

CAV: Strike Operations Rulebook

Official Update 3.4.1: Upgrades & Specializations

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

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

Battlefield Upgrades

P.129- Ace Pilot (New)

Game Rules: An Ace pilot adds a (+2) to any Opposed or Pilot Check Roll.

Upgrade Cost: 25 TVP.

P.130- Remove Close-Quarters Battle (replaced by Ace/Veteran Pilot).

P.130- Combat Engineer (New)

Model Restrictions: Infantry Models only.

Upgrade Cost: 10 TVP (no rating level).

P.130- External ECM Pod

Game Rules: Provides SA: ECM (0), Range: 18", No Electronic Transmission Acquisition.

P.131- FIST (New)

Model Restrictions: Infantry Models only.

Upgrade Cost: 10 TVP (no rating level).

P.131- JDAM Kit: Remove.

P.132- Marksman (New)

Game Rules: A model with the Upgrade: Marksman receives a (+1) to any direct-fire Combat.

Upgrade Cost: 25 TVP.

P.132- Non-Commissioned Officer (NCO)

Add the following paragraph to Game Rules:

When determining the Threat Value cost of this upgrade, an NCO must be assigned to a model with the highest damage track in the squad.

P.133- Officer

Replace the second paragraph in Game Rules:

When determining the Threat Value cost of this upgrade, an officer must be assigned to a model with the highest damage track in the Force Group.

P.133- Orbital Drop Strike Team (ODST) (New)

Game Rules: The TVP cost of the Upgrade: ODST applies to EVERY model in the designated squad.

An ODST squad does not deploy during set-up, receiving an assigned card in the Draw Deck specific to it. Once play has begun, the "draw" of this card allows for the squad's immediate deployment, using both of the models Action Points, anywhere on the game board under the following conditions:

- The player must select the desired deployment area with a designated "strike-point," no closer than 12" to any enemy model.

- Each model in the squad will automatically "drift," requiring a Drift Roll to determine their final landing spot. As models cannot "land" on each other, move a model out from the initial strike-point location just enough to avoid this from happening.

- A player can choose to skip deployment to a later turn, moving the card to the bottom of the discard pile, drawing a new card, and continuing play. Delaying deployment can also happen as a result if no "legal" deployment area is available.

Once an ODST squad has deployed, replace it's assigned card with a standard "squad" card in the Draw Deck and activating it for the remainder of the game like any other squad.

Q. What if "drift" causes my model to leave the game board?

A. Place the model on the edge of the board in the direction of the Drift Roll.

P.133- External APA Pod

Game Rules: Provides SA: APA (+1), Rating Level (0), Range: 18", No Electronic Transmission Acquisition.

P.134- Sharpshooter (New)

Game Rules: A model with the Upgrade: Sharpshooter receives a (+2) to any direct-fire Combat.
Upgrade Cost: 50 TVP.

P.134- Turbo-Charged

Increase the upgrade cost to TVP: 15.

P.134- Veteran Pilot (New)

Game Rules: A Veteran Pilot adds a (+1) to any Opposed or Pilot Check Roll.

Upgrade Cost: 15 TVP.

P.134- Alternate Ammo (Clarification)

When making ANY Combat Rolls using an Alternate Ammo type with a target-point (7), roll 3d6, discarding the lowest value rolled.

Q. When purchasing Alternate Ammo types, is the TVP cost per "shot?"

A. No. Once purchased, the model may use that ammo-type for any eligible attack during the entire game, except for an aircraft's Bomb Rack, which may

only be purchased once for each pylon equipped.

P.136- HARM Guided-Missiles (New)

Game Rules: Models with one or more Guided-Missile weapon systems and the **SA: APA** or **SA: ECM** may equip HARM guided-missiles allowing for an automatic target-lock (Free Action) to any active enemy APA or ECM systems within range.

Battlefield Support Assets

P.137- Note: When making ANY Combat Rolls using a Battlefield Support Asset, roll 3d6, discarding the lowest value rolled.

P.137- AA/AP/AT Minefields

Decrease the specialization cost to TVP: 20.

P.138- SIGINT

Decrease the specialization cost to TVP: 100. Limit (1) SIGINT card per squad deployed.

P.138- Level I and II Deployable NanoTech Barriers

Decrease their specialization cost to TVP: 10 and TVP: 25.

P.138- Level I and II Repair Module

Decrease their specialization cost to TVP: 25 and TVP: 50.

P.139- Recon Drone

Decrease the specialization cost to TVP: 50. Limit (1) Recon Drone per squad deployed.

P.139- Re-Supply Drop

Decrease the specialization cost to TVP: 25. Limit (1) Re-Supply Drop per squad deployed.

P.139- Revetment

Note: For each Revetment purchased, only one model at a time can use this Battlefield Support Asset at a time.

Multiple Revetments are allowed and can be grouped for more extensive emplacements, allowing for additional models to use.

P.139- Satchel Charge

Decrease the specialization cost to TVP: 10.

Note: The use of multiple Satchel Charges during the same Close-Combat Assault is prohibited.

Battlefield Support Strike Packages

P.140- (New) Note: Strike Packages (non-cruise missiles) no longer automatically “drift,” making a Strike-Point Roll after a model with the **SA: FIST** designates the desired Strike-Point location, using the rating level of the model’s **SA: FIST** (if any) as a (+) SM to the roll.

The **SA: Wizzo** is NOT used for a Strike Package Strike-Point Roll.

When making ANY Combat Rolls using a Strike Package, roll 3d6, discarding the lowest value rolled.

P.140- Artillery Strike

Decrease the specialization cost to TVP: 25.

P.140- Artillery Barrage

Decrease the specialization cost to TVP: 50.

P.140- Artillery Bombardment

Decrease the specialization cost to TVP: 75.

P.140- Artillery Smoke Screen

Decrease the specialization cost to TVP: 25.

P.140- Artillery FASCAM

Decrease the specialization cost to TVP: 50.

P.141- Gunship Assault (Death From Above)

Decrease the specialization cost to TVP: 50.

P.141- Cruise Missile

Decrease the specialization cost to TVP: 50.

P. 141- Advanced Cruise Missile (Super Thermex)

Replace the third paragraph with:

Move the Advanced Cruise Missile to the desired detonation point, making a Combat Roll against any model caught in the AoE of the blast.

Damage to models with the **SA: Hard** is applied normally while destroying ANY model with the **SA: Soft** receiving (1) or more damage points, regardless of their current Damage Track.

Decrease the specialization cost to TVP: 250.

P.141- Massive Ordnance Air Blast Bomb (MOAB)

Decrease the specialization cost to TVP: 200.

P.142- Orbital Missile Strike

Reduce AoE(2) to AoE(1).

Decrease the specialization cost to TVP: 100.

P.142- Orbital Precision Strike (Hammer Strike)

The “Hammer Strike” now requires a successful Strike-Point Roll to avoid any “drift.”

Decrease the specialization cost to TVP: 200.

P.142- Orbital Bombardment (Steel Rain)

Decrease the specialization cost to TVP: 150.