

RULES ERRATA

Rules Errata & Clarifications [7/30/2017]

Included below is the current update to **CAV: Strike Operations**. This document brings the print edition up to date with any rules errata or amends.

P. 37: Delete the *Task: Specialist*

The *Task: Specialist* is redundant as it performs the same function as the *SA: Specialist*.

P. 39: *Faction Doctrines & Independent Factions*

FAQ: Please clarify what makes a legal squad as it relates to faction doctrines?

For a faction-specific force group wanting to use a faction doctrine and remain "legal" for organized play, it must maintain the force structure as detailed with each faction description (for example the Adon Economic Confederation, p. 70).

Example: Using the referenced Adon force structure for combat vehicles, a squad (troop) may only contain x4 vehicles. So in order to remain "legal" to use a faction doctrine, the squad must begin the game with only four vehicles.

The only exception to this requirement is the Specialist Squad (including one formed as a result of the regroup action).

FAQ: So why does description of an attack squad p. 40, say "four to six CAV and/or combat vehicle models?"

The base force group selection rules are designed around an independent faction which allow you to do just that.

Example: You decide to build an all-Rach force group but decide to go with four CAVs and two combat vehicles as part of an attack squad. While this is still a "legal" squad for play, it is considered part of an independent force and would be ineligible to select a faction doctrine.

P. 40: The *SA: Bulky* will no longer apply to any squad type as it relates to squad size under Force Group Selection.

P. 41: Using C3 Points

FAQ: How does "*Seize the Initiative*" work when using single-model activation?

Replace with: Activate one additional model that has not yet activated this turn during the activation of another model in the same force group for the current turn only.

P. 45: The Draw Deck should now read as:

The draw deck is a made up from a deck of normal playing cards and is used to determine the order in which a player must chose one or more models to activate. Once activated, a model(s) that is selected may perform any actions allowed to it during the current turn.

Generally, one force group will be designated "red" and the other "black" (if more than two force groups are present in the same fight, designate each force group by card suit). One card of the appropriate color (or suit) will be added to the draw deck for each model (see infantry squads below) in a force group.

Once assembled, shuffle the draw deck and place them in a single stack, face down. Starting with deployment, flip over the top card to see which force group activates next. At the end of each turn, re-shuffle the cards and start again, continuing until the battle is over!

For larger battles (4 or more squads to a side) every squad should be assigned a single card to activate to allow for faster "play."

Infantry Squads and the Draw Deck

Infantry squads, regardless of the actual number of models in it, will always activate as a squad, performing all of their actions with a single card in the draw deck.

P. 45 Recon Squads and the Draw Deck

FAQ: Does a recon squad let a player "skip" a card for both sides or just theirs?

This function can be used to "skip" a card from either force group.

P. 48: Replace the second and third paragraphs of *Firing Arcs* with:

The mounting location of a weapon system is used to determine which firing arc it may use when part of a ranged-assault:

- (F) Front Firing Arc
- (B) Rear Firing Arc
- (L) Left Firing Arc
- (R) Right Firing Arc
- (T) Any Firing Arc

Non-quad CAV models may rotate their upper torso up to 90-degrees left or right at the beginning of a combat action to change the current orientation of it's firing arcs. Once completed, the model's torso will automatically return to the "front" facing position.

P. 51: Replace the third paragraph of *Moving Backwards* with:

Fixed-wing and VTOL aircraft are not permitted to move

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backwards at any time.

P. 52: *Nap of Earth* should now read as:

Nap of Earth

An aircraft model may perform a special type of low-level flight during one or more move actions in an attempt to avoid being attacked by the enemy. This is referred to as “nap of earth.”

A player must declare at the beginning of an aircraft’s activation that it is flying “nap of earth” and will use an additional +1 MV for each 1” traveled, twisting and turning just above the “deck.”

While flying “nap of earth” an aircraft:

- Must use its full MV allowance for each move action performed. It may not move backwards.
- May not perform any other action type (see the **SA: Pop-Up** for an exception to this requirement). A model that performs any other action type or no action at all loses the benefit of “nap of earth.”
- Cannot be the target of a direct-fire ranged assault unless an enemy model is currently set to over-watch (see p. 52) and is equipped with one or more weapon systems with the **SA: Anti-Aircraft** or the aircraft model ends its activation within 12” of an enemy model with a valid line of sight to the aircraft.

Note: *An aircraft model that uses the move action to conduct a NoE for its last declared action (or a move/combat action with the SA: Pop-Up) will remain NoE until the model's next activation.*

FAQ: *Since a model does not need LoS to perform the target-lock action, could it not still do so while using NoE?*

No. Once a model starts to actively target an enemy model it allows those same enemy models to actively start targeting it, effectively cancelling out the benefits of flying NoE.

FAQ: *What if an enemy model moves to 12” or less from my current location and has LoS, can it shoot me if I ended my last activation flying NoE?*

No.

FAQ: *A new turn has just started and my aircraft model is less than 12” from an enemy model. I ended my last activation in the previous turn flying NoE. Can that model shoot me if it activates first?*

Yes, provided they did not first move to that location.

FAQ: *My aircraft model declares NoE for my first action then “no action” for my second, am I still considered in NoE flight?*

No.

FAQ: *Does an aircraft using NoE count as being “in-flight” (as defined for the use of rockets, p. 116)?*

Yes. An aircraft cannot be the target of an indirect-fire combat action by rockets or artillery unless it has landed.

P. 54: *Replace the fifth paragraph of Ranged Assault with:*

Only a weapon system with the **SA: Indirect-Fire** may be used as part of an indirect-fire ranged assault.

FAQ: *Why the change?*

Guided missiles are being changed to a direct-fire weapon system only. They will still require the use of a target-lock action (or the **SA: TAG**) by the attacking model (or a model with the **SA: EST**) before firing.

P. 54: *Add the following to Ranged Assault:*

Ranged Assault and B2B Contact

A model currently in B2B contact with an enemy model may not conduct a ranged assault if either model has initiated a close-combat assault without first using the break action (see p.60) to separate.

Models in B2B contact may be the target of a ranged assault provided a valid LoS exists between it and the attacking model.

P. 54: *Line of Sight should now read as the following:*

Line of Sight

The battlefield can be a very cluttered place, full of things that can make “seeing” the enemy at times more difficult. The ability to “see” the enemy during a game of CAV: SO is referred to as Line of Sight (LoS) and is an important function of combat.

Checking Line of Sight

To determine if one model has LoS to another “draw” a straight line (a string works great for this) from the center of the model initiating the combat action to any part of the target model’s base.

- If the line is free of any other models or terrain objects a LoS exists and both models can “see” one another.
- If the line crosses one or more terrain objects or other models, LoS may be blocked.

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Blocking Line of Sight

Every object (model or terrain) occupies a set amount of space on the game-board. This space is defined by the base of the model or the physical size of the terrain object and the elevation level assigned to it.

Common (base) elevation levels for models or terrain objects that can block Line of Sight in CAV:SO are:

- **Aircraft** (Grounded - Elevation 1)
- **CAVs** (Standing - Elevation 3)
- **CAVs** (Prone - Elevation 1)
- **Combat Vehicles** (Elevation 1)
- **Hill or Structure** (Elevation 1+)

Line of Sight will be blocked if:

- The total elevation level of any intervening model or terrain object is equal to or higher than the total elevation level of both models; or
- Either model's base is adjacent (within 1") to any intervening model or terrain object equal to or higher than the total elevation level of that model.

The total elevation level of a model is its base elevation level PLUS the elevation level of the terrain type it currently occupies.

Example: A CAV model (E3) standing on a hill (E2) would have a total elevation level of (E5).

Line of Sight: Aircraft and Infantry Models

Aircraft (in-flight) and infantry models cannot block Line of Sight at any time.

Aircraft models in-flight will always have LoS to any other model (and can be seen by any model) on the game-board unless:

- The ground model's base is adjacent (within 1") to any intervening model or terrain object equal to or higher than the total elevation level of that model.

Always remember the golden rule of LoS, "if you can see it, it can see you!"

P. 54: Cover should now read as:

Cover

Many times a model or terrain object located between an attacker and defender may not block LoS. Instead, they may help to partially obscure the intended target, providing some type of cover.

Cover based situation modifiers are only applied if:

- The elevation level of the cover is equal to or higher than the elevation level of both models; or
- The defending model's base is adjacent (within 1") of the cover; or
- The defending model base is located in the cover object.

There are two types of cover:

- **Light Cover:** An object designated as light cover provides a (-1) situation modifier to the combat roll of an attacker attempting a ranged assault.
- **Heavy Cover:** An object designated as heavy cover provides a (-2) situation modifier to the combat roll of an attacker attempting a ranged assault.

Some common cover types for terrain objects (and elevation levels) found in CAV:SO include:

- **Heavy Woods** (Elevation 3) *Heavy Cover*
- **Hill or Structure** (Elevation 1) *Light Cover*
- **Hill or Structure** (Elevation 2) *Heavy Cover*
- **Light Woods** (Elevation 3) *Light Cover*

Note: Situation modifiers for cover are based on EACH terrain object, not the amount of space it may occupy. A 6" circle of light woods provides for the same amount of cover (-1) as would a 12" one as they are both just "one" object. For terrain to have more of an effect on the game, keep the terrain objects smaller. For example, a LoS that passes through three 4" circles of light woods would provide for a (-3) situation modifier.

Cover and Other Models

Prone CAVs, combat vehicles, and grounded aircraft may be used for a light cover situation modifier by a defending CAV provided the model is "behind," in relation to LoS, and its base is adjacent (within 1") of the covering model.

Example: A CAV model is standing behind a combat vehicle with its base adjacent to it allowing for a light cover situation modifier (-1) to any direct-fire ranged assault combat roll drawing a LoS through the combat vehicle.

Aircraft models in-flight will always ignore any intervening cover (as will any attacks made against them) unless the ground model's base is adjacent to the cover object.

Cover and Rockets

Since a ranged assault with rockets does not require a valid LoS (indirect-fire) before making a combat roll, an attack with this weapon system type will ignore any intervening cover.

If the defending model is located in the cover object, such

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as a light or heavy woods terrain object, the attacker will still receive the (-) situation modifier to any combat roll.

FAQ: Will cover always go both ways (symmetrical modifiers)?

No. It is possible, for example, that while CAV A receives a (-) situation modifier for an attack on CAV B, should CAV B decide to return fire, it may not receive any cover penalties.

FAQ: Does an attacker receive a (-) situation modifier if it is currently occupying a terrain object that provides cover?

No. An attacker will not receive a (-) situation modifier to its combat roll for a terrain object it occupies.

FAQ: Does cover stack?

Yes. For example, CAV B currently occupies a light woods terrain object (-1) and is adjacent to a (E1) hill (-1). CAV A declares a direct-fire ranged assault with a LoS that also draws through an intervening heavy woods terrain object (-2). As a result, any combat roll (direct-fire only) made against CAV B by CAV A would receive a total situation modifier of (-4).

If CAV A instead chose to perform an indirect-fire ranged assault it would ignore the situation modifiers from the heavy woods and the (E1) hill but still count the light woods occupied by CAV B.

FAQ: If an attacking model is adjacent to a (E1) or (E2) hill would it receive a (-) situation modifier when attacking another model?

No. If a hill (or structure) does not block LoS it will only count as cover if the defending model is adjacent to it.

P. 56: Add the following after Range Bands

Firing Multiple Weapons

When firing at an enemy target, a craft's onboard targeting system will automatically calculate the "shot" using a variety of sub-routines developed for each specific weapon type. If an attack includes more than one weapon system type, a targeting system will average each weapon type's sub-routines into the calculation. While this allows for more chances to hit the desired target, it doesn't always allow for the most accurate fire.

As a result, when conducting a non-infantry ranged assault (direct or indirect) with one or more of the same weapon systems, a combat roll is made for each weapon fired using the same target-point roll value.

If the attack is using more than one weapon system type, while a roll is still made for each weapon fired, the target-point value for the weapon system with the farthest range band is

used for each weapon roll.

Example: A CAV model is being used for a direct-fire ranged assault with two MACs at an enemy model 32 inches away. With a range of 12", each "shot" is long range (target-point 8+).

However, if the CAV also chooses to fire its two LBGs (range 10") and a GM (range 16") in addition to the MACs as part of the same ranged assault, each "shot" will have a target point (9+) due to the LBGs being at the extreme range band.

FAQ: How does this work with not being able to measure before I shoot? If I stated I was going to fire everything but find the ranges don't line up afterwards am I out of luck? Can I decide not to fire the shorter range weapons to improve my chance?

You would continue the ranged assault at the worst range band as noted above. If one or more weapon systems ends up being out of range, you would still use the worst range band target-point but not make a roll for the out of range systems.

It is up to the player to mentally gauge their chance for the most successful shot. Being unable to measure beforehand is intended to speed play and introduce an unknown variable into the game system.

P. 56: Strike-Point Roll Table: Footnote¹

Remove the SA: TAG notation. The addition of the bonus for the SA: Advanced Targeting Computer rating is applicable only by using the target-lock action.

P. 57: Replace the third paragraph of Target-Lock Action with:

- The target-lock action can be used by a model to acquire an active "lock-on" to a target prior to a direct-fire ranged assault that includes guided missiles (see Guided Missile, p. 112).

P. 57: Replace the eighth paragraph of Target-Lock Action with:

- A Special Action (p.64) is required for a model with the SA: TAG (p.124) to "paint" an enemy model as part of their activation unless used in conjunction with a model's ranged assault as part of a Combat Action.

The SA: TAG is used to improve the accuracy of laser-guided munitions only. It does NOT provide the target-lock required for the use of the SA: Advanced Targeting Computer or SA: EST.

FAQ: So how does SA: TAG work now?

The SA: TAG, when used as part of a combat action, no longer requires a separate action to activate and may be included as part of a model's ranged assault. An attacker may

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“paint” and shoot at a designated target during the same combat action.

FAQ: *Can a model use the SA: TAG as part of an indirect-fire ranged assault?*

Yes provided the model has a valid LoS to the designated target area.

Example: *CAVA is attempting an indirect-ranged assault on a target area it currently has a valid LoS too with semi-guided rockets (p.136). By using the SA: TAG it is equipped with, the model will receive an additional (+1) to the strike-point roll.*

P.57: *Add the following paragraphs to Target-Lock Action:*

- A model will not receive any (+) bonus for the SA: Advanced Targeting Computer on an enemy model it is in B2B contact with. The close proximity of both models produces so much interference that attempting a successful target-lock is impossible.

A model in B2B contact with an enemy model may target-lock another model outside B2B but will receive a (-1) to any close-combat assault combat rolls made until its next activation.

P.58: *Defensive Fire should now read as:*

Defensive Fire

A defending model may choose to use the defensive fire Combat Action against a single enemy model that has targeted it, declaring to do so before any combat rolls are made, provided it has not yet initiated a Combat Action during the current turn and spending two APs.

Only non-GM direct-fire weapons are eligible for use in defensive fire, receiving a (-2) to any combat rolls and can only be used against a target in the model's current firing arc (no torso twist). Defensive fire may not be combined with a salvo-fire strike or used beyond the long-range band.

Both models will use their current damage track at the time of the declaration for determining any damage results, even if either model is subsequently damaged or destroyed by enemy fire prior to their combat roll(s).

A model conducting a defensive fire Combat Action receives no additional (+) situation modifiers to any combat roll with the exception of models with the **Upgrade: Ace** or **Veteran Pilot**.

P.58: *Multiple Targets*

FAQ: *“A model may split its fire (or actions) among more than one target, provided that all of the targets are in the same firing arc.”*

What exactly does that mean?

A model performing a ranged assault can be used to attack more than one target, provided it has more than one eligible weapon system and any targets are in the same 180-degree firing arc as determined by its final torso orientation.

A model could also split its actions between two targets, again provided both targets are in the same 180-degree firing arc as determined by its final torso orientation.

Example: *Both CAV B and CAV C are currently located in the front firing arc of CAV A. Once activated, CAV A decides to use its first action to target-lock CAV B and its second action to “paint” CAV C with the SA: TAG (using the Special Action).*

P.60: *Close-Combat Resolution and Close-Combat Break should now read as:*

Close-Combat Assault Resolution

A close-combat assault begins with an activated model declaring their intent to move to or remain in B2B contact with an eligible enemy model and using the Combat Action to initiate the attack.

Both models will make a single opposed die roll, adding the appropriate Close-Combat Value from the data card to their combat roll, along with any required situation modifiers.

The model with the greater modified combat roll is declared the “winner,” using the margin of success from the Close-Assault Damage Table (p.62) to determine any damage results.

A “tie” results in no winner and both models taking one point of damage.

Infantry and Close-Combat Assault

Infantry models in the same squad can choose to use a close-combat assault en masse, moving multiple models during the same activation into B2B contact with an enemy model. Up to six infantry models may combine for this type of assault, choosing one model as the primary attacker. The remaining models are designated as support attackers and will each add a (+1) situation modifier to the single opposed combat roll.

Any damage taken by an infantry squad as a result of a failed close-combat assault is applied to each model involved in the attack.

Close-Combat Assault and Prone CAVs

A CAV model that is prone can still be the recipient of a close-combat assault but may not initiate one. A model in B2B contact that goes prone remains in B2B contact with any enemy models. A prone model may use a Move Action to stand-up without first making a break attempt (see below).

A prone model will still make an opposed roll as a

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defending model but will not add their current CCV to the final roll. Additionally, an attacking model will receive a (+2) bonus to their modified roll because of the defending model being prone.

Close-Combat Assault: Break

A model wishing to leave B2B contact with an enemy model(s) after one or more close-combat assaults must first use the Break Action.

The Break Action is a “tactical withdrawal” designed to minimize damage while putting distance between a player’s model and it’s attackers. The Break Action requires 1 AP and a 10+ roll to determine the success of the attempt.

A model attempting to “break,” after declaring their intent to do so, will use their current CCV as a (+) to the break attempt 10+ roll while receiving a (-1) for each enemy model it is currently in B2B contact with.

Example: A defending model with a current CCV of 3/3 is trying to “break” from B2B contact with two enemy models after a second close-combat assault. The defending model’s 10+ roll will receive a situation modifier of only (+1) [+3 CCV and a -2 for two enemy models in B2B contact].

A successful 10+ roll will allow the model to move away from the B2B contact up to 1/2 of its current MV (rounded up). A failed roll results in one of the following:

- The model remains in its current position and receives a (-1) to any close-combat assault rolls made until its next activation, or
- Continue the move (1/2 MV) and receive one point of damage.

A model may attempt a second break during the same activation (provided it has the required AP) but a second failed attempt will provide an additional (-1) to any further close-combat assault rolls if the model does not move.

P.60: Close-Combat Assault

FAQ: Does a model in close-combat assault need to roll for a break attempt if the opposing model is stunned or prone?

An enemy model that cannot perform a combat action of any type for whatever reason does not require a break attempt to move away from.

FAQ: So, an enemy model has moved into B2B contact with my model but there is no close-combat assault initiated by either side. Do I still need to use the Break Action when it’s my turn to activate?

No. If there is no close-combat assault either model may

continue as normal in regard to activation and using allowed actions.

FAQ: If a model is “surrounded” with no clear path to move through can it still break?

No.

P.70: Force Structure: Combat Assault Vehicle: Troop

- Vehicle x4 should read CAV x4.

Add (or replace) the following in each faction’s tactical briefing in regards to force structure:

P.70: Infantry (The Adon Economic Confederation)

- **Fire Team** (one model)
Mortar (troopers x2, corporal)

P.74: Infantry (The Almirithil Principality)

- **Section** (one model)
Mortar (soldier x2, junior sergeant)

P.78: Infantry (The Ritterlich Republic)

- **Gruppe** (one model)
Mortar (soldat x2, exempted soldat)

P.82: Infantry (The Empire of Malvernis)

- **Section** (one model)
Mortar (apatix2, datapatix)
- **Platoon** (one squad)
Mortar (Section x6, satapatix 1st, sub-commander)

P.86: Infantry (The Greater Empire of the Rach)

- **Ong** (one model)
Mortar (hun x2, nurhun)

P.91: Force Structure (all non-aircraft model types) Legion (10 cohorts, legate)

Infantry

- **Hastati** (one model)
Mortar (legionnaire x2, senior legionnaire)
- **Pilus** (one squad)
Mortar (Hastati x5, second centurion, optus)
- **Century**
Pilus x5 (first centurion, primus)
- **Cohort**
Century x6 (senior centurion, tribune)

Combat Vehicle

- **Century**
Turma x5 (first centurion, primus)

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- **Cohort**
Century x6 (*senior centurion, tribune*)

Aircraft (*Fleet Command*)

- **Squadron**
Flight x6 (*captain*)
- **Wing**
Squadron x6 (*colonel*)

Combat Assault Vehicle (CAV)

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

P. 96: Infantry (*The Grand Order of the Temple*)

- **Section** (*one model*)
Mortar (*private x2, under sergeant*)

P. 102: Chassis Size: Aircraft

Remove the **SA: Improved Handling** and the **SA: Pop-Up** from all aircraft chassis descriptions.

P. 103: Step Four: Movement Class

This step is now for aircraft and combat vehicles only.

Add the following text:

The movement class of a model determines the affect various terrain types will have on it's movement value (MV). While CAVs and infantry are pre-set, aircraft and combat vehicles require a player to decide what movement class their design will use:

- **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, backwards, 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 greater speed. A VTOL's engine is designed to provide vectored (directed) thrust allowing it 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). Fixed-wing aircraft provides 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 must be equipped with plasma rocket engines. The aircraft's onboard breeder is used to ionize hydrogen fuel into heated plasma and power the magnetic fields required to direct the plasma in the proper direction.

SA: Improved Handling.



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P. 106: *Revise the Base Move & Armor Table (aircraft only).*

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

P. 111: *Add the following weapon system:*

Cruise Missile Launcher (CM)

Cruise missiles are capable of accurately delivering a single large warhead over long distances. Self-navigating, cruise missiles travel along a non-ballistic path at extremely low altitudes at high subsonic speeds.

- **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. A model may equip up to two cruise missile launchers. **Note:** Cruise missile launchers may not be "matched."

Threat Point Cost: 0 TVP

Game Rules: A model equipped with a cruise missile launcher may be used as the point of deployment for an attack using the Strike Package: Air - Cruise or Advanced Cruise Missile. Due to the size of the launcher and the internal structure required to mount it, a model with a Cruise Missile Launcher will receive a (-2) to its base Armor Value.



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P. 112: Guided Missile (GM)

Guided missiles can no longer be used as part of an indirect-fire ranged assault and require a valid LoS to the intended target from the attacking model.

FAQ: *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?*

When a model is "hit" by a GM with a successful combat roll, the roll for the SA: Shock is made, regardless if any actual damage was done.

A roll is made for each successful "hit" unless part of a salvo fire strike. In this instance only one roll is made but the salvo bonus is applied as a (-) situation modifier to the target-roll.

A model with the **Model State: Suppressed** is not required to make any further rolls as the effect is not cumulative.

P. 113: Ion Disruptor Cannon (IDC)

FAQ: *How does this weapon and the State: Disrupted affect aircraft models in flight? Would an aircraft be able to remain NoE?*

The disrupted state is just that a disruption. It is not a "freeze," allowing an 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.

The disrupted state prevents or removes an aircraft from NoE (if applicable).

P. 117: Mortar (M)

Change the Hard-Point Cost of the Infantry Light Mortar to 1 HP.

FAQ: *Does a Mortar require a target-lock or TAG?*

No. Using the BattleNet, a mortar "round" will maneuver to the selected target area before switching to its own internal targeting system, allowing it to "lock-on" automatically to the declared enemy model.

FAQ: *Does an attack with a Mortar require a strike-point roll?*

Yes. A failed roll is an automatic miss (no drift). Mortar rounds are considered "semi-guided" and will receive a (+1) to any strike-point roll if the targeted model is currently "painted."

FAQ: *Does the SA: Counter-Measures affect a mortar attack?*

Yes. If the strike-point roll is successful, a model with the SA: Counter-Measures can attempt to disrupt the mortar's "lock-on"

and end the attack.

FAQ: *What target-point roll value do I use for a mortar attack then?*

You make any combat roll for a mortar ranged-assault with the target-point roll value associated with its current range band provided there was a successful strike-point roll.

FAQ: *Can infantry models in the same squad use a salvo fire strike when firing multiple mortars?*

No.

Example: *An Adonese Mortar Platoon (one squad) with five light mortar models decides to fire at the same enemy CAV model with a range of 36" (long range) and no LoS.*

Each model will make a strike-point roll with a target-point of 10+. A failed roll results in an automatic miss and the end of that attack.

If a model's strike-point roll succeeds, a combat roll is now made with a target-point of 7+ (long range band with a -1 due to SA: Improved Range).

A valid LoS would still require a strike-point roll but with a (+1) to the roll, negating the long range band penalty of (-1) in the above example.

CLARIFICATION

Using a Cruise Missile

In order to use cruise missiles during a game, a player must have apportioned part of their Threat Value Pool to the Battlefield Support Strike Package: Air during Force Group construction. A player must also have one or more models with the SA or Upgrade: FIST active on the game board.

A model with either the SA or Upgrade: FIST may declare, as a Special Action, the release of one cruise missile (provided the necessary support points are available). A cruise missile model is placed on the game board, adjacent to the player's deployment side or next to a model with a Cruise Missile Launcher, facing any direction the player selects.

The cruise missile model will immediately be allowed to move 12" forward, unable to make any turns as it accelerates up to speed. It may not move into B2B contact or detonate during this period. After moving the required distance, a cruise missile model will complete the remainder of its move and may engage a target (or detonate) as a free action.

Any subsequent turns a cruise missile remains active, the model will activate at the same time of the model that was used to deploy it. If that model has been destroyed, the cruise missile model will activate at the end of the activation of the squad it was part of. A cruise model receives two Move Actions and must use all of its movement point allowance unless the model moves into B2B contact with another model or detonates. ■

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P. 117: Add the following to Grenade Launcher (GL):

Game Rules: While an indirect-fire combat action with a grenade launcher will use the same strike-point roll when determining the final target area (roll 1d10), due to its reduced range, a player will also roll 1d6 to determine the range of any drift, dividing any result by one-half (rounding up).

Example: An infantry model is attempting an indirect-fire ranged assault with a grenade launcher at an enemy infantry model 8" away (long range) and misses the strike-point roll.

When rolling the d10 for drift direction, a d6 is also rolled. The resulting roll, a "2" in this case, is halved and a +1 is added (for long range). As a result the attack drifts 2" in the direction indicated.

P. 117: Replace Grenade (G) with the following:

Grenade (G)

A grenade is a small "bomb" that is thrown by hand and is especially useful during close-assault and for "clearing" out an enemy-occupied structure.

● Grenade

Range: NA

RAV: NA

Special Attributes: Blitz 1

Hard-Point Cost: .5HP

Model Restrictions: Available to infantry models only.

Threat Point Cost: 5 TVP

Game Rules: As an exception to the rule on p. 66, infantry equipped with grenades can be used to conduct a close-combat assault against an enemy infantry model located "inside" a structure. An attacking model must be in B2B contact with the structure and both attacking and defending models must be on the same elevation level or adjacent floors (if both models are inside the structure).

P. 118: SA: Active Phase Array

FAQ: Can a model conducting an indirect-fire attack receive the (+) for both the strike-point and combat roll?

No. The (+) is valid for the strike-point roll only.

P. 121: SA: ECM

FAQ: Does the automatic target-lock for firing HARM missiles also allow for a model with SA: EST to transfer that "lock" to other models in the squad?

No. The SA: EST can only be used in conjunction with the target-lock action. Similar to an infantry "mortar", a HARM

missile is built with its own active tracking system that uses an enemy's emissions to "lock-on."

FAQ: Does a model with the SA: ECM using option one "block" the target-lock of a HARM missile or mortar?

Yes. If a friendly model is located within the area of effect of the model using the SA: ECM with option one, any HARM missile or mortar "round" fired at that model will automatically miss.

FAQ: Can ECM or Active Phased Array be used to jam/block TAG?

No.

P. 120: SA: Chain-Fire Pod

FAQ: Can a model "chain-in" to a strike-point that is the result of a drift roll?

Yes. Provided the model with the SA: Chain-Fire Pod used the target-lock action before making the strike-point roll and the model that is using the "chain-in" is in the same squad and had declared it was also attempting to hit the same strike-point location.

FAQ: If the model with the SA: Chain-Fire Pod misses the intended strike-point location do I have to use the "new" location it drifted too?

No. You can still make your own strike-point roll in an attempt to hit the declared strike-point.

P. 120: Replace the description of SA: Counter-Battery with:

Counter-Battery

A model with the SA: Counter-Battery is equipped with additional radar systems designed to detect incoming artillery or rockets and locate the exact position of the model that fired them.

As a result, a model equipped with the SA: Counter-Battery may declare an indirect-fire assault against any enemy model who's final strike point location is 12" or less from the model provided it has not already used the Combat Action during the current turn.

In addition, the model with the SA: Counter-Battery is NOT required to make it's own strike-point roll (automatic success) when attempting this type of counter-fire.

P. 121: EST

FAQ: Does a model with the SA: EST and SA: Advanced Targeting Computer 2 using the target-lock action on an enemy

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model also allow other model's in the squad to get a (+) situation modifier equal to its targeting computer rating?

No. It only permits the sharing of the actual target-lock. A model would only get a (+) situation modifier equal to its own targeting computer rating (if any).

FAQ: Is a model with the SA: EST required to spend an action to acquire the target-lock to share with its squad or is the target-lock free?

Yes. It must still use the target-lock action but sharing it with the squad is an automatic free action.

FAQ: Does the SA: EST require LoS?

No. LoS is not required to a target within a model's range for EST. A model with the SA: EST has additional systems that compile multiple sources of data being generated from the BattleNet to know the exact location of every combatant on the battlefield.

P. 122: Add the following new SA:

Orbital Flight

The SA: *Orbital Flight* provides for one or more plasma rocket engines as well as adding additional life support systems, shielding, control thrusters and/or a gyroscope to an aircraft to allow for controlled flight outside the atmosphere of a planet.

While aircraft can be designated as having ducted-fan and plasma rocket engines, typically to allow an aircraft to switch back and forth in an effort to conserve fuel, most aircraft designed for spaceflight will feature plasma 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. 122: Delete the SA: *Launcher* as it has been replaced by the *Weapon System: Cruise Missile Launcher*.

P. 125: SA: *Ammo/Limited Ammo*

P. 127: SA: *Overdrive*

FAQ: How do these SAs affect multiple weapon systems on the same model and when fired as part of a salvo strike?

A critical fumble during any combat roll (individually or salvo) that results in an "out of ammo" or "over-heated" result is applied to every weapon system of that type on a model at the end of its activation.

Example: A model uses three PBGs with the SA: *Overdrive* as part of a ranged-assault, choosing a separate combat roll (and "over-heat" check) for each weapon. A "1" is rolled on the first "over-heated" roll. No further roll is needed as the result affects all three PBGs.

Alternately, if the PBGs had been fired as a salvo strike, only one combat and one "over-heat" roll is made but a failed "over-heated" result would still cause all three weapons to be unavailable the following turn.

FAQ: So I'm shooting the two MACs on a model with separate attacks but roll an "out of ammo" on my first combat roll. What happens?

The critical fumble on the first combat roll results in an automatic miss for the first MAC and a "out of ammo" for both MACs beginning with the model's NEXT activation, allowing the combat roll for the second MAC to continue.

FAQ: Does the SA: *Ravage* "stack" with the SA: *Overdrive*?

No.

P. 126: Add the SA: *Combat Engineer*

Combat Engineer

A model with the SA: *Combat Engineer* is equipped with the machinery need to perform a variety of engineering jobs required in a battlefield environment. Backhoes, bridges, bulldozers, drills, lifters, mine rollers/ layers and saws are only some of the more common engineering options that are seen.

● Combat Engineer

Range: NA

Hard-Point Cost: *Special*

Model Restrictions: Available to CAV and vehicle models only.

Threat Point Cost: *Special*

P. 126: Add the SA: *FIST*

FIST

A model with the SA: *FIST* is equipped with a dedicated com-tech and the necessary gear to allow for the direction of artillery and other close support fire onto enemy positions through the BattleNet.

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● FIST

Range: NA
 Hard-Point Cost: 2 HP (1 HP for infantry)
 Model Restrictions: Available to aircraft, infantry, quad-CAV, and vehicle models only.
 Threat Point Cost: 0 TVP

● FIST 1

Range: NA
 Hard-Point Cost: 3 HP (2 HP for infantry)
 Model Restrictions: Available to aircraft, infantry, quad-CAV, and vehicle models only.
 Threat Point Cost: 25 TVP

Note: The use of the SA: FIST or Combat Engineer in the rule book is interchangeable with the Upgrade version of either SA using the same name.

P. 126: Replace the SA: Double-Time text description with:

Double-Time

A model with the SA: Double-Time (requires MV 11+) using the move action during an activation will receive a (-2) situation modifier to any enemy combat roll made against it until its next activation.

The model must expend its full MV allowance when conducting the move action and any movement backwards will negate this "bonus."

A model may not use the Run N' Gun ranged-assault in conjunction with the SA: Double-Time.

FAQ: Is a model with the SA: Double-Time required to move once (1 AP) or twice (2 AP) during an activation to receive the (-2) situation modifier?

Only once per activation.

FAQ: What happens if a model with the SA: Double-Time has its MV reduced below (11+)?

It no longer receives the (-2) situation modifier.

P. 127: SA: Pop-Up

FAQ: How does the SA: Pop-Up work with an aircraft flying NoE if there is no "cover" available?

Abstractly, an aircraft using NoE is considered to always be behind blocking cover as it maneuvers around the battlefield and will use the SA: Pop-Up to quickly "rise" up and shoot.

P. 130: External ECM Pod

P. 133: External Active Phase Array Pod

FAQ: Can External Pods be used to "jam" other ECM or Active Phased Array and fire HARM missiles?

No. They only allow for the blocking of target-lock (ECM) and providing a (+) situation modifier (Active Phased Array).

P. 132: Add the following paragraph to the *Game Rules* description for the *Upgrade: Non-Commissioned Officer*:

"When determining the final Threat Value cost of this upgrade, an NCO will always be assigned to a model in the squad with the highest damage track value available."

P. 133: Add the following paragraph to the *Game Rules* description for the *Upgrade: Officer*:

"In addition, when determining the final Threat Value cost of this upgrade, an Officer must be placed in a model with the highest damage track value in the squad they are assigned to."

P. 141: Change the third paragraph of *Advanced Cruise Missile (Super Thermex)* to:

"Move the advanced cruise missile model to the desired detonation point and using a free action, make a ranged assault combat roll against any model caught in the AoE of the blast. Models with the SA: Hard will apply any damage as normal. Any model with the SA: Soft that takes one or more damage points is destroyed (regardless of current damage track) and removed from play."

Other FAQ:

FAQ: What are dropships?

Dropships are aircraft designed to deliver troops and equipment to the surface of a planet from orbiting spaceships too large to enter an atmosphere. A dropship is able to sustain both atmospheric and space flight, equipped with massive plasma rocket engines that allow for more heavy weapons and armor than any other type of aircraft.

Dropship design and construction will not be featured within the purview of this rule book.

Design Note: While we use the term "chassis" throughout model design, assigning names such as "large" or "extra-heavy" to their class, there is no direct correlation between the type of chassis and the "physical" size of a model. The chassis type is merely an indication of the type of game-related gear that can be equipped as well as the amount of damage a model can sustain before being knocked out of the fight.

A real-world example of this concept is to compare a modern-day Fairchild Republic A-10 Thunderbolt II and a Boeing 787. The A-10 in game concepts would have a DT of 4 and is a little over 53' long. The 787 at 186' in length would, in comparison, have a DT of 2.

MISSILE



CRUISE

[DAMAGE TRACK]	0	1	2	3	4	5	6
MOVE (AIR)	16	15	14	13	12	11	10
ARMOR	4	4	3	3	3	2	2
CLOSE-COMBAT	-	-	-	-	-	-	-
DAMAGE CONTROL	-	-	-	-	-	-	-

[SPECIAL ABILITIES & ATTRIBUTES]
DOUBLE-TIME, MIN RANGE (12), REDUCED TURN, SOFT

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MISSILE



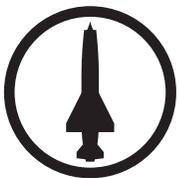
ADVANCED CRUISE

[DAMAGE TRACK]	0	1	2	3	4	5
MOVE (AIR)	14	13	12	11	10	8
ARMOR	4	4	3	3	2	2
CLOSE-COMBAT	-	-	-	-	-	-
DAMAGE CONTROL	-	-	-	-	-	-

[SPECIAL ABILITIES & ATTRIBUTES]
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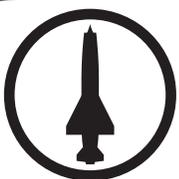
CRUISE

[DAMAGE TRACK]	0	1	2	3	4	5	6
MOVE (AIR)	16	15	14	13	12	11	10
ARMOR	4	4	3	3	3	2	2
CLOSE-COMBAT	-	-	-	-	-	-	-
DAMAGE CONTROL	-	-	-	-	-	-	-

[SPECIAL ABILITIES & ATTRIBUTES]
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ADVANCED CRUISE

[DAMAGE TRACK]	0	1	2	3	4	5
MOVE (AIR)	14	13	12	11	10	8
ARMOR	4	4	3	3	2	2
CLOSE-COMBAT	-	-	-	-	-	-
DAMAGE CONTROL	-	-	-	-	-	-

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