

CAV: Strike Operations Rulebook

Official Update 3.4: Tactical Briefings

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: 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

P.40- Mechanized Infantry Squad (Clarification)

P.41- Mortar Squad (Clarification)

Transports: Mechanized and Mortars Squads are limited to the number of transports required to move the entire squad, with no more than one transport per model, based on the number of **SA: Transport** rating levels provided by a **Model Task: Transport** model(s).

Example: An Adon Mechanized Squad has four models, requiring **SA: Transport (4)** to move them all at one time.

The Adon's Centipede APC is equipped with **SA: Transport (3)**. When using this model, the squad would be limited to two vehicles.

If a model had only **SA: Transport (1)**, the same squad would be limited to four vehicles, the maximum allowed for a four-model infantry squad.

P.70- The Adon Economic Confederation (NADO)

Q. How do the member nations of the AEC organize their own militaries?

A. While each member nation maintains its own separate force structure outside the TO&E adopted by NADO, from the regimental level down, retains the same organization for easier integration into NADO deployments.

P.70- Update the Adon force structure:

Infantry

- **Fire Team (one model)**
Infantry, Light & Heavy (troopers x5, corporal, sergeant)
Infantry, Mechanized (troopers x3, corporal, sergeant)
Infantry, Mortar (troopers x2, sergeant)
Infantry, Powered (troopers x3, corporal,

sergeant)

- **Platoon (one squad)**
Infantry, Mechanized (Fire Team x4, warrant sergeant, lieutenant, transports)
Infantry, Mortar (Fire Team x4, warrant sergeant, lieutenant, transports)

Combat Assault Vehicle (CAV)

- **CAV (one model)**
Pilot
- **Troop (one squad)**
CAV x4 (warrant sergeant, lieutenant)
- **Company**
Troop x4 (senior warrant sergeant, captain)
- **Battalion**
Company x4 (master warrant sergeant, major)
- **Regiment**
Battalion x4 (regimental master warrant sergeant, colonel)

P.74- The Almirithil Principality

Update the Almirithil force structure:

Infantry

- **Section (one model)**
Infantry, Light & Heavy (soldier x6, junior sergeant, sergeant)
Infantry, Mechanized (soldier x4, junior sergeant, sergeant)
Infantry, Mortar (soldier x2, sergeant)
Infantry, Powered (soldier x4, junior sergeant, sergeant)
- **Platoon (one squad)**
Infantry, Mechanized (Section x4, senior sergeant, lieutenant, transports)
Infantry, Mortar (Section x3, senior sergeant, lieutenant, transports)

P.78- The Ritterlich Republic

Update the Ritterlich force structure:

Infantry

- **Gruppe (one model)**
Infantry, Light & Heavy (soldat x4, exempted soldat, subordinate)
Infantry, Mechanized (soldat x3, exempted soldat, subordinate)
Infantry, Mortar (soldat, exempted soldat, subordinate)
Infantry, Powered (soldat x3, exempted soldat, subordinate)
- **Zug (one squad)**
Infantry, Mechanized (Gruppe x8, junior field guide, leutnant, transports)
Infantry, Mortar (Gruppe x4, junior field guide leutnant, transports)

P.82- The Empire of Malverniss

Update the Malverniss force structure:

Infantry

- **Section** (*one model*)
Infantry, Light & Heavy (*apatis x8, datapatis, satapatis*)
Infantry, Mechanized (*apatis x6, datapatis, satapatis*)
Infantry Mortar (*apatis x2, satapatis*)
Infantry, Powered (*apatis x3, datapatis, satapatis*)
- **Platoon** (*one squad*)
Infantry, Mechanized (*Section x6, satapatis (class 1), sub-commander, transports*)
Infantry, Mortar (*Section x6, satapatis (class 1), sub-commander, transports*)

P.86- The Greater Empire of the Rach

Update the Rach force structure:

Infantry

- **Ong** (*one model*)
Infantry, Light & Heavy (*hun x4, nurhun, tuhun*)
Infantry, Mechanized (*hun x3, nurhun, tuhun*)
Infantry, Mortar (*hun x2, tuhun*)
Infantry, Powered (*hun x4, nurhun, tuhun*)
- **Platoon** (*one squad*)
Infantry, Mechanized (*Ong x4, khun, koan, transports*)
Infantry, Mortar (*Ong x4, khun, koan, transports*)

P.91- The United Terran Federation

Update the Terran force structure:

The United Federation Force Army

Legion (*10 cohorts, legate*)

Infantry

- **Hastati** (*one model*)
Infantry, Light & Heavy (*legionnaire x6, senior legionnaire, centurion*)
Infantry, Mechanized (*legionnaire x4, senior legionnaire, centurion*)
Infantry, Mortar (*legionnaire x2, senior legionnaire*)
Infantry, Powered (*legionnaire x4, senior legionnaire, centurion*)
- **Pilus** (*one squad*)
Infantry, Mechanized (*Hastati x5, second centurion, optus, transports*)
Infantry, Mortar (*Hastati x5, second centurion, optus, transports*)
- **Century**
Pilus x5 (*first centurion, primus*)
- **Cohort**
Century x6 (*senior centurion, tribune*)

Combat Vehicle

- **Century**
Turma x5 (*first centurion, primus*)
- **Cohort**
Century x6 (*senior centurion, tribune*)

Combat Assault Vehicle (CAV)

- **Century**
Turma x5 (*first centurion, primus*)
- **Cohort**
Century x6 (*senior centurion, tribune*)

Federation Fleet Command

The Federation Fleet maintains its own separate command structure outside of the Federation Army, deploying to support the Legions as needed.

Federation Fleet Command Ranks

Fleet (*enlisted*)

Recruit
Rating
Rating 1st Class
Senior Rating
Staff Rating
Master Rating
Senior Master Rating
Chief Master Rating
Command Master Rating
Command Master Rating of the Fleet

Fleet (*officer*)

Ensign
Lieutenant
Lieutenant Commander
Commander
Captain
Rear Admiral
Vice Admiral
Admiral
Fleet Admiral
Admiral of the Fleet
Command Admiral of the Fleet

Force Structure (*Federation Fleet Command*)

The Federation Fleet is divided into three separate commands, each tasked with a specific area of responsibility and led by an Admiral of the Fleet.

Strategic Space Command (SSC)

The SSC is charged with maintaining all of the Fleet's defensive-based assets. These include planet-side defense systems, orbital platforms & stations, and any ships assigned to planetary garrison duty, including 1st (Home) Fleet in the Sol System.

Tactical Space Command (TSC)

The TSC is charged with supporting the Federation Army. This includes transportation, planetary assault, and convoy duty (which includes ships assigned to the Merchant Marine).

Fleet Space Command (FSC)

The FSC oversees all of the ships assigned to the various combat fleets of the Federation and includes the Fleet Marine Corps as part of their command.

Aircraft

- **Craft** (one model)
(Lieutenant)
- **Flight** (squad)
Craft x2 (Lieutenant Commander)
- **Squadron**
Flight x6 (Commander)
- **Group**
Squadron x6 (Captain)
- **Wing**
Group x2+ (Rear Admiral)

Spacecraft

- **Ship** (one spaceship)
(Captain)
- **Strike Group**
Ship x5+ (Rear Admiral)
- **Battle Force**
Strike Group x2+ (Vice Admiral)
- **Task Force**
Battle Force x2+ (Admiral)
- **Fleet** (Fleet Admiral)
- **Space Command** (Admiral of the Fleet)
- **Federation Fleet Command**
(Command Admiral of the Fleet)

Federation Fleet Marine Corps

As a component of the Federation Fleet, the Fleet Marine Corps is responsible for defending all space-going ships against boarders and the multitude of Fleet installations throughout the Federation.

The Marines maintain several Fighter Attack Squadrons for both ground and space operations, special forces through the Marine Corps Raider Regiments & Force Reconnaissance Battalions, and expeditionary forces for planetary assault.

Federation Fleet Marine Corps Ranks

Fleet Marines (enlisted)

Private
Private 1st Class
Lance Corporal
Corporal
Sergeant
Sergeant 1st Class
Gunnery Sergeant
Master Sergeant
Master Gunnery Sergeant
Sergeant Major
Sergeant Major of the Fleet Marines

Fleet Marines (officer)

Cadet
Lieutenant 2nd Class
Lieutenant 1st Class
Captain
Major
Lieutenant Colonel
Colonel
Brigadier
Lieutenant General
Major General

General

Commandant of the Fleet Marines

Force Structure (Federation Fleet Marine Corps)

- **Battalion** (Company x5, lieutenant colonel)
- **Regiment** (Battalion X3, colonel)
- **Division** (Regiment x5, major general)

Infantry

- **Fire Team** (one model)
Infantry, All (private x2, lance corporal, corporal)
- **Rifle Squad** (one squad)
Infantry, All (Fire Team x4, sergeant)
Infantry, Mechanized & Mortar (transports)
- **Rifle Platoon** (Weapons Platoon)
Rifle Squad x3 (gunnery sergeant, lieutenant)
- **Rifle Company** (Weapons Company)
Rifle Platoon x5 (master sergeant, lieutenant 1st class, captain)

Combat Vehicles & CAVs

- **Vehicle/CAV** (one model)
(sergeant)
- **Squad** (one squad)
vehicles/CAVs x4 (sergeant 1st class)
- **Platoon**
Squads x3 (lieutenant)
- **Company**
Platoon x3 (captain)

Aircraft

- **Craft** (one model)
(lieutenant)
- **Section** (one squad)
Craft x2 (captain)
- **Squadron**
Section x3 (major)
- **Group**
Squadron x2-x9 (colonel)
- **Wing**
Group x4-x12 (brigadier)

P.96- The Grand Order of the Temple

Update the Templar force structure:

Infantry

- **Section** (one model)
Infantry, Light & Heavy (private x5, under sergeant, sergeant)
Infantry, Mechanized (private x4, under sergeant, sergeant)
Infantry, Mortar (private x2, sergeant)
Infantry, Powered (private x3, under sergeant, sergeant)
- **Squad** (one squad)
Infantry, Mechanized
Section x5 (first sergeant, knight, transports)
Infantry, Mortar
Section x5 (first sergeant, knight, transports)