses a variant missile-type that can only be used to engage enemy aircraft due to the unique nature of their targeting-systems.

SAM guided missiles prevent the use of the **SA: TAG** as well.

**Q:** When does a model need to make a roll for the **SA: Shock**? Does a model make a roll for each GM used in the attack?

**A:** As part of a successful Combat Roll with guided missiles, the Target-Point Roll for the **SA: Shock** is made at the end of the current enemy activation, even if there is no “actual” damage done, regardless of the number of guided missiles that hit.

Once a model has acquired the **Model State: Suppressed**, no additional Target-Point Rolls are required as the effect is not cumulative.

### P.113- Ion Disruptor Cannon (IDC) (Clarification)

**Q:** If multiple Ion Disruptor Cannons hit a model in the same turn, do the effects of any “damage” stack? What about a later turn?

**A:** No, as only the highest value of “damage” done is applied.

**Example:** A model receives three IDC-bases attacks in the same turn, two of which do one point of “damage” and the third two points. In this case, the model would ignore both of the single point hits, only taking the two points from the last attack.

If the model has already been “disrupted” from an earlier turn, it cannot receive additional damage from IDCs as the systems that would be affected are already in that state.

**Q:** How does the **Model State: Disrupted** affect aircraft models in flight? Would an aircraft be able to remain NoE?

**A.** The **Model State: Disrupted** is just that a disruption. It is not a “freeze,” thereby allowing aircraft to remain in the air. The pilot would be unable to maintain “directed” flight and would be busy re-routing power, enabling back-ups and other redundant systems as they tried to regain control.

Aircraft with the **Model State: Disrupted** prevents or removes NoE from a plane.

#### **P.113- Laser Bolt Gun (LBG)**

Remove the **SA: Overdrive** from all Laser Bolt Gun weapon systems.

**Update TVP:** LLBG (78), MLBG (93), and HLBG (108).

#### **P.114- Magnetic Accelerator Cannon (MAC)**

Remove the (1) value from the **SA: Blaster** on the Light MAC.

**Update TVP:** MMAC (102) and HMAC (147).

#### **P.114- Magnetic Rotary Accelerator Cannon (MRAC)**

Remove the **SA: Anti-Aircraft** from all MRAC weapon systems.

**Update TVP:** Light MRAC (74), Medium MRAC (99), and Heavy MRAC (124).

#### **P.115- Particle Bolt Gun (PBG)**

Remove the (2) value from the **SA: Blitz** on all PBG weapon systems and the **SA: Blaster (1)** from the Heavy PBG. **Update TVP:** (165).

#### **P.116- Rotary Autocannon (RAC)**

Remove the **SA: Anti-Aircraft** and **SA: Full Auto** from all RAC weapon systems.

Replace the **SA: AoE (1)** with **SA: AoE (2)** for all RAC weapon systems.

**Update TVP:** Light RAC (61), Medium RAC (81), and Heavy RAC (101).

**Q.** Explain how the RAC's AoE works.

**A.** If any part of another model's base is within 2” of the targeted model (measured from center) and a clear LoS exists between it and the attacker, it is also subject to a Ranged Assault.

### **Weapon Systems (Infantry)**

#### **P.116- Assault Rifle (AR)**

Add the **SA: Full Auto**. **Update TVP:** (22).

#### **P.116- Magnetic Accelerator Rifle (MAR)**

Replace the **SA: Full Auto** with **SA: Blaster** on the MAR.

Replace the **SA: Full Auto** with **SA: Blaster (1)** on

the Heavy MAR. **Update TVP:** (57).

#### **P.117- Mortar (M)**

Change the Light Mortar to HP (1) and remove the **SA: Improved Range**. **Update TVP:** (77).

Remove the **SA: Blaster (1)** and **SA: Improved Range** from Medium Mortar. **Update TVP:** (107).

**Q.** Please explain how an attack with infantry Mortars would work?

**A.** Mortars use a vertical launcher to shoot an anti-armor guided missile a safe distance from the crew before igniting its main rocket motor. An infantryman designates a target utilizing a command launch terminal, which in turn downloads a target image and GPS location to the missile's onboard guidance system. Once the missile safely clears the launch area, it “drops” down, skimming just above ground level to the target area before switching to an active tracking system in an attempt to hit the desired target.

**Game Rules:** An infantry model using a Mortar during its activation selects the target as part of an indirect-fire Ranged Assault (no target-lock required). The Strike-Point Roll determines if the missile has successfully maneuvered to the target area before going “active” and finishing the attack with a Combat Roll (6+). During this terminal phase, mortar-fired guided-missiles can detect a “painted” target (**SA: TAG**), allowing for a (+1) to the Strike-Point Roll and ignoring any ECM-based jamming.

A failed Strike-Point Roll results in an automatic miss with no Drift, ending the Combat Action.

**Q.** Can infantry models use the **SA: TAG** for a mortar-based attack?

**A.** Yes. If equipped, and provided the target is in range (up to 36”) with a valid LoS, infantry models may use a Special Action to “paint” an enemy model with the **SA: TAG**.

**Q.** Can the **SA: Counter-Measures** affect a mortar-based attack?

**A.** Yes. If the Strike-Point Roll succeeds, a model with the **SA: Counter-Measures** may attempt to disrupt the mortars' active “target-lock” and, if applicable, the use of **SA: TAG**.

**Q.** Can multiple infantry models in the same Mortar Squad use a Salvo-Fire Strike when firing multiple mortars?

**A.** No.

**Example:** A Mortar Squad with five Light Mortar-equipped models declare they are all shooting at the same enemy CAV model 36” away with a valid LoS. Each model makes a Strike-Point Roll (10+) with a total SM of (-1) [+1] for LoS and (-2) for Long Range. A failed roll is a miss, ending the attack, while a successful Strike-Point Roll allows for a Combat Roll (6+).

**P.117- Grenade Launcher (New)**

**Game Rules:** While an indirect-fire Ranged Assault with a Grenade Launcher still uses a single d10 to determine the direction of a failed Strike-Point Roll, reduce the amount of any Drift by one-half (rounding up).

**Example:** An infantry model is attempting an indirect-fire Ranged Assault with a Grenade Launcher at an enemy model 8" away and has failed the Strike-Point Roll.

The d10 roll for Drift (3) adds a (+2) for Long Range, resulting in a (5) total. Dividing by half and rounding up provides a final Drift of 3" in the direction indicated by the d10's "point."

**Note:** A weapon system with the SA: Indirect-Fire cannot "drift" beyond its maximum range. Should this happen, reduce the amount of Drift to the maximum range it could have traveled from the attacker in the direction indicated by the d10 roll.

**P.117- Grenade (New)**

Grenades are small throwable explosive devices that are especially useful for "clearing" out enemy infantry from a structure or other terrain object during a Close-Combat Assault.

● **Grenade**

Range: NA

RAV: NA

Special Attributes: Blitz

Hard-Point Cost: .5 HP

Model Restrictions: Available to infantry models only.

Threat Point Cost: 5 TVP

**Game Rules:** Grenades allow for a Close-Combat Assault, ignoring the structures AV (if any), against enemy infantry models located "inside." This type of attack requires the equipped-model to be in B2B contact with the occupied terrain object, and both models to be within (E1) of each other.

**P.117- Panzerfaust (AT)**

Add the SA: Blaster (2). Update TVP: (76).

**P.117- Stinger (MANPADS)**

Replace:

Range: 8"

RAV: (NA/3).

Special Attributes: Anti-Aircraft (1).

Hard-Point Cost: 1 HP.

Model Restrictions: Available to infantry models only.

Threat Point Cost: 36 TVP.

**Game Rules:** An infantry model equipped with this type of a Man-Portable Air-Defense System can target low-flying aircraft with an infrared homing surface-to-air missile.

**P.117- Minigun**

Replace the SA: Anti-Aircraft with SA: Full Auto.

Update TVP: (36).

**Heavy Minigun**

Replace the SA: Anti-Aircraft with SA: Full Auto.

Update TVP: (42).

**P.118- Light Machine Gun**

Replace the current RAV with (NA/2).

Replace the SA: Anti-Aircraft and SA: Blaster (1) with SA: Blitz.

Update TVP: (24).