CAV™

STRIKE OPERATIONS

QUICK-START
RULES
LEARN TO PLAY

INTRODUCTION

CAV: Strike Operations is a fast-paced sci-fi tabletop miniatures game that allows two or more players to control a variety of combat models. While simple to learn, CAV: Strike Operations is sure to provide a challenging and fun experience for both novice and veteran gamers alike.

Though a game of combined arms warfare, with infantry, armored vehicles, aircraft, and even starship support, the following quick-start rules will focus only on the setting's most distinctive element: the huge, robotic, CAV walkers that dominate the armies of the galaxy's major factions.

As a basic training exercise, these quick-start rules will toss you right into the action, providing an abridged overview of the basic concepts needed to play CAV: Strike Operations, and introduce you to the battle system in an easy-to-follow progression from start to finish.

Once you have played through these quick-start rules and had a taste of the action, you will be ready for the more advanced core rule book that will broaden your battlefield experience with even more tactical options and model types.

What is a CAV?

Rising ten meters or more above the battlefields of the twenty-third century are the mighty Combat Assault Vehicles (CAV) and the elite warriors who pilot them.

Available in a broad range of styles and capabilities, these walking behemoths are the pinnacle of military robotics technology.

Able to negotiate almost any terrain and operate in the most extreme of environments with a variety of weapon systems, the CAV is in service with every major military organization and faction in the galaxy.

Our Universe

With the discovery of the Compression Drive, humankind reached out into the galaxy beyond its home solar system, only to learn—once and for all—that it was not alone. With each jump across the vastness of interstellar space, humanity's growing sphere of influence drew ever closer to the realms of other races that had already laid claim to vast stretches in this part of the galactic plain.

Inevitably, war was the result.

The universe of CAV is set nearly 300 years in our future. The known universe of 2274 encompasses hundreds of settled worlds, most of which fall under the auspices of seven major galactic states and the five interstellar races who control them. With entire solar systems rich in the promise of resources and opportunity to fuel their ambitions, these realms race to seize what they can—before their enemies can do the same!

Know Your Neighbors!

We know today that our little corner of the galaxy is far from lifeless. Besides ourselves, other intelligent and sentient species have been discovered, inhabiting the solar systems of our celestial neighborhood. But while some of these alien civilizations are too technologically primitive and/or culturally isolated to matter, four non-human races have established their own vast interstellar empires as well. While independent worlds, and minor alliances—both military and economic—abound, the balance of galactic power rests with these seven major states.

The Adon Economic Confederation

The largest and oldest of the known star-faring races, the Adonese have cultivated a reputation for being the peace keepers of the galaxy, but one should not assume that this makes them unwilling to fight! Their home world of Adon is ruled by eleven dominant states, each a survivor of the global civil war that began soon after their own discovery of the Compression Drive.

Before interceding on Terra's behalf during the human's own devastating war with the Rach, the Adonese had also fought them and the Ritterlich race in major conflicts.

Although they are now unified under an economic and military alliance known as the Adon Economic Confederation (AEC), each Adonese state still maintains their own individual political system and armed forces. In turn, each provides a contingent of troops to the AEC's interstellar military command, known as the New Adon Defense Organization (NADO).

As interstellar armed forces go, NADO's Army represents the largest single standing ground force in the known galaxy. This, more than anything else, ensures that the Adonese always have the necessary might to back up their diplomatic prowess.
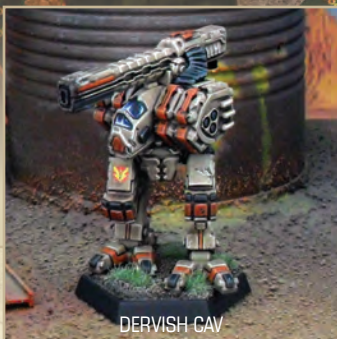
The Almirithil Principality

The Almirithil Principality is a small group of worlds rimward of the galactic core. Settled by the Adonese crown princes of Hakir and Racheau, along with several thousand of their followers after their defeat in the Adonese Civil War, the Principality is a breakaway nation that formed over a century before the AEC made its first formal contact with humanity.

Establishing themselves as a "government-in-exile" far from their homeworld, the Almirithil people have never forgiven their Adonese kin for their loss, and relations between the two states remain non-existent to this day.

Now ruled by a single Crown Prince, based in the Mirith star system, the Principality has developed into its own unique isolationist society far from the other galactic states. The Almirithil have managed to avoid any major conflicts since their exile, but rumors persist of spies and saboteurs working to undermine the city-states left behind on Adon.

Over the last century, only the Ritterlich and the Templars have had any significant diplomatic or economic contact with the Principality, with the former trading arms to the Almirithil, and the latter assisting them with military training and defense.

DERVISH CAV
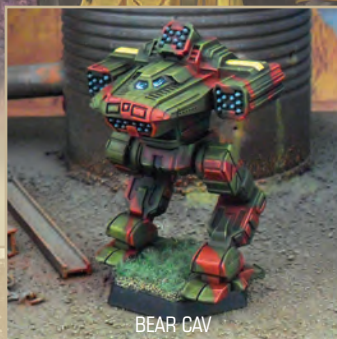
BEAR CAV

The Ritterlich Republic

The Ritterlich are a race of pale-skinned, long-toothed, humanoids whose appearance, language, and aloof demeanor are all evocative of vampires from ancient human folklore.

Native to the world of Ritter, in the Rigel star system, the Ritterlich are mildly empathic, capable of an extrasensory perception that allows them to sense the emotions of most species.

Driven to establish order and control over all aspects of their own lives, they unified their race under a single banner over a thousand years ago, and maintain many of the trappings of noble aristocracy even as they function under the reign of a modern, authoritarian and nationalistic right-wing government that is a more of an autocracy than a true republic.

After encountering the Malvernians—not only the first sentient species they ever met, but also one that proved immune to their empathic abilities—during their early expansion into interstellar space, the Ritterlich grew increasingly wary of the possible threats that awaited them in the galaxy. This led to a rise in military development that only accelerated after their discovery of the Adonese and the Rach, enabling them to amass the galaxy's largest space-based navy and a sizable ground force as well.

RHINO CAV

The Empire of Malvernis

To humans, the Malvernians may be the most alien of the space-faring races. While their form is basically humanoid, their pallid, semi-reptilian skin—ranging from dull gray to an almost silvery white—is laced with ridges of bony protrusions that resemble teeth, especially along their facial cheek and jaw ridges. This hardy species, possibly evolved from burrowing creatures native to their dark, oceanic homeworld of Capella, is well known for its impressive feats of mining and engineering.

The Malvernians have built cities that sprawl across continents, stretch deep underground, and even float endlessly across oceans. Their Cy-Bots—sophisticated, hyper-articulated mining rigs used widely in their endless search for raw materials—are the progenitors of the modern CAVs that are now a staple of most interstellar armies.

Yet for all their technological sophistication, the Malvernians live under the rule of a theocratic regime that seems almost backwards to many, with all aspects of daily life driven by their Church of Khardullis's "One Way" doctrine.

Today's Empire of Malvernis thus reaches across the stars as a single entity of faith, culture, and politics—all led by the mysterious Grand Inquisitor and the High Inquisitors of his Dark Brotherhood.

WIGHT CAV

The Greater Empire of the Rach

With their ruddy complexions, sharp-ridged faces, bat-like ears, and savage demeanor, it comes as little surprise that many humans see the Rach as demons in the flesh. That the Rach have essentially been at war with mankind since their first contact with them, and that they were responsible for turning Earth itself into a charnel house in 2181, does little to change this perspective.

When they destroyed the Vela colony in 2174, the Rach became the first star-faring alien species humanity encountered in the galaxy. Warlike in the extreme, they hail from Mohr, a world of constant storms and volcanic activity that is also hosts a broad range of savage fauna.

Having fought for generations to survive their own native environment, the Rach have embraced fighting as a way of life, their religious beliefs reading like a study in brutal Darwinism. The Rach Empire is based around one-hundred clan-tribes, each maintaining a strict caste system that separates the ruling, military, and labor classes along hereditary lines. The strongest of these clans reigns supreme, with its chieftain—selected upon the death of the current Kaharach (emperor) through a series of bloody combat rituals known as the Season of Storms—holding reign over the entire race.

DICTATOR-B CAV

The United Terran Federation

Of the five interstellar races, humanity is the newest player on the galactic stage. After millennia of fratricidal conflict, the nations of Earth were barely unified when they discovered compression drive technology in 2140. Over the next twenty years, mankind founded dozens of new colonies and outposts beyond their home system of Sol, before encountering the first Rach on the far-off world of Vela in 2174.

In the following years, humanity raced to arm itself against this alien threat, and the Vela Wars—as they came to be known—raged across light-years of interstellar space. Before it was over, billions would die, and Earth itself would be scorched by Rach plasma fire. From the ashes of Earth's near-annihilation, its survivors forged the United Terran Federation, a new, fully unified star-nation, determined to destroy its would-be murderers.

But for all its renewed furor and sense of purpose, the human race still faced certain doom in its ongoing war against the Rach. It was not until the Adonese and Templars revealed themselves, and came to the Terran's aid, that the tide finally turned. With the Vela Accords of 2189, open warfare with the Rach finally ended, if only for now.

KATANA CAV

The Grand Order of the Temple

The Templars' existence was, at best, mere fodder for conspiracy theories until their re-emergence in 2183.

Formed from the original Templars in Earth's twelfth century, this knightly order survived in secret following their apparent disbandment in 1312. While rumors of their existence persisted, the Templars used their immense wealth to cultivate some of Earth's most influential scientists, government officials, and business magnates over the next seven hundred years, in an effort to manipulate mankind for their own benefit.

When scientists began to develop humanity's first compression drive in 2140, the Templars seized on the nascent technology and constructed their own prototypes in secret. Soon afterward, the hidden Order left Earth to set up their own off-world power base far away from Earth. Initially content to remain seperate, the Rach invasion prompted them to reveal themselves, though their motives remain as secretive as ever.

Today's Templars still maintain their independance from the rest of humanity, but they regularly "extend" the offer of their military services to others, in the hopes of honing their own technology and martial excellence in the face of a dangerous galaxy.

Beyond the "Big Seven"

While the seven great star-nations, and the five races who rule them, dominate the interstellar affairs in this part of the galaxy, theirs are not the only powers one might encounter. Besides the many independent worlds that exist, there are numerous regional alliances, corporate empires, and trading partnerships, pursuing their own agendas. And though many of these remain beholden in some way to the politics of their homelands, others will freely recruit and conduct business across even the most taboo political and racial boundaries if it serves their advantage.

Meanwhile, mercenary groups, privateers, bounty hunters, and other guns-for-hire have arisen all across the galaxy. With no shortage of job opportunities, they often take the missions that nobody else will (or can) do. Pirates also stalk the space lanes, hunting for unsuspecting prey, and surviving off the stolen fruits of others' honest labor. They, too, share the galaxy with the "Big Seven" empires, along with other transient groups from roving nomad spacer clans and untethered explorers, to organized cartels and traveling entertainers.

Far from the lonely void mankind once thought it was, our galaxy teems with wonders and dangers alike.

CENTURION CAV

MODIFIED COUGAR CAV
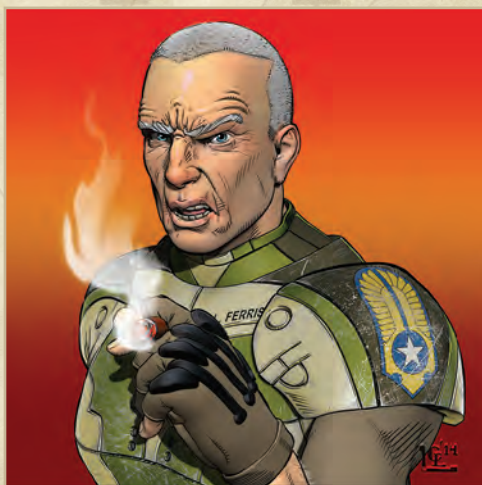
CAV: Strike Operations - Basic Training!

"Alright, plebes, listen up! I am Centurion "Slam" Ferris and it's my job to teach you the basic skills you need to pilot a Combat Assault Vehicle in our glorious armed forces! If you fresh-faced apes get through this alive, then I have succeeded; if you do not, then you have failed me!"

What Do I Need to Play?

For simplicity's sake, these quick-start "basic training" game rules are designed for just two players, with each player controlling a single CAV. If additional players are present, they should divide evenly into two teams with the goal of "destroying" the opposing team. The last player or team with a surviving CAV on the game board is the winner!

As players become more familiar with the game rules, they will learn to control more than just one model at a time and choose more challenging game objectives, either designed by them or as detailed in the CAV: Strike Operations Core Rule Book.

In addition to these quick-start rules, you will also need:

Models

In CAV: Strike Operations, the term "model" refers to a single battlefield element, from a vehicle or aircraft to a CAV. For the purposes of these introductory rules, each player will need one Dictator-B CAV model. If miniatures are not available, a set of free, ready-to-print cut-outs are available with the electronic version of these rules at: www.talon-games.com/downloads/qs2019.pdf

"For today's exercise, I'll be introducing you to the Dictator-B, the preferred weapon of our enemy. Standing 10.61 meters in height, it's an extra-large attack CAV that comes with two mid-sized magnetic-accelerator cannons, a light guided missile launcher, and a 10-pack light rocket-pod for area-saturation fire. Do not bother asking me for its name in Rach-speak; I'm here to teach you scrubs fighting, not comparative exo-sociology…"

Data Cards

Data Cards provide all the weapon and movement stats for a given model, along with the means to track any damage the model sustains during the course of gameplay (see p.7).

Dice

Each player will also need two six-sided dice (d6), one ten-sided die (d10), and one twelve-sided die (d12).

Deck of Standard Playing Cards

Used to determine the order of play during a turn, a standard deck of 52 playing cards will be needed as well. In gameplay, this will be referred to as the Draw Deck.

Terrain

As a tabletop miniatures game, CAV: Strike Operations does not use hex or grid-based terrain maps, but instead relies on more visually suggestive miniature-scale terrain features, including hills, clusters of woods, and structures—all of which one may find or craft using supplies available at most gaming, hobby or craft stores.

For these quick-start rules, we recommend using a table surface area at least 36 inches wide and 36 inches long, as the playing field (also known as the game board). For terrain features, players should limit their choices to three or four pieces, and only use trees and hills for now to keep things simple.

DATA CARD

DICTATOR B

THE GREATER EMPIRE OF THE RACH

DAMAGE TRACK

	0	1	2	3	4	5	6	7	8	9
CAV	0	1	2	3	4	5	6	7	8	9
MOVE (WALKER)	5	5	5	4	4	4	4	3	3	3
ARMOR	8	8	7	7	6	6	5	5	4	4
CLOSE-COMBAT	5	5	4	4	3	3	3	2	2	1

WEAPON SYSTEMS

MEDIUM MAC **L R**	6	6	5	5	5	4	4	4	3	3
RNG (12/1) | AMMO | BLASTER 1										
LIGHT GUIDED MISSILES **L**	4	4	4	3	3	3	3	2	2	2
RNG (16/14) | LTD AMMO | SHOCK (4)										
LIGHT ROCKETS 10 **R**	3	3	3	3	2	2	2	2	2	2
RNG (14/12) | AOE (1) | LTD AMMO | SMART										

SPECIAL ABILITIES

CLASSIFIED

ADV TARGETING COMP 1 \| AMMO BIN (1) \| REINFORCED 1 \| WIZZO

QUICK-START RULES

72205

Know Your Machine: The Data Card!

The Data Card provides all the information necessary to track every model's capabilities in battle with a minimal amount of bookkeeping.

Each row of data covers a key system of the model it corresponds to, including not only the state of the model's current mobility (Move), and armor integrity (Armor), but also the Attack Values for its Close-Combat capabilities and on-board weaponry.

The Data Card also shows how these key values degrade as the model suffers damage.

Model Data

Although the specific values, weaponry, and special abilities can vary greatly, the following information appears on the Data Card for most models in CAV: Strike Operations:

The Damage Track

Each column of numbers corresponds to a level of damage the model has suffered (called the model's Damage Track), with all of the data under the left-most undamaged column used to determine the model's current capabilities.

An undamaged CAV, for example, would use the numbers under the Damage Track 0 column to find how fast it can move, and how effective its armor and weapons will perform in the current turn. As the model suffers damage, the number of damage points it suffers corresponds to the number of Damage Track columns it loses from left to right, until all columns are lost.

As this leaves the left-most remaining column undamaged, the model effectively uses the data from the Damage Track column equal to the number of damage points it has sustained for all its capabilities.

Example: A Dictator-B that has suffered 3 points of damage would thus use the data under its Damage Track 3 column, while one that has suffered 7 points of damage uses the data under its Damage Track 7 column.

During gameplay, damage levels can be indicated by placing a D12 die adjacent to a model's base on the game table, with the current number of damage points the model has sustained showing on the die's top facing.

Note: A model does not require a D12 to be placed near it until it is damaged.

A model is destroyed when it has sustained a number of damage points greater than the number of Damage Track columns on its Data Card.

In the case of the Dictator-B, this means that the CAV is destroyed when it suffers 10 or more points of damage, as its Damage Track only possesses 9 damage columns (not including its starting point of 0).

Move: The number of inches a model can move per Move Action, and the type of movement it uses when doing so, are shown here. On the Data Card for the Dictator-B, this line reads "Move (Walker)" and has a 5 under the 0 column of its Damage Track. This means the Dictator-B uses the Walker movement type (as all CAVs do) and while undamaged, the model can move up to 5 inches per Move Action.

Armor: The value that defines the overall strength and integrity of a model's protection is its Armor rating. This essentially acts as a target value that a successful attack needs to exceed in order to deliver actual damage to the model. (This process will be described later in these rules.)

An undamaged Dictator-B model possesses a respectable Armor rating of 8.

Close-Combat: The numbers given in each Damage Track column for Close-Combat define the model's Attack Values (AV) against an opponent in base-to-base (B2B) contact.

An undamaged Dictator-B thus has a Close-Combat Attack Value of 5.

Weapons: Following the basic stats described above are the weapons found on the model.

As with the Close-Combat, these numbers show the Attack Value of the listed weapon type, so the undamaged Dictator-B CAV's first weapon system—the Medium MAC (Magnetic Accelerator Cannon)—possesses an Attack Value of 6.

The data line below each listed weapon system includes key information such as what type of weapon system it is (⚡ direct-fire or ⚑ indirect-fire), how many weapons of that type the model carries, and where they are found on the model (**L** for one in the CAV's left arm, **R** for one in the CAV's right arm, and so on), followed by the weapon's base and minimum range (RNG 12/1), in inches.

Example: So, in the case of the Dictator-B CAV it carries four weapons in all: two direct-fire Medium MACs—one on each arm—and that they possess a base range of 12 inches with a minimum range of 1. One direct-fire Light Guided Missile launcher in the left arm with a base range of 16 inches (minimum range 14) and an indirect-fire Light Rockets 10 launcher in the right arm with a base range of 14 inches (minimum range 12).

Note: For now, also remember that the base range of a weapon is also referred to as the weapon's Short-Range-Band.

Special Abilities: Following these core features, each weapon system equipped by the model will also typically list any additional Special Abilities (SA) possessed by that weapon system.

Unlike the weapons' Attack Values, these Specials are not directly affected by the Damage Track.

Finally, after all of the weapons systems, the Data Card will list off any additional Special Abilities that apply to the model chassis size **XL** itself, rather than just the weapon systems.

As with the weapon-based (SA)s, their functionality is not strictly tied to the model's Damage Track.

How Special Abilities can impact gameplay is covered toward the end of these rules.

GAMEPLAY

"Okay, you wannabes! Let's get this show started. Each of these Rach beasts is a two-seater, so pair up and pick your rides. We go weapons-hot in ten!"

Each CAV: Strike Operations game consists of a series of turns, during which every model will have the opportunity to activate, performing a series of actions as decided upon by its controlling player.

While each game turn represents a whirlwind of activity, the sequence of play structures each turn into a series of phases performed in an easy-to-follow order until one side or the other achieves its final victory conditions.

In a full-scale game of CAV: Strike Operations, what qualifies as a victory can vary greatly, as can the nature and composition of the opposing forces. But, for the purposes of this quick-start guide, winning is simply a matter of being the last CAV standing in a one-on-one battle between identical models.

The Turn Sequence

Once the playing area (game board) is set up, the terrain is laid out, the players have their dice and Data Cards, and everyone is ready to go, the game may now begin with the first turn of play.

The basic CAV: Strike Operations turn sequence is thus broken down as described here.

Note: For simplicity's sake, these rules will generally assume there are only two players involved in this basic-training exercise, each with one model. Full-scale CAV: Strike Operations games can accommodate many more players and models at once.

Start Phase

Shuffle the Draw Deck and place it next to the game board, face-side down, where both players may reach it. At this time, the opposing

players must decide which of them is the "red" player, and which is the "black" player (corresponding to the colors used in a traditional card deck).

Deployment Phase (First Turn Only)

In the Deployment Phase, the players will determine which one places their model on the game board first by flipping over the top card of the Draw Deck (either player can draw this card). The player associated with the card color revealed wins the right to choose which side of the game board they want to begin on and places their model along that side's starting edge. Once this is done, the opposing player places their model on the opposite side of the game board, also along the board's edge.

Note: The Deployment Phase is only performed during the first turn of gameplay. Subsequent turns will skip this phase and proceed from the Start Phase directly to the Activation Phase.

Activation Phase

In the Activation Phase, the next card in the Draw Deck is flipped over. The player associated with that color may now Activate their model first, completing whatever actions the model is permitted to use. At the end of that model's Activation, any results are applied to the model(s) affected and play continues, allowing the opposing player to now do the same with their model (provided it was not destroyed).

Once all eligible models are Activated and their Actions have been resolved, proceed to the End Phase.

A model can only be Activated once per turn!

End Phase

When there are no more models left to Activate from either side, the End Phase begins. At

this point, the players determine if the conditions for ending the game—often referred to as "victory conditions"—have been met. If not, add the flipped card to the discard pile and begin the next turn's Start Phase to continue play.

Basic Training Conditions: In the case of these quick-start rules, the victory conditions boil down to "the last CAV standing wins!", which means the game ends when one player has destroyed their opponent's CAV without being completely destroyed in return.

ACTION POINTS

Every model in CAV: Strike Operations receives two Action Points each turn, which are used to perform one or more types of Action. While some Action types are repeatable in the same turn, others are not. Unused Action Points do not carry over to subsequent turns.

In these basic training rules, there are only three Action types available for use:

Move Action

The Move Action, in which the player may move their model, is a repeatable Action type. This allows the player to spend both of their Action Points on the model's movement, which can be advantageous in finding better cover or firing positions.

Target-Lock Action

The Target-Lock Action, which may improve the chances for a model to execute a successful attack, is a non-repeatable Action type. A model may thus only attempt a Target-Lock Action once in a turn.

Combat Action

The Combat Action, in which weapons are fired and damage is delivered, is a non-repeatable Action type. A model's Combat Action may be performed only once in a turn, at which time its

player must also choose the precise type of Combat Action they wish to attempt from Direct-Fire, Indirect-Fire, and Close-Combat options.

Order of Actions

Unless certain conditions dictate otherwise (such as being engaged in Close Combat, which we will discuss later), the order in which a model uses its Action Points is up to its controlling player, as is the combination of Action types.

For example a CAV could make a Move Action before or after attempting a Combat Action in the same turn.

How to Measure

All measurements are given in inches. When measuring, for movement, make sure to always use the same part of the model's base to measure from. For measuring the distance between two models (for other action types), make sure to measure from the "center" of each models base.
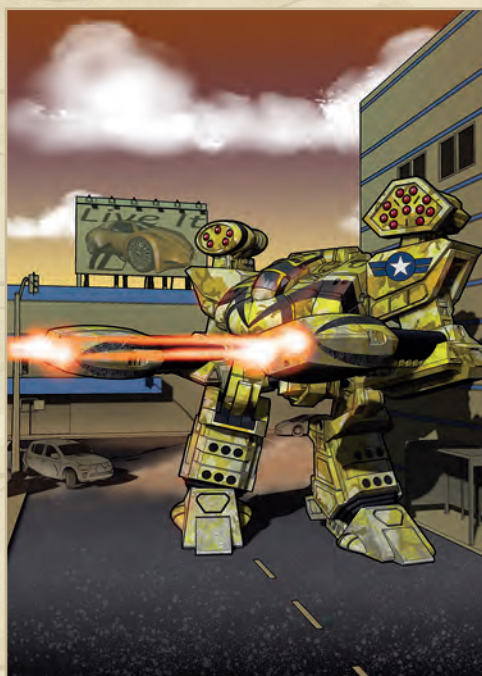
THE MOVE ACTION

"Move it, you monkeys! Find some cover! They don't build these things with legs so you can stand around like a giant metal scarecrow!"

The Move Action enables a model to move across the game board during its Activation. As a general rule, for each Move Action spent, a model can move forward across clear and level terrain for up to as many inches as it has shown on its Data Card's ◗ **Move**.

However, additional factors—including the terrain it's moving through (or over), and the model's current damage level—can all affect the actual distance it moves on the board.

Models are not required to move their full **Move** per Move Action, but unused inches will not carry over to subsequent turns or Actions. A player may choose to move a shorter distance than what their model's Data Card permits, but this still requires the use of one Action Point, even if the model does nothing more than turn in place.

For example, the Dictator-B's starting **Move** (under column "0" in the Damage Track) is 5. This means the CAV may move forward up to 5 inches of open terrain during a single Move Action. After sustaining 3 points of damage, the model's **Move** drops to 4, allowing only 4 inches of movement across open terrain. Because these values are per Move Action, which is repeatable in a given turn, an undamaged Dictator-B can potentially move up to 10 inches across the game board per turn by spending both of its Action Points to move!

Facing and Firing Arcs

The front facing of a model in CAV: Strike Operations is important to establish as it determines the direction a model may move forward and the orientation of a model's Front Firing Arc, which in turn, dictates which weapons the model can bring to bear in combat.

Most CAVs—including the Dictator-B, possess the ability to rotate their upper bodies when attacking by up to 90 degrees left or right, allowing them to bring to bear all of their ⓛ and ⓡ mounted weapons in a 180-degree arc.

Either way, for the purposes of the Move Action, it's important to always know where the model's legs are pointed as it goes along.

Turning: For each Action Point spent on the Move Action, a model is allowed to make one free turn of its base up to 90-degrees left or right. For each additional turn or for turns greater than 90-degrees, 1 inch of **Move** must be used.

An undamaged Dictator-B, for instance, can move 3 inches forward, turn to one side, and proceed 2 more inches on the new direction as a single Move Action, so long as the single turn it makes is 90 degrees or less from its original course. But if the player decides instead to zig-zag across the map by turning once for every two inches, they will lose an inch worth of **Move** on the second turn of the Move Action (2 inches forward, free turn, 2 inches forward again along new direction, second turn at a cost of 1 inch, equals 5 total inches of **Move** spent). Likewise, if the same model attempts to make a single turn of more than 90 degrees (such as when executing a tight "U-turn", or just turning around in place), it will likewise burn an extra inch of **Move** in the process, leaving it with only 4 inches of actual distance to travel in that Action.

Reverse: A CAV model may also move backwards, if the player desires, but doing so on open terrain will cost an additional 1 **Move** per inch moved in reverse. All other terrain types permitted to that model will cost an additional 2 **Move** per inch moved in reverse.

The Move Action and Terrain

"Right now, you all might be noticing that these Dictators are much slower than the Mark-V Starhawks you trained on last week. That's because the Rach built these things tougher, and with more CAV-busting firepower. And because Rach don't like to run from a fight, you'll have to really push these beasts if you want them to run as fast as those 'Hawks can walk."

In addition to providing cover, the terrain on the game board can also affect how far a model actually travels during its Move Action.

With their Walker-type mobility, CAVs are able to negotiate a broader range of terrain than most other ground-based models in CAV: Strike Operations, from open land, roadways, and craters to woods, swamplands, shallow water and ruins.

To keep things simple, these basic quick-start rules will only consider the effects of light woods and hill terrain on the model's movement.
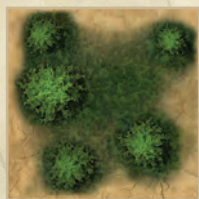
Light Woods: Light Woods describes any grouping of trees and other foliage packed loosely enough for most off-road vehicles to see and navigate through with only modest difficulty.

Moving through this type of terrain applies an additional +1 **Move** to the cost of each inch traveled during a Move Action. A model that ends its Move Action with half (or more) of its base still inside the boundaries of a Light Woods terrain feature is considered to be inside the woods for all intents and purposes.

An undamaged Dictator-B, using its full 5-inch **Move**, may thus only move through 2.5 inches of contiguous Light Woods terrain per Move Action. The same model, entering Light Woods after spending 3 inches of Move on open ground, would spend its remaining 2 inches of **Move** to proceed one inch into such terrain.

Example: The above CAV model is trying to move from open ground to the far side of the Light Woods terrain. The first 2 inches would only require 2 **Move** as it remains open ground. Once the model's base "touches" the Light Woods terrain, the CAV would be required to spend 2 **Move** for **each** inch moved in Light Woods.

Hills: Hills describe any ground terrain feature that rises or falls by a significant amount (relative to the level of the table's base height), and yet may still be traversed by CAVs and other ground-based models.

The "height" or Elevation of a Hill is given in levels of Elevation, each of which describes 10 feet (3 meters) of real-world height. A CAV model can only move up (or down) one Elevation level —"E1," for short—per inch moved.

On the tabletop, climbing an E1 hill's slope costs an extra +1 **Move** for each inch traveled, but only while climbing upward. When moving down a slope, there is no extra **Move** cost required, (thank you gravity)! Resulting in a Dictator-B spending 2 inches of **Move** for every inch walking uphill, but only spending 1 inch of **Move** for every inch of downhill walking.

Note: The above rules presume that the Hills on a tabletop are layered steps with flat surfaces broad enough to support a model on its base.

For more naturally shaped Hills terrain

features that are not "stepped," determine whether the model can climb the Hill with the following rule of thumb:

If the model can be placed on the slope and does not slide down or fall off it without external assistance, then the model can climb the terrain in question. Otherwise, the slope is too steep for travel and moving up (or down) that Hill is prohibited.

THE TARGET-LOCK ACTION

"Only rookies and elites shoot from the hip—and in both cases, the results are predictable. For everyone else, there's this clever thing called a targeting system! You plebes should really try it sometime."

In CAV: Strike Operations, every CAV model can use the Target-Lock Action to enable the use of weapons that require a lock-on to fire (such as Guided Missiles) or, when used in conjunction with the SA: Adv Targeting Computer, to increase the chance of a successful "hit."

As the Dictator-B carries both a Guided Missile system and the SA: Adv Targeting Computer, it is an ideal candidate for demonstrating this non-repeatable Action type.

The Target-Lock Action requires no direct line of sight (LoS) between models nor is it limited by range. No roll is needed once declared, but its effect(s) only lasts until the start of the model's next activation. The Target-Lock Action provides no benefit to Close-Combat.

Because of these conditions, a Target-Lock Action should only be used in conjunction with a ranged attack Combat Action taken in the same turn, and should be the first of the model's Action Points spent in that turn; to do otherwise essentially wastes one of the model's Action Points to no useful effect.

This means that a model which opts to perform a Target-Lock Action is essentially sacrificing mobility for accuracy when doing so.

THE COMBAT ACTION

"Outstanding, cadet! Looks like someone figured out how the trigger works!"

The Combat Action is used by every model in CAV: Strike Operations to attack an enemy target with the intent to damage or destroy it. As a non-repeatable Action, the Combat Action can only be used once per turn during a model's Activation.

Furthermore, only one type of attack may be executed during a model's Combat Action. Although a multitude of specialized Combat Actions are available in the full game, for the purposes of these introductory rules, the players may choose only from the basic attack options described below.

Note: Combat Actions must be declared before any attempt is made to verify the range or cover between the attacking model and its target.

If a declared Combat Action is later determined to be impossible due to range or cover miscalculations, the attack is considered an automatic miss and play continues.

Direct-Fire: This attack type requires both models to "see" one another, a condition referred to as having a valid Line of Sight (LoS). Most front-line attack models in CAV: Strike Operations tend to feature an abundance of weapons optimized for this type of Combat Action.

Indirect-Fire: This attack type does not require the models to have a valid LoS, as the attacker instead "lobs" its shots overhead, effectively negating the interference of intervening terrain. Indirect-Fire also tends to deliver damage over an area of effect, enabling them to strike multiple targets, even in the event of a near miss.

Many models in CAV: Strike Operations carry at least one weapon system capable of delivering an Indirect-Fire attack, and many support CAVs or combat vehicles even specialize in their use.

Close-Combat: Close-Combat attacks require both models to be in base-to-base contact with one another (also known as "B2B"). Close-Combat is not a physical melee (gun barrels don't last very long when used as clubs) but is more an abstraction of a up-close, in your face type of fighting as both models twist and turn in an attempt to outmaneuver each other, bringing their weapons to bear at just the right moment to blast one another to bits!

Direct-Fire Combat

"Against armored targets, your 'Tator's MACs are your hardest hitters, but if you have a solid lock, the guided missile can add some explosive insult to injury..."

To execute a Direct-Fire attack, the attacking model must have a valid LoS to the targeted model. To determine if a LoS is valid, draw a straight line (a long piece of string works great for this) from the center of the attacking model to the center of the defending model. Any terrain, structures, or other models this line passes through may affect the attack in the form of Cover (described below).

Any ranged weapon system that does not have the Indirect-Fire Special Attribute may be used to deliver a Direct-Fire attack. While most such weapons do not require a Target-Lock to fire, allowing the model to move and attack in the same turn, certain weapons—particularly Guided Missiles, such as the Dictator-B's Light GM—will automatically miss if fired without a Target-Lock.

The Combat Roll: Resolving a Direct-Fire attack requires making a Combat Roll for each weapon fired as part of the Combat Action. A Combat Roll uses 2D6, adding the individual die results together, and adding the appropriate Situation Modifiers to the result.

Situation Modifiers can be positive (increasing the chances of a hit) or negative (decreasing the chances of a hit), as dictated by current battlefield conditions. Each modified Combat Roll result must equal or exceed the Target-Point value to score a "hit."

The Target-Point is a number based on the Range Band of weapon systems used, dictated by the distance between the attacking model to its target (see below).

Each Combat Roll that hits gives the attacker a chance to deliver damage (see Resolving Damage, p. 22). The higher a die roll(s) exceeds the required Target-Point, the higher the chance of a hit doing damage later on. For example, making a roll of (10) against a Target-Point of 6+ adds (4) to the current Combat Roll.

Weapon Range Bands and Target-Points: Every weapon system used in Combat possesses a base range value shown in its Data Card stats as "RNG (x)."

The "x" is a number that indicates the weapon's base range, in inches, also doubling as the weapon's Short-Range band.

Also, every ranged weapon has a Medium, Long, and Extreme-Range band, the outer edges of which are determined by multiplying their base RNG by 2, 3, and 4, respectively.

A weapon's Extreme-Range band represents its absolute maximum range for combat effectiveness in the context of the game.

The base Target-Point for a Direct-Fire attack uses the nearest Range Band within which the declared target stands.

For models in the Short-Range band, the Target-Point is 6+; for models in the Medium-Range band, the Target-Point is 7+; for models in the Long-Range band, the Target-Point is 8+; and for models in the Extreme-Range band, the Target-Point is 9+ (see the Range Band Diagram on p. 15).

RANGE BAND DIAGRAM
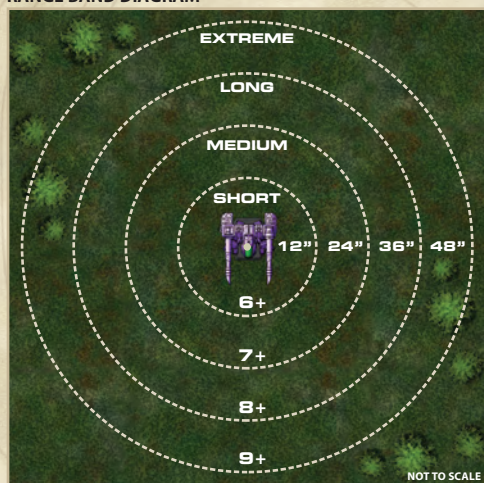
Example: The Dictator-B's Medium MACs—which have "RNG (12)"—have a maximum Short-Range of 12", and any models within that distance can be hit by a modified Combat Roll that equals or exceeds a Target-Point of 6+. The maximum Medium-Range of these weapons (where the Target-Point is 7+) is 24". The Long-Range band, which reaches out to 36", has a Target-Point of 8+. And the Extreme-Range band, with a Target-Point of 9+, tops out at 48".

Firing Multiple Weapon System Types and Target-Points: A Combat Action made with more than one TYPE of weapon system (such as a MAC and a GM) will use the same Target-Point value for each Combat Roll, based on the farthest Range Band indicated.

Example: The Dictator-B's Medium MACs, RNG (12) and its Light GM, RNG (16) would provide for a Target-Point of 7+ for the MACs (Medium-Range band) and 6+ for the Light GM (Short-Range band) at a target 15" away. If used concurrently though, the Combat Roll for all three attacks would use the higher of the two different range bands, Target-Point 7+.

Minimum Range: If a weapon system lists a minimum range in its Data Card stats, it may not be used to execute a Combat Roll against targets up to that distance (in inches) from the attacker.

In the case of the Dictator-B, this means its Medium MACs—which have a 1" minimum range—cannot deliver a Direct-Fire attack against targets 1 inch away or closer, and its Light GM and Light R10—with their (14)" and (12)" minimum ranges—cannot attack targets at distances of 14 and 12 inches or less, respectively.

Cover

Any terrain features or other models along the LoS may provide Cover when making one or more Direct-Fire Combat Rolls.

Cover-based Situation Modifiers are negative and cumulative, allowing for multiple cover-producing features to affect a Combat Roll.

For each Light Woods terrain object a LoS passes through, a –1 Situation Modifier for **Light Cover** is applied to the Combat Roll. This includes any woods the target model might actually be standing in at the time, but does not count any woods the attacker is occupying unless the attacker's fire must pass through more than one inch of said terrain.

Hills shorter than the target model's height may also allow for a Light Cover Situation Modifier of –1, but only if the target is behind and within 1 inch of such elements (relative to the attacker).

Any hills or other models equal to or taller than the targeted unit (or a wood-based Situation Modifier of –3 or greater) along the LoS will provide **Blocking Cover** for the target of a Direct-Fire Combat attack, resulting in an automatic miss.

For the purposes of these quick-start rules, we will ignore any advantage that standing on elevated terrain may provide in reducing negative situation modifiers for Cover when executing an attack.

Other Situation Modifiers

In addition to the Situation Modifiers for Cover, a number of other conditions may affect a Combat Roll's outcome. Special Abilities that apply to the attacker's weaponry or model—such as an Advanced Targeting Computer, or a Wizzo—can provide positive Situation Modifiers, while being Suppressed (discussed under Resolving Damage) can also provide negative Situation Modifiers (see the Direct-Fire Attack Table on the back cover reference guide).

All Situation Modifiers are cumulative, adding or subtracting to the Combat Roll result.

Critical Success and Critical Fumbles

Regardless of the Situation Modifiers and other conditions, any unmodified Direct-Fire Combat Roll result of 12 (also known as a "natural 12" or "boxcars") is considered a "Critical Success."

A Critical Success allows the attacking player to roll an additional 1D6 and add the result of that roll to their final Combat Roll outcome.

Conversely, any unmodified Combat Roll result of 2 (a.k.a. a "natural 2" or "snake eyes") is known as a "Critical Fumble." A Critical Fumble is an automatic miss, even if the modified Combat Roll would exceed its Target-Point.

Players should also consult their models' Data Cards for Special Attributes that may produce additional Critical Success and Critical Failure effects based on the Combat Roll results.

In the case of the Dictator-B, for example, the "Ammo" Special on its Medium MACs and the "Limited Ammo" Special on its Guided Missile system are triggered by a Critical Fumble, while the MACs' "Blaster 1" Special actually increases the odds of a Critical Success. (See Special Abilities, p. 24 for descriptions)

Direct-Fire Combat Action Example

A Direct-Fire Combat Action is not complicated—you are merely rolling 2d6 to equal or exceed a modified Target-Point. Sometimes though—sorting through multiple Situation Modifiers—can seem a bit confusing! Using the diagram from p. 17, let's walk you through a typical Direct-Fire Combat Action from start to finish!

CAV A activates first, declaring both Actions towards CAV E—a Target-Lock (to provide a lock-on for the Adv Targeting Computer special and the Light GM) and a Direct-Fire attack with both MACs and the Light GM. A check of the LoS confirms no intervening terrain objects in the way and a range of 14.5" measured from center to center from both models.

The RNG for the MACs is 12" and 16" for the Light GM 16"—the Medium-Range Band for the MACs and the Short-Range Band for the GM (the minimum range of the Light GM is 14" so its just outside the prohibited distance). With multiple weapon system types "shooting," we use the Medium-Range Band Target-Point value (7+) for all three Combat Rolls.

With this example, there are no negative SMs, but all three Combat Rolls do receive a +1 SM for CAV A's Adv Targeting Computer special and a +1 SM for the SA: Wizzo. Rolling 2d6 three times (a 4, 8, and 10)—modified with the addition of the SMs (now a 6, 10, and 12)—results in one miss (the first MAC) and two hits (the second MAC and the Light GM).

Now to figure out if there is any damage! Taking the amount the two "hits" exceeded the Target-Point—a (3) for the MAC and (5) for the Light GM—and adding each weapon system's Ranged Attack Value (RAV) from CAV A's Data Card ("6" for the MAC and "4" for the Light GM under Damage Track "0"), both weapon systems end up with a final Combat Roll of (9).

We now compare both final Combat Rolls to the defending model's current **Armor** (8 in this case). If a final Combat Roll equals or exceeds the **Armor** of the defender, the model has taken damage! Referred to as the Margin of Success (MoS), a quick check of the Ranged Assault Damage Table on the back cover of this booklet indicates a +1 MoS provides for one point of damage* from each "hit" to CAV E, ending the current activation.

With the current activation complete, we now check for any effects that may have resulted from the attacks. The Light GM, as a result of the hit, requires a Suppression check due to the SA: Shock (4). Rolling 2d6, the defender must roll equal to or greater than the indicated Target-Point (4). With a roll of (6), the check is a success, and no further action is needed!

*Note: Equipped with the SA: Reinforced 1, the Dictator-B would reduce the MoS on the Ranged Assault Damage Table to "0," still resulting in a point of damage for both hits. The Reinforced special (see p. 25) can NEVER reduce the MoS of any attack below zero.
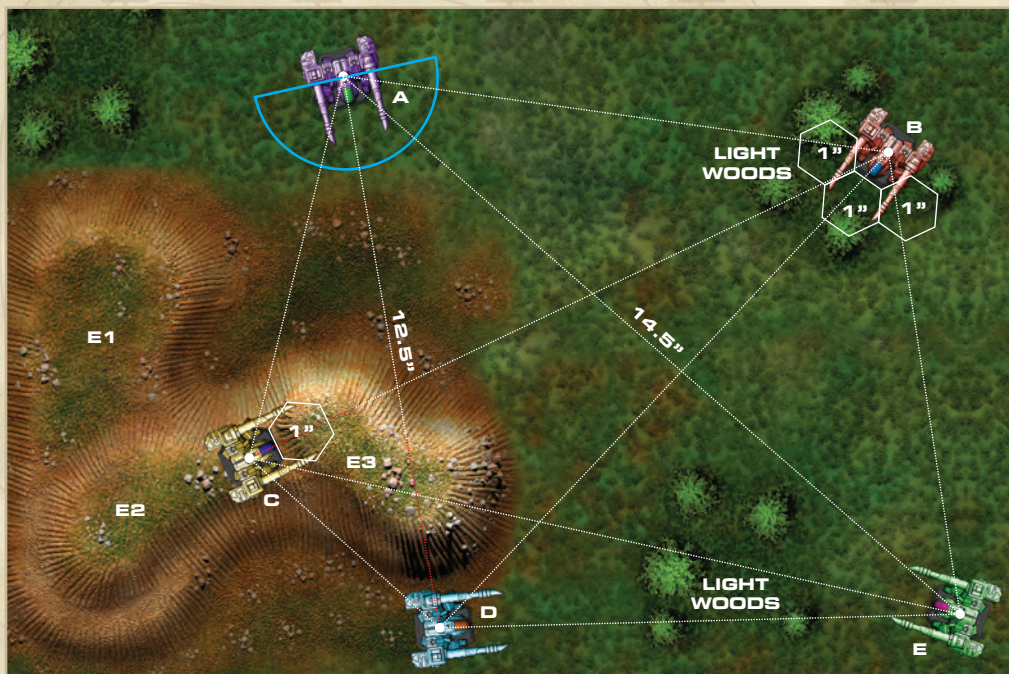
Direct-Fire Combat Action Diagram

The above diagram illustrates some of the concepts discussed as part of a Direct-Fire Combat Action:

- CAV A's current facing allows for all of the other CAVs to fall within its Front Firing Arc.

- CAV A has a clear Line of Sight (LoS) to every other CAV except CAV D due to the Blocking Cover provided by the E3 elevation terrain object.
	Remember to check for valid LoS by measuring from the center of both models!

- CAV B would receive a Light Cover Situation Modifier (SM) of –1 as a result of the Light Woods that CAV B is currently occupying should CAV A decide to conduct a Direct-Fire Combat Action towards it.
- CAV B has LoS to CAVs A, C, D, and E. CAV A would receive a Light Cover SM of –1 as there is more than 1 inch of Light Woods between the models.
- CAV B's would not receive the Light Cover SM for Light Woods to CAV E as CAV B's base is less than 1 inch from the edge of the Light Woods terrain object.
- CAV B would receive a –1 Light Cover SM if targeted by any other CAVs due to being located in a Light Woods terrain object.

- CAV C would receive a Light Cover SM of –1 if targeted by CAV E as LoS crosses the top of the E3 hill terrain object and CAV C's base is less than 1 inch away from an E1 hill (CAV C is standing on an E2 hill next to the E3 hill).
- CAV C would receive a Light Cover SM of –2 from CAV B due to the same E3 hill terrain object and the 1 inch of Light Woods between the two models.

- CAV D has Line of Sight to CAV C, but it cannot target the model as CAV C is not in its Front Firing Arc.
- CAV D has a Line of Sight to both CAVs B and E, but any Direct-Fire Combat Action would receive a Light Cover SM of –1 since both LoS pass through a Light Woods terrain object.

- CAV E would receive a Light Cover SM of –1 from both CAVs C and D since both LoS pass through a Light Woods terrain object.

- The only clear LoS exist from CAV A to CAV C and E. From CAV B to CAV E, CAV C to CAV A and B, and from CAV E to CAV A in the above example. Take note that not every SM applies both ways during competing Combat Actions!

Indirect-Fire Combat

"If you can't see 'em, don't go letting that stop you. Your rocket pods can be used to shower an area where you think they might be lurking. If you do it right, you'll catch 'em in the splash or at least convince the enemy to keep his head down. But if you guess wrong...well, prayer can't hurt."

Unlike Direct-Fire combat, Indirect-Fire combat requires no valid LoS between the attacking model and its target. While having a LoS and/or performing a Target-Lock Action will improve its accuracy like any other ranged strike, the use of an overhead trajectory and area-effect ordnance allows the Indirect-Fire attack to effectively ignore all intervening terrain, allowing the model to strike at anything in its weapon's range even if its view to it is completely blocked.

An Indirect-Fire attack does not actually target a specific model, but rather a battlefield location and whatever happens to be standing there at the time. Because of this, even an attack that misses may still deliver damage to battlefield models, depending on which way and how far it "drifts" from its intended target area.

Only weapons with the ⊘ may be used to execute an Indirect-Fire attack.

Indirect-Fire Rolls

There are two main 2D6 rolls used in the execution of an Indirect-Fire attack. The first of these—known as the Strike-Point Roll—is used to determine whether the attack lands in its targeted area, or "drifts" elsewhere.

Wherever the attack lands, it will potentially affect all models within the weapon's Area of Effect (AoE). At that point, the second 2D6 roll—the Combat Roll—is made for each model that occupies the affected area.

As with Direct-Fire attacks, Indirect-Fire based rolls will receive Situation Modifiers based on various factors such as the attacking model's condition, range, and so forth, but some of these modifiers will only apply to the Strike-Point Roll or

the Combat Roll, not both.

Note: Indirect-Fire weapons attack all potential targets within their AoE—friend and foe alike. In a crowded battlefield, even a missed shot can potentially strike one or more models.

The Strike-Point Roll: The declared target area for an Indirect-Fire attack—known as the Strike-Point—may be any point on the battle map that falls outside the weapon's Minimum Range and the extent of its maximum Extreme-Range band. Indirect-Fire weapons find their range bands using the same method as Direct-Fire weapons (see p. 14).

Once the Strike-Point is chosen, a Strike-Point Roll is made using a **10+ Roll**, regardless of which range band the target area falls in. The Strike-Point Roll applies the appropriate Situation Modifiers (as found in the Indirect-Fire Attack Table), but will succeed on either a natural or modified roll of 10+. This means that an attack requiring a Strike-Point will ALWAYS hit the desired target area if the attacker's dice roll is a natural 10, 11, or 12—even if the applicable Situation Modifiers would otherwise render the outcome a miss.

If a modified Strike-Point Roll fails to equal or exceed 10+, the attack misses its intended area, and will Drift.

Drift: When a Strike-Point Roll fails, the ordnance drifts to a different position, where it will land and deliver damage to any models that fall within its Area of Effect.

If the miss is not the result of a Critical Fumble (as detailed on p. 19), the new position is determined by rolling the attacker's 1D10 die as close as possible to the intended Strike-Point location on the game board. The long "point" of the die determines the direction in which the missed shot will drift, and the number on the die indicates the number of inches the shot falls from its intended Strike-Point.

No Situation Modifiers apply to this roll, but 1" is added to the drift distance if the intended Strike-Point fell within the weapon's Medium-Range band, 2" for the Long Range-Band, or 3" if it was within the Extreme-Range band. The Strike-Point will now be centered on this new location.

Example: An attacker has attempted an Indirect-Fire attack at CAV A and missed the Medium-Range Strike-Point Roll. A Drift Roll is now made with a 1d10 die with the "point" indicating the direction the attack has drifted and the "6" for the number of inches away. An additional +1" is added as the attack was from the Medium-Range band—with the final Strike-Point location at "B."

If the miss is the result of a Critical Fumble (a natural, unmodified result of 2 on the Strike-Point Roll), the opposing player is allowed to choose a new Strike-Point location before making the Drift roll. The position for the new Strike-Point may be anywhere on the map, as long as it is within the attacker's 180-degree forward arc and falls between the weapon's minimum range and maximum Extreme-Range Band.

Area of Effect: Every weapon that may conduct an Indirect-Fire attack will also have an Area of Effect rating listed among its Special Attributes. This AoE rating describes the radius of the attack area, as measured in inches from the attack's final Strike-Point.

If any models—of either side—lie even partially within this circular area as determined by their base on the game board, they will be subject to a Combat Roll. If there are no models within the field, the Indirect-Fire attack has failed to hit anything of consequence and is over.

For Example, the Dictator-B's sole Indirect-Fire weapon—the Light Rockets 10—has the AOE 1 Special. This means that, wherever its shot lands on the map, all models that even partially fall within 1 inch of its Strike-Point will be subject to a Combat Roll.

Indirect-Fire Combat Action Example

The Indirect-Fire Combat Action requires the extra step of a Strike-Point Roll before making any Combat Rolls. Not having to worry about LoS and most terrain objects helps to counter any extra time needed. Using the diagram from p. 17 again, we detail a typical Indirect-Fire Combat Action.

Activating first again, CAV A declares for both actions—a Target-Lock (to allow for the Adv Targeting Computer special) and an Indirect-Fire attack on the area of the game board currently occupied by CAV D with the Light Rockets 10 launcher. Hiding behind the E3 hill restricts the LoS between both models, but this is precisely the type of attack Indirect-Fire allows! Measuring from the center of both model's bases the range is 12.5".

The RNG for the Light Rockets 10 is 14"—the Short-Range Band for the rocket launcher and just outside its minimum range requirement. For Indirect-Fire attacks, range bands are only used to determine any SMs that may apply to the Strike-Point Roll (and Drift if the attempt fails).

To check if the attack is "on-target," the Strike-Point Roll uses a 10+ Roll. A quick check of the Indirect-Fire Attack Table (see back cover) indicates the attempt receives a +1 for having used the Target-Lock Action (bringing to bear its SA: Adv Targeting Computer) and a +1 for the SA: Wizzo.

The die roll of 2d6 results in a (9)—modified with the addition of the SMs—is now an (11). A success!

10+ Rolls: When called for, a 10+ Roll is always a success, regardless of any negative SMs, if the 2d6 roll is a "natural" 10, 11, or 12.

Hint: To speed things up, go ahead and roll without worrying about any SMs for now. If you roll 10 or more, its an automatic success and play can continue!

With the successful Strike-Point Roll landing on the desired target area, CAV D finds itself within the rocket launcher's AoE 1" special, allowing for a Combat Roll. Remember, all Indirect-Fire attacks always use the Short-Range Band Target-Point of (6+). For purposes of these quick-start rules, the only SM that can affect this roll is if the defending model is currently occupying a Light Woods terrain object, resulting in a -1 SM if present.

Rolling 2d6 for the Combat Roll results in an (8)—a hit! Adding the extra (2) to the Light Rockets 10's RAV of "3" (from the attacking model's Data Card Damage Track of "0") results in a final RAV of (5). Comparing this to the defending model's AV of "8" indicates that while the attack "hit" it was unable to get through the model's armor, for now, ending the Combat Action and the attacking model's activation.

The Combat Roll: Regardless of which range band a targeted model may be in, **an Indirect-Fire Combat Roll will always use a Target-Point of 6+** to determine whether a model is hit when located within the AoE of the attack. As already mentioned, a Combat Roll will be made for every model, even if its base is only partially within the AoE's strike zone, regardless of whose side they belong to. Thus, if three models are inside this area of effect, three Combat Rolls will be made, with all modified rolls of 6+ signifying a hit.

The Situation Modifiers applicable to any and all Combat Rolls made for an Indirect-Fire attack are found on the Indirect-Fire Attack Table (see back cover reference guide).

Note that range band modifiers do not apply to an Indirect-Fire Combat Roll; those apply solely to the Strike-Point Roll that was already made.

Critical Success and Critical Fumbles: As with Direct-Fire attacks, Indirect-Fire attacks may also experience the effects of Critical Success (on a natural 2D6 roll of 12) and Critical Fumble (on a natural 2D6 roll of 2) outcomes. But exactly what these Critical effects are will vary with the nature of the roll that's being made when they happen.

During the Strike-Point Roll, a Critical Success has no real gameplay effect, and is simply treated as any other success. A Critical Fumble on the Strike-Point Roll, however, will result in the opponent choosing where the missed shot drifts, instead of random chance (as described earlier).

For Indirect-Fire Combat Rolls, the outcome of Critical Success and Fumble results are the same as they are in Direct-Fire attacks. A Critical Success allows the attacking player to roll 1D6 and add the result of that roll to their final Combat Roll outcome, while a Critical Fumble is an automatic miss, even if the modified Combat Roll would exceed its Target-Point.

Once again, players should also consult their models' Data Cards for Special Abilities that may produce additional Critical Success and Critical Failure effects based on the Combat Roll results.

Close-Combat Action Example

A Close-Combat Action, unlike the other attack types, involves both the attacker and defender rolling 2d6 to determine which model takes damage—attacker, defender, or both!

For this example, we won't need a diagram as we detail how a typical Close-Combat Action occurs. A Close-Combat attack requires the activating model to declare a Move Action to close the distance between itself and the intended target—if it is not already in B2B contact—and the Close-Combat Action. Don't worry if the two models "fit" together perfectly. As long as the model has the required MV to reach the other model, move it as close as possible to its target.

Note: Should both models start the current activation in B2B contact and the only action declared by the activating model is the Close-Combat attack, once the Combat Action begins—rolling dice—no further declarations may be made until the model's next activation. The Target-Point Action, due to the proximity of both models, does not allow for the use of the Adv Targeting Computer SA during the Close-Combat Action.

CAV A activates first, declaring both actions—a Move Action (moving up into B2B contact with CAV B) and a Combat Action to allow for a Close-Combat attack. In a Close-Combat attack, there is no need to check for LoS, ignoring any terrain objects that may be present.

As the Dictator-B CAV comes equipped with the SA: Wizzo, both models receive a +1 SM to their Combat Roll. Rolling 2d6, CAV A gets an (8)—modified to a (9) with the addition of the SM—and CAV B rolls a (6)—modified to a (7). Now both models add their **Close-Combat** from the Data Card—located under each model's "0" Damage Track (+5)—to the modified die-rolls, result in a final Close-Combat attack value of (14) for CAV A and (12) for CAV B.

CAV A wins the attack as a result of the higher final attack value. The MoS of (+2)—determined by subtracting the losing attack value from the winning one—is checked against the Close-Combat Damage Table (found on the back cover of this booklet), resulting in CAV B (the "losing" model) taking one point of damage* and ending CAV A's activation.

CAV B activates next but must decide if it wants the remain in B2B contact and declare a Combat Action or to move away. For this example, the model declares two Move Actions in an attempt to put some distance between the two models. Before CAV B can start to move away, it must first roll for a successful Break, as part of the Move Action. A 10+ Roll is required to Break, using the model's current CCV as a (+) Situation Modifier. Rolling 2d6 (a 6)—modified with a (+5)—results in an (11), a success! CAV B may complete the Move Action with half of its current MV (3") remaining. As the Move Action is a repeatable action, had it failed, and since it had declared a second Move Action, the model could have tried to Break a second time.

*Note: Equipped with the SA: Reinforced 1, the losing model would reduce ONLY their MoS on the Close-Combat Damage Table by one, resulting still in a point of damage. The Reinforced special can NEVER reduce the MoS of any attack below zero (see p. 25).

CLOSE-COMBAT

"Sooner or later, you're going to meet someone brave, dumb, or crazy enough to close with you at point-blank range. At this point, I will remind you lugs that gun muzzles make terrible clubs.

And you ain't going to find any CAVs that waste perfectly good bellar joints on giant grippers or hands just so you can wreck 'em by playing out some kung fu fantasy."

Close-Combat is not "hand-to-hand" combat, but a contest of wills between two CAV pilots as they try to outmaneuver and shoot one another in a close-range duel, all while trying to avoid the same.

Close-Combat requires a model to have base-to-base (B2B) contact with its opponent (or announce the intent to do so if the actual models can't quite fit together on the game board).

Once Close-Combat has been initiated (a Combat Roll made), neither model may move away or conduct any other Combat Action type without first using a Move Action to "break" and move away from an enemy model.

The Combat Rolls: In Close-Combat, there is no set Target-Point to roll against. Instead, both of the combatants—the attacker and their target—will make an Opposed Combat Roll, with each model rolling 2d6 and adding its current **Close-Combat** 🔘 to its own result .

Because the distance between models is so close, most Situation Modifiers that apply to ranged attacks do not apply to Close-Combat. In fact, of the Situation Modifiers detailed in these quick-start rules, only the +1 for the Wizzo SA and the −2 Situation Modifier for a model in the Suppressed state will apply to its Close-Combat Combat Roll.

Once both of the models engaged in Close-Combat have made their Combat Rolls, added their **Close-Combat**, and applied any possible Situation Modifiers, the players compare their final results. If both modified Combat Roll results are identical, both models will suffer damage. Otherwise, the model with the higher modified Combat Roll wins and will deliver damage to its opponent.

Critical Success and Critical Fumbles: In Close-Combat, both models may experience the effects of Critical Success (on a natural roll of 12) and Critical Fumble (on a natural 2D6 roll of 2) outcomes.

Here, as with Direct-Fire attacks, a Critical Success allows the player controlling that model to add an additional 1D6 roll result to their Combat Roll. If a Critical Fumble occurs instead, the opposing model's player gets to add a 1D6 roll result to their Combat Roll.

Note that these effects can potentially add up to two 1D6 rolls to a player's Combat Roll, if

that player is fortunate enough to roll a natural 12, at the same time their opponent rolls a natural 2. Since the difference between the two models' Combat Rolls is the Margin of Success used when determining overall damage, such an outcome can lead to a truly savage result!

Break: Once engaged in Close-Combat, both models effectively remain locked in battle against one another until one is destroyed or either model makes a successful Break attempt as part of a declared Move Action.

To successfully perform a Break, the model that wishes to disengage from Close-Combat must make a **10+ Roll** by rolling 2D6 and adding its current **Close-Combat** to the result. If this natural or modified roll is 10 or higher, the model successfully breaks away from its opponent and can move freely up to half its current **Move** (rounding up). A failed roll results in the model remaining in B2B contact and receiving one point of damage!

As the Move Action is repeatable, an attempt to Break by the model twice during the same activation is allowed.

RESOLVING DAMAGE

"Oh, quit your belly-aching, you canary! These are dum-dum rounds! Trust me; the real ordnance will hurt a lot more!"

Once the shots are fired, those that hit have a chance to deliver damage. Key to this process is the Margin of Success (MoS) scored as part of a final Combat Roll.

For Ranged Assaults—be they Direct-Fire or Indirect-Fire attacks—this is the amount by which the attacker's final Combat Roll exceeded its target's ⊘ **Armor**.

For Close-Combat Assaults, this is simply the amount by which the player with the highest modified Combat Roll beat their opponent's modified Combat Roll.

The higher Margin of Success, the greater potential for damage!

Ranged Attack Damage Resolution

To resolve damage for a ranged attack of any type, add the amount an attack exceeded the indicated Target-Point to the weapon's Ranged Attack Value (RAV). If the result is less than the target's current **Armor**, the attack has failed to deliver any damage (beyond maybe some scratches, dents, and scorch marks). If the result equals or is greater than the target's current **Armor**, the attack does damage!

Just how much damage is determined by consulting the Ranged Damage Table and using the MoS—the number of points by which the modified RAV results exceeded the target's **Armor**. The number of damage points that the table describes for the given MoS amount are the number of Damage Track columns the target loses, starting from the left-most undamaged column and moving to right.

For example, suppose an attacking Dictator-B scores two hits against its target (another Dictator) with its Medium MACs—one with a (1) over the Target-Point, and the other with a (3) over. Because each MAC has a Ranged Attack Value of 6, this gives us final results of 7 (6 + 1 = 7) and 9 (6 + 3 = 9). Against the opposing Dictator's **Armor** of 8, this means that the first shot will deliver no damage, despite having landed a hit (7 is less than 8). But the second shot—the one with the 9 result—will deliver damage with a MoS of 1 (9 − 8 = 1).

Consulting the Ranged Damage Table (see the back cover of this booklet), this result indicates that the attacking Dictator will inflict 1 point of damage to the target, generating a loss of one "column" on the Damage Track of its Data Card.

Close-Combat Attack Damage Resolution

Since the resolution of a Close-Combat

attack already accounts for the Attack Values of the opposing models, nothing needs to be added to the outcome to determine the MoS of such actions.

As with ranged attack damage resolution, the number of damage points indicated by the Close-Combat Damage Table (see back cover of this booklet) is the number of Damage Track columns the target model loses as a result.

Note that because the Combat Rolls in Close-Combat are opposed, the MoS is a net result of the difference between the higher Combat Roll versus the lower one. If both were the same—creating a net MoS of 0—both models will suffer 1 point of damage. Otherwise, the model which had the lower Combat Roll is considered the "losing model," and will be the only model to suffer damage.

Special and Critical Damage Effects

On both of the Damage Tables, players will find footnotes that indicate additional effects the damaged model will experience.

These include Pilot Checks, Suppression, Stun, and Critical Damage:

Pilot Check: A model that suffers damage that results in a Pilot Check must make a 2D6 Roll vs. the indicated Target-Point number. If the roll result equals or exceeds the required Target-Point, the model remains standing. Otherwise, it falls and is considered prone.

Prone models may not initiate a Combat Action until it stands up. Any attack against a prone model receives a +2 Situation Modifier.

Standing up from being prone costs the model one AP and is considered a Move Action with 0 **Move** remaining.

Suppressed: A model that finds itself Suppressed—either as a result of direct damage, or as a consequence of an attacking weapon's SA

(such as Shock)—may not move toward an enemy model during its next Activation.

Stunned: A model that is Stunned loses all of its Action Points during its next Activation.

A model that is Suppressed or Stunned (you can't be both) will also suffer a –2 Situation Modifier if required to make any rolls while in either state (including Combat Rolls and Pilot Checks) after the end of the current activation that resulted in the state being applied.

Note: Both states, Suppressed and Stunned, automatically end after the model completes its next full activation cycle in that state, after which the model resumes normal operation.

Critical Damage: If a damage table check results in Critical Damage, the defending model has been destroyed and is immediately removed from play!

THE END PHASE

"Come on, kids! Keep at it! Nobody leaves here without at least one mission kill—even if it's their own CAV!"

Once all models in play have spent their Action Points, made their moves, and resolved any Combat Rolls, the turn concludes with the End Phase. At this point, the players may place or adjust the D12s used to indicate their models' current damage levels, while

adding any other markers that can help to remind them which models (if any) are suffering from special battlefield conditions like Prone, Stun, and so forth.

Victory Conditions

The End Phase is also the point where players may survey the battlefield to see if any special Victory Conditions have been met.

For the purposes of these quick-start rules, victory essentially goes to the last player whose CAV is still operational and on the battlefield at this point. Any models that have suffered damage points exceeding their number of available Damage Track columns are considered to be completely destroyed.

If, by the End Phase, neither side can claim victory, and their models remain capable of combat, gameplay continues with the drawing of another card from the Draw Deck, signifying the start of a new turn.

SPECIAL ABILITIES (SA)

Not all machines and weapons are created equal. Beyond the basic specs are quirks and features that can add extra nuance to a model's battlefield performance and are referred to as Special Abilities (SA). The following list details only a sample of the kind of special abilities one might find on a CAV model like the Dictator-B, along with their impact on gameplay for the purposes of this basic training exercise.

For the purposes of clarity, these Special Abilities are listed in the order they appear on the Dictator-B's Data Card:

Ammo

If a Combat Roll fails as a result of a Critical Fumble, a weapon with this SA requires the model's player to roll an additional 1d6. If the result of this roll is 1, the weapon has jammed and cannot be used for the rest of the game.

Blaster 1

A weapon system with this SA will achieve a Critical Success if its Combat Roll is a natural 10, 11 or 12 (rather than only on a 12 result).

Limited Ammo

If a Combat Roll fails as a result of a Critical Fumble, a weapon with this SA requires the model's player to roll an additional 1d6. If the result of this roll is 1 or 2, the weapon has jammed and cannot be used for the rest of the game.

Adv Targeting Computer 1

A CAV with this SA features an improved targeting system that significantly improves the effectiveness of attacks made against locked-on targets. When used against targets that have been "painted" by a Target-Lock Action, this ability grants a +1 Situation Modifier to the Combat Roll of a direct-fire attack or the Strike-Point Roll of an indirect-fire attack.

Ammo Bin 1

A CAV with this SA carries one additional internal store of ammo for its weaponry, allowing the model to ignore the first instance of an "jam" critical failure result on any weapon system, as indicated by the Ammo and Limited Ammo SAs.

Reinforced 1

A model with this SA is structurally enhanced in a way that lessens the degree of damage it takes from a successful hit. Attacks against a CAV with this Attribute reduce their Margin of Success values by 1 (cannot reduce below MoS 0).

Wizzo

A CAV with this SA has a two-seat cockpit that allows its pilot to focus on driving the machine while a second crewman acts as the weapon systems officer (WSO, or "wizzo"), controlling the weapons.

Freed from piloting duties, this dedicated

gunner grants a +1 Situation Modifier to the Combat Roll of a direct-fire attack or the Strike-Point Roll of an indirect-fire attack.

AoE 1

A weapon with this SA delivers its damage across an area of effect (AoE) around its final Strike-Point location. Any model within 1 inch of the point where this weapon hits—friend or foe—will be subject to a Combat Roll that has a Target-Point roll of 6+.

This effect applies even if the Strike-Point has scattered away from its intended target (as can happen with an indirect-fire attack).

Shock (4)

A weapon system with this SA can potentially leave its target briefly disoriented and confused by the sheer force of its impact, a state referred to in CAV: Strike Operations as Suppressed.

When hit by a weapon with this SA, the model's controlling player must make a special 2D6 against a Target-Point roll of 4+ to avoid becoming Suppressed.

SMART

A weapon system with this SA can increase the AoE or the weapon's attack value by +1 by subtracting -1 from the other's base value before making an indirect-fire Strike-Point Roll.

For example, the Dictator-B's Light R10 possesses a RAV (3) to start with and the AoE (1) Special. Using the SMART SA, a model's controlling player could decide to raise (as part of an indirect-fire attack) the RAV to (4), reducing the AoE to 0" or reducing the RAV to (2) and increasing the attack's AoE to 2"!

ONLINE SUPPORT

The official CAV: Strike Operations website (www.cavhq.com) is the central location to find plenty of information and resources to improve your game experience.

Model lists, data cards, counters, and other support materials are available free of charge from our "Downloads" section of the website.

To help you build and manage your force group lists, you can also download the official free CAV: Strike Operations Construction and Force Manager programs from our website as well.

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CAV: STRIKE OPERATIONS CORE RULE BOOK!

This booklet and the rules contained herein were designed to provide a quick introduction to the basic game mechanics found in CAV: Strike Operations. Now that you have mastered the basics, learning the full game, with all of its tactical possibilities and wider range of available models, will be a breeze!

The CAV: Strike Operations Rule Book contains all you need to start playing and exploring the CAV game universe: detailed background on all the factions and sub-groups, the full game rules, faction army lists, a complete construction system and much, much more in a hard-bound, full-colored book.

Pick up your copy of the CAV: Strike Operations Rule Book at your favorite retailer or order online at **www.talon.games** and join the fight today!

Stock Number: TLN24950   **SRP:** $39.99

CAV: STRIKE OPERATIONS MINIATURES!

Bring your game to life with official CAV: Strike Operations miniatures.

Molded in gray polymer plastic, CAV: Strike Operations miniatures offer exceptional detail at an economical price for players, providing for a variety of different model types—including CAVs, vehicles, aircraft, and infantry figures.

CAV: Strike Operations miniatures are 10mm in scale, and most models include an additional hex-base or stand to aid with gameplay. Models are unpainted and may require some assembly.

Stock Number: TLN722XX   **SRP:** $4.99+

CAV OPERATIONS GROUP!

The CAV Operations Group (COG) is our official organized play program offering players an opportunity to run their own First Strike tournaments or league-based events around the world. COG also allows interested players the opportunity to join our demo program to help spread the word to other players looking to find out more about CAV: Strike Operations at the local retail or convention level.

To learn more, email us at: **firststrike@talon-games.com**

Direct-Fire Attack Table

RNG Band Target-Point	Base Target-Point
Short (RNG x 1)	6+
Medium (RNG x 2)	7+
Long (RNG x 3)	8+
Extreme (RNG x 4)	9+

Situation Modifier

SA: Adv Targeting Computer 1	+1[1]
SA: Wizzo	+1
Model State: Suppressed	-2[2]
Point-Blank: (3" or less RNG)	+1[3]

Cover

Light Cover terrain object	-1[3]

Notes:

[1] This Situation Modifier requires the Target-Lock Action.

[2] Attacker only (unless Opposed Roll).

[3] Applies to Direct-Fire Combat Rolls only.

Action List Table

Repeatable Actions

Move (p. 11)

Move: Stand-Up (see Pilot Check p. 23)

Move: Break (p. 22)

Non-Repeatable Actions

Combat: Direct-Fire Attack (p. 14)

Combat: Indirect-Fire Attack (p. 18)

Combat: Close-Combat Attack (p. 21)

Target-Lock (p. 13)

Ranged Damage Table

MoS	Result
0	One damage point to defending model
1	One damage point to defending model
2	One damage point to defending model
3	One damage point to defending model[1]
4	One damage point to defending model[1]
5	Two damage points to defending model[1]
6	Two damage points to defending model[2]
7	Two damage points to defending model[2]
8	Two damage points to defending model[2]
9	Two damage points to defending model[3]
10+	Critical Damage to defending model[4]

Indirect-Fire Attack Table

Indirect-Fire Roll Type	Base Target-Point
Strike-Point	10+[1]
Combat Roll	6+

Range

Medium-Range Band	-1[2]
Long-Range Band	-2[2]
Extreme-Range Band	-3[2]

Situation Modifier

SA: Adv Targeting Computer 1	+1[3]
SA: Wizzo	+1[2]
Model State: Suppressed	-2[4]

Line of Sight

Valid LoS to Strike-Point	+1[2]
Consecutive turn fired	+1[2]

Cover

Light Woods	-1[5]

Notes:

[1] Automatic success on natural roll of 10+

[2] Applies to Strike-Point Roll only.

[3] This Situation Modifier requires the Target-Lock Action and applies to Strike-Point Roll only.

[4] Attacker only and applies to Strike-Point Roll only.

[5] Requires target to occupy Cover and applies to Combat Roll only.

Close-Combat Damage Table

MoS	Result
0	One damage point to both models
1	One damage point to losing model
2	One damage point to losing model
3	One damage point to losing model[1]
4	One damage point to losing model[1]
5	Two damage points to losing model[1]
6	Two damage points to losing model[2]
7	Two damage points to losing model[2]
8	Two damage points to losing model[2]
9	Two damage points to losing model[3]
10+	Critical Damage to losing model[4]

[1] Pilot Check (6+)

[2] Pilot Check (7+) and model is Suppressed

[3] Pilot Check (8+) and model is Stunned

[4] Model is destroyed (QSR only)

DICTATOR B

THE GREATER EMPIRE
OF THE RACH

DAMAGE POINTS

CAV	0	1	2	3	4	5	6	7	8	9
MOVE (WALKER)	5	5	5	4	4	4	4	3	3	3
ARMOR	8	8	7	7	6	6	5	5	4	4
CLOSE-COMBAT	5	5	4	4	3	3	3	2	2	1

WEAPON SYSTEMS

MEDIUM MAC	6	6	5	5	5	4	4	4	3	3
L R RNG (12/1)	AMMO	BLASTER 1								
LIGHT GUIDED MISSILES	4	4	4	3	3	3	3	2	2	2
L RNG (16/14)	LTD AMMO	SHOCK (4)								
LIGHT ROCKETS 10	3	3	3	3	2	2	2	2	2	2
R RNG (14/12)	AOE (1)	LTD AMMO	SMART							

SPECIAL ABILITIES

CLASSIFIED

ADV TARGETING COMP 1 | AMMO BIN (1) | REINFORCED 1 | WIZZO

QUICK-START RULES

72205

AMMO
Critical Fumble on Combat Roll requires an additional 1d6 roll.

A roll of "1" results in a "jam" for ALL of the model's weapon systems of that type for the remainder of the game.

BLASTER 1
Critical Success (+1d6) with Combat Roll of "10/11/12."

LTD AMMO
Critical Fumble on Combat Roll requires an additional 1d6 roll.

A roll of "1 or 2" results in a "jam" for ALL of the model's weapon systems of that type for the remainder of the game.

SHOCK (4)
With any successful "hit" to an enemy model, a single Target-Point Roll (4+) is made. Failure results in Model State: Suppressed.

AoE (1)
Combat Roll vs ANY non-aircraft model caught within the specified radius (1") of the weapon system.

SMART
An attack from this weapon system may adjust it's AoE or DV (+1) by decreasing the other by (-1).

Use MUST be declared before Combat Roll.

ADV TARGETING COMPUTER 1
(+1) to all direct-fire Combat or Strike-Point Rolls with an active Target-Lock.
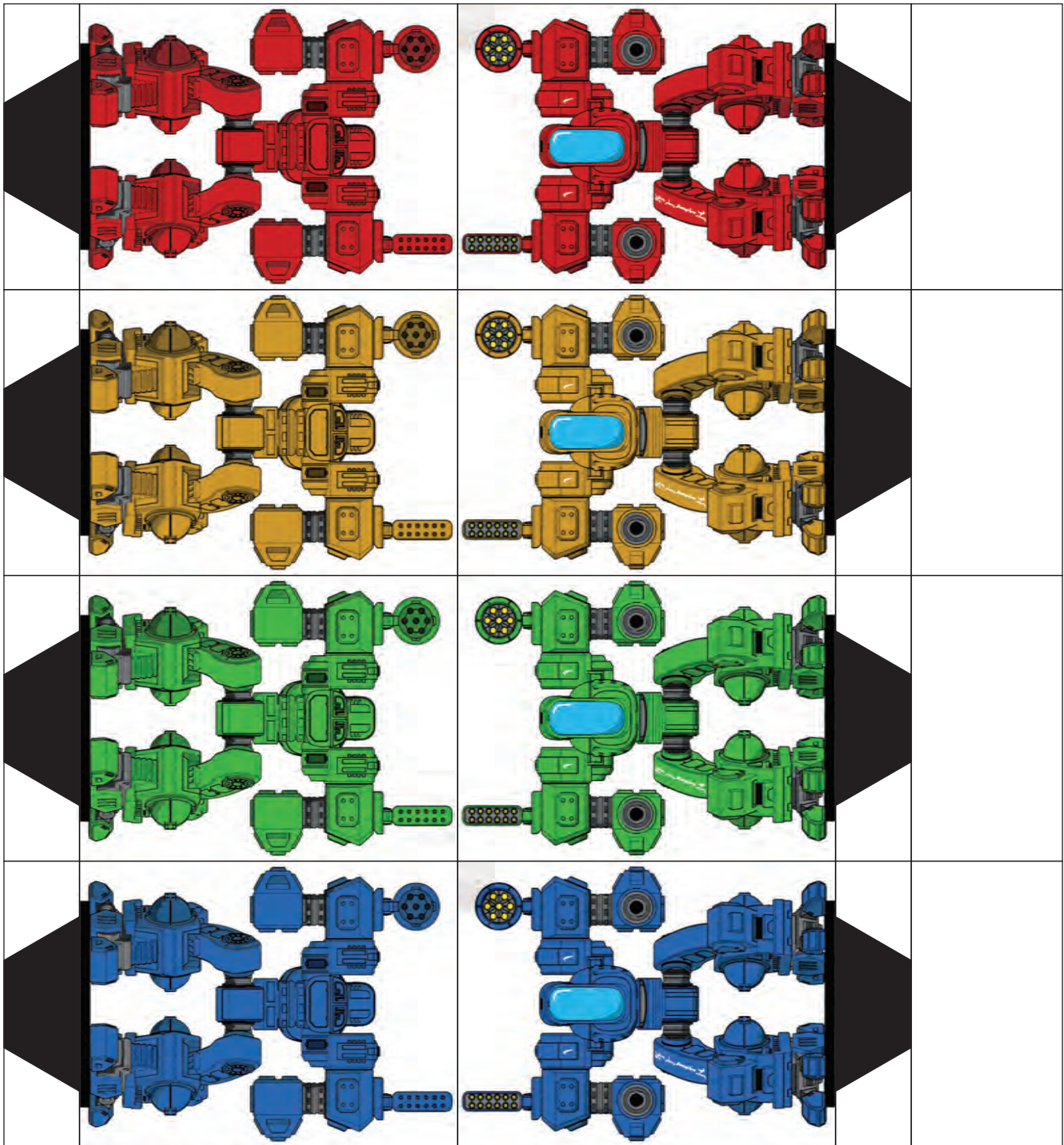
AMMO BIN (1)
May choose to ignore ONE Ammo or Ltd Ammo "jam" result per game.

REINFORCED 1
(-1) to an enemy model's MoS on Assault Damage Tables with a "1" or greater final result.

WIZZO
(+1) to all Direct-Fire Combat or Strike-Point Rolls.

CAV: STRIKE OPERATIONS

CAV: Strike Operations Quick-Start Rules:

The CAV: SO Quick-Start Rules have been designed to help you get right into the action. We have included data cards and playing pieces for the Dictator-B CAV for you to use when learning the basic concepts of the game.

Players will need to provide a playing surface as described within this rule-set and at least two six, ten, and twelve-sided dice.

Playing Pieces

It is suggested that each player should play one model each for their first game. Cut out each model and fold as indicated in the following diagram. Players should tape or glue the base of each model and it is recommended that a "penny" is taped to the bottom to provide additional weight.