



other players while maintaining an atmosphere of cooperative play and good sportsmanship.

Besides providing a uniform set of “rules” in which to run a **CAV: Strike Operations** event, the First Strike program allows for a variety of levels of play, allowing players to participate in the type of game they enjoy most. From casual play and tournaments at your local store to more formalized regional-based events, the First Strike program allows for players to participate in sanctioned events throughout the year, earning special prizes and awards, while making new friends and having fun!

First Strike Organized Play

Our organized play system is currently under development. Stay tuned for updated information!

First Strike Tournament Play

All sanctioned First Strike tournaments receive a designation, organized by **Tier** (Bronze, Silver, or Gold) and **Level** (I, III, or III), so players know what type of event they should expect and the requirements needed for successful play.

Tournament Tiers

Tournament Tiers are used to designate the level of play a participant should possess when planning to compete:

- **Bronze Tier:** Bronze Tier events are store level tournaments designed for more casual play, providing an event for players of various experience levels. A Bronze Tier event may be an official (sponsored by Talon Games) or unofficial (sponsored by your local store or small game convention) tournament and typically have a smaller number of required players.

(Minimum tournament participation: 4)

- **Silver Tier:** Silver Tier events are regional game convention level tournaments with an expectation that players possess a minimum amount of experience to play at a higher level of competition.

(Minimum tournament participation: 8)

- **Gold Tier:** Gold Tier events are exclusive events directly organized by Talon Game at larger game conventions. Participants are expected to possess a moderate amount of experience, and the level of competition in a much more competitive environment.

Minimum tournament participation: 16)

First Strike Tournament Rules & Guidelines 2.0

CAV: Strike Operations is the classic tabletop miniatures game of combined arms warfare in the 23rd century from Talon Games. Led by the mighty Combat Assault Vehicles (CAV) and the pilots who control them, every match is a flurry of non-stop action as players face-off across the battlefield for ultimate victory.

So, warrior, gather your troops, assemble your squads, and prepare for battle. The fate of the galaxy is in your hands!

About First Strike

First Strike is the official organized play and tournament program from Talon Games. First Strike is designed to promote a system for players to test their skills in competition against

Note: *The minimum tournament participation amount only determines how a tournament ranks within the First Strike program as it relates to player standing and prize support. Organizers are always allowed to designate the final number of players they require for their event!*

Tournament Levels

Tournament levels are used to designate which rules and models are eligible for use during play:

- **Level I (★):** A Level I tournament is restricted to CAV models only, without the use of Faction Doctrines, Bonus Points, Battlefield Upgrades, and Specialization Assets or Packages.

- **Level II (★★):** A Level II tournament allows for the addition of other model types and may or may not (as determined by the event organizer) include Bonus Points, Battlefield Upgrades, and Specialization Assets and Packages for this event level without the use of Faction Doctrines.

- **Level III (★★★):** A Level III tournament allows for all of the rules and appendixes found in the **CAV: Strike Operations Core Rule Book** during play.

Note: *Regardless of the tournament level used, any subsequent errata or rule changes made before the event supersedes the rules and appendixes found in the **CAV: Strike Operations Core Rule Book**.*

Infantry models are not allowed for official play in a First Strike Tournament, regardless of the event's designated level.

Age Limit

Players must be at least 14 years old to participate in a sanctioned First Strike tournament. Any player under the age of 16 requires the accompaniment of an adult (playing or non-playing).

Preparing for the Tournament

In a First Strike tournament, players face-off with their selected Force Group using terrain set up by the event organizer.

The First Strike tournament system is designed to challenge players beyond the typical “kill everything” format and rewards players for building a Force Group that can complete a variety of different objectives during each round and adapt to a variety of game board types that may allow for cover and concealment or wide-open lanes of fire.

Force Group Selection

All First Strike tournaments use the **CAV: Strike Operations Core Rule Book** set of rules and any subsequent errata or rule changes made before the event, with a **maximum Force Group Threat Value of 5000 points** using the standard Force Group Selection process (p 39).

A Force Group **must contain a minimum of two squads, with a total model count not to exceed 12**. A Force Group may only use those models designated as an official game design (see list at www.talon-games.com/downloads) and allowed by the tournament's designated event level.

Note: *While Faction Doctrines may not be in use, players can receive bonus points as part of the tournament painting competition when using a Force Group made up of models from a single faction.*

C3 Points

The use of C3 points (p 41) during tournament play is allowed, with both players receiving one C3 point automatically and a bonus C3 point for each squad in play at the beginning of each tournament round.

Note: *Any C3 points not used during a match do not carry over to the next round.*

What do I need to bring?

Each player requires the following items for play:

- A miniature for each model used as part of the player's Force Group, along with the associated data card for each model.

- One d12 die for each model to track damage during play. Other methods for tracking damage is allowed with an explanation to each opponent on how the player is tracking damage!

Note: *The use of tokens (or “chits”) is recommended to keep track of any events arising during play.*

- Every player must provide two copies of their Force Group model list, one for the player's use and one for the event organizer. The Force Group list must include a list of all the models in the Force Group, their associated Threat Value Points (including any extra modifications for level II and III events), and your name (please include your “call sign” or handle and a valid email address to allow for ranking across multiple events).

Note: *We highly recommend the use of the CAV Force*

Manager (CAVFM) application, found at www.talon-games.com/downloads (PC only) to help players with their Force Group construction!

- The **CAV: Strike Operations Core Rule Book** (along with a copy of the current errata document), dice (d6s, d10s, and d12s), a tape measure, pencils or pens, and any other gaming accessories you plan on using.

Miniatures

Every model used in a sanctioned First Strike tournament **must be a Talon Games miniature (plastic or metal) and use the same base type (size and shape)** as part of a Force Group with the following exceptions:

- All bases have a minimum size requirement of 25mm, with a maximum size of 40mm. Hex and square bases are measured flat side to flat side while round bases are measured side to side (diameter).

- Vehicle and Quad-CAV models do not require a base, but Quad-CAVs may use a more extensive base with a maximum size of 50mm if desired.

- Aircraft models may always use Talon Games 50mm Slotted Round Base (SKU 72254), regardless of other basing sizes or shapes.

- Any CAV model produced by Reaper Miniatures is eligible for official play provided it has a legal Data Card.

All models require assembly and mounted in such a way that the model's front-facing is clearly understood. Players are encouraged to have a fully painted Force Group on the table, providing for a more exciting game experience for all.

Unpainted miniatures are allowed but receive an automatic score of zero for any tournament painting competition.

Please Note: *Adepticon policy requires a three-color minimum for all models used in any tournament played during their show. Force Groups that do not meet the required standard are not allowed for play.*

Proxy Models

Model designs not currently in production by Talon Games (see www.talon-games.com) and used as part of a tournament Force Group require the use of a proxy under the following conditions:

The model being proxied must not be in production. **If a current Talon Games miniature exists for that model, it MUST be used (NO exceptions).** Older CAV miniatures not in production (those produced by Reaper Miniatures) are allowed for tournament play.

- A proxy model requires a label of some sort as to what model it does represent, either on the leading edge or bottom of the model base.

- A proxy model should have the same approximate DT value as the model it's representing.

- A proxy model cannot be a model that is part of the same player's Force Group.

Example: You may not use an Emperor model as a proxy if your Force Group contains an Emperor.

- A player may make conversions to a proxy model with parts that are "not" official, provided the base model adheres to the requirements already listed.

If in doubt, please ask your event organizer in advance for an official rules determination!

Dice

When rolling dice, all dice must be rolled simultaneously and in full view of both players. If one or more rolls off the table, both dice must be re-rolled. The same applies to a "cocked" die; a die is considered "cocked" if a d6 of the same size and material will not "sit" on top of it. If it falls off, the die is "cocked."

Do not roll dice until there is a reason to do so. Before rolling, make sure to declare what you are rolling for and in what order.

Only "pipped" or numbered dice are allowed during play. Dice with symbols, that are oddly-shaped (rounded corners on a d6 for example), or are excessively "large" are not allowed for use in tournament play.

If a player's dice are "challenged," for whatever reason, the challenger must be allowed to use those dice as well (provided they are legal dice) or removed from play.

Game Time

A First Strike tournament consists of three timed battles (rounds) set among three (minimum) or more unique battlefield designs using a standard 4'x6' game board over a single day.

The time allocated for each round is 150 minutes, including Deployment.

Unless otherwise posted, a First Strike tournament will adhere to the following schedule:

▪ Tournament Check-In	7:30-8:30
▪ Tournament Briefing	8:45-8:55
▪ Tournament Round One	9:00-11:30
▪ Break (Lunch & Paint Judging)	11:30-13:00
▪ Tournament Round Two	13:00-15:30
▪ Break	15:30-16:00
▪ Tournament Round Three	16:00-18:30
▪ Awards	19:00

Tournament Sequence

First Round Pairings

During check-in, each player receives a random playing card used to determine the players first pairing and their starting game board based on matching cards (i.e., a player with an ace of spades plays on the table with an ace of spades card on it).

Byes

If there is an odd number of players, one player receives a Bye (randomly determined for Round One by the odd-card out or the lowest overall ranking in subsequent rounds, provided that the player has not already received a Bye), not playing during the current round.

For Bye's in the Second and Third rounds, the player with the lowest current tournament score ranking (and who has not yet received a Bye) receives the Bye for that round.

For that round, the player with the Bye receives a tournament score of 10 points and a Draw.

During final scoring only a player's two highest scores are counted (Byes only) when determining the tournament's overall winner.

Second and Third Round Pairings

At the end of each round players are ranked, as determined by their overall tournament score from high to low. This ranking determines a player's subsequent opponents for the second and third rounds, pairing players with high scores against one another (example: rank one vs. rank two) unless:

They have already played against one another in the current tournament. In that case, the event organizer matches both players to the next eligible ranked player.

Starting the Game

Players must be at their assigned table at the start of each round with their models on the table to avoid the loss of any match points (see Tournament Scoring).

Once the round has started, both players roll 2d6 (highest roll wins, re-rolling any ties), with the winner choosing their starting edge (short edge) for Deployment and the loser which color from the Draw Deck they want to use.

Deployment

Each game round uses a single-card per squad Draw Deck during play.

To deploy, shuffle the Draw Deck and flip over the top card to indicate which player deploys their squad first inside the Deployment Zone, an area that includes the first six inches of the game board along the entire starting edge of each player. Continue to draw cards until both players have deployed all of their available models, ready to begin turn one.

Tournament Play

At the start of each new turn re-shuffle the Draw Deck, continuing play until either player has no operational models (cannot move or shoot) or time elapses.

An announcement by the event organizer designates the last 15 minutes remaining to play each round. Players should complete the current turn as quickly as possible and NOT start a new turn if enough time does not remain to do so.

The event organizer, at their discretion, may allow a five-minute round extension if they feel a game turn can finish within that amount of time at the request of either player.

Score Cards

At the end of each round, both players are required to fill out the provided score sheet for their match, listing their starting Force Group models Threat Value, the damage (or destruction) of any models from both sides, and any additional objectives completed by either player.

Both players are required to sign the completed scorecard before turning it into the event organizer together as quickly as possible after the end of a round.

See www.talon-games.com/firststrike/SCORECARD.pdf for a copy of the First Strike Tournament Scorecard.

Tournament Scoring

Each round has a set of objectives, besides just destroying the enemy, that a player can choose to complete before the end of each game to improve their final score.

Should a player destroy an opponent's entire Force Group, they have until the end of the current turn to complete any moves by their models that have not yet activated to achieve any given objective.

Objectives not completed before time has ended results in no points rewarded for that objective.

FIRST STRIKE

A total of 20 points are possible for each round played and include the following objectives:

Time on Target (+1)

The player is at their assigned table with their miniatures and Data Cards, ready for deployment at the appointed time.

The Objective is... (+3)

Each round includes an objective marker in the center of the board (40mm round base) with a 6" (diameter) control zone. A player controls the objective marker by having at least one model inside the control zone unopposed, receiving one control point at the end of each turn they do so.

If the control zone contains one or more models from both players at the end of a turn, neither player receives any control points for the "contested" objective.

At the end of the round, the player that has accumulated the most control points wins the objective, receiving a (+3) to their score. In the event of a tie, both players receive a (+1) to their final score for the round.

Headhunter! (+2)

At the start of each round, players designate one of their models as their "commander" allowing it to receive the **Upgrade: Ace Pilot** (p. 129) for the duration of the game. Players are required to notify each other of their choice.

A player that manages to destroy the opponent's commander receives a (+1) to their final score for the round. A player that "destroys" the opposing commander while keeping their commander "alive" receives an additional (+1) bonus to their final score for the round.

Breakthrough! (+2)

A player that makes it to an opponent's deployment zone during a round with one of their models receives a (+1) to their final score for the round.

A player who manages to enter an opponent's deployment zone with more than one model receives an additional (+1) bonus to their final score for the round.

Sportsmanship (+1)

A player who receives no negative sportsmanship marks by the opposing player or event staff during a round receives a (+1) to their final score for the round.

Any negative marks by players require a verbal explanation to the event staff following the end of the round.

A player receiving excessive negative marks during the tournament forfeits any chance to win an award, resulting in the expulsion of the player from the remainder of the tournament (and possibly the store or convention).

Stand and Fight! (+10)

Both players also receive points to their final score each round based on the total amount of damage inflicted on their opponent:

Damage Amount	Points Scored
+4001 to +5000	+5
+3001 to +4000	+4
+2001 to +3000	+3
+1001 to +2000	+2
+1 to +1000	+1
0	+0

Players receive the full Threat Value Points to their total damage amount for every enemy model destroyed (no remaining damage tracks) and partial Threat Value Points for each enemy model damaged during the round of a model that survives (at least one remaining damage track).

To determine the amount of partial Threat Value Points received for a damaged model:

Divide the number of damaged tracks by the enemy model's starting DT value, multiplying the model's starting Threat Value by the result and adding that number to a player's total damage amount (see the First Strike Tournament Damage Table).

Example: A model that starts the round with eight damage tracks (8 DT) and has a TV of 600 points receives 3 points of damage during the match. Taking the damaged DT's (3) and dividing by the number of its starting DT's (8) gives us a value of .375 ($3/8=.375$). We multiply the models starting TV (600) by this value (.375) for the damage amount awarded to the player's opponent for that round, which in this case is 225 ($600*.375=225$).

Players who enter the round with a lower Threat Value total for their Force Group (as compared to their opponents) also adds that difference to their final damage amount as bonus points.

Example: Player A begins the round with a total threat value of 4988 and Player B with a total threat value of 4775 (a difference of 213 points). At the end of the match, Player A has damaged or destroyed 2210 points and Player B 1895 points. Player B's adjusted damage amount total is $1895+213=2108$ points.

Finally, the player with the highest final damage amount total receives an additional (+5) bonus to their final score for the round.

Tactician (+1)

A player who manages to score in every other Tournament Scoring objective during the round receives a (+1) to their final score for the round.

Winning the Round

After totaling both player's score for the current round, the player with the most points scored wins the match. If both player's final score is the same, the round is considered a Draw.

A player's Win-Loss-Draw Ratio may help determine a tournament's overall champion in the event a tie-breaker is needed. Each Win is worth 1 round point; a Draw is worth .5 round point and a Loss 0 round points.

Winning the Tournament

Points from each round accumulate to provide an overall score for each player, determining the final winner of the tournament by the player with the highest overall point total.

If any round requires the use of a "bye," the lowest round score for each player is discarded.

Tie-Breakers

In the event of a tie (total overall score) between two or more players, a player's tournament Win-Loss-Draw Ratio serves as a tie-breaker to determine the tournament's final winner.

If two or more players remain tied (same tournament score and Win-Loss-Draw Ratio), the event organizer then adds up the final scores of each player's opponents, with the player having the higher total (strength of schedule) being declared the tournament winner.

In the unlikely event that a tie remains, the tournament is over with a joint victory for each tied player.

Sportsmanship

For everyone to enjoy the tournament and have fun, a fair-minded and honest environment is required. Players are expected to play each round using the rules of the game and to cooperate with the event organizer, judges, and opposing players, answering any questions that may arise honestly and making sure to hold their opponents to these same standards.

The event organizer and any additional judges they may appoint are unable to observe every minute of every game. In the event of a dispute, either player has the option of requesting a judge to explain the situation and receive a ruling. Any ruling by a tournament judge is final. Do your best to win, but win "nicely."

Everyone participating in the tournament is expected to present a mature and polite demeanor at all times. Event organizers reserve the right to remove any player from the

tournament with no refunds or awards for any abusive or offensive conduct (including language), cheating, arguing, stalling, or any other inappropriate actions. All players should take note, expulsion from a tournament could also preclude any future participation in a sanctioned event.

Talon Games reserves the right to modify, update, clarify, or change tournament rules to improve the overall experience for participants at any time. The release of new game rules and changes to the official FAQ/Errata document (www.talon-games.com) may also require changes to the tournament system as presented.

Tournament Forfeiture

The forfeiture of a match, other than in an emergency, while being a poor showing of sportsmanship, is unfair to the other players who do complete their matches as required.

A player may forfeit by declaration or by leaving the game without an explanation to their opponent. A player may also forfeit a match through excessive breaks at the sole discretion of a tournament judge.

Forfeiting players receive a "0" score for all three rounds and are ineligible for any awards. The remaining player will be awarded a "win" for that round, receiving (+5) points and any other objective points that may have been earned up to that point in the game, including damage points equal to half the forfeiting player's starting threat value amount (unless the player has already destroyed more prior to the forfeiture).

Should one or more players be unable to complete all three rounds due to forfeiture, final scoring results in the dropping of the lowest score for all remaining players and using only two rounds worth of play for determining the overall tournament winner.

Tournament Prizes

1st, 2nd, and 3rd place finishers will each receive a prize as well as an award for those players that complete all three rounds of tournament play.

Event organizers may also choose to award additional prizes for Best Painted Force Group(s).

Tournament Painting Competition

For a Force Group to be eligible for any tournament-based painting competition, a three-color minimum standard (base not included) for each model is required.

The judging of each eligible Force Group by the event organizer occurs during tournament play, using the attached tournament painting competition worksheet as a guide to determine a player's overall painting competition score.

In the event of a tie, a player's final tournament score placing determines the winner.



FIRST STRIKE TOURNAMENT PAINTING COMPETITION WORKSHEET

PLAYER NAME

OVERALL PAINTING (CHECK ONE)

- BASIC PAINTING: FORCE GROUP IS PAINTED, BUT ONLY TO THE THREE-COLOR STANDARD. +1
 - BASIC PAINTING PLUS: FORCE GROUP IS BEYOND BASIC PAINTING, ADDITIONAL STEPS BEYOND THE THREE-COLOR STANDARD. +2
 - MASTERFUL PAINTING: OVERALL APPEARANCE IS AMAZING! EVERYTHING WORKS GREAT TOGETHER TO CREATE AN AWESOME FORCE GROUP. +3
-
- SCORE

UNIFORMITY (CHECK BOTH IF APPLICABLE)

- PAINTING IS UNIFORM: NOT A MIX OF SCHEMES, STYLES, AND/OR LOOKS +1
 - FACTION SPECIFIC: ALL MODELS IN THE FORCE GROUP ARE FROM A SINGLE FACTION. +2
-
- SCORE

BASIC DETAILS (CHECK ONE)

- BASIC DETAILS: DETAILS ARE PAINTED SUCH AS WEAPONS, COCKPITS, EXHAUST PORTS. +1
 - BASIC DETAILS PLUS: DETAILS HAVE BEEN ADDED SUCH AS UNIT MARKINGS, SCORCH, AND/OR RUST MARKS, ETC. +2
 - MASTERFUL DETAILS: OVERALL DETAILING IS AMAZING! MASTERFUL ATTENTION TO DETAILS IS AMAZING! NEW DETAILS ARE NOTICED EVERY TIME YOU LOOK AT THE MODELS. +3
-
- SCORE

HIGHLIGHTING (CHECK ONE)

- BASIC HIGHLIGHTING: LINES ARE NEAT, DRY-BRUSHING IS APPROPRIATE, WASH/INKING IS CONTROLLED AND NOT SLOPPY. +1
 - BASIC HIGHLIGHTING PLUS: HIGHLIGHTS HAVE BEEN BLENDED, SHADED, OR LAYERED TO AN ABOVE AVERAGE STANDARD. +2
 - MASTERFUL HIGHLIGHTING/BLENDING: OVERALL HIGHLIGHTING AND BLENDING IS AMAZING! EVERYTHING JUST WORKS GREAT TOGETHER. +3
-
- SCORE

BASING (CHECK ONE)

- BASIC BASING: MODELS ARE CLEANLY AND UNIFORMLY BASED WITH BASING MATERIALS (FLOCK/SAND/TILES) OR PAINTED ON DETAILS. +1
 - EXTRA BASING: THE MODELS HAVE MULTIPLE BASING MATERIALS (ROCKS/GRASS), EXTRA DETAILS PAINTED ON (CRACKS IN CONCRETE), OR BASING IS VERY WELL DONE (E.G. ROLLING SAND DUNES). +2
-
- SCORE

JUDGE SIGNATURE:

TOTAL SCORE



FIRST STRIKE TOURNAMENT SCORING TABLES

"TIME ON TARGET"	+1
"THE OBJECTIVE IS..."	+3
"HEADHUNTER!"	+1(+1)
"BREAKTHROUGH!"	+1(+1)
"SPORTSMANSHIP"	+1
"STAND & FIGHT!" DAMAGE SCORE	POINTS
4001-5000	+5
3001-4000	+4
2001-3000	+3
1001-2000	+2
1-1000	+1
0	0

"STAND & FIGHT!" HIGH DMG BONUS	+5
"TACTICIAN"	+1

DAMAGE TRACK: 3

DAMAGE	DAMAGE MODIFIER
1	.333
2	.667

DAMAGE TRACK: 4

DAMAGE	DAMAGE MODIFIER
1	.250
2	.500
3	.750

DAMAGE TRACK: 5

DAMAGE	DAMAGE MODIFIER
1	.200
2	.400
3	.600
4	.800

DAMAGE TRACK: 6

DAMAGE	DAMAGE MODIFIER
1	.166
2	.333
3	.500
4	.667
5	.833

DAMAGE TRACK: 7

DAMAGE	DAMAGE MODIFIER
1	.143
2	.285
3	.428
4	.571
5	.714
6	.857

DAMAGE TRACK: 8

DAMAGE	DAMAGE MODIFIER
1	.125
2	.250
3	.375
4	.500
5	.625
6	.750
7	.875

DAMAGE TRACK: 9

DAMAGE	DAMAGE MODIFIER
1	.111
2	.222
3	.333
4	.444
5	.556
6	.667
7	.778
8	.889

DAMAGE TRACK: 10

DAMAGE = DAMAGE MODIFIER 4 DMG=.400

DAMAGE TRACK: 11

DAMAGE	DAMAGE MODIFIER
1	.090
2	.181
3	.273
4	.364
5	.455
6	.545
7	.636
8	.727
9	.818
10	.909

DAMAGE TRACK: 12

DAMAGE	DAMAGE MODIFIER
1	.083
2	.167
3	.250
4	.333
5	.417
6	.500
7	.583
8	.667
9	.750
10	.833
11	.917