CAV STRIKE OPERATIONS

ARMORED MIGHT™

RULES UPDATE

1.5

TALON GAMES

Introduction

Armored Might is a thrilling sci-fi themed tabletop miniatures game for two or more players that puts players in command of powerful, customizable armored units known as **Combat Assault Vehicles** (CAVs). Set in a distant future where humanity has expanded to the stars, players will take on the role of elite pilots fighting for control of key planetary systems and resources.

The game features intense, strategic gameplay as players command their CAVs in battle against rival factions and deadly alien threats. With a variety of weapon systems and equipment to choose from, players will have to carefully select their loadouts and tactics in order to outmaneuver and outgun their opponents.

The miniatures in **Armored Might** are highly detailed and beautifully crafted, immersing players in the gritty, high-stakes action of the game. The game also comes with a set of detailed rules and a customizable points system, allowing players to tailor their battles to their desired level of complexity and challenge.

Whether playing with friends or in organized tournaments, **Armored Might** offers a satisfying and exciting gaming experience for fans of mech games and sci-fi alike. The game is designed to be played with 2 or more players, allowing them to face each other in thrilling battles, where strategy, intelligence and skills will be the key to victory. Get ready to suit up, and join the ranks of the elite CAV pilots in the fight for control of the galaxy.

Terms & Concepts

Players should understand a few basic terms and concepts as they are used repeatedly throughout the rulebook:

Sportsmanship

While a match of **Armored Might** simulates conflict by design, players should never forget that it's just a game! Therefore, the expectation of each player to maintain a positive attitude while practicing good sportsmanship should be the norm and not the exception.

Always remember that **Armored Might** is just a game designed to provide hours of entertainment and a spirit of friendly competition. Have fun!

Resolving Rules Questions

No set of rules can include every possible situation that may arise during a game. So, while we try to cover as many contingencies as possible, something not addressed in these rules will ultimately come up.

When this happens, players should quickly try to work through an amicable solution without putting the game on hold. If players cannot reach a consensus, have everyone roll one six-sided die **(1d6)** with the high roll (re-rolling any ties), deciding which interpretation to use for the remainder of the game.

At the end of the match, players can take more time to discuss how best to handle the situation in the future. Feel free to contact us at *questions@talon-games.com* with any questions or concerns.

You can also visit our forums for help at:
www.talon-games.com/battlenet

Rounding Numbers

Fractional values of .5 (or greater) round "up" to the next whole number. Fractional values of .49 (or less) round "down" to the next whole number.

Models, Squads, & Force Groups

In **Armored Might**, miniature "figures" represent the CAV, tank, aircraft, and infantry elements found in the game. The term "model" applies to any single-based figure or—in the case of infantry models—multiple figures mounted to a single base.

The "squad" serves as the basic level of organization in **Armored Might**. Typically a squad contains two or more models of similar form or function and activates together.

A **Force Group** combines all of a player's squads into a single "team".

Model Basing

As an aid to gameplay, we recommend mounting all **Armored Might** models to a hex-shaped "base." Besides helping with stability, a hex base makes it easier to determine a model's "front" facing.

Note: *Players may choose to use other base shapes since the actual configuration has no direct effect on gameplay. It is recommended that players remain consistent with what base shape and sizes they decide on.*

Model Facing

It is essential that everyone playing understands what constitutes a model's front face, especially if mounted to a non-hex-shaped base as it relates to its location on the game board—the exact facing of a model factors into several aspects of gameplay.

Scale & Measuring Distances

Armored Might uses a scale of 1/180th, with one inch (1") on the game board the equivalent of 15 feet (4.57 m).

Calculate all distances in inches ("). Players may only

make measurements between models as part of a declared action. When applicable, always measure from both models' centers.

Adjacent Distance

If a rule refers to a model being adjacent to another model or terrain object, some part of the model's base must be within one inch (1") of the other model or object in question.

Contact Distance (B2B)

If a rule refers to a model coming into contact with another model or terrain object (base to base), some part of the model's base must be touching the other model or object in question (see example above).

Complete or Partial Distances

If a rule refers to a model being completely or partially within, typically a terrain object, all or part of the model's base must be inside the object's "border," respectively.

Turns & Phases

Turns dictate the flow of every game in **Armored Might** and continue until one side "wins" the game. Each turn represents a period of "real-time" in the game universe, but the actual "real" time of each turn varies based on the choices made by players during play.

Every turn contains three phases to help manage the flow of events: the Start Phase, the Activation Phase, and the End Phase. Each of these is detailed later (*see Sequence of Play, p.18*).

Note: *While **Armored Might** attempts to follow "real-world" processes, considerations require some abstractions for the sake of playability. So don't get hung up worrying about physics or other "realities," and just have fun!*

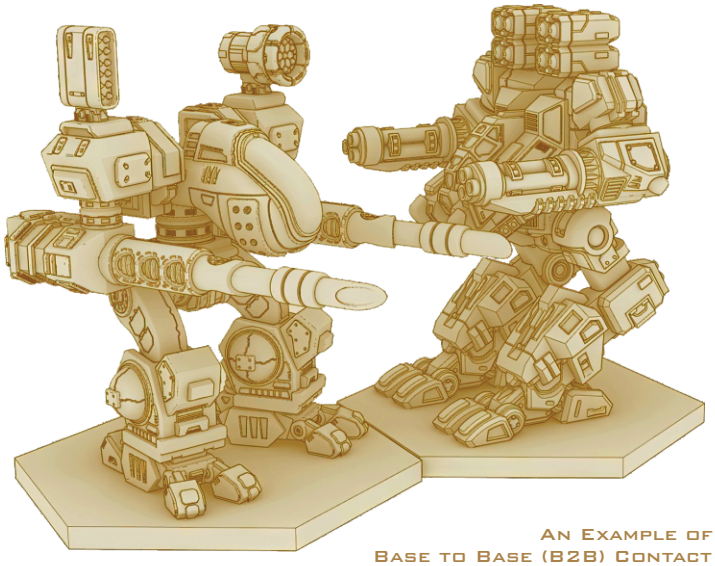
The Dice

Armored Might uses three types of dice during play, the six-sided die (referred to as a d6), the ten-sided die **(d10)**, and the twelve-sided die **(d12)**.

Most events requiring a die roll during play use one or two **(d6)**s, expressed as **(1d6)** and **(2d6)**, respectively.

Target Point Roll (TP)

A target point roll requires a player to roll 2d6, adding both die together and comparing the result to the indicated target point value. If the roll equals or exceeds this number, it is a success. The required value of a stated target point occurs to its right in parentheses, i.e., target point (#).



An Example of Base to Base (B2B) Contact with Hex Bases.

Experience Roll (EP)

An experience roll requires a player to roll **(2d6)**, adding both die together and comparing the result to the model's current experience (EXP) value on its data card.

If the roll equals or exceeds this number, it is a success.

Opposed Roll (OP)

An opposed roll requires both players to roll **(2d6)** and compare the result to their model's respective experience (EXP) value. The player with the greater margin of success (exceeds the indicated EXP number) wins.

In case of a tie, the model that initiated the roll wins.

Drift Roll

A Drift Roll requires a player to roll 1d10 to determine both the direction and distance a missed Strike-Point (indirect-fire) "drifts."

How a Drift Roll affects play is detailed later in these rules (*see p.30*).

Tracking Damage

As a model takes damage (*see p.33*) in **Armored Might**, it's important to keep track of the damage in order to accurately reflect the model's current condition in the game. One way to do this is by using a **(d12)** die.

Situation Modifiers (SM)

Situation modifiers adjust a given target point number up or down, representing various circumstances that can affect the difficulty of the desired action. Add (+) or subtract (-) the value of a situation modifier from the indicated target point number, i.e., situation modifier (+1) or (-1).

Note: *Make sure everyone can see the result when rolling any dice. Take care not to damage or move any models or terrain with the roll. Should one or more dice fall off the game table, re-roll both dice.*

Critical Failure & Success

During play, an unmodified roll of "2" on **(2d6)** results in a Critical Failure. Conversely, an unmodified roll of "12" on **(2d6)** provides a Critical Success.

The consequence of a Critical Failure is an automatic failure of any target point roll, regardless of the indicated number required. While a Critical Success does not provide an automatic success, it does allow the player(s) to roll an additional **(1d6)** when making a target point roll.

Note: *It is possible to reduce a target point to zero (or lower), but a Critical Failure still results in a miss!*

Tokens

Using tokens helps players keep track of specific actions, model states, and other game information during play. Typically a player will place the token(s) next to the affected model on the game board, removing it when it no longer applies.

Talon Games sells token packs designed just for CAV Strike Operations, or players may download a printable token sheet from our website at:

www.talon-games.com/downloads/tokens.pdf

Special Attributes (SA)

The use of Special Attributes in CAV Strike Operations helps make a model more "unique," providing a means to highlight different capabilities or equipment a model may have.

While most Special Attributes enhance a model's performance during play, they may also offer some form of restriction or a specific rule that may affect the model.

Note: *Refer to p.40 in these rules for more information on Special Attributes.*

THE RULES

The Data Card

Every model in CAV Strike Operations has a unique Data Card that displays its capabilities and abilities for use during play.

The following overview will help players locate specific terms and concepts detailed later in these rules.

Note: *The Data Card for every model currently in the game is available for download at: www.talon-games.com for free!*

❶ **Name:** The unique name (and variant if applicable) for the model described.

❷ **Damage Track:** The Damage Track represents how much damage a model can take before being removed from play.

As the model takes damage (moving left to right), its effect-iveness degrades.

Each available column represents one damage point (1 DT).

❸ **Task:** Every model has a primary "task" assigned to it, as indicated by the symbol displayed, designating the type of squad(s) the model may join.

These include:

ATTACK

FIRE SUPPORT

RECON

TRANSPORT

FLIGHT ATTACK

FLIGHT FIRE SUPPORT

FLIGHT RECON

FLIGHT TRANSPORT

❹ **Threat Value (TV):** A model's Threat Value is a numerical rating that helps define its overall "worth", allowing a comparison from one model to another of its relative strength.

❺ **Move Class & Move Value (MV):** The Move Class governs the affect terrain has on the model's Move Value which determines how far the model can move (in inches) during a single Move Action.

Armor Value (AV): A model's Armor Value is a representation of how hard a model is to damage during a Combat Action. The higher the value, the more resilient to damage it is.

Experience (EXP): The base target point number used when making an Experience Roll.

Damage Control (DC): A model can attempt to make emergency repairs during a battle to gain back some functionality when damaged. The listed value indicates the base target point number needed.

SA **Weapon Systems:** A list of the weapon systems equipped by the model.

Each listing includes the following information:

MEDIUM MAC **Weapon Type:** See Weapon Systems (*p.70*) for more details.

L R **Weapon Quantity & Mounting Location.** Each "box" represents one weapon of that class and name and its mounting location (one left & one right in this case).

Note: *Yellow icons indicate the weapon system is a direct-fire weapon system.*

White icons indicate that the weapon system is an indirect-fire weapon system.

6/2 **Ranged Attack Values (RAV).** The RAV of a weapon is a representation of its effectiveness against **SA:** *Hard* (*see p.46*) and **SA:** *Soft* (*see p.51*) targets.

The higher the value, the more damage it can inflict.

3 **Note:** *In the case of only one number, use the same value for both target types.*

[12/8] **Weapon's Short-Range Band** (*see p.28*) and **Minimum Range**, if applicable, in inches.

AMMO **Special Attributes (SA)** assigned to that weapon system (*see p.40 for more details*).

6 **Model Illustration:** An illustration of the model to aid players in identifying it on the battlefield.

7 **Special Attributes:** A model will have additional Special Attributes assigned to it, due to its type or as a result of other equipment purchased during construction.

8 **Chassis:** Information on the model's chassis size (i.e., XL Extra Large), its armor type (H Hard or S Soft), and if applicable, its transport size (B Bulky).

9 **Model SKU:** The stocking number of the model's corresponding miniature (if available) from Talon Games.

10 **Special Attributes Descriptions:** For reference, a short description and its affect on game play has been included on the back of each Data Card.

Building a Force Group

Each side in a game of Armored Might controls a Force Group containing the entirety of their models chosen for play, broken down into squads.

The following section of the rules explains how to select and upgrade models.

Threat Value

Every model and associated "upgrades" have an assigned Threat Value (TV). This number determines the overall cost of the model while providing a way to compare its relative strength to other models. The higher the TV, the more effective a model should be in combat.

Threat Value also helps players construct their Force Group after agreeing upon the total TV amount available for both sides, referred to as the Threat Value Pool (TVP). We recommend limiting the TVP for both sides to no more than 2000 TV each for the first couple of games. As players become more familiar with the rules and flow of the game, that amount can increase.

Players can spend less than the agreed-upon TVP when selecting models but never more without the other player's permission. We recommend keeping both force groups within 100 TV of each other to maintain a relatively balanced game.

Note: *As with any numerically based rating system, there are many unknowns that we were unable to factor in. The overall layout of the game, a disparate level of models between sides, or just plain luck are examples of the things we could not figure into our calculations.*

Players will also receive a TV bonus (equal to 10% of their designated TVP) for upgrades and custom battlefield improvements, as explained later under Force Group Specializations (*see p. 10*).

Unit Selection

In Armored Might, various unit types are available to play, ranging from the armies of multi-world interstellar states to a ragged band of pirates looking for an easy score.

While players can choose any model type when building their Force Group, unit selection influences the unit doctrines one has to roll from.

Unit Types

Major Faction

A major faction stands as a centerpiece of power and influence. Often defined by their multi-planetary control, these faction types wield immense political and social sway, setting cultural, economic, and legal standards across diverse regions.

Buttressing their prominence is unparalleled access to resources, be it technology, minerals, or manpower, which they can mobilize efficiently through a structured governance hierarchy.

The might of a major faction extends beyond

borders; they possess formidable military forces and considerable economic clout. They control pivotal trade routes and have significant stakes in inter-factional agreements, allowing them to dictate market trends. Steeped in history, a major faction's rise and ideologies influence their actions and external perceptions.

Their internal fabric is a rich tapestry of diverse populations and sub-factions, leading to intricate internal politics. Such complexity in relationships, both internal and external, often sets the stage for alliances, rivalries, and conflicts.

In essence, a major faction is a central force, shaping the narrative and trajectory of the universe.

Major Factions include:

The Sol Republic, the Avalon League, the Ryuuza Imperium, the Hellas Commonwealth, the Union of Planetary Socialist Colonies, the Allied Economic Confederation, and the Federation of Unified Planets.

Note: *Every major faction will have a separate Tactical Briefing detailing their organization, common equipment choices, availability, and random unit generation tables.*

Minor Faction

Minor factions play essential roles, often operating in the shadows of their more dominant counterparts. While they may not command the vast territories of a major faction, their regional influence is undeniable, often serving as vital players in localized politics and culture. Although limited compared to major factions, their resources are managed with precision, sometimes specializing in unique assets or skills that others lack.

Minor factions may not boast massive armies or vast economic empires, but their agility allows them to navigate challenges nimbly, adapting to shifts in the larger geopolitical landscape. Though perhaps not as ancient or as widespread as major factions, their histories are rich with tales of resilience and identity with a keen sense of unity born from shared goals or adversaries.

Internally, minor factions often consist of tight-knit communities with shared values and purposes, making them formidable allies or foes in specific contexts.

Externally, their relationships can range from subservient roles to major factions to influential partnerships in regional alliances or trade networks. Minor factions offer nuanced perspectives, localized conflicts, and the potential for unexpected alliances or rivalries.

Independents

Independents stand out as a distinct and self-reliant entity, often limited to a single planet or even just a nation within that celestial body. Unlike major or minor factions with numerous territories or allies, independent factions thrive on their autonomy, charting their course in the broader cosmic narrative.

Bound by the borders of their domain, these factions cultivate a deep sense of identity, with traditions, beliefs, and governance systems often untouched by external influences. While confined to their territory, their resource management exhibits a blend of self-sufficiency and innovation, making the most of what they have. Militarily, they might not possess the vast armadas or armies of more prominent factions, but they have specialized defense mechanisms tailored to protect their unique habitat and culture.

A fierce sense of sovereignty characterizes independents, their narratives filled with stories of resistance against larger forces, diplomatic endeavors to maintain their independence, and a persistent pursuit of self-determination. While they may occasionally form temporary alliances for trade or mutual defense, their primary allegiance is to their people and continued autonomy. In the grand scheme, independents serve as wildcards that can tip the balance in larger conflicts or provide safe havens for those seeking refuge from the vast interstellar machinations.

Mercenaries

Mercenaries stand out as pragmatic warriors for hire, bound not by allegiance or ideology but by contracts and coin. Often operating beyond the constraints of traditional factions, these battle-hardened individuals or groups offer their expertise to the highest bidder, making them unpredictable players in the cosmic chessboard.

Skilled in various forms of combat and accustomed to diverse terrains and challenges, mercenaries embody adaptability. Whether it's a lone squad known for their discretion or a notorious mercenary company equipped with the latest tech, their reputation often precedes them. They aren't shackled by the bureaucracy of regular militaries, allowing for rapid deployment and flexible combat tactics.

Their motives, though primarily monetary, can vary. A thirst for adventure drives some, others by a personal code, and a few might even harbor vendettas that influence their choice of contracts. While their loyalty to their employer lasts as long as the payment does, it's not uncommon for mercenaries to have certain lines they won't cross.

Mercenaries add layers of intrigue and unpredictability. They can be formidable allies or daunting adversaries, turning the tide in battles, instigating skirmishes, or even sparking larger conflicts. But above all, they serve as a reminder that in the vast expanse of galaxies and politics, some walk their own path, dictated by neither faction nor creed but by the

allure of rewards and the thrill of the fight.

Corporate Security Forces

In a universe where nations or planets do not just wield power but also colossal corporate entities, the Corporate Security Force (CSF) emerges as the shield and sword of the business world. These specialized units are the vanguards of corporate interests, ensuring tangible and intangible assets remain protected from threats ranging from industrial espionage to outright assault.

The CSF is more than just a private security detail; it's a meticulously trained and equipped entity that often rivals, if not surpasses, standard military forces. With the backing of vast corporate wealth, these forces have access to state-of-the-art technology, weapons, and defense systems. Their mandate isn't bound by planetary or national laws but by the directives of the boardroom, making them both versatile and, at times, ruthless in their operations.

Operatives within the CSF are trained not only in combat but also in intelligence gathering, cyber warfare, and counterintelligence. Given the cutthroat nature of interstellar commerce, they're often pitted against rival corporate forces, mercenaries, and sometimes even governmental agencies. Loyalty to the corporation is paramount, often cultivated through generous remuneration, elite benefits, and a sense of belonging to an exclusive echelon.

In the larger narrative, the Corporate Security Force serves as a testament to the influence and reach of the corporate world. Their presence can stabilize volatile regions, given their vested interest in ensuring smooth business operations. However, they can also be agents of subterfuge, manipulating outcomes to favor their employers. In a universe dominated by political and military machinations, the CSF underscores the undeniable fact that commerce, and those who control it, play an equally pivotal role in shaping the future.

Planetary Militia/Defense Forces

When competing interests fracture the vastness of a universe, it becomes paramount for individual planets or systems to maintain a semblance of order and protection. Enter the Planetary Militia or Defense Forces, grassroots military organizations borne out of necessity and local pride. These forces represent the spirit and resilience of their home planets, ensuring their safety from external and internal threats.

Unlike the specialized units of more prominent factions, these defense forces are often composed of the planet's inhabitants as volunteers or conscripts. Their training might not match the rigor of elite interstellar forces, but it is tailored to their home world's unique challenges and terrain. From dense forests to desolate dunes, the militia knows their land like the back of their hand.

Equipment and weaponry might vary based on the economic prosperity of the planet. Wealthier planets may afford sophisticated defense systems and vehicles, while less affluent ones use guerrilla tactics and makeshift technology. Yet, the heart of these forces is not in their armaments but in their unwavering dedication to their home.

Internal disputes, mining disputes, encroaching corporate interests, or even full-blown invasions from external forces are some challenges these militias face. Their presence serves as a deterrent and a reminder that, while they might not have the numbers or the advanced tech of larger armies, they possess an indomitable spirit and intimate knowledge of their terrain. Planetary Militia/Defense Forces exemplify the resilience of localized forces against overwhelming odds. They serve as bastions of hope and resistance, demonstrating that the heart and soul of a planet's people can often be its greatest defense mechanism.

Pirates

Pirates reign supreme in the shadows of the vast cosmic expanse, where the law is often a mere suggestion and opportunity await the bold. These renegades of the stars navigate the interstellar void, seeking fortune, infamy, and freedom beyond the reach of conventional authorities. Masters of hit-and-run tactics and subterfuge, pirates are both the scourge and the legend of the galaxy.

Crafted from diverse backgrounds, some pirates are deserters from official militaries, others are rebels against oppressive regimes, and many are simply thrill-seekers or outlaws by choice. Their CAVs, often modified and retrofitted remnants of others, are a testament to their adaptability. Stealth tech, quick maneuverability, and powerful short-range weapons are trademarks of pirates, making them fearsome adversaries in ambush scenarios.

Beyond mere raiding, pirates excel in smuggling, black market trading, and information brokering. They operate in loose hierarchies or crews, bound together by loyalty and mutual benefit codes. The life of a pirate is not for the faint-hearted. It's filled with risks—from betrayals within their ranks to relentless pursuits by bounty hunters and military forces. Yet, the allure of untold riches, autonomy, and the thrill of the chase makes it a life many willingly choose.

In the grand narrative, pirates introduce a layer of chaos and unpredictability. They can be villains, anti-heroes, or unexpected allies, depending on the situation. Their havens, often hidden asteroid bases or elusive mobile stations, become hubs of trade and intrigue. In a

universe of order and factional power plays, pirates are a wild card, constantly reshuffling the deck and redefining the rules of the game.

Force Doctrines

Each Force Group can choose to select a Force Doctrine. These serve as a "perk" for building a legal force and highlight something one unit type may do better than another.

During Force Group selection, players may choose one Force Doctrine from the applicable table based on the Force Group's Unit Type(*see p.81 for a full description of Force Doctrines*).

Squads

As part of the model selection process, players organize their selections into squads, using a model's type and task to determine which kind of squad they can join. We classify squads as primary, secondary, or infantry.

While each squad class has a fixed number of models, players may choose to deploy as many primary and infantry squads as they wish, the only constraint being the number of TV points available. However, secondary squads in a Force Group are limited to never having twice the number of primary ones.

Note: *Players can start a Force Group with a secondary squad, but they can't add another secondary without first adding two primary ones.*

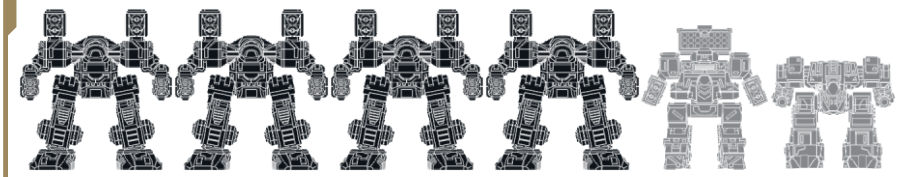
Primary Squad Class

Attack Squad

Attack squads make up the majority of combat forces in the Armored Might universe. They typically contain a force group's main striking power while also being capable of sustaining massive amounts of damage before being knocked out of a fight.

An attack squad must begin a game with four to six (4-6) CAV or vehicle models (or a mix of both) with

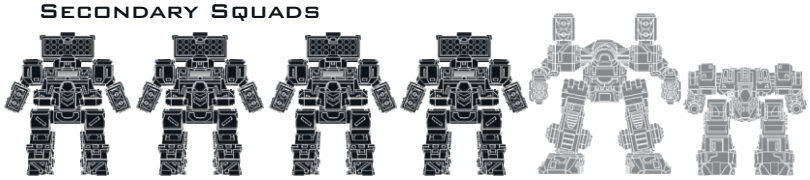
Primary Squads



Attack Squad: 4-6 Models with Model Task: Attack. May substitute for one Model Task: Fire Support and one Model Task: Recon.

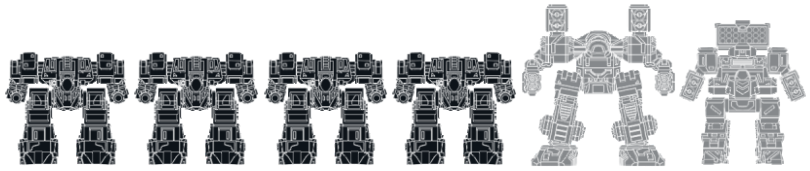
Specialist Squad: 1-4 Models with any Model Task.

Secondary Squads



Fire Support Squad: 4-6 Models with Model Task: Fire Support. May substitute for one Model Task: Attack and one Model Task: Recon.

Flight Squad: 2 Models with same Model Task.

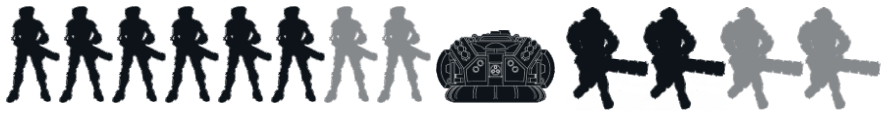


Recon Squad: 4-6 Models with Model Task: Recon. May substitute for one Model Task: Attack and one Model Task: Fire Support.

Transport Squad: 4-6 Models with Model Task: Transport.

Infantry Squads

Light or Heavy Infantry Squad: 6-10 Models with Model Task: Attack. Powered Infantry Squad: 3-5 Models with Model Task Attack.



Light or Heavy Mechanized Infantry Squad: 4-8 Models with Model Task: Attack. Powered Mechanized Infantry Squad: 2-4 Models with Model Task: Attack.

Light or Heavy Mortar Squad: 4-6 Models with Model Task: Fire Support. Powered Mortar Squad: 2-3 Models with Model Task: Fire Support.

the **Model Task:** *Attack*. Players may substitute up to two CAVs or vehicles for one fire support and one recon-tasked model.

Specialist Squad

The specialist squad differs in that players can choose to include any model type or task in the squad, allowing it a more "specialized" role as part of a force group. It also serves as a "catch-all" for any models a player selects that won't fit into any other squad.

A specialist squad must begin a game with one to four (1-4) models of any model type or task, but any model with the **SA:** *Specialist* (*see p.51*) can only be part of a specialist squad. Additionally, while it is a primary squad, a Force Group can only field one specialist squad.

Specialist squads are exempt from a faction's normal organization levels, allowing for fewer models than usual as detailed in that faction's tactical briefing, i.e., a Sol Republic specialist squad could have one, two, or three models rather than one of the stated four.

Secondary Squad Class

Fire Support Squad

Besides supplying covering fire to other squads in direct contact with the enemy, fire support squads can help suppress and disrupt the enemy's ability to maneuver or hide. Fire support squads will typically remain as far back as possible from the front lines, using their indirect fire to rain destruction from above!

A fire support squad must begin a game with four to six (4-6) CAV or vehicle models (or a mix of both) with the **Model Task:** *Fire Support*. Players may substitute up to two CAVs or vehicles for one attack and one recon-tasked model.

Flight Squad

While most flight squads provide close air support to friendly ground units, they are often tasked with combat air patrol, intercepting enemy aircraft, or serving in an air reconnaissance role.

A flight squad must begin a game with two (2) aircraft, with both models having the same **Model Task:** *Attack, Fire Support,* or *Recon*.

Recon Squad

Recon squads primarily act as scouts and electronic warfare platforms in Armored Might. Counting on speed and cover, recon squads move around the edge of the battlefield, assisting other units in targeting or blocking the enemy from doing the same. While some militaries use recon squads to help defend their "flanks," their light chassis limits their offensive capabilities.

A recon squad must begin a game with four to six (4-6) CAV or vehicle models (or a mix of both) with the **Model Task:** *Recon*. Players may substitute up to two CAVs or vehicles for one attack and one fire support-tasked model.

Transport Squad

Transport squads are responsible for ferrying troops and equipment across the battlefield that lack their own integrated transportation.

A transport squad must begin a game with four to six (4-6) models with the **Model Task:** *Transport* and all of the same model type, i.e., all vehicles.

Infantry Squad Types

Infantry Squad

Infantry squads form the core of every significant military force in the galaxy. While slow, cost-wise, foot-slogging grunts are quite the deal! They are vulnerable if caught in the open but excel in holding defensive positions. In addition, multiple infantry models in the same squad can combine their attack for a mass strike to overwhelm a single target's defenses.

Note: *Infantry models are unique in how they are based. While we refer to an infantry model singularly, their base may have more than one "figure," depending on a player's preference.*

An infantry squad must begin a game with six to ten (6-10) infantry models with the **Model Task:** *Attack*. Players may choose between light, heavy, and powered infantry, but an infantry squad cannot contain more than one variety. As a result of having the **SA:** *Bulky* (*see p.42*),

An Example of Four Heavy Infantry "Models" Painted by Todd Farnholtz

powered infantry count as two models when determining overall squad size and transport capacity (if any).

Example: *A light (or heavy) infantry squad may contain up to ten models, while a powered infantry squad is limited to five.*

Mechanized Infantry Squad

Unlike standard "foot" infantry, mechanized infantry comes equipped with armored personnel carriers (APCs) and infantry fighting vehicles (IFVs) for transport and combat. As a result, mechanized infantry is faster while also receiving the extra protection of being inside an armored vehicle. Mechanized infantry squads are smaller due to a more significant proportion of soldiers regulated to serve as transport crews and mechanics.

A mechanized infantry squad must begin a game with four to eight (4-8) mechanized infantry models with the **Model Task:** *Attack*. Players may choose between light, heavy, and powered mechanized infantry, but a mechanized infantry squad cannot contain more than one variety, i.e., you cannot mix light with heavy (or powered) infantry in the same squad. As a result of having the **SA:** *Bulky*, powered mechanized infantry count as two models when determining overall squad size and transport capacity (if any).

Example: *A light (or heavy) mechanized infantry squad may contain up to eight models, while a powered mechanized infantry squad is limited to four.*

Mechanized infantry squads may select additional models with the **Model Task:** *Transport* to move them across the battlefield. The number of transport models permitted depends on how many transport "slots" are needed. In addition, all of a squad's transport must be the same model type, i.e., all vehicles.

Example: *The Tsukai, a transport vehicle with three transport slots (**SA:** Transport 3, see p.52), can hold three light (or heavy) infantry models but only one powered.*

Thus, in this example, the player is limited to three Tsukais for an 8-model light (or heavy) mechanized infantry squad or four Tsukais for a 4-model power mechanized infantry squad.

Mortar Squad

Mortar squads serve as the primary anti-armor component of an infantry force.

A mortar squad must begin a game with four to six (4-6) infantry models with the **Model Task:** *Fire Support*. Players may choose between light, heavy, and powered infantry, but a mortar squad cannot contain more than one variety. As a result of having the **SA:** *Bulky*, mortar-equipped powered infantry count as two models when determining overall squad size and transport capacity (if any).

Example: *A light (or heavy) infantry mortar squad may contain up to six models, while a powered infantry mortar squad is limited to three.*

Mortar squads may select additional models with the **Model Task:** *Transport* to move them across the battlefield. The number of transport models permitted depends on how many transport "slots" are needed. In addition, all of a squad's transport must be the same model type, i.e., all vehicles.

Force Group Specialization

After a player has selected all their models and assigned them to the appropriate squad(s), they may choose to "fine tune" their selections through Force Group specialization, making it truly unique.

Every force group receives a bonus to their TVP equal to 10% of the designated amount. These bonus points are for the purchase Force Group specializations ONLY.

Additionally, players can reserve up to 10% of their base TVP for Force Group specialization selections.

Example: *A force group with a TVP of 2500 receives a bonus of 250 points to use for Force Group specializations. Players may also use up to 250 points of their base TVP as well, providing 500 points total to spend, leaving 2250 points to purchase models.*

Force group specializations include:

Battlefield Upgrades

A player can use Battlefield Upgrades to enhance individual models, spending part of their TVP to improve an existing component, add additional capabilities, or exchange the standard ammo loadout of one or more weapons (if available).

PRO TIP

With their low cost, players may find themselves wanting to select "hordes" of infantry squads, but too many infantry models in a game can significantly affect the playtime required! We recommend that both "sides" agree to the number of infantry squads allowed for play.

Models may have multiple Battlefield Upgrades but are limited to only one of each type, i.e., a weapon can only be "amped" one time per model.

See p.54 for a description of available Battlefield Upgrades.

Battlefield Assets

A player can use Battlefield Assets to bring extra capabilities to the battle, such as a minefield, or a repair module, by spending part of their TVP. While Battlefield Assets are single-use items, multiple selections are allowed for each.

See p.64 for a description of available Battlefield Assets.

Note: *Battlefield Assets deployed after the start of a game typically require a model with the* SA: *Combat Engineer (see p.43) to use.*

Battlefield Strike Packages

A player can use Battlefield Strike Packages (artillery, air, or space) by placing some of their TVP into a "strike pool" before play begins. Then, during the game, the player can choose a "strike," provided the necessary points are available for activation.

See p.67 for description of available Battlefield Strike Packages.

Note: *Battlefield Strike Packages requires one or more models with the* **SA:** *FIST (see p.45) to activate.*

C3 Points ***(Command, Control, & Communications)***

"No plan survives contact with the enemy!"

C3 Points try to help counter this age-old maxim by representing the effectiveness of good leadership to adjust for just such an occurrence.

Each primary and secondary squad in a player's force group provides one (1) C3 point.

In addition, bonus C3 Points are available, typically due to an SA, Battlefield Asset, or scenario and faction rewards, collectively forming the C3 Points "pool."

Using C3 Points

Players can declare to use one (1) C3 Point at the beginning of any friendly squad activation or a required die roll. **A C3 Point is a single-use item; once used, it is gone for the remainder of the game.**

Using a C3 point allows for one of the following options:

Inspire: Adding an extra 1d6 to any single target point die roll (declare before rolling).

Seize the Initiative: Attaching a model from any friendly squad to the currently activated one, provided it has NOT yet activated this turn.

Motivate: Granting an activated model one additional action point for this turn only.

Rally: Removing the **Model State:** *Suppressed & Stunned* (*see p.35*) from every model in the Force Group.

Strategize: Draw an extra card from the Draw Deck during a given turn (*see the Draw Deck, p.17*).

Note: *Players choosing to use a C3 point as part of a declared Action must state their intent to do so as part of their declaration.*

They may not decide to amend their Action should an opposing player choose to use a C3 point in response.

Starting the Game!

There are various ways to play **Armored Might**, but the typical game is for two sides to match forces across the game "board."

The following details, step by step, the order of events required to get the match started!

Declare Forces

By now, players should have already chosen the size (TVP) of the Force Groups used, selected their models, added any Force Group specializations, and gathered the necessary data cards.

At this point, players should "reveal" their force group, declaring any upgrades they have purchased, and answer any questions an opponent may have about its selection.

Setting up the Battlefield

While any table size will work, **Armored Might** works best with an area measuring 4x6 feet, playing from short end to short end. Larger areas work even better, especially with a large model count.

However, should you choose to play on a smaller table, we suggest reducing any non-move values by half, rounding up.

Deployment Zones

Unless otherwise designated, an area running the entire width of both starting edges, extending six inches (6") inward, forms either sides' Deployment Zone.

Terrain Selection

The terrain for a game is limited only by the preferences and imaginations of the players. Empty tables are boring! It can be as simple as a sheet thrown over stacks of books for hills or as elaborate as store-bought buildings and plastic trees.

The crucial part is ensuring whatever you use for terrain is clearly defined and understood by all players.

Note: *Terrain objects should have clearly defined edges. Combining clusters of trees or rocks helps simplify their location on the board, preferably with a minimum distance of two inches (2") from side to side. Unusual shapes (the "kidney bean" or the "dog bone" seem to be a miniatures game staple) can reduce uniformity among the objects.*

Players can alternate adding pieces to the game board when placing terrain objects. For a more random set-up, use the following Random Terrain Selection Table to generate a list of terrain objects to place.

Random Terrain Selection Table

The following chart allows for a random selection of terrain features, acting as a neutral "third-party" during set-up.

First, both sides roll (2d6) to determine the total number of terrain items each side receives. Next, alternating back and forth, each side rolls (2d6), placing the indicated terrain feature from the selection table on the game board anywhere they wish outside both team's deployment zone.

Finally, when one side runs out of "rolls," the other keeps rolling until they have placed all their terrain items.

Note: *A more comprehensive description of the various terrain features and how they affect gameplay are detailed later in these rules.*

RANDOM TERRAIN SELECTION TABLE

Roll 2D6	Terrain Object Type
2	Players' Choice!
3	Water
4	Heavy Woods
5	Light Woods
6	Hill
7	Hill
8	Hill
9	Light Woods
10	Rough/Rubble
11	Structure
12	Players' Choice!

Random Terrain Types

Players' Choice! - Players may place a "unique" item from what terrain they may have available to choose from (or pick any terrain types from the selection table). These could include an insect-infested swamp or marsh area, a flowing lava stream, or a crater filled with boiling "mud!"

Water - Water terrain objects can include bubbling streams, roaring rivers, ponds, lakes, or even an ocean coastline! Either side can combine multiple rolls to increase an object's overall size.

Heavy Woods – Heavy woods terrain objects provide a "grove" of dense trees and undergrowth that models can use to hide in or behind! Either side can combine multiple rolls to increase an object's overall size.

Light Woods – Light woods terrain objects provide a "grove" of scattered trees and shrubs that models can use to hide in or behind! Either side can combine multiple rolls to increase an object's overall size.

Hill(s) – The roll for a hill terrain object allows the player to build a raised section on the gameboard, increasing its overall elevation level to help obstruct clear lines of fire and movement!

Note: *While there is no set limit to the size of the hill, players should avoid trying to build their own "Mt. Everest" in the middle of the board without consulting the other players. Either side can combine multiple rolls to increase an object's overall size.*

Rough/Rubble – Rough (or rubble from destroyed structures) terrain objects provide an area that can be difficult or even impassable for most model types to move through. Either side can combine multiple rolls to increase an object's overall size.

Structures – Structures can include buildings, bunkers, or any other "man-made" terrain object. Either side can combine multiple rolls to form a small city or installation!

PRO TIP

Talon Games features an entire line of plastic and MDF terrain for purchase specially designed for CAV Strike Operations.

In addition, there are many other commercially available pieces on the market, adding a level of detail to the game that is well worth the extra cost and effort.

THE RULES

Scenario Selection

Included below are ten common scenarios (missions) found in **Armored Might:**

Players may randomly generate the type of scenario by rolling (1d10), checking the die roll against the **Scenario Selection Table**, or selecting a card from the Mission Card Deck.

Note: *Download the Mission Card Deck for free at: www.talongames.com/downloads/MISSIONCARDS.pdf*
.

Alternatively, players can simply select the scenario they wish to play.

The scenarios incorporated into these rules represent only a few mission types players can choose from while also serving as examples for players to design their own.

Each scenario includes a brief description, suggestions for Force Group selection (Threat Value), any special rules needed, the Deployment Zone, and the victory conditions required to win.

Pre-Generated Scenarios

Future releases will include pre-generated scenarios with their own unique story and objectives or as part of a more extensive series of connected missions.

Most of these feature pre-generated Force Groups to challenge players to try out something new and help to advance the **Armored Might** storyline.

Starting Threat Values

Players should agree upon an approximate number of squads and an average TV amount per model to determine the number of Threat Value points available to each Force Group.

Keep in mind that the larger the average size of models, the "heavier" (total Damage Tracks) a Force Group will be. The following tables can help players gauge the force size they wish to use.

Note: *The tables use an average squad size of five models.*

FORCE GROUP SIZE (CAV)

Chassis Size	One Model	One Squad
Extra-Small	100 TV	500 TV
Small	200 TV	1000 TV
Medium	400 TV	2000 TV
Large	600 TV	3000 TV
Extra-Large	800 TV	4000 TV

FORCE GROUP SIZE (VEHICLES)

Chassis Size	One Model	One Squad
Light	100 TV	500 TV
Medium	200 TV	1000 TV
Heavy	300 TV	1500 TV
Extra-Heavy	400 TV	2000 TV

FORCE GROUP SIZE (CAV & VEHICLES)

Chassis Size	One Model	One Squad
Extra-Small	100 TV	500 TV
Small	175 TV	875 TV
Medium	325 TV	1625 TV
Large	425 TV	2125 TV
Extra-Large	625 TV	3125 TV

Note: *While these tables refer to CAVs and vehicles only, the listed points also encompasses the inclusion of aircraft and infantry models.*

Example: *Using the above tables, both players decide they want to play a game with at least three squads of medium-sized CAVs and vehicles to a side, allowing each of them a starting Threat Value Pool of 4875 points.*

Claiming Victory!

Each scenario requires specific objectives for both sides to complete before victory can be claimed by either. Some may also include secondary goals that allow the "losing" side to lessen the level of defeat, turning an opponent's decisive victory into a marginal one.

Scenarios that call for calculating each side's surviving Threat Value Pool use the following criteria to determine what points (if any) remain:

Destroyed: A model(s) with no remaining Damage Tracks by the end of play is considered destroyed and provides no points when determining a player's surviving TVP.

Damaged: A model is damaged if it loses one or more Damage Tracks during play (but with at least one remaining DT), reducing the total number of surviving TV points for a given side.

PRO TIP

We have found, on average, a game to last around 45-60 minutes for each 1500 TV points of models selected (per side), allowing for three to four turns of play per hour. This time frame assumes players have become moderately familiar with the rules.

Note: *While these tables refer to CAVs and vehicles only, the listed points also encompasses the inclusion of aircraft and infantry models.*

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Destroyed: A model(s) with no remaining Damage Tracks by the end of play is considered destroyed and provides no points when determining a player's surviving TVP.

Damaged: A model is damaged if it loses one or more Damage Tracks during play (but with at least one remaining DT), reducing the total number of surviving TV points for a given side.

To calculate a damaged model's surviving TV, divide the model's remaining DT by its starting DT (+1). Then, multiply the model's starting TV by the result (the quotient) for a model's surviving Threat Value.

Example: *A model with a 1500 TV and 11 DTs takes 3 points of damage (3 DT) during a match, leaving it with nine (9 DT). We first divide its remaining DTs (9) by its starting DT (11) +1, [9 / 12 = .75].*

Next, we multiply the model's starting TV (1500) by the resulting quotient, [1500 x .75 = 1175]. This amount (1175) is the model's surviving TV value.

Withdrawn: Any model that leaves the game board during play, regardless of the reason, cannot return. Unless noted otherwise, withdrawn models provide no additional points to a player's surviving TVP.

Mission Kill: Only the most fanatical and desperate soldiers fight to the "bitter end" in a battle, with the majority looking to retreat before being destroyed. To this end, any non-infantry model in imminent danger of being destroyed (i.e., on its last surviving Damage Track) is considered a mission kill.

Once a model is declared a mission kill, it must withdraw, using at least one Move Action each turn to move towards the starting edge of its Deployment Zone until it exits the game board.

Bailing Out: CAV or vehicle models that can no longer move (0 MV) and cannot conduct a Combat Action result in the pilot or crew bailing out.

Once abandoned, treat the model as "destroyed" when assigning any objective points or determining a player's surviving TVP.

Note: *Aircraft that lose all of their MV crash, destroying the model.*

Force Group Bonus: Both sides add any unused Threat Value points left over from Force Group creation or Support Strike Packages to their surviving TVP as a bonus when determining victory conditions.

VICTORY LEVELS TABLE

Final Value	Result
2.0+	Decisive Victory
1.7 - 1.9	Major Victory
1.4 - 1.6	Minor Victory
1.1 - 1.3	Marginal Victory
0.0 - 1.0	Pyrrhic Victory

Example: *Both sides had a starting Threat Value pool of 5000 points to build their Force Groups with. Force Group A used 4890 TV (with 200 points allocated to Support Strike Packages, but only using 100 during the battle).*

In comparison, Force Group B used 4950 TV (with no additional allocations), resulting in Force Group A getting a bonus of 210 points and Force Group B getting 50 points added to their respective surviving TVPs at the end of the game.

Victory Levels

Players can choose to quantify their win by using victory levels. While some scenarios provide varying levels of victory based on the completion of specific conditions, the following TV points-based system allows for a more nuanced assessment of how both sides played beyond the standard "I win/you lose" game.

Players divide their surviving TVP by their starting TVP to determine a winner using TV points. The player or side with the higher value wins. To determine their level of victory, divide the winning value by the losing one and reference the result to the table below:

Example: *Both sides had a starting Threat Value pool of 5000 points to build their Force Groups from. At the end of the fight, Force Group A's surviving TVP is 3200, and Force Group B's is 1650.*

First, we divide both by their starting TVP [3200 / 5000 = .64 & 1650 / 5000 = .33] to ascertain that Force Group A is the winner of the match.

Now divide the win value (.64) by the losing one (.33) [.64 /.33 = 1.9] to determine that the win was a major victory!

RANDOM SCENARIO SELECTION TABLE

Roll 1D10	Scenario Name
1	This is WAR!
2	Time stands still for no one.
3	Take that hill!
4	Hold at all cost!
5	Headhunter!
6	It's a rescue mission...
7	Breakthrough!
8	A bridge to far.
9	Salvage run.
10	No man's land.

Scenario Descriptions

Scenario One: This is WAR!

The most common of all scenario types with the most uncomplicated of goals, destroy your opponent's Force Group before they destroy yours!

- **Force Group Selection:** *Each side receives an equal number of Threat Value points and should have roughly the same number of models to start with.*
- **Special Rules:** *None.*
- **Deployment:** *Standard.*
- **Victory Conditions:** *Play continues until only one side remains standing through attrition or concession.*

Scenario Two: Time Stands Still for No One.

With a limited number of turns, this scenario doesn't allow for any wasted effort and rewards aggressive play. Therefore, both sides need to move expeditiously and maximize what damage they can do in the amount of time allowed.

- **Force Group Selection:** *Each side receives an equal number of Threat Value points and should have roughly the same number of models to start with.*
- **Special Rules:** *Both sides pick a number from one to three (1-3), writing their choice on a scrap piece of paper and keeping it hidden from their opponent for now. Next, roll 1d3 for the base number of turns played. After completing those turns, both players reveal the value they selected earlier, adding them together, the total indicating the number of turns left to play before the game ends.*
- **Deployment:** *Standard.*
- **Victory Conditions:** *The winner is decided by which Force Group has the greater total surviving Threat Value points.*

Scenario Three: Take that Hill!

A classic "king of the hill" style battle with one side starting the game in control of a large hill in the center of the game board. With a limited number of turns, the attacker attempts to push the defending force from their position before time runs out.

- **Force Group Selection:** *The defending Force Group receives 75% of the agreed-upon Threat Value Pool for model selection.*
- **Special Rules:** *Place a large hill (the bigger, the better) in the center of the game board with at least three different elevation levels. Both sides should agree on a set number of turns before play ends (we recommend 8-10 turns depending on the overall size of the Threat Value Pool used).*
- **Deployment:** *The defending Force Group deploys their entire Force Group first, requiring at least 50% of its models to start on the large hill, the remainder anywhere on the game board outside the attacker's deployment zone. The attacking Force Group deploys next (inside their designated deployment zone), and once completed, play may begin.*
- **Victory Conditions:** *The attacker wins if there are no surviving enemy models on the hill at the end of the final turn; otherwise, the defender wins.*

Scenario Four: Hold at All Cost!

Tasked with preventing an enemy flanking attempt, a small group of stalwart defenders prepares to make their stand!

- **Force Group Selection:** *The defending Force Group receives 50% of the agreed-upon Threat Value Pool for model selection.*
- **Special Rules:** *Both sides should agree on a set number of turns before play ends (we recommend 8-10 turns depending on the overall size of the Threat Value Pool used).*
- **Deployment:** *Standard. The defending Force Group may deploy anywhere on their half of the game board while the attackers are limited to their designated deployment zone. Once everyone has deployed, play may begin.*
- **Victory Conditions:** *To "win," the defender must destroy an equal (or more) number of the attacker's models greater than its starting TVP.*

Scenario Five: Headhunter!

Taking out a commander can disrupt an enemy's command and control while demoralizing the troops under their charge.

- **Force Group Selection:** *Each side receives an equal number of Threat Value points and should have roughly the same number of models to start with.*
- **Special Rules:** *Both sides will secretly note which model contains their Force Group commander on a scratch piece of paper before deployment.*
- **Deployment:** *Standard.*

- **Victory Conditions:** *Play continues until the loss of either commander. The side with the remaining commander wins the match.*

Scenario Six: It's a Rescue Mission. You're Going to Love it!

An elite special ops team attempts to extract a high-value operative from behind enemy lines. Unfortunately, upon their arrival at the pick-up site, they are discovered by an opposing force.

- **Force Group Selection:** *Each side receives an equal number of Threat Value points and should have roughly the same number of models, designating the rescue team as the attacker for this mission.*
- **Special Rules:** *A model figure (separate from both Force Groups) represents the high-value operative (HVO). Capturing the HVO requires a model to come into B2B contact with it, whereafter, it will move with the model unless "dropped" (intentionally or by destroying the controlling model).*
- **Deployment:** *Standard. Place the HVO at the center of the game board.*
- **Victory Conditions:** *The attacking Force Group must capture the HVO and exit their starting edge with it to win. The defenders may capture the HVO once it has been moved from its starting position (by the attackers). To win, the defenders must prevent an attacker from exiting the game board with the HVO.*

Scenario Seven: Breakthrough!

The front has fallen, trapping several units behind enemy lines! In an attempt to make their way back to their soon-to-be departing dropships, they must fight their way through a determined enemy set on stopping them.

- **Force Group Selection:** *The defending Force Group receives 75% of the agreed-upon Threat Value Pool for model selection.*
- **Special Rules:** *None.*
- **Deployment:** *Standard.*
- **Victory Conditions:** *The defenders must escape by exiting across the attacker's starting edge with as many models as possible. Play continues until no defending models remain on the game board (either by escape or destruction).*

If any of the defender's models escape, add together their starting TV with the TV of any attacking models they manage to destroy (if any). The defender wins if the total is greater than the amount of TV destroyed by the attacker. Otherwise, the attacker wins.

Scenario Eight: A Bridge too Far.

Opposing forces, separated by a large river, look to cross as quickly as possible in an attempt to push through into the enemy staging areas. With only one remaining bridge available to allow crossing the turbulent waters, both sides look to gain control.

- **Force Selection:** *Each side receives an equal number of Threat Value points and should have roughly the same number of models to start with.*
- **Special Rules:** *Place a broad river (at least 6" wide) across the middle of the game board from side to side during terrain selection with a single bridge spanning it. Note that the river is impassable to CAVs and vehicles due to its depth and sharp dropoffs.*
- **Deployment:** *Standard.*
- **Victory Conditions:** *Both sides must attempt to exit as many models as possible of the opposing force's starting edge. Play continues until one side has no remaining models (either by egress or destruction). The side that exits a greater amount of TV points wins the match.*

Scenario Nine: Salvage Run.

An incoming dropship full of supplies has scattered its cargo of supply containers along its final path after being shot down.

Each container emits an intermittent locator beacon to help track them, but the unscrambled signal also allows the enemy to find them. With both sides desperate for the supplies they contain, the race is on to salvage them!

- **Force Selection:** *Each side receives an equal number of Threat Value points and should have roughly the same number of models to start with.*
- **Special Rules:** *This scenario requires six "salvage containers" numbered 1-6. Place two containers in the game board's middle at an equal distance from both ends, with both no closer than 6" to either edge and 12" to one another. Then, alternating between both sides, set the other four containers on the game board, with none closer than 12" to either edge, end, or each other.*

Both sides should agree on a set number of turns before play ends (we recommend 8-10 turns depending on the overall size of the Threat Value Pool used).

***Salvaging the Containers** – As noted, each container's beacon is going off and on due to its impact with the ground. Therefore, at the beginning of Turn 2, one player rolls 1d6, with the number rolled determining which container has started transmitting again, allowing for a salvage attempt (re-roll any number already active). Once five containers have been activated, remove the remaining one from play.*

To salvage an "active" container, players must have one model within 6" for two full activations without any enemy models in the same area (or two models for one full activation).

Mission-killed models cannot be used to salvage (or deny) a container for either side.

If a model(s) completes the required activations, the container is secured for that Force Group and removed from play at the end of the turn.

- **Deployment:** *Standard.*
- **Victory Conditions:** *Both sides must locate and secure as many containers as possible before time runs out.*

A Force Group receives one objective point (OP) for each salvaged container. The side with the most OPs at the end of play wins.

Scenario Ten: No Man's Land.

After a lull in battle as both sides pulled back to their respective lines to rest and refit, the time has come to go back on the offensive!

Accordingly, command has ordered a return to "No Man's Land" to push the enemy back and create a corridor for follow-up forces to advance.

- **Force Selection:** *Each side receives an equal number of Threat Value points and should have roughly the same number of models to start with.*
- **Special Rules:** *Divide the game board into four equal "corners" with a 12-inch strip running from edge to edge in the middle designated as "No Man's Land."*

Both sides should agree on a set number of turns before play ends (we recommend 8-10 turns depending on the overall size of the Threat Value Pool used).

Controlling Ground - *To control a corner, a Force Group must have at least one model entirely within its boundaries without any enemy models present at the end of the turn. Models in No Man's Land (even partially), either Deployment Zone or standing in two "corners" simultaneously does not count towards control.*

Mission-killed models cannot be used to establish control of (or contest) a corner.

- **Deployment:** *Standard.*
- **Victory Conditions:** *Both sides must attempt to cross No Man's Land and push the other back while holding on to the ground they already control.*

Starting at the end of Turn 2, the Force Group that controls the most "ground" will receive one OP. The side with the most OPs at the end of play wins.

The Draw Deck

The Draw Deck, typically assembled from a deck of standard playing cards, helps to randomize the order in which each player must choose a squad for activation during any given turn. Once activated, all the models in the designated squad may perform any actions they are allowed.

Players will need one deck of 56 cards (52 standard cards plus two jokers and the two "extra" cards included with most decks).

We reference a card by its stated number, with an ace treated as a "1" and the jack, queen, and king "face" cards as 11, 12, and 13, respectively. We also refer to the face cards as Tactical Cards and will discuss their use later in these rules. For now, know the jokers and extra cards act as Event Cards without a given numerical value, and how they influence a game is described below.

Deployment Methods

Players must agree upon one of the following methods before beginning deployment:

▪ **Standard Deployment:** Players will choose one squad to deploy anywhere within their designated Deployment Zone using the Draw Deck to determine the starting order.

▪ **Rolling Deployment:** Players will choose one squad to deploy using a single Move Action from their starting edge using the Draw Deck to determine the starting order.

▪ **Special Deployment:** In some scenarios, Special Attributes (SA)s or Battlefield Upgrades provide a specific deployment type for a model or squad at the start of the game. In all other regards, players should use standard deployment for all other non-specified squads.

▪ **Delayed Deployment:** In some scenarios, Special Attributes (SA)s, Battlefield Upgrades, or model task types may allow a model or squad to wait to deploy until after the start of the match. In all other regards, players should use standard deployment for all other non-specified squads.

Recon Models and Deployment

Any model with the Task: Recon may choose to conduct a single Move Action before the beginning of the match after both players' squads have deployed on the game board.

Deployment

Shuffle the 56-card deck. Both players will "cut" the deck, revealing their respective cards. The player with the "high" card chooses which end of the game board to deploy, while the losing player chooses which squad to deploy first. In the case of a "tie" or the drawing of an event card, re-shuffle the deck and repeat the process a second time.

Players will now alternate back and forth to deploy the squads from their Force Groups. Once all the squads have deployed, any model with the **Model Task:** *Recon* may complete their one free move, starting again with

the player that first deployed, alternating back and forth.

Starting Turn One

One player will now "deal" both players their initiative "hand" face down, alternating back and forth until each player has received one card for each squad in their Force Group. Additionally, players will receive one bonus card in their hand for each of the following conditions:

- (+1) additional card for each deployed Recon Squad in the player's Force Group, including flight squads of two aircraft with both having the **Model Task:** *Recon.*
- (+1) card when using the C3 point option "Strategize."
- (+1) card if using the **Battlefield Asset:** *SIGINT* (*see p.66*).

Note: *Certain in-game events may add extra cards to a player's hand.*

Example: *A player with two attack squads, one recon squad, and declaring the use of one C3 point would draw five cards.*

Event Cards

After dealing both players' hands, any Event Cards are revealed, with replacement cards dealt to the respective player(s) hand. The effect of an Event Card applies throughout the current turn, discarding at the end (*for a description of Event Cards, see p.39*). Multiple event effects are possible in any single turn.

Turn One Activation

Once both players have assembled their initiative "hand," each will choose one card to play face-side up simultaneously. The player with the higher value (1-13) has won the initiative for that activation and will perform the actions for one squad. Both players will discard their cards, while the losing player will draw one new card to use later.

Players will continue to play cards until both sides have no remaining squads to activate. Discard any left-over cards before dealing a new hand for the following turn. If at any point the Draw Deck doesn't have the required number of cards, re-shuffle and start again.

Tactical Cards

If the winning player has used a Tactical Card (J-K), they get the benefit of the effect listed for that squad's activation (*for a description of Tactical Cards, see p. 39*). If only one player has one or more squads left to activate, they may still play a Tactical Card(s) from their hand to benefit from the listed effect.

Tie-Breakers

In the event both players play a card with the same value, the player that lost the previous activation wins. Should this happen on the first activation of the first turn, the player that lost the "cut" wins.

Removing Cards

Losing one or more squads during play results in that player drawing one less card, as does the loss of any Recon Squads.

Expanded Draw Deck (optional)

The Expanded Draw Deck is an alternative card deck from Talon Games (SKU 24954) that provides illustrated descriptions beyond the standard deck of cards to incorporate into your game.

Playing the Game

At this time, both players (sides) should have completed the following steps as previously detailed:

- *Agreed upon which scenario to play.*
- *Set up the game board with the desired terrain.*
- *Selected models for each Force Group.*
- *Shuffled the Draw Deck.*
- *Placed all of the models (miniatures) in their designated Deployment Zone.*

Sequence of Play

The following sequence of play structures turns into three distinct phases repeated until the game ends:

- **Start Phase:** At the beginning of each turn, both players draw the required number of cards from their respective Draw Decks to determine the initiative for that turn.

- **Activation Phase:** Players will now choose and reveal a card from their hand face-up. The player with the higher card value takes the initiative and activates a squad. Players repeat this process until they have activated all their squads, determining the flow of action for each turn.

- **End Phase:** Once every squad has activated, determine if the conditions for ending the game have taken place and, if so, decide on a winner as directed by the scenario played. If not, play continues, completing any special rules or scenario objectives during the End Phase before starting a new turn.

Action Points

Every model begins the game with two (2) Action Points (AP) to perform one or more allowed actions each turn as part of their squad's activation.

Typically only one AP is required to complete an action, and once declared, it is gone, resetting during a

model's activation in a subsequent turn. Undeclared Action Points cannot be saved or transferred to another model.

Declaring Actions

Whenever a squad is activated, the controlling player(s) must declare to their opponent(s) which actions the models are using this turn and, if applicable, the target of an action. In addition, controlling players must declare the actions of every model activated before resolving any of their effects.

Note: *Players should not be allowed to mechanically pre-measure any distance(s) on the game board until after declaring all actions.*

Not measuring before settling on an action helps speed play and introduces an "unknown" variable into the game.

If, for whatever reason, players determine a declared action is not "legal" to complete, try to resolve as much of it as possible within the scope of these rules.

The action is forfeit if a player cannot perform any part of the declared action.

Once players have begun resolving the results of declared actions, they cannot stop and change their declaration.

If an opponent's model is removed from play before a model has had a chance to complete its declared actions, those actions are lost.

Action Types

Players have several actions to choose from and generally may declare their use in any desired order. The following lists which actions are available. How these actions interact with gameplay (and each other) are detailed later in these rules.

Every action type falls into one of three categories:

- **Repeatable Actions:** A repeatable action requires only one AP to use and may be declared more than once during a model's activation.

Repeatable Actions include: *Move and Regroup.*

- **Non-Repeatable Actions:** A non-repeatable action requiring one or more AP to use may not be declared more than once during a model's activation. The model is allowed to use two separate non-repeatable actions during its activation.

Non-Repeatable Actions include: *Target-Lock, Combat, Special, and Repair.*

Example: *A model, once activated, could declare to spend one AP on the Action: Target-Lock and one AP on the Action: Combat as they are two distinct types of non-repeatable actions.*

- **Free Actions:** An action designated as "free" does not require the use of an Action Point to declare and is typically the result of a specific game rule.

Most free actions are "automatic," allowing for their use even when a model is not activated.

Note: *Most actions, once declared, have a duration of one turn, remaining active until the start of the model's subsequent activation.*

ACTION TYPES TABLE

Repeatable Actions	Page
Move	19
Regroup	36
Non-Repeatable Actions	
Target-Lock	36
Combat	24
Special	36
Repair	36
Free Actions	

The Move Action

Every model in Armored Might uses the Move Action to change its position on the game board.

The Move Action also allows a model to perform other unique move-related activities, such as going prone, and may be combined with the Combat Action (see p.24) for even more options during activation.

A model may move forward a distance equal to its current Move Value (MV) in inches (1 MV=1") for each Move Action declared; however, intervening terrain and battle damage can affect the actual number of inches moved.

Example: *A model with an MV of 6 could move forward 6 inches on Open/Clear terrain.*

Models are not required to use their entire MV when conducting a Move Action.

When moving, calculate all measurements from the closest edge of the model's base along the direction of the intended move.

Move Action: Facing and Facing Change

As noted earlier, it is critical that a model's "front" is clearly defined and understood by every player to avoid any confusion during play. The model's "front" determines its orientation or facing on the game board, affecting the direction it may move and shoot (as detailed later under the **Combat Action:** *Firing Arcs*, p.24).

Note: *Infantry models do NOT have a facing.*

A facing change allows non-infantry models to change the orientation of their "front" as part of a Move Action up to 90-degrees left or right.

A model may make one "free" facing change (0 MV) for every declared Move Action.

If a model uses both Action Points for moving in the current activation, both "free" facing changes are allowed as part of the same Move Action.

Once a model has used it's "free" facing change(s) during the current activation, any additional facing changes require 1 MV each to complete.

Example: *A model with MV (6) declares the use of a single Move Action, moving forward 1" (1 MV) before making a 90-degree facing change right (0 MV). The model then continues on another 4" (4 MV) before choosing to make a second facing change. As it has already used its "free" facing change, the model must use its last MV to turn.*

Had the model instead declared two Move Actions in the same activation, it could have used both "free" facing changes to make the two turns (0 MV), leaving it with (7 MV) to keep moving forward.

Move Action: Base to Base Contact (B2B)

Some Special Attributes require a model to be in B2B contact with another model, with the bases of both physically touching each other.

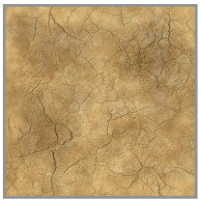
If the actual size of either model prevents doing so, move the models as close as possible, declaring the intent to move into B2B contact.

In-flight aircraft models can never be in B2B contact with another model.

Terrain Type Descriptions

The following descriptions provide a brief overview of most terrain types found on a CAV Strike Operations game board and how they interact with a model.

As already noted during set-up, make sure that every terrain object has a clearly marked boundary to designate the area it occupies.



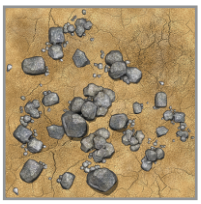
Open/Clear: Open (or clear) terrain provides a space free from obstacles. Open terrain represents firm ground, and while it may be slightly inclined, it does not change elevation enough to impede a model's movement.

Examples include grasslands, cultivated fields, and savannas.

Roads: Roads (or pavement) consist of a prepared surface designed for easier passage through other terrain types.

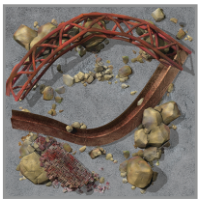
Ground-based models remaining on a road or paved area throughout a Move Action ignore other surrounding terrain-type MV modifiers.

In addition, models with the Movement Class foot, wheeled, tracked, and walker receives a (1 MV) bonus to their overall MV.



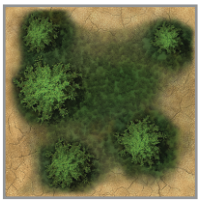
Rough/Broken: Rough (or broken) terrain consists of uneven ground with scattered clumps of high grass, brush, and rocks.

Models must take care when crossing, significantly slowing down their movement.



Rubble: Smaller mounds of debris, made up of scattered ferrocrete fragments and twisted durosteel from demolished structures, comprise most rubble terrain features.

Barely passable, rubble terrain forces models to slow down as they look for a clear path to avoid damaging themselves, forcing CAV models to make a **Pilot Check** (*see p.*34) to avoid falling (**Model State:** *Knockdown*).

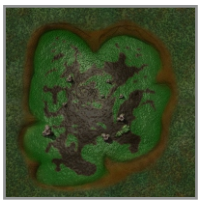


Light Woods: Light woods terrain consists of scattered trees, low hedgerows, and shrubbery grouped close enough to affect a model's movement.

Light woods can also provide light cover (*see Cover, p.*25) from incoming attacks.

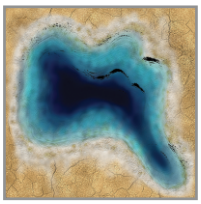
Heavy Woods: Heavy woods terrain features more extensive and densely packed trees with significant undergrowth.

While heavy woods provide better cover than light woods, the effect on a model's movement significantly increases when crossing.



Swamp/Marsh: Swamps (or marsh) are low-lying ground areas collecting water that severely restricts a model attempting to move through the muck and mire.

Some swamps may have small protrusions of dry land covered with shrubs and grass or large areas of floating aquatic vegetation.

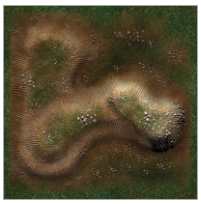


Water: Water terrain includes a variety of forms, such as oceans, seas, lakes, ponds, streams, or rivers.

While some shallower water is traversable (see elevation levels below), deeper water prevents most models from moving through this terrain type.

Structures: Structures include a wide array of buildings and manufactured objects (such as shipping containers).

For more information on how models interact with this type of terrain see Structures, p.37.



Elevation Levels: Elevation levels help measure every model or terrain-based object's height (or depth) in the game.

Understanding how these interact with one another is critical when determining what terrain a model may move (or see) through.

Measure any elevation levels in 10 feet increments above (E1+) or below (D1+) the game board's surface (E0). Non-aircraft models can only change one elevation level up or down per 1" moved.

Moving up adds a +1 MV to the underlying base terrain type, while moving down incurs no additional MV cost.

Elevation Levels/Models: Standing CAVs have an elevation level of three (E3), while prone CAVs, combat vehicles, grounded aircraft, and infantry models have an elevation level of one (E1).

Elevation Levels/Trees: Unless otherwise noted, trees (light or heavy) do not have a pre-set elevation level (see Cover, p. 25).

Elevation Levels/Structures: Make sure to determine the elevation level of every structure before starting the game to avoid any confusion by the players.

Elevation Levels/Other Terrain Types: Most other terrain types have zero (E0) elevation levels except for rubble (E1) and water unless otherwise noted. Water under 5' deep is (D0), from 6-10' (D1), and over 10' (D2+).

Elevation Levels/Hills: Hills are terrain objects that gently rise from the game board's surface one elevation level at a time, allowing models to move up (or down).

Elevation Levels/Obstructions: Typically, any terrain-based object with an (E2+) is an obstruction, preventing the movement of most non-aircraft models through it.

Examples include cliffs, sinkholes, and large boulders.

Note: *Elevation Levels from combined terrain objects and models "stack" when determining their actual height.*

For example, a CAV (E3) standing on an (E2) hill has a total Elevation Level of (E5), while an infantry model (E1) on the roof of an (E6) structure has a total Elevation Level of (E7).

Move Class

A model's move class defines how well it can negotiate a given terrain type by the number of MV points required whenever the front of a model's base comes into contact with a given terrain type during a Move Action.

The following provides a brief description of the various Move Class types found in CAV Strike Operations:

- **Foot:** Every army's most basic movement type, their own two feet!

- **Wheeled:** Using two or more wheels to move quickly about the battlefield.

- **Tracked:** Using two or more continuous tracks (or treads) to move about the battlefield.

- **Hover:** Using blowers to produce an air cushion for lift and thrust capable of traveling over land and water.

TERRAIN EFFECTS MODIFIER TABLE

	Move Class						
Terrain Type	Foot	Wheeled	Tracked	Hover	Grav	Walker/Quad	Air
Open/Clear	1	1	1	1	1	1	1
Roads/Paved	+1 MV	+1 MV	+1 MV	1	1	+1 MV	1
Rough/Broken	2	4	2	1	1	2	1
Rubble	2	NA	2	NA	1	2	1
Light Woods	1	4	2	4	3	2	1
Heavy Woods	1	NA	3	NA	4	3	1
Swamp/Marsh	3	NA	NA	1	1	4	1
Water D1	NA	NA	NA	1	1	2	1
Water D2	NA	NA	NA	1	1	3	1
Structure	1	NA	2	NA	NA	2	1
Elevation E1	+1	+1	+1	+1	+1	+1	NA
Elevation E2	NA	NA	NA	NA	NA	NA	NA

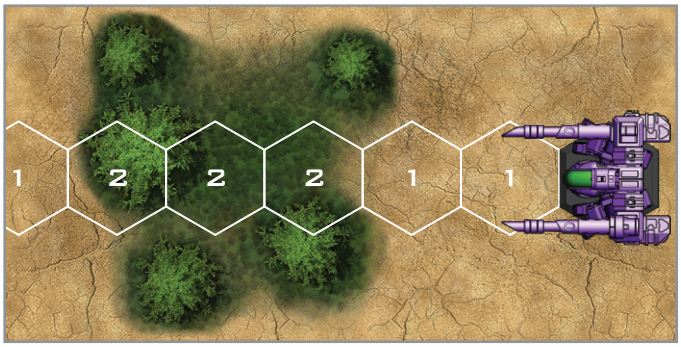
- **Grav:** Using emitters to create fields of negative gravity "pushing" against a planet's gravitational field for lift and thrust capable of traveling over land and water.

- **Walker:** Using two articulated "legs" to move about the battlefield.

- **Quad:** Using four articulated "legs" to move about the battlefield.

- **Air:** Using various means to provide flight capabilities to move above the battlefield.

Example: *A CAV model (**Movement Class:** Walker) intends to move across open and light woods terrain, spending the indicated cost in MV as detailed in the following illustration:*



Move Action: Combined Terrain Types

Some terrain types can occupy the same area (such as open and an elevation change or light woods and a swamp), increasing the overall MV cost.

To determine the MV required, use the terrain type with the higher MV cost, adding a +1 MV for EACH extra terrain type present.

Example: *A CAV model (Move Class: Walker) intends to move through a combined area of swamp and light woods terrain. Using the higher MV of the swamp (4 MV) over the light woods (2 MV) and adding a +1 MV for the secondary terrain type, the model must spend 5 MV for each inch it wishes to cross!*

Should the combined terrain include a road (or pavement) terrain type models will ignore any additional MV cost provided the model moves continuously on the road/paved terrain type.

Example: *If the model from the previous example traveled along a road through the swamp/light woods, it would only pay 1 MV per inch moved.*

Move Action: Minimum Move Allowance

During a Move Action, should the MV cost to move forward 1" surpasses a model's current MV, the model may always move forward 1" regardless of the actual MV cost (provided the model's Move Class does not prevent it from doing so).

Move Action: Stacking

At no time may the base of two models overlap or "stack" unless:

- Both models are on different elevation levels,

such as separate floors in a structure or one or more of the models are in flight.

- One (or both) of the models is infantry. A model may move through the space occupied by an infantry model, provided it does not end the move in the same spot.

Note: *Opposing infantry models may not move through each other.*

Move Action: Moving Backwards

CAVs, vehicles, and rotorcraft or VTOL aircraft can move backward, spending an additional +1 MV for each 1" moved in reverse on open or road/paved terrain.

Any other terrain type permitted to that model type requires an additional +2 MV per inch moved backward.

As infantry models have no set facing, they may move in any direction without additional MV cost.

Move Action: Double-Time

Any non-aircraft model moving forward ten or more inches in a single activation (using one or more Move Actions) receives the **Model State:** *Double-Time* (*see Model States, p. 35*).

Note: *All aircraft models receive the* ***Model State:*** *Double-Time automatically as part of any declared Move Action regardless of the actual number of inches moved.*

Move Action: Stationary (Non-Infantry Models Only)

A model may choose not to move during its activation, remaining in place. However, doing so for CAV and vehicle models precipitates the model receiving the **Model State:** *Stationary* (*see Model States, p.35*).

While providing a more stable platform when attacking, a model with the **Model State:** *Stationary* has an increased chance of being "hit" by an enemy model's attack (see **Combat Action:** *Combat Roll Situation Modifiers, p.31*).

Note: *An aircraft's movement in CAV Strike Operations is an abstraction of its "actual" cruising speed. We assume that aircraft are constantly in motion and that any actions on the game board reflect the time they spend flying over the battlefield in close air support.*

As a result, do not apply the ***Model State:*** *Stationary to in-flight aircraft.*

Move Action: Going Prone or Standing Up (CAVs Only)

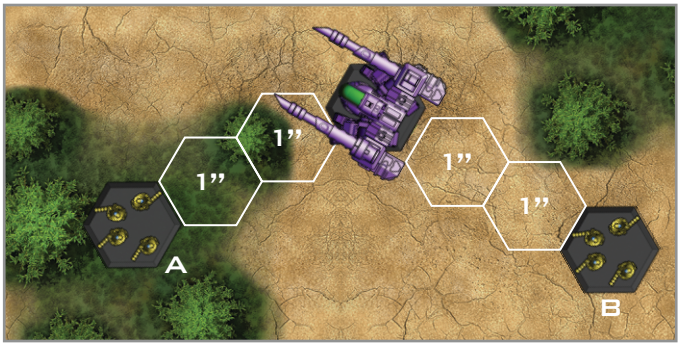
CAV models may use a Move Action to "go prone." Once Prone, models may not declare any action other than a Move Action to stand up, choosing any direction to face.

A prone CAV receives the **Model State:** *Knockdown* (*see p.35*) and has an elevation level of one (E1).

Move Action: Charge! (Infantry Models Only)

Infantry models may declare a charge once per activation at the end of a single Move Action (no remaining MV). An infantry charge allows it to move an additional 2" forward in an attempt to bring it into B2B contact (*see Combat Action: Close-Combat, p.32*) with an enemy model. Players must declare a "charge" before making any measurements.

Should the movement bonus not allow B2B contact with the intended enemy model, the "charging" infantry model's activation ends, regardless of any remaining declared actions.



Example: *Infantry model A could use their charge bonus at the end of a Move Action to close the gap to the enemy model's base, regardless of any MV cost, moving forward in a straight line only.*

Infantry model B comes up just short, ending its current activation.

Move Action: Mount or Dismount (Infantry Only)

Infantry models in B2B contact with an allied model equipped with the **SA:** *Transport* (*see p.52*) may use a Move Action to "mount" the transporting model.

Infantry models already loaded may also use the Move Action to "dismount" a transport, placing it anywhere with B2B contact with the transporting model. If there is no available room to dismount, the action is lost.

Transport models are not required to be part of the same squad as allied infantry models wanting to mount or dismount.

During the same activation, an infantry model may not mount and dismount from a transport model. However, infantry models may dismount directly into B2B contact with an enemy model.

Note: *Mounted infantry models (see* ***Battlefield***

PRO TIP

PRONE CAVS ARE DEFENSELESS, MAKING THEM EASIER TO HIT IN COMBAT!

Upgrade: Mounted, p.61) are not required to mount or dismount their specialized personal transport to use a Combat Action.

Move Action: Nap of Earth (Aircraft Only)

Aircraft models may use a type of low-level flying, referred to as Nap of Earth (NoE), in an attempt to avoid attacks from enemy ground models. At the beginning of an aircraft's Move Action, a player must declare that it will be flying Nap of Earth.

While flying Nap of Earth, an aircraft:

- Must use its total MV allowance as part of any Move Action, spending an additional +1 MV for each 1" moved as it travels just above the "deck." The **SA:** *Improved Handling* (*p.47*) is prohibited while flying NoE.

- Cannot be the target of any ground-based attacker unless the model ends its activation within 12" of the enemy model and a valid Line of Sight (*see p.25*) to the aircraft exists. See the **SA:** *Anti-Aircraft* (*p.41*) for exceptions.

Note: *Other aircraft can always attack other aircraft regardless of any NoE restrictions.*

- May not conduct any Combat Action and remain NoE. See the **SA:** *Pop-Up* (*p.49*) for exceptions.

- Can remain "Nap of Earth" from activation to activation, provided the model does not conduct a prohibited action and ends the current activation with the Move Action.

Move Action: Landing or Taking-Off (Aircraft Only)

Rotor and VTOL aircraft models can choose to "land" (or take-off) during an activation, typically to load/unload infantry. All other aircraft types require a landing field or runway.

Aircraft models must use one Move Action to land/take-off but may not perform both maneuvers during the same activation. After landing, an aircraft loses any benefit of flying NoE and is considered stationary with no Double-Time bonus.

An aircraft "taking-off" may declare an additional Move Action to fly NoE once it is "in-flight."

The Combat Action

Every model uses the Combat Action to attack an enemy model, using either direct-fire (DF) or indirect-fire (IF) weapons.

As already noted, players must first declare every action for each model in an activated squad. This declaration includes who (or where) the attack targets and the type of attack used (if any).

Note: *An attack declaration that uses both weapon types (DF and IF) during a single activation is prohibited.*

Direct-Fire (DF) weapons require a valid Line of Sight (LoS) between attacking and defending models. Magnetic Accelerator Cannons (MAC)s, Laser Bolt Guns (LBG)s, and Guided Missiles (GM)s are examples of direct-fire weapon systems.

Indirect-Fire (IF) weapons do not require a valid (LoS) between attacking and defending models as they are used to target a set point on the game board (*see Strike-Point Roll, p.29*).

Rockets (R), Mortars (M), and Field Artillery Systems (FAS) are examples of indirect-fire weapon systems.

Combat Action: Torso Twist and Turret Rotation

As noted, non-quad CAVs can "twist" their upper torsos 90-degrees left or right when attacking, rotating their weapons to the desired target. In addition, models equipped with a turret (*see* **SA:** *Turret, p.52*) may fire any of the enclosed weapons into a 360-degree circle.

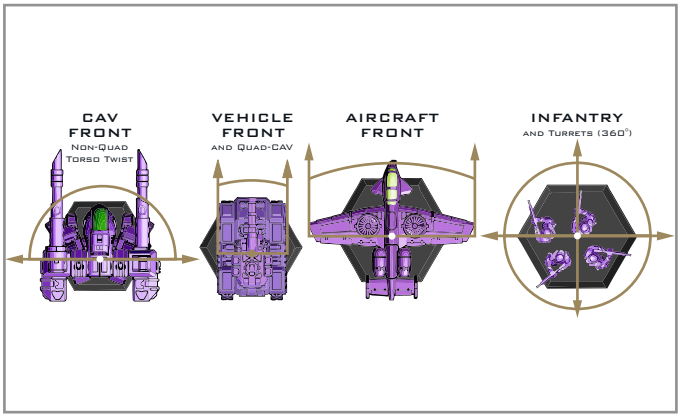
While either function is allowed only once per Combat Action, it is assumed to occur from turn to turn as needed based on a model's declared target(s) without requiring any additional declarations.

Combat Action: Firing Arcs

Firing arcs help determine which weapon(s) can "shoot" during an attack and the direction an attack comes from as it relates to both an attacking and defending model's facing.

There are four firing arcs: Front, Back, Left, and Right. While using similar terminology, make sure not to confuse firing arcs with a weapon's mounting location (which establish what firing arc they can use).

How these arcs interact with each model type is detailed in the following diagram:



- For non-quad CAVs, any weapon with an (F), (L), or (R) mounting location is allowed to "shoot" into its front-firing arc (taking into account that a non-quad CAV can torso-twist, rotating its upper torso 90 degrees left or right). However, weapons with the (B) mounting location may only shoot into a non-quad CAV's back-firing arc.

- Quad-CAVs (no torso-twist), aircraft, and vehicles have more restricted firing arcs, ascertained by the model's actual width or length as they relate to each particular one.

- Quad-CAVs and vehicles may only "shoot" a weapon into a firing arc that parallels its mounting location, i.e., an (F) mounted weapon may only shoot into the front-firing arc.

- Aircraft are allowed to fire any weapon with an (F), (L), or (R) mounting location into its front-firing arc and any (B) mounted weapons into its back-firing arc.

- Any weapon with a (T) mounting location has a 360-degree arc of fire, allowing it to shoot into any firing arc, regardless of the model using it. As infantry models have no set facing, they also have a 360-degree arc of fire, allowing for an attack in any direction.

Combat Action: Line of Sight (LoS)

The battlefield can be a very cluttered place, full of things that influence what your model can (or can't) "see" when attacking. Line of Sight (LoS) determines how these things may affect a Combat Action.

Checking Line of Sight

To check (LoS), "draw" a straight line (a long piece of string works excellently for this) from the center of one model's base to the other. A valid Line of Sight exists if this "line" is free of any terrain objects, and the attack may proceed unabated.

Should the line cross one or more terrain objects, the Line of Sight may be obscured (harder to see) or obstructed (blocked), as detailed under Combat Action: Cover.

Note: *Models, regardless of type, do not affect a Line of Sight determination.*

LoS and Indirect-Fire

As noted earlier, an attack using indirect-fire weapons does not require a valid LoS, bypassing any intervening terrain objects between the attacking and defending models.

While an indirect-fire attack allows for hitting a "point" without a valid LoS, you can still target one that you can, allowing for a (-1) to the Strike-Point Roll target point.

Note: *A model located "below" a terrain object such as a bridge (or a structure's roof) can neither initiate nor be the recipient of an indirect-fire attack.*

Combat Action: Cover

Every terrain object on the game board occupies a set amount of "space," rising above the underlying surface, defined by its width (using the object's base or border) and height (elevation levels).

What effect this may have on an attack is referred to as Cover, provided the object(s) intersects the LoS and:

- The Cover's overall elevation level is equal to (or higher) than the total elevation level of both attacker and target; or
- The Cover is adjacent (within 1") to the target; or
- A defending model is "standing" in Cover, provided the model's base does not extend past the Cover's border in that direction.

The total Elevation Level of a model or terrain object is its base Elevation Level PLUS the Elevation Level of its underlying terrain.

Example: *A standing CAV (E3) standing on an (E2) hill has a total Elevation Level of (E5).*

Note: *Models, regardless of type, do not provide Cover.*

Cover Types

In CAV Strike Operations, there are three types of Cover:

- **Light:** An intervening terrain object designated as Light Cover provides a (+1) modifier to the attacker's target point value. **Example:** *(E1) hills or structures.*

- **Heavy:** An intervening terrain object designated as Heavy Cover provides a (+2) modifier to the attacker's target point value. **Example:** *(E2) hills or structures.*

- **Blocking:** An intervening terrain object designated as Blocking Cover obstructs a valid LoS, preventing an attacker from making a direct-fire attack. **Example:** *(E3) hills or structures.*

Note: *Models closer than one inch (1") to one another disregard any intervening Light or Heavy Cover situation modifiers.*

Cover and Woods

As light and heavy woods have no "set" Elevation Level, they will always provide Cover when intersecting with Line of Sight.

Additionally, multiple woods-types along the same Line of Sight "stack," increasing their Cover type.

- **Light Cover:** One light woods terrain object.
- **Heavy Cover:** Two light woods or one heavy woods terrain object(s).
- **Blocking Cover:** Three light woods or one heavy woods and any other woods-based terrain object.

Note: *It is essential to know that EACH woods-based terrain object counts separately, regardless of their overall size.*

Example: *A 6" circle of woods provides the same amount of Cover as a 12" one as each is considered a single object.*

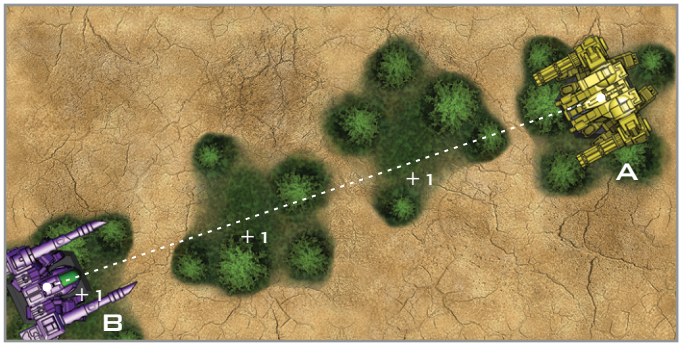
Woods-based terrain objects occupied by an attacking or defending model adjacent (less than 1") to the object's edge do NOT count towards woods "stacking."

However, for the defender, it will still provide a situation modifier to the attacker's target point value.

Example: *CAV A is attempting a direct-fire attack towards CAV B. Both models occupy light woods and stand within 1" of the object's edge. Two other light woods sit along the attacker's LoS.*

The attacking model receives no SM for the light woods it occupies as it is less than 1" from the object's edge.

However, it does receive a (+2) for the two intervening light woods and another (+1) for the light woods occupied by CAV B, but in this case, the Cover Type remains Heavy as both light woods occupied by the models do not count towards stacking.



PRO TIP

For terrain objects to have more of an effect on Cover during play, keep them smaller and use more of them!

PRO TIP

Maximize situations where your model has Cover and the enemy does not!

Cover and Smoke

The use of "smoke" (*see* **SA:** *Smoke, p.51 or* **Battlefield Upgrade:** *Smoke Shell, p.56*) provides a Light Cover situation modifier for each smoke-based object intersecting with the Line of Sight. Like woods, the smoke has no set Elevation Level and will stack with other smoke and woods-based terrain objects.

Note: *Attacks using indirect-fire weapons ignore smoke-based situation modifiers provided to a defending model.*

Cover and Elevation Levels (Non-Aircraft)

An (E1) terrain object provides:

- Light Cover to a targeted CAV if its base is less than 1" from the terrain object's edge and LoS intersects the object.
- Blocking Cover to a targeted vehicle or infantry model if its base is less than 1" from the terrain object's edge and LoS intersects the object.
- Blocking Cover to a targeted vehicle or infantry model if the (E1) Elevation Level of the terrain object is equal to (or higher) than both attacker and defender, regardless of the distance from the object's edge, and LoS intersects it.

An (E2) terrain object provides:

- Heavy Cover to a targeted CAV if its base is less than 1" from the terrain object's edge and LoS intersects the object.
- Blocking Cover to a targeted vehicle or infantry model if its base is less than 1" from the terrain object's edge and LoS intersects the object.
- Blocking Cover to a targeted vehicle or infantry model if the (E2) Elevation Level of the terrain object is equal to (or higher) than both attacker and defender, regardless of the distance from the object, and LoS intersects it.

An (E3) terrain object (or higher) provides:

- Blocking Cover to a targeted CAV, vehicle, or infantry model if its base is less than 1" from the terrain object's edge and LoS intersects the object.
- Blocking Cover to a targeted CAV, vehicle, or infantry model if the (E3+) Elevation Level of the terrain object is equal to (or higher) than both attacker and defender, regardless of the distance from the object, and LoS intersects it.

Cover and Aircraft

In-flight aircraft never receive a Cover situation modifier unless an attacking ground-based model's base is closer than 1" (or standing in) to a terrain object with an

Elevation Level of (E3+) and the LoS intersects it.

Conversely, an attacking aircraft model will always ignore any Cover situation modifiers for a ground-based model unless it (the defending model) is less than 1" (or standing in) from an applicable terrain object.

Example: *A CAV model standing in a Light Woods terrain object would still benefit from Light Cover when targeted by an in-flight aircraft.*

Both models would receive a Light Cover situation modifier if the CAV was not adjacent (1"+) to the edge of the Light Woods and LoS intersected with the terrain object.

Abstractly, an aircraft model using NoE always has Blocking Cover as it maneuvers across the game board, using geographical features to minimize LoS.

Note: *Cover between in-flight aircraft and ground models is not always reciprocal. A CAV model adjacent to an (E1) hill would receive a Light Cover bonus, while the plane would not.*

Cover: Digging In (Infantry only)

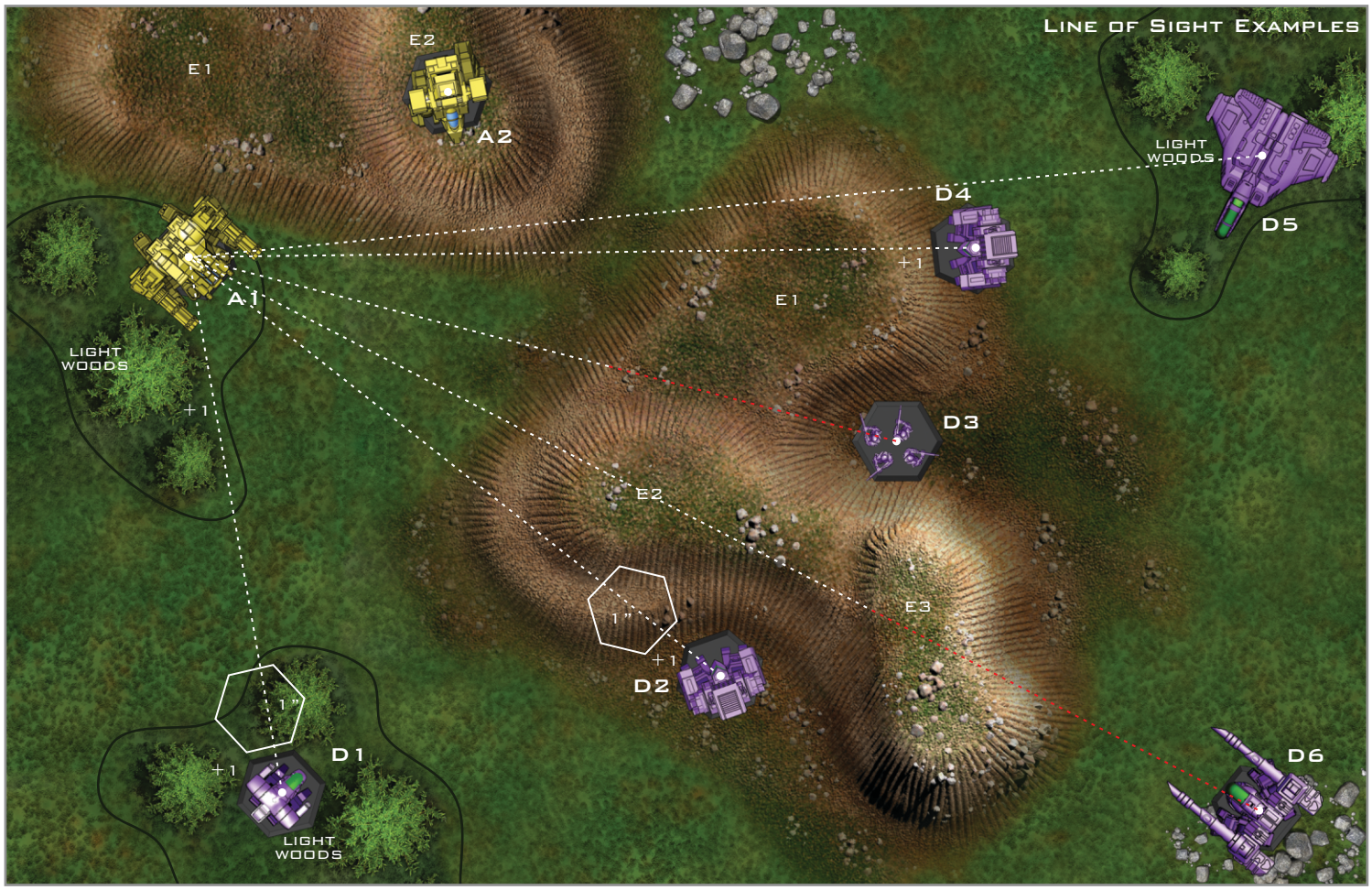
Infantry models can spend 1 AP to "dig in" in any terrain type other than paved, swamp/marsh, or water. Once "dug in," an infantry model receives a Light Cover bonus.

PRO TIP

Trying to get the perfect "line" between two models on a game board covered with 3-D objects can be challenging.

Should there be any ambiguity in whether an object does or does not interfere with an (LoS) check roll 1d6. If an odd number, the object DOES intersect with the line. If an even number, the object DOES NOT intersect with the line.

Always remember one of Dana Murphy's golden rules, "If you can see it, it can see you!"



Line of Sight Examples

The example pictured above illustrates some of the concepts presented so far in relation to Line of Sight and Cover:

- CAV A1 has LoS to CAV D1, incurring a (+2) to any direct-fire attack due to the intervening light woods and the light woods occupied by the defender.

If CAV D1 should choose to shoot back, it would also receive a (+2) as it is not within 1" of the light woods edge.

- CAV A1 has LoS to CAV D2, incurring a (+1) to any direct-fire attack due to the defending model being adjacent (less than 1") to the (E1) hill.

Even though LoS also crosses the (E2) part of the hill, CAV D2 is not close enough for it to count.

- CAV A1 does not have LoS to infantry D3 because it is adjacent to an (E1) hill and has a total elevation level of zero (E0).
- CAV A1 has LoS to CAV D4, incurring a (+1) to any direct-fire attack due to the defending model being adjacent (less than 1") to the E1 hill.
- CAV A1 has LoS to aircraft D5 as it is in flight, disregarding any intervening terrain objects.
- CAV A1 does not have LoS to CAV D6 due to the intervening (E3) hill and both models' total elevation level of three (E3).
- CAV A2 has LoS to CAV D6 due to its total elevation level of five (E5). However, as D6 isn't adjacent to the (E3) hill, it has no bearing on LoS.

Combat Action: Range Bands

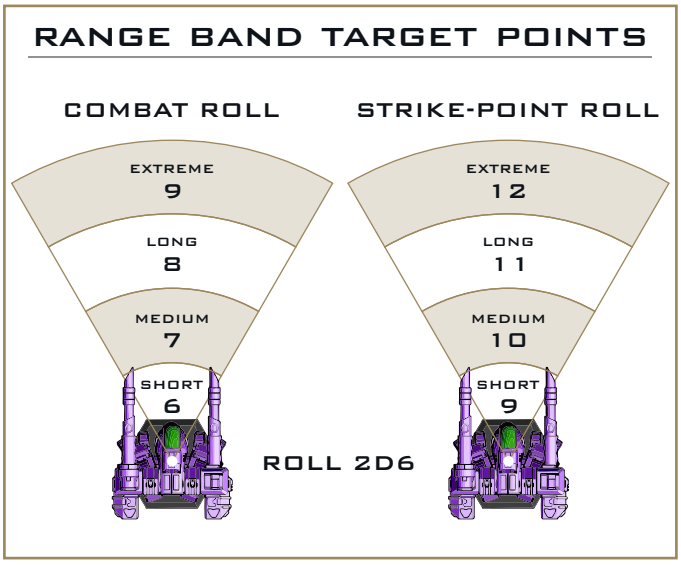
While most modern weapon systems can "shoot" great distances, they must also contend with many battlefield hazards intended to disrupt a successful attack.

Non-stop electronic jamming, unfamiliar terrain, and the ubiquitous "fog of war" are just a few of the difficulties a model must overcome when attacking.

CAV Strike Operations uses Range Bands to help simulate these uncertainties during a match.

Every weapon system has its base range value (RNG) in inches displayed on a model's Data Card. This value is equal to the weapon's maximum Short-Range Band. Calculate the model's next Range Band (Medium) by adding this same value again, continuing for both Long and Extreme-Range Bands.

Example: *A Particle Bolt Gun (PBG) has an (RNG) of (6"), making its Short-Range Band from 0-6". Add this value again to determine its maximum Medium-Range Band distance (12") and again for both Long (18") and Extreme-*



Range (24") Bands.

To determine the correct Range Band to use when attacking an enemy model, measure from the center of the attacking model's base to the center of the defending model's base.

For any attack directed toward a terrain object, measure to the object's closest edge (from the attacking model) or the declared strike-point.

Note: *A weapon cannot damage an enemy model (or object) outside the maximum value established by its Extreme Range Band.*

Range Bands & Attacking with Multiple Weapon Types *(Non-Infantry Models Only)*

CAVs, vehicles, and aircraft come equipped with a targeting computer to assist an attacker with hitting its target, guiding each onboard weapon system with a specific subroutine that automatically determines the best possible "shot" at any given moment.

An attack that includes more than one kind of weapon type, e.g., MACs and GMs, forces the computer to combine multiple subroutines into a single firing solution, maximizing the chance to hit with them all.

As a result, an attack with multiple weapon types will use the same target point determined by the weapon type with the highest Range Band value.

Example: *A Dictator shooting at a long-range target with both MACs and medium-range for its GM would use the MACs target point (8) for all three attacks.*

If a declared Combat Action later results in one of the weapon systems being out of range, the attack may continue with the in-range weapon(s) using the Extreme-Range Band target point value (9).

Combat Action: The Combat Roll

In CAV Strike Operations, the Combat Roll determines if an attack "hits" a declared target during a Combat Action by rolling 2d6 against the Range Band target point established by the distance between an attacker and its target.

Note: *Situation Modifiers may increase (or decrease) the final target point needed (see Combat Roll Situation Modifier Table, p.31).*

Any Combat Roll not equal to (or greater) than the required target point number is a miss, ending that attack.

However, should the Combat Roll equal (or exceed) the target point, it is a "hit," with the amount the roll equals or surpasses the final target point number referred to as the Margin of Success (MoS).

Example: *An attack with a final target point of (8) and a Combat Roll of (10) has a Margin of Success of (2).*

We detail how to use the Margin of Success to determine any damage from an attack under Combat Roll Resolution (*p.33*).

Combat Action: The Strike-Point Roll

An indirect-fire weapon system does not require a valid LoS to declare an attack as an indirect-fire attack targets a specific "point" on the game board rather than an enemy model.

Players must first determine if the attack has "landed" before making any Combat Rolls using a Strike-Point Roll.

The Strike-Point Roll determines if the attack is "on-target" by rolling 2d6 against the Range Band target point established by the distance between an attacker and its target.

Note: *Strike-Point Roll SMs may increase (or decrease) the final target point needed (see the Strike-Point Roll Situation Modifiers Table, p.30).*

Any Strike-Point Roll not equal to (or greater) than the required target point number is a miss and scatters (*see Drift, p.30*).

However, should the Strike-Point Roll equal (or exceed) the target point, it is "on-target," allowing for a Combat Roll, target point (6) on any model (friend or foe) caught within the weapon system's Area of Effect (see **SA:** *AoE, p.42*).

Note: *Strike-Point Roll situation modifiers DO NOT apply to an indirect-fire Combat Roll.*

In the case of a failed Strike-Point Roll, should an attacking model wish to "shoot" at the same strike-point

again in a consecutive activation, it will receive a (-1) to the base target point for each additional attempt, provided it has not moved.

If the Strike-Point Roll succeeds, an attacker will automatically "hit" the strike-point when shooting at it in a consecutive activation, provided it has not moved.

Note: *A strike-point that results from a Drift Roll is not eligible for this type of automatic "hit."*

STRIKE-POINT ROLL SITUATION MODIFIERS

MODIFIER	SITUATION
+2	**Critical Hit:** *Weapon Systems Crippled*.
+1	**Critical Hit:** *Weapon Systems Damaged*.
+2	**Model State:** *Burning*, *Hacked*, *Stunned*, or *Suppressed* (attacker).
+1	Multiple Targets (per additional target).
+1	Run 'N Gun (per declared weapon).
-1	**Battlefield Upgrade:** *Marksman*.
-2	**Battlefield Upgrade:** *Sharpshooter*.
-1	Consecutive Attempt(s) (same Strike-Point only).
-1	**Model State:** *Stationary* (attacker).
-1	LoS (to declared Strike-Point).
-1	**SA:** *Adv Targeting Computer* (per Rating Level, requires Target-Lock).
-1	**SA:** *FCS* (per additional model, max 2).
-1	**SA:** *Wizzo*.
-1	**Upgrade:** *Semi-Guided* (requires **SA:** *TAG*).

Strike-Point Combat Rolls & Cover

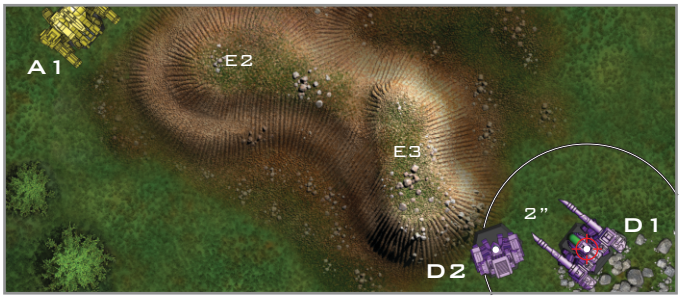
While an indirect-fire attack bypasses any intervening Cover between an attacker and its intended target when making a Strike-Point Roll, Cover can help reduce (or prevent) the damage a defending model may take.

When making an indirect-fire Combat Roll, any Cover a defending model may have provides a (+) situation modifier to the attacking model's base target point.

Example: *An indirect-fire Combat Roll made against a defending model standing in Light Woods would receive a (+1) to the base target point needed to hit.*

Should an attacking or defending model's current location place it adjacent to Blocking Cover, as it relates to the LoS between the two, any Combat Rolls are prohibited.

Example: *CAV A1 attempts an indirect-fire attack (AoE 2") on the indicated strike-point. The Strike-Point Roll succeeds, but a Combat Roll is only allowed against CAV D1 as CAV D2 is adjacent to the E3 hill (Blocking Cover).*



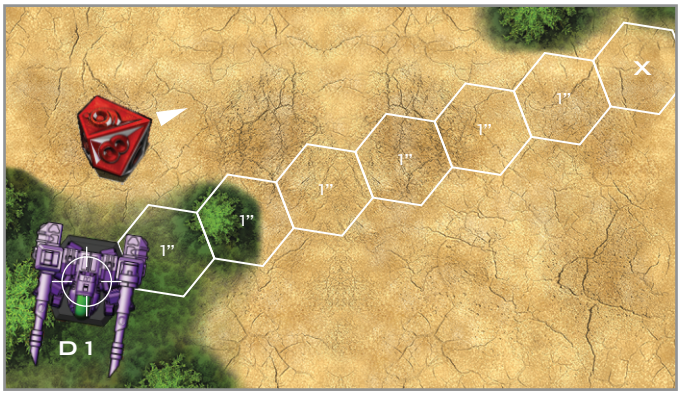
Combat Action: Drift

A missed Strike-Point Roll results in Drift and requires an additional 1d10 roll by the attacking player to determine the final point of impact on the game board.

Rolling as close as possible to the declared strike-point location, the "point" of the d10 indicates the Drift's direction, the number its distance (in inches), adding a (+1) to the roll for a Long-Range Band attack or (+2) for an Extreme-Range Band one.

Example: *An attacker attempting a Long-Range Band indirect-attack misses, resulting in a Drift Roll. Rolling 1d10, the die's point indicates the direction of the Drift, and the (6) its distance (in inches), adding (+1) for the range (long), resulting in the attack landing 7" away at (X).*

Note: *An indirect-fire weapon system can Drift beyond its maximum range, but such a result precludes it from making any Combat Rolls.*



Strike-Point Roll Critical Fumbles & Drift

Should an attacker roll a Critical Fumble when attempting a Strike-Point Roll, the defending player can choose to move the desired strike-point to a new location anywhere in the attacking model's front-firing arc before making the Drift Roll.

Note: *The new strike-point cannot violate the weapon system's minimum or maximum range.*

Combat Action: Point-Blank Range

Any direct-fire attack with a total range of less than three inches (3") receives a (-1) Situation Modifier to the indicated Range Band's target point value.

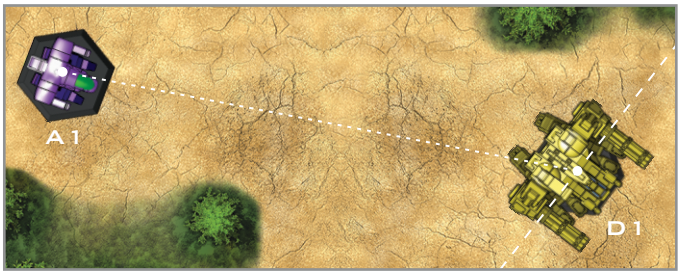
Combat Action: SA: *Minimum Range*

Any weapon with the **SA:** *Minimum Range* (*p.47*) cannot be used for a ranged attack if the desired target is equal to (or less) than the listed value regardless of the Range Band indicated.

Combat Action: Back Facing Attacks

A direct-fire attack targeted into a non-infantry model's back-firing arc reduces an attacker's indicated Range Band's target point value by (-1).

Example: *Model A1 is firing two LBGs, using the short-range band, into Model D1's back-firing arc, providing a modified target point roll of (3)!*



THE BATTLENET

The BattleNet is a catch-all term for the various battlefield information systems used across the galaxy. At its essence, the BattleNet is a digital network combining secure voice and text messaging, sensor data, and real-time maps and battlefield imagery accessible by every level of a military force.

The collection of data from every "node" in the networked battlespace, whether ground, air, or space, provides for a situational awareness that is nearly instantaneous, providing for a more timely sensor-to-shooter capability. For example, an enemy artillery barrage can be traced back to its point of origin, allowing for an immediate counterfire response.

The BattleNet also provides for "predicted fire," a technique that enables an enemy to be engaged by indirect-fire, allowing an attacker to "fire for effect" without first alerting the target with ranging shots.

COMBAT ROLL SITUATION MODIFIERS

MODIFIER	SITUATION (Direct-Fire)
+2	Critical Hit: Weapon Systems Crippled.
+1	Critical Hit: Weapon Systems Damaged.
+2	Defensive Fire.
+2	Heavy Cover.
+1	Light Cover.
+2	Model State: Burning, Hacked, Stunned, or Suppressed (attacker).
+2	Model State: Double-Time (defender).
+1	Multiple Targets (per additional target).
+1	Run 'N Gun (per weapon fired).
+1/+2	SA: CHAMELEON (target range 18"-36", 36"+).
-1	Back Arc (vs. non-infantry models only).
-1	Battlefield Upgrade: Marksman.
-2	Battlefield Upgrade: Sharpshooter.
-1	Model State: Stationary (attacker).
-2	Model State: Stationary (defender).
-1	Point-Blank Range (less then 3").
-1	SA: Adv Targeting Computer (per rating level, requires target-lock).
-1	SA: Anti-Aircraft (per rating level, vs. Move Class: Air only).
-1	SA: APA (per rating level).
-1	SA: Large Sensor Profile (defender).
-1	SA: Wizzo.

MODIFIER	SITUATION (Indirect-Fire)
+1	Light Cover.
+2	Heavy Cover.
+2	Model State: Double-Time (defender).
+2	SA: Counter-Battery.
-2	Model State: Stationary (defender).
-1	SA: Large Sensor Profile (defender).
-1	Salvo Fire (per additional weapon fired).

Combat Action: Multiple Targets

Players may choose to attack more than one target during a model's activation, splitting the fire from multiple weapon systems during a Combat Action.

However, the attacking model's declared targets must be in the same firing arc, receiving a (+1) SM to its base target point for each additional model targeted to EACH Combat Roll.

Note: *If the targeted models are in different range bands, the attacking player will use the target point for the farthest model chosen for every attack.*

Example: *A model attempts to "shoot" at three different enemy models in the same attack. They are all in the attacking model's front-firing arc, two in the Medium-*

Range Band and one in the Long-Range Band. The base target point is (8) (for long-range) with a (+2) SM (for two additional targets) to all three Combat Rolls.

Combat Action: Move and Shoot

Using both Action Points, players can choose to combine the Move and Combat Action to conduct an attack along the model's intended path.

Combining both actions is especially useful for moving from one terrain object providing Cover to another.

Combat Action: Salvo Fire *(Non-Infantry Models Only)*

A player can use multiple weapon systems in a single "salvo" attack, firing them in unison at a single target to increase the chance of a successful "hit." This style of attack, referred to as Salvo Fire, requires (1) AP as part of a Combat Action.

Only weapon systems of the same type (for example, all LBGs) may be combined for the attack when using Salvo Fire. The model's remaining weapon systems may not fire during the current activation.

Note: *Different "classes" of the same weapon system, such as Light and Medium LBGs, can be used during Salvo Fire using the RAV (see Combat Roll Resolution, p.32) of the smaller-sized weapon class.*

To execute Salvo Fire, the player will make a single Combat Roll, receiving a (-1) SM to the base target point for each ADDITIONAL weapon used in the attack.

Note: *Indirect-fire attacks will still require a Strike-Point Roll (with no additional SM for Salvo Fire).*

Example: *A model making a direct-fire attack uses Salvo Fire to combine four Light LBGs into a single Combat Roll, receiving a (-3) SM to the base target point.*

Combat Action: Close-Combat *(Infantry Models Only)*

Individual infantry models have little chance of inflicting significant damage to a CAV or armored vehicle. However, allowing whole squads to close and "swarm" their target, especially those who have received advanced training in anti-armor tactics (see SA: *Grenadier*), can have dire consequences.

A squad of infantry models uses the Combat Action: Close-Combat to assault en masse, moving up to six models into point-blank range (within 3") with an enemy model during the same activation. The squad makes a single Combat Roll, target point (5) with a (-1) SM for each **ADDITIONAL** model taking part in the attack, using the RAV for the squad's primary weapon type.

Example: *An infantry squad of six models armed with assault rifles (RAV 0/1) moves within 3" of their desired target after announcing their intent to attack with a Close-Combat Combat Action. With the extra five models as support, the target point for the single Combat Roll is (0).*

Combat Action: Overwatch

Once activated, a model declares Overwatch as part of their Combat Action spending (2 AP), choosing to sacrifice any other action for now in hopes that an enemy model that is currently out of range or behind Blocking Cover moves later to enable an attack. Models in Overwatch receive the Model State: *Stationary*.

While in Overwatch, at any time, an attacker can "stop" an enemy model during its activation to conduct an attack. Damage, if any, is immediately applied before allowing the targeted model to finish the rest of its declared action(s) if possible.

Once in Overwatch, a model remains so from turn to turn, provided it performs no other action type first, using (2 AP) to conduct any further attacks.

Example: *At the start of Turn One, CAV A1 has declared Overwatch during its activation, hoping to catch CAV D1 moving out from behind Blocking Cover.*

As CAV D1 moves out from behind Cover, the player controlling CAV A1 requests the model to stop as it reaches (X), conducting a direct-fire attack.

CAV D1 may now complete its activation (if able).

Beginning with Turn Two, CAV A remains in Overwatch, allowing for a new Combat Action (2 AP) against an enemy model that activates within range.

Combat Action: Run 'N Gun *(CAV & Vehicle Models Only)*

While similar to the Combat and Move Action combo, a Run 'N Gun sacrifices maneuverability and accuracy for more speed, incorporating TWO Move Actions with a Combat Action for (2 AP)!

A CAV or vehicle model using Run 'N Gun reduces

their overall (MV) by (-2) while receiving a (+1) to any Combat or Strike-Point Roll base target point for EACH weapon used as part of the attack. After declaring a Run 'N Gun, the model must use its full MV, moving forward ONLY, and is allowed only one free Facing Change.

Example: *The Falcon CAV (MV 10) with two Medium MACs and two Light LBGs decides to conduct a Run 'N Gun when activated, spending (2) AP to do so.*

Subtracting (-2) from its base (MV 10) and doubling (for two Move Actions) gives the model a (MV 16) for the current turn. If it chooses to fire all four weapons as part of an attack, it receives a (+4) to the base Combat Roll target point.

Note: *Models with a current MV (4) or less only reduce their MV by (-1) when performing a Run 'N Gun.*

Combat Action: Defensive Fire

A model not yet activated during the current turn may declare Defensive Fire (2 AP), shooting "from the hip" at an enemy model targeting it with a valid LoS.

A declaration of Defensive Fire MUST happen before making any Combat Rolls (attacker and defender). Only direct-fire weapon systems (no GMs) are eligible for Defensive Fire, each receiving a (+2) SM and without the benefit of any target-lock or APA-based SMs.

Note: ***Models may not combine Salvo Fire, Overwatch, Run 'N Gun, or Defensive Fire as part of any single Combat Action.***

Combat Action: Combat Roll Resolution

To determine if a successful Combat Roll(s) has also damaged a targeted model, an attacking player adds the roll's Margin of Success (if any) to the appropriate RAV (Hard or Soft) of the weapon system used.

Next, compare the sum to the defender's current Armor Value (AV), and if equal to or greater, refer to the Combat Damage Table (see below), applying the results as indicated.

A lesser amount, while still a "hit," represents the defender's armor deflecting the attack and preventing any damage.

Example: *A CAV has "hit" a Hard target (AV 8) with two medium MACs (RAV 6) with a Margin of Success of (1) and (2), resulting in a sum value of (7) and (8), respectively.*

After comparing both numbers to the defender's armor, the first "hit" is less than and does no damage while the second one is equal to, resulting in one point of damage (per the Combat Damage Table).

Any damage (or other combat-related effects) does not apply to an affected model until the end of the current squad's activation.

COMBAT DAMAGE TABLE

FINAL	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. Pilot Check (-1).
4	One damage point to defending model. Pilot Check (-1).
5	Two damage points to defending model. Pilot Check.
6	Two damage points to defending model. Pilot Check.
7	Two damage points to defending model. Pilot Check (+1) & Suppressed.
8	Two damage points to defending model. Pilot Check (+1) & Suppressed.
9	Two damage points to defending model. Pilot Check (+2) & Suppressed.
10+	Three damage points to defending model & Critical Damage Roll!

Example: *A CAV with a Damage Track of (1) is the declared target of three enemy CAVs as part of their current activation. The first enemy CAV hits for two points of damage and a pilot check—the other two hit for one more damage point each.*

As a result, the targeted CAV only moves its Damage Track to (5) and makes the pilot check roll when all the enemy squad's actions are complete.

Critical Damage

A final sum of (10+) on the Combat Damage Table results in Critical Damage. Roll 2d6 and consult the Critical Damage Table, applying the results indicated at the end of the current activation. Multiple die rolls of the same Critical Damage result are cumulative, i.e., a model with two "Breeder Damaged" results will have (0) AP.

CRITICAL DAMAGE TABLE

ROLL 2d6	RESULT
2	Breeder Destroyed. **Model State:** *Stationary* & (0 AP).
3	Breeder Damaged. (1 AP).
4	Leg/Drive System Crippled. MV 1/2.
5	Leg/Drive System Damaged. MV (-1).
6	**Model State:** *Knocked Down* & *Stunned*.
7	**Model State:** *Knocked Down* & *Stunned*.
8	**Model State:** *Knocked Down* & *Stunned*.
9	Weapon Systems Damaged. (+1) Combat Roll SM.
10	Weapon Systems Crippled. (+2) Combat Roll SM.
11	Targeting Systems Destroyed. No Combat Actions.
12	Cockpit/Crew Compartment Breached. Pilot/Crew Killed.

Applying Damage

The Damage Track (DT) represents a model's ability to take damage and remain "combat-effective." However, as the model is damaged, this effectiveness degrades, and if it receives more damage than DTs, is rendered "out-of-

action" (OA).

Models use the value listed under the model's current DT column at the beginning of any current activation, friend or foe.

Example: *A small chassis CAV begins the game with three DTs (0 through 3). In the course of an opponent's activation, it takes three damage points. Later, during its activation, after declaring a Move and a Combat Action, the CAV uses the values listed under the DT 3 column to move and shoot.*

If the CAV takes one more point of damage, it has run out of DTs and may no longer activate (OA).

Infantry Models & Damage

Since the individual components of an infantry model disperse over a wider area, their susceptibility to massed damage lessens from a single weapon attack. As a result, an infantry model will only take one (1) point of damage per successful weapon attack.

Example: *A CAV declares it is firing three LBGs at a single infantry model. While the first Combat Roll misses, the other two hit with a final modified value of (2) and (8) on the Combat Damage Table. Each does one point of damage, regardless of the amount indicated.*

Note: *Infantry models are also "immune" to any critical damage and any Model State except Burning.*

Infantry in the Open

Infantry models "hit" for damage will take one additional point (+1) if located in Open or Clear terrain.

Infantry models can use a Special Action (1 AP) to "dig in" to avoid this.

Destroying a Model

An out-of-action CAV or vehicle model remains on the game board, preventing any other model from moving through it. Players may still target an (OA) model to destroy it outright by inflicting an additional 1 DT of damage.

Treat as destroyed any undamaged CAV or vehicle model that loses all of its DTs in a single activation or (OA) in-flight aircraft. Remove out-of-action infantry from play with no further action.

Destroyed non-infantry models become "wrecks," replacing them with an (E1) debris marker.

Should a model receive more damage than its current Damage Track allows before resolving all the Combat Actions declared against it, those attacks are "lost," unable to be redirected towards another target during the current activation.

Note: *Destroying a model also destroys any models it may be transporting.*

Stomp

A CAV model in B2B contact with a prone CAV or vehicle with one remaining DT may use a Move Action to "stomp," destroying the model.

Pilot Checks (CAVs Only)

A Pilot Check, typically resulting from damage a CAV model receives during combat, requires a player to make an Experience Roll for the model to avoid being knocked down.

The required target point may receive a (+1) or (+2) SM if called for on the Combat Damage Table. A successful "check" requires no further action.

A model will only make a single Pilot Check roll per activation, regardless of the number of times indicated, using the greater of any SMs called for (if any).

Note: *Quad CAVs receive a (-1) SM to any Pilot Check target point due to their improved stability.*

Should a model fail its Pilot Check, they have been "knocked down" (see **Model State:** *Knockdown, p.35*).

A Critical Failure results in the model taking an additional one DT point of damage.

Note: *Moving through a Rubble Terrain Object requires a CAV to make a single Pilot Check to avoid falling (Model State: Knockdown).*

Model States

During play, a model may be affected by one or more Model States, either due to an action made by it or an action conducted against it.

Note: *Multiple instances of the same Model State do not "stack," though some can supersede one another, as detailed in their descriptions below.*

Burning: While the design of most modern fighting machines allows them to withstand intense temperatures, the realization of being enveloped in flames can cause even the most seasoned soldier to panic.

Burning models with the **SA:** *Hard* (*p.46*) receive a (+2) to any die roll target point and a (-2) to their MV. Models with the **SA:** *Soft* (*p.51*) will also sustain one DT point of damage.

A model with the **SA:** *Fire-Proof 1* or *2* (*p.45*) is immune to this model state.

The **Model State:** *Burning* will last three of the model's subsequent activations (**SA:** *Soft* models will continue to take damage) unless extinguished by a model with the **SA:** *Fire-Proof 2* or by entering an allowed water-based terrain object.

Double-Time: Hitting a moving target is hard enough, and the faster they go, the harder it becomes.

A model with the **Model State:** *Double-Time* provides a (+2) SM to an attacker's Combat Roll target point.

Hacked: With the advent of modern nano-technology, the ease of introducing a malignant virus into a computer system became significantly less complicated. New counter-measures were required to protect systems from these "mini-hackers."

Hacked models receive a (+2) to any die roll target point and a (-2) to their MV until removed. Infantry models and any model with the **SA:** *Shielded* (*p.50*) are immune from being hacked.

A model must make a successful Repair Action (see p.35) to neutralize the effects of being hacked.

Knockdown: A CAV model with the **Model State:** *Knockdown* provides an attacker's Combat Roll target point a (-2) SM.

The **Model State:** *Knockdown*, supersedes the **Model State:** *Double-Time*.

Stationary: Defending models with the **Model State:** *Stationary* provides an attacker's Combat Roll target point a (-2) SM.

An attacking model with the **Model State:** *Stationary* receives a (-1) SM to any direct-fire Combat Rolls and indirect-fire Strike-Point Rolls.

Suppressed: The **Model State:** *Suppressed* prevents a model from moving in ANY direction that would take it closer to an enemy model(s) during the subsequent activation after acquiring this model state. If no path is available, the model will not move.

A suppressed model also receives a (+2) SM to any die roll target point made by it.

Stunned: Stunning a model prevents it from taking any actions during the subsequent activation after acquiring this model state and receives a (+2) SM to any die roll target point made by it.

The **Model State:** *Stunned*, supersedes the **Model State:** *Suppressed*.

The Target-Lock Action

The Target-Lock Action allows any non-infantry model to acquire an active "lock-on" to an enemy non-infantry model or declared Strike-Point on the game board. This "lock-on" provides for:

- A model with the **SA:** *Adv Targeting Computer* (*p.48*) to reduce the required target point for a direct-fire Combat Roll or an indirect-fire Strike Point Roll by the designated rating level of the SA; and
- A model equipped with Guided Missiles (*see p.72*) to include them as part of a direct-fire Combat Action; and
- A model with the **SA:** *EST* (*p.45*) to transfer this "lock-on" to any other model in the same squad.

Note: *There is no set range for using the Target-Lock Action, and it does not require a valid Line of Sight.*

A model may use the Target-Lock Action on one model (or Strike-Point) and the Combat Action on another. Doing so will add a Multiple Target situation modifier to any Combat Roll made by the model during that activation.

The Repair Action

The ability of a pilot or crew to make a quick "fix" in the heat of battle can be the difference between survival and destruction.

Non-infantry models in CAV Strike Operations can use a Repair Action in an attempt to bypass one or more damaged systems and restore some functionality to their equipment.

To repair, a player declares their intent to use the Repair Action during the model's activation. The Repair Action uses a target point (10) roll, using the model's current Repair Value as a (-) SM.

If successful, remove one point of damage from the model's Damage Track.

The Repair Action is non-repeatable and is unavailable to any model without a Repair Value.

The Repair Action: Lingering Damage

While field repairs can restore some functionality to a damaged model during a fight, some things require access to a repair bay to fix.

As a result, once damaged, a model will "always" keep one point of lingering damage for the remainder of the battle.

Note: *Models with the* ***SA:*** *Combat Engineer (p. 43) and access to the* ***Battlefield Support Asset:*** *Level II Repair Module (p.65) can repair lingering damage.*

The Repair Action: Critical Success and Critical Failure

A Critical Success target point roll repairs two points of non-lingering damage, while a Critical Failure results in the model taking one point of damage.

The Regroup Action

A squad may take casualties that degrade its ability to fight effectively as a unified force during battle. The Regroup Action allows two damaged squads to merge into a new single squad.

To avoid losing additional models, both squads must have fewer models than the maximum amount allowed for their squad type to use the Regroup Action. An active squad may only regroup with a squad on the game board that has not yet activated during the current turn.

Extra models (if any) that will not fit into the newly formed squad are removed from play immediately and count towards any victory conditions established by the scenario for the opposing side (treated as Out of Action).

The remaining models in the active squad will declare a Regroup Action (1 AP) at the beginning of their activation, indicating which squad they will be regrouping with. This second squad will now activate, conducting a simultaneous Regroup Action, combining into one new squad with each model having one remaining Action Point.

Note: *The squad will become a Specialist Squad if the combined squads contain model types and/or tasks that don't fit into a standard squad type.*

While Force Group creation prohibits having more than one Specialist Squad in a Force Group, the Regroup Action allows for an exception to this rule.

Remember to adjust the number of initiative cards of the appropriate color from the Draw Deck at the end of the current turn for any regrouped squads.

The Special Action

The Special Action is a catch-all for any action granted to a model type due to equipment or a Special Attribute.

How to use a specific Special Action is detailed in the description of the function granting its use.

PRO TIP

Using a C3 point to "rally" the troops is a great way to counter the effects of the **Model States:** Suppression and Stunned. It is knowing when to use the point, though, that is paramount.

The longer you wait, the greater the chance of clearing the effect from multiple models!

Structures

While a prudent Force Group commander tries to avoid fighting with armored units in built-up areas, there will come a time when such fighting becomes necessary. Block after block of buildings located along winding streets and dead-end alleys provide a bevy of locations for an enemy to hide, limiting sightlines and mobility.

The following rules provide a simple system to incorporate various structures onto the game board.

Structure Types and Sections

There are four types of structures in CAV: Strike Operations, each one providing the amount of damage it receives before being destroyed (damage points) and the kind of protection it provides (armor class). Every structure type comprises one or more sections, each measuring thirty feet by thirty feet (2"x2") with an elevation level of (E1).

More significant structure types (more sections) retain the same armor class but have more damage points based on the number of sections (not elevation levels) it contains.

Example: *A simple E1 residential structure with one section has a damage point total of 5 and an armor class of (4). Doubling the number of sections (4"x2") and adding a second elevation level increases its damage points to 10 (for two sections). Its armor class remains (4) with no additional change (other than its height) for the extra elevation.*

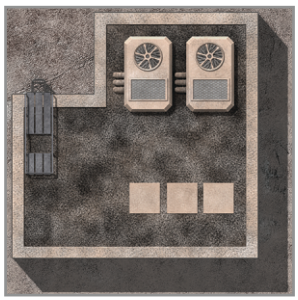
Residential Structure

- ***Damage Points:*** 5
- ***Armor Class:*** 4
- ***Special Attributes:*** Soft

A residential structure is typical of the dwellings found on countless worlds across the galaxy. Built of wood, brick, rock, or adobe, residential structures provide little protection to anyone caught inside during a battle.

Only infantry models can enter this structure type without destroying them.

Commercial Structure

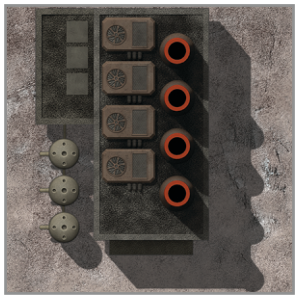


- ***Damage Points:*** 10
- ***Armor Class:*** 6
- ***Special Attributes:*** Soft

Commercial structures tend to be of more solid construction, featuring ferrocrete and durasteel in their design. Stand-alone stores, apartment buildings, and strip malls are typical commercial structures.

Only infantry models can enter this structure type without destroying them.

Industrial Structure

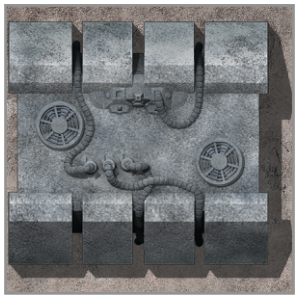


- ***Damage Points:*** 15
- ***Armor Class:*** 8
- ***Special Attributes:*** Soft

Industrial structures include hi-rise apartment buildings, skyscrapers, warehouses, and factories. Industrial structures contain large amounts of durasteel and ferrocrete and can be several elevation levels tall.

Usually, non-infantry models would be unable to move through industrial structures without first destroying them. Still, sizable buildings may include doors and interior areas large enough for CAVs and vehicles to enter.

Hardened Structures



- ***Damage Points:*** 20
- ***Armor Class:*** 10
- ***Special Attributes:*** Hard

Heavily reinforced, the design of hardened structures allows them to withstand a lot of punishment. While hardened structures tend to be only one or two elevations tall, defensive walls may be much higher. Hardened structures may also have many more levels underground, especially command centers or other essential facilities.

Hardened structures also serve as bunkers and may be equipped with one or more weapon systems for defense. They may also feature ramps or steps to allow a model to "climb" to the top, allowing for a protected firing position.

Even though a hardened structure can support the weight of even the heaviest CAVs, non-infantry models cannot move through them without first destroying them if there are no doors and interior areas large enough for them to enter.

Structure Damage Points

A structure's damage points reflect its structural integrity and the amount of damage it can withstand before being reduced to rubble. Regardless of a structure's current damage point total, the type of structure it is does not change.

For example, an industrial structure with only five remaining damage points is still an industrial structure.

Light and Heavy infantry located inside a structure at the time of its destruction are removed from play, while powered infantry receives one point of damage.

Structure Armor Class

A structure's armor class reflects its ability to withstand catastrophic damage and the protection it provides to anything located in it. Reducing a structure's armor class requires a critical damage result on the Structure Damage Table (see below).

Structure Elevation Levels

A structure's elevation level determines the type of Cover provided in relation to a model's proximity (within 1") and its location along a Line of Sight determination.

Structure Movement

Infantry is the only model type allowed to freely move into, through, or onto a structure unless specifically designated otherwise. Infantry may also change "floors" inside a structure, spending (2) MV to move up or down one elevation level when available. Models on different elevation levels are not subject to standard stacking rules.

CAVs or vehicle models choosing to move "through" a structure are subject to an Opposed Roll for EACH section crossed to avoid damage using the model's current EXP value and the structure's current armor class subtracted from (12) for the base numbers with the loser receiving one point of damage.

Note: *Structures ALWAYS receive one point of damage regardless of who wins the roll, with a loss resulting in one ADDITIONAL point of damage.*

Example: *A CAV (EXP 7) declares it is moving "through" an industrial structure (AC 8) six inches across (three sections), requiring three separate Opposed Rolls to avoid damage. On the first roll, the CAV rolls a (9) for an MoS of (2), and the building rolls a (7) for an MoS of (3), resulting in the CAV and the structure taking one point of damage.*

In-flight aircraft models may move freely "over" any structure, regardless of its elevation level.

Structure Combat

All structure types receive the **Model State:** *Stationary* with an attacking model using the Combat Action when attempting to damage it. If the sum of the Combat Roll equal or exceeds the section's current armor class, consult the **Structure Damage Table** and apply the indicated results.

Models located inside a structure (Blocking Cover) may fire out with direct-fire weapon systems only. A model inside a structure may be targeted directly but will add that section's current armor class to its Armor Value when determining any damage from a successful "hit."

If the defending model is damaged, reduce the section's armor class by one.

STRUCTURE DAMAGE TABLE

FINAL	RESULT
0	One damage point to section.
1	One damage point to section.
2	Two damage points to section.
3	Two damage points to section.
4	Three damage points to section.
5	Three damage points to section.
6	Four damage points to section.
7	Four damage points to section.
8	Five damage points to section.
9	Five damage points to section.
10+	Five damage points to section & Critical Role.

STRUCTURE CRITICAL DAMAGE TABLE

ROLL 2d6	RESULT
2	Section Burning! Reduce Armor Class & Damage Points by one per turn.[1]
3	Section Structural Integrity Compromised. Reduce Armor Class by three.
4	Section Structural Integrity Compromised. Reduce Armor Class by two.
5	Section Structural Integrity Compromised. Reduce Armor Class by two.
6	Section Structural Integrity Compromised. Reduce Armor Class by one.
7	Section Structural Integrity Compromised. Reduce Armor Class by one.
8	Section Structural Integrity Compromised. Reduce Armor Class by one.
9	Section Structural Integrity Compromised. Reduce Armor Class by two.
10	Section Structural Integrity Compromised. Reduce Armor Class by two.
11	Section Structural Integrity Compromised. Reduce Armor Class by three.
12	Section Implodes! Reduce to Terrain Type: Rubble.[2]

[1]All models in the section receive **Model State:** *Burning*.

[2]Light & Heavy Infantry removed from play.
All other model types receive one point of damage

Expanded Initiative Deck Card Descriptions

The following is a list of Event and Tactical Card descriptions from the expanded initiative deck detailed earlier on p. 21.

Each description uses a set card from the normal CAV Initiative Deck, available from **Talon Games** (SKU 24954), as well as a card from a standard deck of cards.

Event Cards

Green "Smiley" (High Joker)

- **Solar Flare:** A large eruption of electromagnetic radiation from the system's main sequence star has penetrated the planet's upper atmosphere, temporarily knocking out both sides' use of all ECM and APA systems.

Infantry and models with **SA:** *Shielded* are immune and remain unaffected.

Red "Smiley" (Low Joker)

- **EMP Blast:** A sudden electromagnetic pulse sweeps the battlefield, causing all models to lose (1) AP this turn.

Infantry and models with **SA:** *Shielded* are immune and remain unaffected.

Green "X" (Extra Card)

- **Magnetic Disturbance:** An unexpected magnetic flux jumbles the sensors and targeting systems of all models, shifting the range band of any direct-fire Combat or indirect-fire Strike-Point Roll by (+1).

Infantry and models with **SA:** *Shielded* are immune and remain unaffected.

Red "X" (Extra Card)

- **Nanobot Swarm:** A swarm of nanobots engulfs all models applying the **Model State:** *Hacked* to all non-infantry models.

Infantry and models with **SA:** *Shielded* are immune and remain unaffected.

Tactical Cards

King (Skulls/Spades)

- **Command Decision:** Receive (+1) C3 point during the current squad's activation.

Queen (Skulls/Spades)

- **Mobile Mechanic:** Repair (1) DT on any one non-infantry model from the squad being activated.

Jack (Skulls/Spades)

- **On the Move!:** One model receives (+1) Move Action during the current squad's activation.

King (Shields/Hearts)

- **Lucky Shot!:** One model receives a (-2) to any Combat Roll base-target point during the current squad's activation.

Queen (Shields/Hearts)

- **No Time to Bleed:** Clear one model state from any one model in the current squad's activation.

Jack (Shields/Hearts)

- **Hit it with a Hammer!:** Apply Model State: Suppressed to any single enemy model with any result on the Combat Damage Table during the current squad's activation.

King (Stars/Clubs)

- **The Golden BB:** Double the damage of any one Combat Roll during the current squad's activation.

Must declare before Roll.

Queen (Stars/Clubs)

- **Burn Baby Burn!:** Apply Model State: Burning to any one enemy model with any result on the Combat Damage Table during the current squad's activation.

Jack (Stars/Clubs)

- **On Target!:** One model receives a (-2) to it's base target point for any Strike-Point Roll during the current squad's activation. .

King (Swords/Diamonds)

- **Rinse and Repeat!:** Reroll any one d6 this activation for one model during the current squad's activation.

Queen (Swords/Diamonds)

- **Ghost in the Machine:** One model ignores the effect of any ECM on target locks during the current squad's activation.

Jack (Swords/Diamonds)

- **Double the Trouble!:** Double a model's base RNG for any one weapon system type during the current squad's activation.

SPECIAL ATTRIBUTES

Special Attributes

The following section details the various Special Attributes (SA) found in **Armored Might**. Each listed Special Attribute includes a brief description and any rules specific to their use during play.

Note: *When building or changing up an existing model, players may not equip a Special Attribute marked with "Restricted" under Hard-Point Cost.*

The assignment of these attribute types generally results from a specific rule or scenario requirement.

Special Attributes provide a variety of proficiencies and capabilities to each model, helping them to be more "unique." While most SAs increase a model's abilities, others may limit how the model can interact with a given situation in-game.

Should the use of a Special Attribute contradict a previously established rule, the rules listed with its description take precedence.

Special Attribute Rating Levels & Use Limits

Some Special Attributes include a rating level, allowing for more advanced versions of the same system. Others limit the number of times during a game a model may use them.

A Special Attribute's rating level, if any, is included in its title, i.e., Adv Targeting Computer 1. In addition, for a limited SA, brackets with the number of available uses are added to the end of its title, i.e., Ammo Bin [1].

Special Attribute Descriptions

Active Phase Array *(APA)*

The SA: *Active Phase Array* is a 3D radar system designed to track multiple targets at close range to enhance the acquisition of targeting data. A myriad of computer-controlled radio waves, transmitted across numerous angles and frequencies from a series of non-moving sensor arrays, are relayed through the BattleNet to allied models' target systems. These "waves" provide additional data to help "cut" through enemy counter-measures, increasing the chance of a successful "hit."

Requiring a Special Action to activate each turn, SA: *APA*-equipped models provide this enhanced targeting data to any friendly model in their squad.

The SA: APA reduces an attacking model's declared direct-fire Combat Roll's base target point by its rating level (-1/-2) vs. any non-infantry enemy model within the system's area of effect.

Multiple SA: *APA* targeting bonuses do not "stack."

Note: *A model attempting to activate or maintain the use of the SA: APA within an enemy model's SA: ECM (see p.44) "bubble" receives a bonus to any Opposed Rolls equal to the model's SA rating level.*

An additional bonus for Upgrade: Ace (see p.58) or Veteran Pilots (see p.63) is also applicable.

- **Active Phase Array 1**
  Range: 24"
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *50 TV*

- **Active Phase Array 2**
  Range: *30"*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *100 TV*

Adv Targeting Computer *(ATC)*

Most combat models come equipped with a rudimentary targeting computer that, along with their software packages, continually analyzes the surrounding environment, providing basic targeting information to a pilot or gunner when trying to shoot the desired target.

Advance Targeting Computers take this process one step further with the addition of a Class One AI. Besides providing continuous threat assessment to a pilot or gunner, the AI, after locking on to the designated target, will aim and fire a model's weapon systems when it has the best chance of a successful hit.

Note: *Use of the SA: Adv Targeting Computer first requires an active target-lock (see Target-Lock Action, p.39). If available, an attacking model will reduce a declared Combat or Strike-Point Roll's base target point by the SA: Adv Targeting Computer's rating level (-1/-2) vs. any non-infantry enemy model.*

- **Adv Targeting Computer 1**
  Range: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *25 TV*

- **Adv Targeting Computer 2**
  Range: *NA*
  Hard-Point Cost: *1.5 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *50 TV*

SPECIAL ATTRIBUTES

Airborne

Infantry models with the SA: *Airborne* may use the Move Action: *Dismount* (1 AP) from a transporting aircraft at any point along its declared flight path during either model's activation.

- **Airborne**
  Range: *NA*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *5 TV*

Ambush

A model with the SA: *Ambush* is adept in concealing their position, lying in wait for the enemy to move into the perfect "spot" before opening fire.

A player with one or more models with the SA: *Ambush* may hold off their deployment at the start of a game, allowing for a later placement once play has begun.

At any time during the model's activation, the player may place the model anywhere on the game board, provided that it is not:

- Within the opposing side's starting game board "half," or
- Within 5" of any enemy model, or
- Within 10" of any enemy model with the Model Task: *Recon.*

Players may combine the use of the Battlefield Support Assets: *Infantry Fighting Positions, Revetment,* and *Trench* with models equipped with the SA: *Ambush.*

Example: *While the above assets are typically required to be placed on the game board before play begins, combining one with an appropriate model type using the* SA: *Ambush may delay their placement until later in the game.*

- **Ambush**
  Range: *NA*
  Hard-Point Cost: *Restricted.*
  Model Restrictions: *None.*
  Threat Point Cost: *25 TV*

Ammo

A player making a Critical Fumble Combat or Strike-Point Roll with a SA: *Ammo*-equipped weapon system must roll an additional 1d6 with a target point (2). Failure results in ALL of the model's same-type weapon systems s being "jammed" for the remainder of the game. A successful target point roll requires no further action.

Example: *A CAV model shooting two MACs with the* SA: *Ammo rolls a Critical Fumble on its second Combat Roll, requiring an additional 1d6 roll. If the roll is a "1," then BOTH MACs are "jammed" for the remainder of the game.*

Note: *Additional Critical Fumbles during the same Combat Action increase the required target point roll value by (+1).*

- **Ammo**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *0 TV*

Ammo Bin

The SA: *Ammo Bin* provides one (or more) internal ammo storage bins. For each SA: *Ammo Bin* equipped, the model may clear one SA: *Ammo* or SA: *Limited Ammo* "jam."

- **Ammo Bin [1]**
  Range: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *5 TV per use.*

Amphibious

The design of a model with the SA: *Amphibious* allows it to travel not only on land but also through (or under) water.

Note: *Models with the* SA: *Amphibious may move through water-based terrain objects, spending an additional +1 MV for each inch traveled.*

The use of weapons underwater systems during a Combat Action is prohibited.

- **Amphibious**
  Range: *NA*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *5 TV*

Anti-Aircraft

Equipping a model with the SA: *Anti-Aircraft* allows for improved engagement with enemy aircraft. Enhanced fire control systems allow quicker reaction times and a better hit/kill probability at longer ranges.

Besides reducing an equipped model's Combat Roll base target point by the stated rating level (-1/-2) vs. any aircraft model, the range it can engage an enemy aircraft flying Nap of Earth (*see p.24*) increases.

Note: *The SA: Anti-Aircraft is also applicable when attacking Cruise Missiles (see p.68).*

- **Anti-Aircraft 1**
  Range: *18"*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *15 TV*

- **Anti-Aircraft 2**
  Range: *24"*
  Hard-Point Cost: *1.5 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *25 TV*

Anti-Infantry

Equipping models with the SA: *Anti-Infantry* provides for the addition of explosive "strips" a pilot or crew can activate in an attempt to prevent enemy infantry from getting in close for an attack.

Note: *An equipped model uses a Special Action (1 AP) to activate the SA: Anti-Infantry before an enemy infantry squad's close-assault Combat Roll. Once triggered, a shaped charge projects a circle of deadly shrapnel just above ground level centered on the model allowing for a direct-fire Combat Roll (5), with a RAV NA/2.*

- **Anti-Infantry**
  Range: *NA*
  Special Attributes: *AoE (2), Limited Ammo*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *15 TV*

AoE

Weapon systems with the SA: *AoE* (Area of Effect) have the potential to damage any model caught within the designated radius of the attack. The AoE level determines the number of inches to measure from a final strike point.

Any model, friendly or enemy, "caught" within this area of effect (as defined by the AoE touching any part of a model's base) is subject to a Combat Roll using the target point value specified for the attack.

- **AoE**
  Range: *1"+*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *5 TV per level*

Assault

The SA: *Assault* reduces the Combat Roll target point penalty for any model using a Combat Action: *Run' N Gun* by (-1) for each equipped rating level.

Note: *The SA: Assault applies only to the attacking model's target point penalty. It does not provide a bonus when attacking with fewer weapons than the SA's rating level.*

- **Assault**
  Range: *NA*
  Hard-Point Cost: *.5 HP per level.*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *15 TV per level.*

Blaster

A weapon equipped with the SA: *Blaster* has an increased chance for a Critical Success after making a successful Combat Roll(s).

SA: *Blaster 1* provides a Critical Success on a natural roll of (11+), SA: *Blaster 2* on a (10+), and SA: *Blaster 3* on a (9+).

- **Blaster**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *25 TV per level.*

Bulky

A model with the SA: *Bulky* requires two "slots" of space when transported.

- **Bulky**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *None*
  Threat Point Cost: *0 TV*

C3

A model with the SA: *C3* has increased command and control capabilities.

For each equipped rating level, add one C3 point to a Force Group's starting pool at the start of the game.

- **C3**
  Range: *NA*
  Hard-Point Cost: *Restricted.*
  Model Restrictions: *None*
  Threat Point Cost: *20 TV per level.*

Chain-Fire Pod

Multiple models in the same squad, each equipped with the SA: *Chain-Fire Pod*, may attempt to share a successful Strike-Point without needing an additional Strike-Point Roll.

First, however, each model must declare its intent to "chain-in" to the same strike point location, with the first model firing having a target lock on the designated strike point.

If the initial "shot" misses, subsequent models will continue their attack with an automatic Drift Roll.

Note: *A model may not "chain-in" to a strike point location that resulted from a Drift Roll.*

- **Chain-Fire Pod**
  Range: *36"*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *50 TV*

CHAMELEON

The SA: *CHAMELEON* is an improved version of the adaptive camouflage system used by most CAVs and vehicle models. By incorporating an additional layer of carbon nanotubes, radar signals are better absorbed or scattered, disrupting enemy targeting over longer ranges.

However, the technology's widespread use has remained limited as the nanotubes tend to break down over time, requiring a new application of the specialized (and very expensive) paint to maintain its functionality.

A model conducting a direct-fire Combat Action towards an enemy model with the SA: *CHAMELEON* with a range of 18-36" receives a (+1) to their Combat Roll's base target point and a (+2) to any greater than 36".

- **CHAMELEON**
  Range: *18"+*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to CAV, powered infantry, and vehicle models only.*
  Threat Point Cost: *25 VP*

Combat Engineer

Equipped with various construction-type equipment options, models with the SA: *Combat Engineer* can perform any engineering jobs required on the battlefield. Backhoes, deployable bridges, dozer blades, drills, buckets, mine rollers/layers, and saws are typical engineering options in the field.

Note: *The deployment of several Battlefield Support Assets requires a model with the SA: Combat Engineer, the rating level acting as a (-) SM to any required target point rolls.*

While any SA: Combat Engineer equipped model can perform these tasks, a scenario may call for a specific engineering option to complete.

- **Combat Engineer 1**
  Range: *B2B*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *0 TV*
  Option *(choose one)*: *backhoe, dozer blade, drill, saw, mine roller, grader, lifter, or bucket.*

- **Combat Engineer 2**
  Range: *B2B*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *5 TV*
  Option *(choose two)*: *backhoe, dozer blade, drill, saw, mine-roller, minelayer, grader, lifter, or bucket.*

- **Combat Engineer 3**
  Range: *B2B*
  Hard-Point Cost: *5 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *10 TV*
  Option *(choose one)*: *recovery vehicle, bridge layer, dump bed.*

Counter-Battery

The SA: *Counter-Battery* allows a model to quickly determine the exact firing location of incoming artillery or rocket-based attacks, allowing for an indirect-fire Combat Action by spending (2 AP) if directly targeted or the enemy strike point "lands" within 12" of the model.

Note: *If the model has already conducted a Combat Action in the current turn, it may not use the SA: Counter-Battery.*

An attack with the *SA:* Counter-Battery does not require a Strike-Point Roll, with the final strike point automatically centered on the firing location of the enemy model with a (+2) SM to the Combat Roll.

Minimum range limitations still apply.

An enemy model that has declared a Combat Action: *Run 'N Gun* is allowed to complete its move, if applicable, after resolving its attack (unless the model using SA:

Counter-Battery is also in Over Watch). This may result in the model moving outside the area of effect of any incoming fire.

- **Counter-Battery**
  Range: *0-12"*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *15 TV*

Counter-Measures

The SA: *Counter-Measures* encompasses a variety of chaff-based dispensing systems in use by the militaries of the galaxy. When onboard sensors detect an attempt to target-lock or "paint" (see SA: *TAG, p.52*) the model, the system automatically launches a chaff "pod," dispersing a cloud of metal-coated glass fibers around the model.

A model with the SA: *Counter-Measures* targeted by any enemy Target Lock Action (*including* SA: *Locked-On, see p.47*) or TAG will make a target-point (10) roll, using the SA's rating level as a (-) SM. Success indicates the "blocking" of the targeting attempt.

A Critical Fumble results in the disablement of the system for the remainder of the game

- **Counter-Measures**
  Range: *NA*
  Hard-Point Cost: *.5 HP per level.*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *10 TV per level.*

Dropship

The SA: *Dropship* allows airborne models to transport CAV and vehicle models.

Each rating level provides for the loading of one CAV or two vehicles.

- **Dropship**
  Range: *NA*
  Hard-Point Cost: *2 HP per level.*
  Model Restrictions: *Available to aircraft models only.*
  Threat Point Cost: *0 TV*

ECM

The SA: *ECM* (Electronic Counter Measures) includes an array of specialized jamming devices that radiate high-energy signals at an enemy's targeting and detection systems. These signals broadcast across a wide spectrum of frequencies (referred to as barrage jamming), providing interference to degrade their ability to "hit" a target.

Requiring a Special Action to activate each turn, SA: *ECM*-equipped models extend a "bubble" centered on the model each turn that prevents any enemy model located within from using a Target-Lock Action.

It also negates an enemy model from using the SA: *APA* and SA: *ECM* with a successful Opposed Roll.

Note: *A model attempting to activate or maintain the use of the SA: ECM or SA: APA within an enemy model's ECM "bubble" receives a bonus to any Opposed Rolls equal to the model's SA rating level.*

An additional bonus for Upgrade: Ace or Veteran Pilot is also applicable.

Example: *Model A (EXP 6) with the SA: ECM 2 and Upgrade: Veteran Pilot moves into an enemy's active ECM 1 bubble. For either model to maintain its ECM requires both models to make an Opposed Roll.*

So, rolling 2d6, Model A rolls an (8), adding (+2) for the rating level of the SA: ECM and (+1) for Upgrade: Veteran Pilot providing an MoS of (+5). The enemy model, Model B (EXP 5), rolls an (6), adding (+1) for an MoS of (+2). As a result, Model A maintains its ECM bubble while Model B's is "jammed."

Infantry mortar rounds fired into or through an enemy SA: *ECM* bubble automatically miss unless guided by the SA: *TAG*, as it is not affected by the SA: *ECM*.

- **ECM 1**
  Range: *24"*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *50 TV*

- **ECM 2**
  Range: *30"*
  Hard-Point Cost: *1.5 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *75 TV*

Encumbered

Models with the SA: *Encumbered* suffer from a restriction or burden that makes movement difficult, reducing their MV by the rating level indicated.

- **Encumbered**
  Range: *NA*
  Hard-Point Cost: *0 HP*
  Model Restrictions: *None*
  Threat Point Cost: *0 TV*

SPECIAL ATTRIBUTES

EST ***(Electronic Source Targeting)***

The SA: *EST* allows an equipped model to share (0 AP) their Target-Lock Action on an enemy model located within its area of effect (no LoS required) with any other model in the same squad.

Note: *The SA: EST only permits sharing the equipped model's target lock, not the use of its SA: Adv Targeting Computer SM (if any).*

- **EST**
  Range: *36"*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *50 TV*

Expanded Chassis

Equipping a model with the SA: *Expanded Chassis* allows the model to mount a single weapon system up to (2 DT) heavier than it would typically be permitted at the cost of decreasing the model's base AV by (-1).

Please note, combining the SA: *Expanded Chassis* with the SA: *Ultra* (*see p.52*) is NOT allowed.

Example: *A (5 DT) CAV model could use the SA: Expanded Chassis to mount a Heavy MAC, a weapon system permitted only to (+7 DT) models.*

- **Expanded Chassis**
  Range: *NA*
  Hard-Point Cost: *0 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *0 TV*

FCS ***(Fire Control System)***

The SA: *FCS* allows multiple models in a squad to "link" their targeting systems together (0 AP), increasing the chance for a successful Strike-Point Roll(s).

Models using the SA: *FCS* **DO NOT** have to target the same strike point location.

While a single model with the SA: *FCS* provides no bonus to its Strike-Point Roll, adding a second model to the squad with SA: *FCS* applies a (-1) SM to both models' Strike-Point Roll target point.

A third model increases this modifier to a maximum of (-2).

Note: *A missed Strike-Point Roll by a model(s) does not affect any subsequent model's roll when using the SA: FCS.*

Example: *Model A "misses" their Strike-Point Roll, and after rolling for Drift, Model B would now roll their Strike-Point Roll with the same (-1).*

- **FCS**
  Range: *36"*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *50 TV*

Fire-Proof

Models with SA: *Fire-Proof 1* have a "wash-down system" consisting of a series of flush-armor nozzles mounted across their surface that will release a specialized "foam" (0 AP) to extinguish any fire detected, making it immune to Model State: *Burning*.

A model with SA: *Fire-Proof 2* may also extinguish any fire within a 3" radius by spending (1 AP).

- **Fire Proof 1**
  Range: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *5 TV*

- **Fire Proof 2**
  Range: *3"*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *15 TV*

FIST ***(Fire Support Team)***

Models with the SA: *FIST* is responsible for directing artillery and close air support onto a target, uploading the necessary data directly to the **BattleNet**. A Fire Direction Center processes this information, deciding the amount of fire used, who will shoot it, and the type of ammunition required.

Note: *Several Battlefield Support Strike Packages require a model with the SA: FIST to execute. The SA's rating level reduces the amount of Drift for the attack.*

While players may use any model with the SA for this task, a scenario may require a mission-specific rating level.

- **FIST 1**
  Range: *36"*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to CAV, infantry, and vehicle models only.*
  Threat Point Cost: *5 TV*

- **FIST 2**
  Range: *36"*
  Hard-Point Cost: *1.5 HP*

Model Restrictions: *Available to CAV and vehicle models only.*
Threat Point Cost: *10 TV*

- **FIST 3**
  Range: *36"*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *20 TV*

Full-Auto

Weapons with the SA: *Full-Auto* fire a prodigious amount of ammo when shooting, striking the target in multiple areas and increasing the chance of damaging a vital component.

As a result, an attacking player may choose to re-roll 1d6 when making a Combat Roll with this weapon system, using the new number (even if lower) to determine their MoS.

Note: *Players may not re-roll one die to avoid a Critical Fumble, while a re-roll providing a second (6) counts as a Critical Success (allowing for the additional **1d6** roll).*

- **Full-Auto**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *25 TV*

Grenadier

An infantry model with the SA: *Grenadier* has received specialized training when attacking CAVs and armored vehicles in close-quarter combat.

Note: *The SA: Grenadier provides an infantry squad a (+1) to their base RAV when using the Combat Action: Close-Combat for EACH model participating in the attack, provided they are in B2B contact with the targeted model.*

- **Grenadier**
  Range: *B2B*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to infantry squads only.*
  Threat Point Cost: *15 TV*

Gun Port

Ground-based models with the Model Task: *Transport* can equip one or more of the SA: *Gun Port*, each allowing one mounted infantry model to fire out with a direct-fire attack during their activation.

- **Gun Port**
  Range: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to Quad-CAVs and vehicle models only.*
  Threat Point Cost: *0 TV*

Hard

Models or structures with the SA: *Hard* have more specialized armor and other defenses requiring weapon systems with increased penetration to damage.

Therefore, when checking whether a successful hit has damaged a model with the SA: *Hard*, use a weapon system's corresponding Hard RAV.

- **Hard**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to CAVs, structures, and vehicle models only.*
  Threat Point Cost: *0 TV*

Improved Armor

Designing a model with the SA: *Improved Armor* allows the model to increase its base (AV) by (+1) but causes a reduction in its base (MV) by (-1).

- **Improved Armor**
  Range: *NA*
  Hard-Point Cost: *0 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *0 TV*

Improved Breeder

Designing a model with the SA: *Improved Breeder* allows for a more extensive breeder power supply, increasing the model's base (MV) by (+2).

- **Improved Breeder**
  Range: *NA*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *0 TV*

Improved Chassis

Designing a model with the SA: *Improved Chassis* increases its internal space for mounting components, allowing for the addition of one (1) extra hard-point but causing a reduction in its base (AV) and (DC) by (-1).

- **Improved Chassis**
  Range: *NA*

Hard-Point Cost: *0 HP*
Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
Threat Point Cost: *0 TV*

Improved Damage Control

Designing a model with the SA: *Improved Damage Control* increases the redundancy of the model's internal systems, allowing it to get a damaged system back online faster, reducing each (DC) column by (-1).

- **Improved Damage Control**
  Range: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *50 TV*

Improved Handling

The SA: *Improved Handling* provides equipped models with one or more enhanced movement options based on their chassis type. These include:

Drift: Aircraft, wheeled vehicles, and quad CAVs can "drift" while moving, spending 1 MV (plus any underlying terrain costs) to combine a move one inch (1") forward and up to one inch (1") left or right.

Lateral Shift/Roll: Aircraft, quad CAVs, hover, and grav vehicles can spend 1 MV (plus any underlying terrain costs) to make a lateral shift one inch (1") left or right without changing their facing.

Note: *Multiple drifts and shifts/rolls during the same Move Action are allowed.*

- **Improved Handling**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to aircraft, quad CAVs, hover, and grav vehicles only.*
  Threat Point Cost: *0 TV*

Improved Range

Highly accurate and precise, weapon systems with the SA: *Improved Range* reduce the measured range band by one.

- **Improved Range**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *40 TV*

Large Sensor Profile

Each SA: *Large Sensor Profile* rating level provides a (-1) SM to the base target point of any Combat Roll made against an equipped model.

- **Large Sensor Profile**
  Range: *NA*
  Hard-Point Cost: *0 HP per level.*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *-25 TV*

Limited Ammo

A player making a Critical Fumble Combat or Strike-Point Roll with a SA: *Limited Ammo*-equipped weapon system must roll an additional 1d6 with a target point (3).

Failure results in ALL of the model's same-type weapons being "jammed" for the remainder of the game.

A successful target point roll requires no further action.

Example: *A CAV model shooting two GMs with the SA: Limited Ammo rolls a Critical Fumble on its second Combat Roll, requiring an additional 1d6 roll.*

If the roll is a "1 or 2," then BOTH GMs are "jammed" for the remainder of the game.

Note: *Additional Critical Fumbles during the same Combat Action increase the required target point roll by (+1).*

- **Limited Ammo**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *0 TV*

Locked-On

The SA: *Locked-On* allows an equipped model one "free" target-lock per activation.

- **Locked-On**
  Range: *NA*
  Hard-Point Cost: *Restricted.*
  Model Restrictions: *None.*
  Threat Point Cost: *15 TV*

Minimum Range

A weapon system with the SA: *Minimum Range* cannot shoot (no Combat Roll) any model or terrain object within the stated range.

- **Minimum Range**
  Range: *1"+*

Hard-Point Cost: *Restricted.*
Model Restrictions: *Available to weapon systems only.*
Threat Point Cost: *0 TV*

Orbital Flight

The SA: *Orbital Flight* allows aircraft to travel outside a planet's atmosphere. With the addition of plasma rocket engines, improved life support systems, shielding, control thrusters, and a gyroscope, aircraft can safely "fly" in space.

Note: *Models equipped with the SA: Orbital Fight also receive the SA: Reduced Turn and the SA: Shielded.*

- **Orbital Flight**
  Range: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to 4+ DT fixed-wing aircraft only.*
  Threat Point Cost: *0 TV*

Overdrive

Weapon systems with the SA: *Overdrive* double the damage from a successful direct-fire attack, provided the declaration of its use before making any Combat Roll(s).

The SA: *Overdrive* draws additional power from a model's breeder, increasing the chance of overheating the weapon(s) and preventing them from firing again until they cool.

After resolving any Combat Roll(s), roll **1d6** vs. a target point **EQUAL** to the total number of SA: *Overdrive* equipped weapons shot (+1). A failed roll results in the **ENTIRE** weapon system "overheating," unable to shoot during the model's subsequent activation.

Example: *A model uses three PBGs with the SA: Overdrive as part of a direct-fire Combat Action, making a separate Combat Roll for each weapon. The chance to "over-heat" requires one 1d6 roll, target point (4). A failed roll results in all of the model's PBGs shutting down during the model's next activation. As part of a Salvo-Strike, a failed target point roll would still result in all three weapons overheating.*

Note: *A model with overheated weapons is not required to declare a Combat Action during its next activation to allow the weapons to cool down.*

A Critical Fumble during a Combat Roll with the SA: *Overdrive* activated results in the entire weapon system "overloading," shutting down for the remainder of the game!

Note: *Regardless of the number of weapons fired, a Critical Fumble or failed "overheat" roll affects the entirety of the weapon system.*

- **Overdrive**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *25 TV*

Piercing

Equipping the SA: *Piercing* allows a model to increase any single weapon system type's Hard RAV (+1).

Note: *Every weapon of the same type on the model receives the RAV bonus by allocating the (.5 HP) but raises the model's TV by the total number equipped.*

Example: *A model with two medium MACs and the SA: Piercing increases each weapon's Hard RAV (+1) by spending the (.5 HP) but adds +50 TV to the model's base TV (+25 TV for each).*

- **Piercing**
  Range: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *25 TV per equipped weapon.*

Point Defense *(C-RAM)*

Models with the SA: *Point Defense* possesses dedicated close-in weapon systems for defense against ANY incoming rockets, artillery, and missiles/mortars if the declared target (or final strike-point) is within a 2" radius of their current location.

To succeed, the SA: *Point Defense* requires a target point (10) roll, receiving a (-1) SM for each equipped rating level. Each successful attempt destroys the incoming munition (no Combat Roll), while a failed roll allows the attack to proceed as declared.

Example: *Two enemy models fire one GM at the SA: Point Defense 1 equipped target. The defending model makes two target point (9) rolls, each destroying one GM if successful and ending that attack.*

Note: *A Critical Fumble while attempting a SA: Point Defense roll results in the disablement of the system for the remainder of the game.*

- **Point Defense 1**
  Range: *2"*

Hard-Point Cost: *1 HP*
Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
Threat Point Cost: *15 TV*

- **Point Defense 2**
  Range: *2"*
  Hard-Point Cost: *1.5 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *35 TV*

Pop-Up

Ground-based models with the SA: *Pop-Up* may "rise" above an adjacent (within 1") E1 terrain object to make a "snapshot" (no Salvo Fire) in conjunction with a Combat Action before dropping back down to retain the benefit of any Cover it may have.

Eligible air-based models flying "Nap of Earth," may also use the SA: *Pop-Up* to perform a Combat Action along their flight path without losing said designation.

An enemy model using Combat Action: *Overwatch* may target a model using the SA: *Pop-Up* for an attack.

Note: *A model may not use the SA: Pop-Up in conjunction with the SA: TAG as part of a direct-fire Combat Action to fire GMs unless provided by another friendly model.*

- **Pop-Up**
  Range: *NA*
  Hard-Point Cost: *Restricted.*
  Model Restrictions: *Available to rotor & VTOL aircraft, grav vehicles, and infantry models only.*
  Threat Point Cost: *15 TV*

Rat

An infantry model with the SA: *Rat* is adept at using the surrounding terrain to find cover quickly in any terrain type they may find themselves in, resulting in the model receiving a Light Cover SM whenever targeted by a Combat Action.

- **Rat**
  Range: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *20 TV*

Reduced Range

Weapon systems with the SA: *Reduced Range* increase the measured range band by one.

- **Reduced Range**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *0 TV*

Reduced Turn

A model with the SA: *Reduced Turn* loses any free-facing changes allowed during one or more Move Actions, requiring the model to spend 1 MV for each facing change (up to 90 degrees each).

- **Reduced Turn**
  Range: *NA*
  Hard-Point Cost: *0 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *-10 TV*

Reinforced

Models with the SA: *Reinforced* are less susceptible to damaging hits due to greater structural integrity and redundant systems.

These improvements allow the model to reduce a Combat Damage Table result (-1) for each equipped rating level.

Note: *The SA: Reinforced cannot reduce a successful "hit" to less than zero.*

- **Reinforced**
  Range: *NA*
  Hard-Point Cost: *.5 HP per level.*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *25 TV*

Relentless

A model with the SA: *Relentless* has improved power systems shielding and augmented leg actuators/drive systems.

These improvements allow damaged models to reduce the loss of any MV resulting from damage or critical hits by (-1).

CAV models equipped with the SA: *Relentless* also lower any Pilot Check target point by (-1).

Example: *A CAV with a starting MV(4) receives three points of damage, decreasing it to MV(3). Equipped with the SA: Relentless allows the model to continue moving at MV(4).*

- **Relentless**
  Range: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *10 TV*

Re-Supply

The SA: *Re-Supply* allows an equipped model to use a Special Action (1 AP) to "reload" the ammo bins of any model with whom it is in B2B contact.

Example: *A model's MACs (SA: Ammo) have "jammed" with no remaining SA: Ammo Bin(s). After moving into B2B contact with a model equipped with SA: Re-Supply, the jam is cleared, and any SA: Ammo Bin(s) "reloaded" once the Special Action is declared.*

Note: *Models with the SA: Re-Supply may not "reload" themselves.*

- **Re-Supply**
  Range: *B2B*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *10 TV*

Rugged

A model equipped with the SA: *Rugged* receives a Critical Success result (repairing two points of non-lingering damage) on any successful Repair Action.

- **Rugged**
  Range: *NA*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *50 TV*

Satellite Uplink

The SA: *Satellite Uplink* allows an equipped model, once per activation (0 AP), to request priority access for a Battlefield Support Strike: *Hammer Strike* (see p.69) fire mission through the BattleNet.

The attack requires "authorization," roll **1d6**, target point (6) and, if approved, a Strike-Point Roll (the designated strike point may be anywhere within 36" of the model).

- **Satellite Uplink**
  Range: *36"*
  Hard-Point Cost: *Restricted.*
  Model Restrictions: *None*
  Threat Point Cost: *50 TV*

Shielded

SA: *Shielded*-equipped models are immune to the effects of nano-disassemblers (see p.54) and Ion Disruptor Cannons (see p.75).

- **Shielded**
  Range: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *10 TV*

Shock

Weapon system attacks with the SA: *Shock* impact with so much force that a model can become temporarily disorientated even if not damaged.

As a result, any model successfully "hit" by an attack that includes the SA: *Shock* must make a target point roll, using the indicated value as its base target point, even if the model was not damaged.

A failed roll results in the model receiving the Model State: *Suppressed*.

- **Shock**
  Range: *NA*
  Hard-Point Cost: *Restricted.*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *5 TV per target point value.*

Shredder

Equipping the SA: *Shredder* allows a model to increase any single weapon system type's Soft RAV (+1).

Note: *Every weapon of the same type on the model receives the RAV bonus by allocating the (.5 HP) but raises the model's TV by the total number equipped.*

Example: *A model with two medium MACs and the SA: Shredder increases each weapon's Soft RAV (+1) by spending the (.5 HP) but adds +50 TV to the model's base TV (+25 TV for each).*

- **Shredder**
  Range: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *25 TV per equipped weapon.*

Slow-Fire

Weapon systems with the SA: *Slow-Fire* may not fire in two consecutive turns as part of a Combat Action.

- **Slow-Fire**
  Range: *NA*
  Hard-Point Cost: *Restricted.*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *0 TV*

SMART

Weapon systems with the SA: *SMART* use variable munitions to adjust the round's blast radius through micro-sensors controlled by a model's fire control systems.

As a result, a player may choose to:

- Increase the AoE of the attack by (+1) by reducing the weapon's RAV (-1), or
- Increase the RAV of the attack by (+1) by reducing the weapon's AoE (-1).

Note: *Players may not lower the weapon system's AoE or RAV below zero.*

- **SMART**
  Range: *NA*
  Hard-Point Cost: *Restricted.*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *25 TV*

Smoke

A model with the SA: *Smoke* serves as a mobile platform for a smoke generator designed to degrade an enemy force's ability to target visually.

Using a Special Action (1 AP), the model generates a billow of smoke, either as a cloud (3" radius) around the model or as a "line" of smoke as the model moves. A smoke line extends from the back of the model, measuring 2" across and equal in length to the number of inches moved. The smoke will last **1d6/2** (rounding up) activations in either case.

The smoke provides a light cover bonus (see p.26) to any model and "blocks" any SA: *TAG* attempt that an attacker's LoS passes through for direct-fire Combat Actions.

- **Smoke**
  Range: *Special*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *10 TV*

Soft

Models or structures with the SA: *Soft* typically have less protection and are more vulnerable to damage from some weapon system types.

Therefore, when checking whether a successful hit has damaged a model with the SA: *Soft*, use a weapon system's corresponding Soft RAV.

- **Soft**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to CAVs, structures, and vehicle models only.*
  Threat Point Cost: *0 TV*

Specialist

The assignment of a model with the SA: *Specialist* is limited to Specialist Squads only during Force Group creation.

- **Specialist**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *None.*
  Threat Point Cost: *0 TV*

Storm

Infantry models with the SA: *Storm* may mount or dismount ground-based transport vehicles as a Free Action.

- **Storm**
  Range: *NA*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *10 TV*

Strike

Weapons systems with the SA: *Strike* shoot high-velocity KE projectiles that can easily "punch" through armor but quickly "bleeds" off the required energy needed at longer ranges.

As a result, SA: *Strike* weapons use a descending number of d6s when making a Combat Roll depending on the target's Range Band.

For short-range, roll **4d6** (discarding the two lowest die), **3d6** for medium (discarding lowest die), **2d6** for long, and **2d6** for extreme (discarding lowest die).

- **Strike**
  Range: *NA*
  Hard-Point Cost: *Restricted.*
  Model Restrictions: *Available to weapon systems only.*
  Threat Point Cost: *15 TV*

SPECIAL ATTRIBUTES

Superior Mobility

The SA: *Superior Mobility* allows equipped models to ignore MV penalties when moving through rough and light woods terrain objects or changing (E1) elevation levels.

- **Superior Mobility**
  Range: *NA*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *20 TV*

TAG

The SA: *TAG* provides a low-energy laser designator to an equipped model, allowing it to "paint" a target for laser-guided weapon systems.

While the laser uses a wavelength invisible to the human eye, it is detectable by laser-warning devices found on most combat vehicles and aircraft, allowing them to deploy any counter-measures they may have.

The SA: *TAG* requires a valid LoS and a Special Action (1 AP) or as part of a Combat Action (0 AP), allowing the model to shoot GMs, Semi-Guided Rockets, and FASCAM & SADARM Artillery Shells.

The SA: *TAG* does NOT allow the use of the SA: *Adv Targeting Computer*.

Note: *Models may not use the SA: TAG in conjunction with the SA: Pop-Up as part of a direct-fire Combat Action to fire GMs unless provided by another friendly model.*

Other friendly models may use an active TAG to target with, provided it results from a declared Special Action.

- **TAG**
  Range: *36"*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *None.*
  Threat Point Cost: *10 TV*

Transport

The primary function of models with the SA: *Transport* is to move infantry across an active battlefield.

Each rating level provides one transport slot, allowing for the mounting of one non-SA: *Bulky* infantry model.

- **Transport**
  Range: *NA*
  Hard-Point Cost: *1 HP per rating level.*
  Model Restrictions: *Available to aircraft, quad CAVs, and vehicle models only.*
  Threat Point Cost: *0 TV per level.*

Turret

The SA: *Turret* provides a rotating armored enclosure mounted to the top of applicable models, allowing for a 360-degree arc of fire.

Each SA: *Turret* rating level provides for the placement of two weapons.

Additionally, vehicle models with the SA: *Turret* adjacent (within 1") to an (E1) hill may declare they are "hull-down," allowing it to still conduct Combat Actions from Heavy Cover (provided the attacker's LoS crosses the hill's edge).

- **Turret**
  Range: *NA*
  Hard-Point Cost: *.5 HP per rating level.*
  Model Restrictions: *Available to aircraft, quad CAVs, and vehicle models only.*
  Threat Point Cost: *5 TV per rating level.*

Ultra

Weapon systems with the SA: *Ultra* have a greater damage capacity, typically due to a larger caliber size or an increased muzzle velocity.

Adding the SA: *Ultra* requires combining two "matched" weapons into one, allowing a (+1) boost to both RAV numbers.

Example: *A model equips two "matched" medium MACs (RAV 5/2), combining them into an ultra version, now with a (RAV 6/3).*

- **Ultra**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Threat Point Cost: *25 TV*

Unique

The inclusion of any model or object with the SA: *Unique* limits their selection to one time as part of any Force Group.

Some scenarios may further limit their choice to a particular faction.

- **Unique**
  Range: *NA*
  Hard-Point Cost: *NA*
  Model Restrictions: *None.*
  Threat Point Cost: *0 TV*

Wizzo *(Weapons System Officer)*

Models with the SA: *Wizzo* allows for a dedicated weapon systems officer, allowing the pilot to concentrate

on the model's movement and the WSO to shoot its weapons.

Any Combat or Strike-Point Rolls made by the model receive a (-1) SM to the base target point.

- **Wizzo**
  Range: *NA*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft and CAV models only.*
  Threat Point Cost: *25 TV*

BATTLEFIELD UPGRADES

Battlefield Upgrades

Soldiers are experts at field modifications and conversions to existing weapons and gear to meet a particular need during wartime.

Additionally, many weapon systems have a variety of mission-specific ammunition to choose from, allowing players to "fine-tune" their Force Groups before the start of a game.

Finally, players may choose to use some of their designated Threat Value Pool to purchase Battlefield Upgrades for one or more models.

To determine the cost of a Battlefield Upgrade, multiply its upgrade cost (TV) by the amount of Damage Tracks the model has.

Example: *To add the Battlefield Upgrade: Turbo-Charged (Upgrade Cost: 10 TV) to a Dictator-B model (9 DT) would require 90 TV points to purchase.*

Additionally, purchasing a single Battlefield Upgrade applies to the model as a whole and all of its equipped systems.

Example: *The purchase of the Battlefield Upgrade: Amped Weapons (Upgrade Cost: 15 TV) for a Dictator-B's medium MACS would require 135 points and apply to both.*

Note: *Players may not use Battlefield Upgrades to modify Battlefield Support Assets or Support Strikes. Battlefield Upgrades do not "stack" and only use the higher value during play if two or more provide the same benefit to a model.*

Upgrades and the Combat Roll

When making a Combat Roll for any Battlefield Upgrade with a pre-set base target point value, always roll ***3d6***, discarding the lower of the three numbers rolled.

Battlefield Upgrades: Ammo

Note: *Once purchased, the upgrade cost of ammo allows the equipped model to use that ammo type for the entirety of the game (except in the case of Pylons, see p.78).*

Artillery

AXLE *(AXLE)*

An AXLE shell uses the energy of an exploding breeder to "pump" a series of x-ray lasers into the target area, producing a high-energy beam capable of punching through heavy armor or hardened structures.

- **Heavy Howitzer**
  RAV: *8/8*
  Special Attributes: *AoE 3*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *15 TV*

- **Rocket Artillery Launcher**
  RAV: *10/10*
  Special Attributes: *AoE 4*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *20 TV*

Game Rules: *AXLE munitions use multiple laser bolt guns "wrapped" around an exploding breeder core to attack any model within the weapon's AoE, centered on its final strike point location. The explosion provides the necessary energy to power the guns for a single shot in multiple directions.*

FASCAM *(FASCAM)*

Designed to "burst" in the air over a selected target area, FASCAM artillery shells scatter the ground below with anti-personnel and anti-armor mines. A laser-guided version of the munition is also available.

- **Heavy Howitzer**
  RAV: *4/4*
  Special Attributes: *AoE 2*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *4 TV (Laser-Guided: 5 TV).*
- **Rocket Artillery Launcher**
  RAV: *5/5*
  Special Attributes: *AoE 3*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *6 TV (Laser-Guided: 7 TV).*

Game Rules: *Once the final strike point location is determined, place a minefield template (see Battlefield Assets: Minefields p.64) centered on the spot equal to the round's AoE. FASCAM mines go "active" immediately, allowing for a Combat Roll vs. ANY model moving into or through the template's location.*

Laser-guided FASCAM shells provided a semi-guided bonus (-1) to a Strike-Point Roll when used in conjunction with the SA: TAG.

High-Explosive *(HE)*

High-explosive artillery shells, made up of a strong metal "casing" containing an explosive bursting charge, are the most common ammo type used by modern artillery. Considered a "dumb" round, its primary use as a fragmentation and blast weapon makes it particularly useful against unprotected personnel, light armor, and non-hardened structures.

- **Light Howitzer**
  RAV: *1/3*

Special Attributes: *AoE 1, Shock (4)*
Upgrade Cost: *2 TV*

- **Medium Howitzer**
  RAV: *2/4*
  Special Attributes: *AoE 2, Shock (5)*
  Upgrade Cost: *3 TV*

- **Heavy Howitzer**
  RAV: *2/5*
  Special Attributes: *AoE 3, Shock (6)*
  Upgrade Cost: *4 TV*

- **Towed Howitzer**
  RAV: *0/2*
  Special Attributes: *AoE 1, Shock (4)*
  Upgrade Cost: *1 TV*

- **Rocket Artillery Launcher**
  RAV: *3/6*
  Special Attributes: *AoE 4, Shock (7)*
  Upgrade Cost: *5 TV*

Nano-Disassemblers *(ND)*

Using the same nano-tech found in robotic micro engineers, disassemblers seek to break down an affected unit on a molecular level, reducing its structural integrity.

Additionally, disassemblers use these components also to replicate themselves, remaining active until they reach a terminal point in their lifespan and self-destruct.

Once released, disassemblers cannot recognize friend from foe, attacking both indiscriminately.

- **Light Howitzer**
  RAV: *3/3*
  Special Attributes: *AoE 2, Strike*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *6 TV*
- **Medium Howitzer**
  RAV: *4/4*
  Special Attributes: *AoE 3, Strike*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *8 TV*

- **Heavy Howitzer**
  RAV: *2/5*
  Special Attributes: *AoE 4, Strike*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *10 TV*

- **Towed Howitzer**
  RAV: *2/2*
  Special Attributes: *AoE 2, Strike*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *5 TV*

- **Rocket Artillery Launcher**
  RAV: *6/6*
  Special Attributes: *AoE 4, Strike*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *12 TV*

Game Rules: *Once a final strike point is determined, place a nano-disassembler "cloud" template equal to the shell's AoE. Any model caught within (or moving into) the template's location is immediately subject to a Combat Roll.*

At the end of each turn, if no models occupy the "clouds" current location, make a Drift Roll, moving it in the direction/distance indicated (stopping if the path intersects with any model).

A nano-disassembler cloud remains active for the remainder of the game unless destroyed by a flamethrower or ion disruptor cannon attack (no Combat Roll required).

SADARM *(SADARM)*

The SADARM artillery shell deploys an anti-armor "smart" submunition high above the target area, using a parachute to slow the round as it searches for a target. If successful, a small charge detonates, producing an explosively formed "penetrator."

- **Medium Howitzer**
  RAV: *4/0*
  Special Attributes: *AoE 6, Blaster 1*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *8 TV*

- **Heavy Howitzer**
  RAV: *5/0*
  Special Attributes: *AoE 6, Blaster 2*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *10 TV*

- **Rocket Artillery Launcher**
  RAV: *6/0*
  Special Attributes: *AoE 6, Blaster 3*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *12 TV*

Game Rules: *Using the SA: TAG to target, any single enemy CAV or vehicle model within the round's AoE (centered on its final strike point location) is subject to a direct-fire Combat Roll.*

The SADARM shell remains active until the firing model's subsequent activation begins. The submunition falls to the ground if no target becomes available and self-destructs.

Smoke *(S)*

Smoke shells use a mixture of red phosphorus and aluminum-coated fibers (to obscure infrared signatures) and carbon (to absorb the beams of laser designators) to produce a cloud of smoke to disrupt enemy targeting and mask the movements of friendly forces, bursting upon impact.

- **Light Howitzer**
  RAV: *NA*
  Special Attributes: *AoE 2, Smoke*
  Upgrade Cost: *1 TV*

- **Medium Howitzer**
  RAV: *NA*
  Special Attributes: *AoE 3, Smoke*
  Upgrade Cost: *2 TV*

- **Heavy Howitzer**
  RAV: *NA*
  Special Attributes: *AoE 4, Smoke*
  Upgrade Cost: *3 TV*

- **Towed Howitzer**
  RAV: *NA*
  Special Attributes: *AoE 1, Smoke*
  Upgrade Cost: *1 TV*

- **Rocket Artillery Launcher**
  RAV: *NA*
  Special Attributes: *AoE 4, Smoke*
  Upgrade Cost: *4 TV*

Guided Missiles

HARM *(High-speed Anti-Radiation Missile)*

The design of a HARM guided missile allows it to "lock on" to electronic transmissions, zeroing in on its source without additional input from the firing unit.

Due to the HARM's specialized "seeker," a smaller warhead is required, reducing the weapon's overall damage.

- **Light HARM**
  RAV: *3/3*
  Special Attributes: *Locked-On, Shock (3)*
  Upgrade Cost: *3 TV*

- **Medium HARM**
  RAV: *4/4*
  Special Attributes: *Locked-On, Shock (4)*
  Upgrade Cost: *5 TV*

- **Heavy HARM**
  RAV: *5/5*
  Special Attributes: *Locked-On, Shock (5)*
  Upgrade Cost: *7 TV*

Game Rules: *Players may exchange the standard GM ammo with the HARM variant, allowing for an attack on any SA: Active Phased Array and SA: ECM-equipped enemy models without needing to use a Target-Lock Action or having a valid LoS, provided the SA is currently "active" on the targeted model.*

Pylons *(Aircraft Models Only)*

Bomb Rack

Attaching a bomb rack allows an aircraft to mount multiple bombs on a single pylon station.

All of the bombs are released in a single "drop," enabling the aircraft to saturate a larger target area during an attack.

- **Bomb Rack**
  RAV: *4/5*
  Special Attributes: *AoE (see below), Shock (6)*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *10 TV*

Game Rules: *Players may purchase one bomb rack for each equipped pylon (see p.79) on an aircraft, allowing for a single "carpet-bombing" attack.*

Declared at the beginning of an aircraft model's activation, the attack combines a Move and Combat Action to produce a straight 2" wide "corridor" 10 inches long centered on the aircraft. The attack may commence at any point during the model's movement, provided the aircraft has the required MV.

If any part of a model's base intersects with the "carpet-bombing" corridor, it is subject to an immediate Combat Roll.

Note: *Aircraft may not use a bomb rack when flying Nap of Earth (see p.23).*

- **Guided Missile** *(Air)*
  RAV: *0/5*
  Special Attributes: *Shock (5)*
  Upgrade Cost: *5 TV*

Game Rules: *Aircraft may purchase one medium guided missile (air) for each equipped pylon, allowing for a single Combat Roll, as part of a Combat Action.*

- **Guided Missile** *(Ground)*
  RAV: *5/0*

Special Attributes: *Shock (5)*
Upgrade Cost: *5 TV*

Game Rules: *Aircraft may purchase one medium guided missile (ground) for each equipped pylon, allowing for a single Combat Roll, as part of a Combat Action.*

- **HARM**
  RAV: *4/4*
  Special Attributes: *Locked-On, Shock (4)*
  Upgrade Cost: *5 TV*

Game Rules: *Aircraft may purchase one medium (HARM) for each equipped pylon, allowing for a single Combat Roll, as part of a Combat Action.*

MkI General-Purpose Bomb *(MKI)*

The MkI general-purpose bomb tries to strike a balance between blast and fragment damage against infantry and armored targets.

- **MKI General-Purpose Bomb**
  RAV: *2/3*
  Special Attributes: *AoE 1, Shock (6)*
  Base Target-Point Value: *(7)*
  Upgrade Cost: *3 TV*

Game Rules: *Aircraft may purchase one MKI general-purpose bomb for each equipped pylon.*

As part of a combined Move and Combat Action, the aircraft may declare the strike point at any time during its movement on the ground below, allowing for a single Combat Roll vs. any model caught within the stated AoE.

Note: *Aircraft may not use MKI general-purpose bombs when flying Nap of Earth (see p.24).*

Rockets

Cluster Munitions *(CLM)*

Outfitting rockets with submunitions allows for seeding a target area with anti-tank/personnel mines. Like an artillery's FASCAM shell, these act like conventional land mines to deny sections of the battlefield to the enemy. These mines can be remotely detonated or set to explode automatically up to 48 hours after deployment to avoid accumulating large areas of impassable terrain.

- **Cluster Munitions**
  RAV: *3/3*
  Special Attributes: *AoE*
  Base Target-Point Value: (7)
  Upgrade Cost: *3 TV*

Game Rules: *Once a final strike point location is determined, place a minefield template equal in size to the weapon system's base AoE to represent the area "mined." Once set, the minefield goes "active," allowing for a Combat Roll vs. ANY model moving into or through the template's location.*

See Battlefield Assets: Minefield (p.65) for more information.

Semi-Guided *(SG)*

By reducing the size of their payload, rockets can be equipped with additional guidance electronics to adjust their flight path, increasing the chance of a successful "hit."

Since the rockets are tracking a reflected light signature, the target area must be "illuminated" by a separate source.

- **Semi-Guided**
  RAV: *(-1)*
  Special Attributes: *NA*
  Upgrade Cost: *5 TV*

Game Rules: *Upgraded rocket launchers using semi-guided ammo receive a (-1) to any Strike-Point Roll, provided the designated target area is subject to the SA: TAG (see p.51).*

The addition of a guidance system reduces a rocket launcher's base RAV by (-1).

Battlefield Upgrades: Non-Ammo

Ablative Emulsion

Sprayed onto existing armor, the function of ablative emulsion is to help dissipate the focus area of an attacking energy-based weapon system, reducing its damage potential. Its use, though, causes the outer ceramic layer found on most armor to crystalize, becoming more brittle and easier to damage when impacted by "solid" ammunition.

- **Ablative Emulsion**
  Special Attributes: *NA*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *5 TV*

Game Rules: *Models with the Upgrade: Ablative Emulsion receive a (+1) AV bonus when struck by an ion, laser, or particle bolt weapons and a (-1) AV penalty when hit by any other weapon system type.*

Note: *Using th Upgrade: Ablative Emulsion with any other armor-based upgrade is prohibited.*

Ace Pilot

Exceptional CAV pilots are born, not trained, their natural aptitude granting them all sorts of improbable skills when in the cockpit.

- **Ace Pilot**
  Special Attributes: *NA*
  Model Restrictions: *Available to CAV models only.*
  Upgrade Cost: *10 TV*

Game Rules: *CAV pilots with the Upgrade: Ace Pilot reduces a pilot-based target point value by (-2).*

Airborne Training

When it comes time to jump out of a perfectly good aircraft, you had better hope the quick lesson that a sergeant just gave you covered everything!

- **Airborne Training**
  Special Attributes: *Airborne*
  Model Restrictions: *Available to infantry models only.*
  Upgrade Cost: *5 TV*

Game Rules: *Infantry models with Airborne Training receives the SA: Airborne.*

Note: *A model is permitted only one movement-based upgrade.*

Amped Weapons

Field modifications to enhance various aspects of a weapon system help to increase their damage potential.

- **Amped Weapons**
  Special Attributes: *Piercing or Shredder*
  Model Restrictions: *Available to weapon systems only.*
  Upgrade Cost: *15 TV*

Game Rules: *Weapon systems with the Upgrade: Amped Weapons may increase their hard RAV OR soft RAV by (+1).*

Note: *The Upgrade: Amped Weapons may only be applied once per model, its cost multiplied by the number of weapon systems of the same type equipped.*

Barrel Bomb

Barrel bombs are improvised explosive devices using a barrel packed with high explosives and random bits of metal. These can be dropped from an aircraft's undercarriage or rolled out a cargo door in flight to explode upon impact with the ground.

- **Barrel Bomb**
  RAV: *1/2*
  Special Attributes: *AoE 2, Shock (4)*
  Base Target-Point Value: *(7)*
  Model Restrictions: *Available to aircraft models only.*
  Upgrade Cost: *5 TV*

Game Rules: *Aircraft may purchase one Upgrade: Barrel Bomb for each equipped pylon. As part of a combined Move and Combat Action, the aircraft may declare the strike point at any time during its movement on the ground below, allowing for a single Combat Roll vs. any model caught within the stated AoE. Targeting with a barrel bomb is highly inaccurate and will automatically Drift (no Strike-Point Roll required).*

Note: *Aircraft may not use barrel bombs when flying Nap of Earth (see p.24).*

Claymore Anti-Personnel Mines

Strapping on a few command-detonated Claymores around a vehicle's hull or a CAV's legs adds an extra layer of deadliness for any nearby enemy infantry.

- **Claymore Anti-Personnel Mines**
  Special Attributes: *Anti-Infantry*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Upgrade Cost: *5 TV*

Game Rules: *The Upgrade: Claymore Anti-Personnel Mines is a single-use item but may be purchased multiple times for the same model (see SA: Anti-Infantry, p.42).*

Combat Engineer

Combat engineers are part of a military's engineering corps tasked with building defenses or removing obstacles during combat operations.

- **Combat Engineer**
  Special Attributes: *Combat Engineer*
  Model Restrictions: *Available to infantry models only.*
  Upgrade Cost: *5 TV*

Game Rules: *The Upgrade: Combat Engineer allows the deployment of several Battlefield Support Assets by infantry models.*

Experimental Nano-Tech

Since the introduction of nano-repair technology in

2210 by the Adonese, researchers have sought ways to improve its efficacy.

There is no better way to test these experiments than on the battlefield.

- **Experimental Nano-Tech**
  Special Attributes: *Rugged*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *10 TV*

Game Rules: *The Upgrade: Experimental Nano-Tech allows the model to equip the SA: Rugged (see p.50) with a caveat. Any Critical Failure during a Repair Action disables the system and prevents additional repair attempts for the remainder of the game.*

External Ammo Bin

Projectile weapons use an incredible amount of ammo during battle, and the ability to resupply in the middle of it may be limited.

As a result, pilots may choose to add one or more external ammo bins to the outside of their machine using various means to connect them to the weapon's feed mechanism. But, of course, mounting containers of live ammo to the exterior brings its own inherent risks.

- **External Ammo Bin**
  Special Attributes: *Ammo Bin 1*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *5 TV*

Game Rules: *The Upgrade: External Ammo Bin is a single-use item allowing weapon systems with the SA: Ammo/Limited Ammo to disregard a failed Critical Fumble roll.*

Players may equip multiple external ammo bins on the same model.

Note: *Should the model take any damage while one or more external ammo bins remain, roll 1d6 using the number of remaining bins (+1) as the target point to avoid taking an additional point of damage.*

External Anti-Nano Pod

Conceived to counter a nano-disassembler attack, an external anti-nano pod uses a flux compression generator to initiate a high-power magnetic field. Short-ranged by design, the magnetic pulse quickly renders any nano clouds it comes into contact with inert.

The pod only ever generates a single pulse, as it destroys itself once activated.

- **External Anti-Nano Pod**
  Special Attributes: *NA*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Upgrade Cost: *3 TV*

Game Rules: *The Upgrade: External Anti-Nano Pod is a single-use item, though players may equip multiple instances on the same model.*

It will automatically deploy (0 AP) should the model come into contact with a nano-disassembler attack, destroying both the pod and nano cloud.

External APA Pod

While not as powerful, mounting an external APA pod provides some of the functionality found in an integrated APA system.

- **External APA Pod**
  Special Attributes: *APA*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *15 TV*

Game Rules: *The Upgrade: External APA Pod provides a model the SA: Active Phase Array (see p.39) with a limited range of 18 inches.*

A Special Action (1 AP) is required EACH turn to activate or maintain its use and is automatically "jammed" (no Opposed Roll) if it comes into contact with an internally mounted enemy ECM "bubble."

External Chain-Fire Pod

While not as powerful, mounting an external chain-fire pod provides some of the functionality found in an integrated chain-fire system.

- **External Chain-Fire Pod**
  Special Attributes: *Chain-Fire Pod*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *10 TV*

Game Rules: *The Upgrade: External Chain-Fire Pod allows a model to "chain-in" to a successful Strike-Point Roll established by a model with an internally mounted chain-fire pod.*

External ECM Pod

While not as powerful, mounting an external ECM pod provides some of the functionality found in an integrated ECM system.

- **External ECM Pod**
  Special Attributes: *ECM*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *15 TV*

Game Rules: *The Upgrade: External ECM Pod provides a model the SA: ECM (see p.44) with a limited range of 18 inches vs. enemy Target-Lock Actions only.*

A Special Action (1 AP) is required EACH turn to activate or maintain its use and is automatically "jammed" (no Opposed Roll) if it comes into contact with an internally mounted enemy ECM "bubble."

External Fire Control Pod

While not as powerful, mounting an external fire control pod provides some of the functionality found in an integrated fire control system.

- **External FCS Pod**
  Special Attributes: *FCS*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *10 TV*

Game Rules: *The Upgrade: External Fire Control Pod provides the same targeting bonus as an internally-mounted FCS (see SA: FCS, p.45) if applicable but requires the equipped model to use a Special Action (1 AP) to activate.*

Fire-Suppression System

A favorite field modification is the addition of a manual fire-suppression system to help prevent an onboard fire from spreading.

- **Fire-Suppression System**
  Special Attributes: *Fire-Proof 1*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *3 TV*

Game Rules: *The Upgrade: Fire-Suppression system provides the SA: Fire-Proof 1 to a model but requires it to use a Special Action (1 AP) to activate.*

Forward Observer

Tasked with directing artillery fire and close air support from a forward position on or behind enemy lines, forward observers require a high level of proficiency to carry out their mission effectively.

- **Forward Observer**
  Special Attributes: *FIST*
  Model Restrictions: *Available to infantry models only.*
  Upgrade Cost: *5 TV*

Game Rules: *The Upgrade: Forward Observer allows the deployment of several Battlefield Support Strike Packages by infantry models.*

Hardened

By adding increased redundancies and improved insulation to essential data and energy nexus points, hardened military equipment can eliminate the disruption effects of an ion blast.

- **Hardened**
  Special Attributes: *Shielded (vs. ion disruptors only)*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *5 TV*

Game Rules: *Models with the Upgrade: Hardened are immune to the effects of ion disruptor cannons.*

Jump Pack

Infantry troopers can equip breeder-powered vectored thrust jump packs to make short "hops" across the battlefield, allowing them to bypass the terrain below and cover more ground.

- **Jump Pack**
  Special Attributes: *Bulky*
  Model Restrictions: *Available to infantry models only.*
  Upgrade Cost: *10 TV*

Game Rules: *The base MV of an infantry squad with the Upgrade: Jump Pack is increased by (+3). Equipping the upgrade adds the SA: Bulky to the models (if not already present) but allows them to make bounding jumps (Move Class: Air) over terrain objects to close with the enemy on the "hop!"*

Note: *A model is permitted only one movement-based upgrade.*

Linked

Power-armored infantry troopers can choose to receive neural interface "jacks" to connect directly to their armor. Surgically implanted, these serve as an electrical "bridge" between the soldier's analog nervous system and their suit's digital systems.

Once installed, nanites complete the necessary connections, making removing the device later

impossible. Linked troopers refer to this connection as being "jacked-in."

- **Linked**
  Special Attributes: *NA*
  Model Restrictions: *Available to powered-armor infantry models only.*
  Upgrade Cost: *15 TV*

Game Rules: *The Upgrade: Linked adds a (+1) to the equipped-models MV and reduces a direct-fire Combat Roll target point (-1).*

Loadmaster

The main job of a transport's loadmaster is ensuring the utilization of every square inch of cargo space. Sometimes a bit of ingenuity is required to get everything (and everyone) loaded, from pulling out the seats to making troops sit on each other's laps!

- **Loadmaster**
  Special Attributes: *Transport (+1)*
  Model Restrictions: *Available to aircraft, quad-CAV, and vehicle models with Transport (1+) only.*
  Upgrade Cost: *10 TV*

Game Rules: *The Upgrade: Loadmaster allows a model with the SA: Transport to increase its capacity by (+1).*

Makeshift Armor

Soldiers are always looking for ways to minimize the effectiveness of incoming fire, using pieces of scrap metal, sandbags, railroad ties, etc., as extra "armor."

But, of course, that excess weight comes at a price, but doesn't everything that's good for you?

- **Makeshift Armor**
  Special Attributes: *NA*
  Model Restrictions: *None.*
  Upgrade Cost: *15 TV*

Game Rules: *The Upgrade: Makeshift Armor increases a model's AV by (+1) while reducing its MV by (-1).*

Note: *Using makeshift armor with any other armor-based upgrade is prohibited.*

Marksman

There is more to being a successful pilot (or gunner) in combat than just taking the shot because your targeting system says so. For some, knowing when to squeeze the trigger is more of an instinct, increasing their lethality exponentially.

- **Marksman**
  Special Attributes: NA
  Model Restrictions: Available to aircraft, CAV, and vehicle models only.
  Upgrade Cost: 20 TV

Game Rules: *The Upgrade: Marksman provides a (-1) to the target point of any direct-fire Combat or Strike-Point Roll made by the model.*

Medic

Medics provide emergency medical treatment directly on the battlefield to wounded troops in an attempt to stabilize them for transport to the nearest aid station and more specialized care.

- **Medic**
  Special Attributes: *NA*
  Model Restrictions: *Available to infantry models only.*
  Upgrade Cost: *10 TV*

Game Rules: *The Upgrade: Medic allows the use of a Repair Action (+3) in an attempt to recover one DT for any single model in the infantry squad.*

Mounted

Equipping infantry with personal transport craft (typically hover and grav skimmers or motorbikes) increases their overall speed and the distance they can cover without needing larger transport vehicles (or the extra time required to mount or dismount them).

- **Mounted**
  Special Attributes: *NA*
  Model Restrictions: *Available to non-powered infantry models only.*
  Upgrade Cost: *10 TV*

Game Rules: *The Upgrade: Mounted allows non-powered infantry models to increase their base MV by (+3). Depending on the personal transport selected (players' choice), the upgrade will change the model's Move Class to Wheeled, Hover, or Grav.*

Note: *A model is permitted only one movement-based upgrade.*

Non-Commissioned Officer *(NCO)*

Tasked with day-to-day training and ensuring the execution of mission-specific orders, the NCO functions as the "backbone" of a faction's armed forces. Senior NCOs serve as the primary conduit between enlisted soldiers and officers while providing advice and guidance to both.

- **Non-Commissioned Officer**
  Special Attributes: *C3*
  Model Restrictions: *Available to vehicle and CAV models only.*
  Upgrade Cost: *5 TV*

Game Rules: *The Upgrade: Non-Commissioned Officer may be added to any squad once, adding a (+1) to its assigned Force Group's starting C3 pool. When calculating the final TV cost of this upgrade, use the model with the highest DT value in the squad, regardless of which model the NCO controls.*

Note: *If a squad also contains the Upgrade: Officer (see below), allocate the TV cost to the next highest DT model available.*

Officer

Because they serve in a hierarchy of rank and authority, officers are both leaders and followers. They are responsible for the effective direction of others either directly or through their subordinates while maintaining situational awareness of a battle as it unfolds.

- **Officer**
  Special Attributes: *C3*
  Model Restrictions: *Available to vehicle and CAV models only.*
  Upgrade Cost:

Lieutenant	*(+2) C3*	*10 TV*
Captain	*(+3) C3*	*15 TV*
Major	*(+4) C3*	*20 TV*
Colonel	*(+5) C3*	*25 TV*

Game Rules: *The Upgrade: Officer may be added to any Force Group once, providing the specified bonus to its assigned Force Group's starting C3 pool. Officers require a model with a minimum DT value equal to their C3 bonus (x2) to equip this upgrade.*

When calculating the final TV cost of this upgrade, use the model with the highest DT value in the squad, regardless of which model the officer controls.

Example: *To equip the Upgrade: Officer (Major) requires a model with a minimum DT of 8.*

Orbital Drop Strike Team ***(ODST)***

ODST units serve as a special operation force tasked with entering the battlefield from "above," typically as part of a surprise attack.

Most insertions occur from low orbit using drop-pods, grav sleds, or grav belts, often behind enemy lines.

- **Orbital Drop Strike Team**
  Special Abilities: *NA*
  Model Restrictions: *Available to CAV and infantry models only.*
  Upgrade Cost: *5 TV*

Note: *The upgrade cost applies to each model in the ODST squad.*

Game Rules: *A squad using the Upgrade: Orbital Drop Strike Team does not deploy during set-up but does receive an assigned card in the Draw Deck specific to it. Once play has begun, when drawn, this card allows for the squad's immediate activation (using one Move Action), deploying anywhere on the game board under the following conditions:*

Players must designate a single landing zone for the entire squad no closer than 12" to an enemy model.

The ODST squad will automatically "drift," requiring a Drift Roll for each model to determine their actual landing point. Should two or more models "land" at the same landing point, place each additional model adjacent to the first. If a Drift Roll would cause a model to "drift" off-board, place the model on the board's edge in the indicated direction.

Note: *Players can choose to skip deployment to a later turn, placing the card on the discard pile. Draw a new card and continue playing. Missing a deployment can also happen if no "legal" landing zone exists.*

Once the ODST squad has deployed, treat their assigned card as a standard squad card, using it to activate any squad of the appropriate color for the remainder of the game.

While the ODST designation pertains to the Terran version of these highly-trained troops, each major faction deploys its own variant.

Reactive Armor

The reactive armor design helps reduce the damage from "solid" ammunition types. Triggered by the initial contact of the round, an electromagnetic reaction helps to repel the kinetic energy of the attack.

As a result, energy-based weapons will not activate the response, reducing the effectiveness of the armor vs. these weapon system types.

- **Reactive Armor**
  Special Attributes: *NA*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *5 TV*

Game Rules: *Models with the Upgrade: Reactive Armor receive a (+1) AV bonus when struck by any weapon system other than an ion, laser, or particle bolt weapon and a (-1) AV penalty when hit by them.*

Note: *Using reactive armor with any other armor-based upgrade is prohibited.*

Satchel Charge

Satchel charges (typically bacto-adhesive covered bags of Thermex explosives) are demolition devices primarily intended to damage a CAV leg joint or a vehicle drive train once set and detonated.

- **Satchel Charge**
  Special Attributes: *Grenadier*
  Model Restrictions: *Available to infantry models only.*
  Upgrade Cost: *4TV*

Game Rules: *The Upgrade: Satchel Charge provides the SA: Grenadier (see p. 45) to an equipped infantry model.*

Sharpshooter

There is more to being a successful pilot (or gunner) in combat than just taking the shot because your targeting system says so. For some, knowing when to squeeze the trigger is more of an instinct, increasing their lethality exponentially.

- **Sharpshooter**
  Special Attributes: *NA*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *35 TV*

Game Rules: *The Upgrade: Sharpshooter provides a (-2) to the target point of any direct-fire Combat or Strike-Point Roll made by the model.*

Storm Training

Learning to get out of a transport quickly is a skill hammered into every soldier from the first day of basic training. Woe to the recruit who is the last off the "cattle car" and the target of a drill instructor's "attention."

- **Storm Training**
  Special Attributes: *Storm*
  Model Restrictions: *Available to infantry models only.*
  Upgrade Cost: *3 TV*

Game Rules: *The Upgrade: Storm Training provides the SA: Storm to an equipped-infantry model.*

Note: *A model is permitted only one movement-based upgrade.*

Turbo-Charged

Installing an engine governor on military machines helps keep pilots and drivers from pushing them above safe limits, decreasing the lifespan of these expensive components.

Instead, many choose to bypass these to increase their craft's overall horsepower. As any skillful pilot will tell you, "speed is life!"

- **Turbo-Charge**
  Special Attributes: *NA*
  Model Restrictions: *Available to aircraft, CAV, and vehicle models only.*
  Upgrade Cost: *15 TV*

Game Rules: *The SA: Turbo-Charged increases a model's base MV (+1).*

Note: *A model is permitted only one movement-based upgrade.*

Veteran Pilot

Exceptional CAV pilots are born, not trained, their natural aptitude granting them all sorts of improbable skills when in the cockpit.

- **Veteran Pilot**
  Special Attributes: *NA*
  Model Restrictions: *Available to CAV models only.*
  Upgrade Cost: *5 TV*

Game Rules: *CAV pilots with the Upgrade: Veteran Pilot reduces a pilot-based target point value by (-1).*

BATTLEFIELD ASSETS

Battlefield Assets

A Force Group commander uses battlefield assets as a force multiplier to increase the effectiveness of their troops in combat. Purchased with points from the Force Group's Threat Value Pool, a battlefield asset is typically a single-use item unless noted otherwise.

Multiple selections of the same asset are permitted.

While most battlefield assets are "deployed" before the start of play, there are some that a player may employ after the game has started. These require a model(s) with the SA: *Combat Engineer* using a Special Action to initiate.

Support Assets and the Combat Roll

When making a Combat Roll for any Battlefield Asset with a pre-set base target point value, roll **3d6**, discarding the lower of the three numbers rolled.

Bunker

Bunkers are hardened fortifications designed with one or more firing "slots" to allow infantry to shoot from cover (see Structures, p.36) at an enemy target outside.

- **Bunker**
  Specialization Cost: *25 TV (per section/level).*

Game Rules: *The placement of bunkers begins before the deployment of any models and can be set down anywhere on the game board except for an opposing side's deployment zone.*

A standard-sized bunker measures 2 inches by 2 inches (E1) and has room for one infantry model. Larger bunkers may be purchased, adding additional 2-inch square sections (or levels), permitting more models to use it for cover.

Note: *An infantry model(s) may deploy to a "friendly" bunker during deployment. During play, either side may occupy an empty bunker.*

Bunker: Weapon Emplacement

Players can outfit bunkers with a matched weapon system, either from a fixed firing port (allowing it to fire in one direction with a 180-degree arc) or a turret on top (360-degree arc).

- **Bunker: Weapon Emplacement**
  Specialization Cost: *25 TV (per section/level) + 25 TV (turret) + Weapon System TV.*

Game Rules: *Allied weapon emplacements are grouped together and assigned a specific card in the Draw Deck, allowing them to shoot once per turn (1 AP) when drawn.*

Infantry Fighting Position

A defensive earthwork, fighting positions allow infantry to remain in cover while fighting and consist of pits and trenches revetted with corrugated metal panels, star pickets (with concertina wire), and sandbags. With enough time, adding timbers, bricks, and concrete allows for even more reinforcement and protection.

- **Infantry Fighting Position**
  Specialization Cost: *10 TV*

Game Rules: *The placement of infantry fighting positions occurs before the deployment of any models and can be set down anywhere on the game board except for an opposing side's deployment zone.*

Each infantry fighting position covers an area approximately 2" in diameter on the game board and provides heavy cover to two infantry models.

Level I Deployable Nano Barrier

The use of nanofabrication in construction is commonplace throughout the galaxy, with the military adapting the technology to deploy field fortifications on the battlefield. One of its most common applications is the rapid forming of hardened barriers (walls).

Suspended in a foam medium, combat engineers "spray" the nanofabricators in the general shape required for a barrier on the ground. These "micro-builders" quickly begin converting materials from the surface to shape the wall deactivating when the engineer determines it has reached the required height. Combat engineers can set Nano barriers to self-destruct, reverting to a powdery material before collapsing.

- **Level I Deployable Nano Barrier**
  Specialization Cost: *10 TV*

Game Rules: *Models with the SA: Combat Engineer may deploy Lvl I Nano Barriers during their activation, spending a Special Action (1 AP) to do so.*

Measuring 3 inches by 1 inch and extending from the model's base in any direction, the (E1) wall can serve as light cover for an adjacent CAV model or blocking cover for a vehicle or infantry model.

- **Level II Deployable Nano Barrier**
  Specialization Cost: *20 TV*

Game Rules: *Models with the SA: Combat Engineer may deploy Lvl II Nano Barriers during their activation, spending a Special Action (1 AP) to do so.*

Measuring 3 inches by 1 inch and extending from the model's base in any direction, the (E2) wall can serve as heavy cover for an adjacent CAV model or blocking cover

for a vehicle or infantry model.

Level I Field Repair Module

A field repair module contains several small semi-automated drones that a combat engineer deploys to restore some functionality to damaged equipment during a battle.

- **Level I Field Repair Module**
  Specialization Cost: *25 TV*

Game Rules: *Using a Special Action (1 AP), models with the SA: Combat Engineer may use a Level I Field Repair Module to automatically repair one point of non-lingering damage to a CAV or vehicle model with which it currently is in B2B contact.*

- **Level II Field Repair Module**
  Specialization Cost: *50 TV*

Game Rules: *Using a Special Action (1 AP), models with the SA: Combat Engineer may use a Level II Field Repair Module to automatically repair two points of damage (non-lingering) or one point of lingering damage to a CAV or vehicle model with which it currently is in B2B contact.*

Minefield

Considered more of a defensive weapon, minefields attempt to slow down an enemy's advance and potentially cause significant damage should someone try to navigate their way through.

Game Rules: *The placement of minefields occurs before the deployment of any models and can be set down anywhere on the game board except for an opposing side's deployment zone.*

Minefields use "smart" munitions that recognize IFF codes, allowing friendly models to cross a minefield safely. They can also identify gaps in their coverage and "move" to maximize their effectiveness. Players should use a circular template with a 6" diameter to represent a minefield.

Once deployed, a minefield goes "active," allowing an "attack" against any enemy model making B2B contact with it during a single Move Action.

Models that spend more than one Move Action crossing a minefield are subject to multiple attacks.

Example: *A model chooses to enter a minefield with only 3 MV remaining. After coming into contact with the minefield, the opposing player makes a Combat Roll before permitting the model to complete its move. When the model uses another Move Action to leave the minefield, the opposing player will make a second Combat Roll.*

As mines are "detonated," the efficacy of a minefield is reduced, eventually reaching a point where it can no longer cause any damage. After placing a minefield, set a d6 with the "6" facing up next to it, reducing it by (-1) anytime an attack (Combat Roll) occurs. Should it reach "0," remove the minefield from play.

Anti-Air (AA) Minefield

Using "volcano" mines, an anti-air minefield targets low-flying aircraft that fly within its perimeter. These mines fire a blast-focused stream of molten metal straight up, potentially causing catastrophic damage to the plane.

- **Anti-Air (AA) Minefield**
  RAV: *NA/4*
  Range: *Nap of Earth*
  Special Attributes: *NA*
  Base Target Point Value: *(7)*
  Specialization Cost: *25 TV*

Game Rules: *Any aircraft flying Nap of Earth (see p.24) above an anti-air minefield is subject to an attack.*

Anti-Personnel (AP)/Anti-Tank (AT) Minefield

Smart minefields can configure themselves to be effective against infantry and armor, preventing combat engineers from just bull-dozing through an AP minefield to clear it.

- **Anti-Personnel (AP)/Anti-Tank (AT) Minefield**
  RAV: *4/4*
  Range: *B2B*
  Special Attributes: *NA*
  Base Target Point Value: *(7)*
  Specialization Cost: *25 TV*

Note: *FASCAM minefields (see p.54) act in all respects as a standard minefield, except that their coverage area uses the delivery systems AoE, and there are no minimum range requirements when placing a minefield adjacent to an enemy model.*

Recon Drone

These small unmanned aerial vehicles (UAV) provide real-time reconnaissance and targeting data from above a battlefield, acting as an "eye in the sky." While active, they continuously download to the BattleNet, allowing

PRO TIP

MULTIPLE MINEFIELDS CAN BE "STACKED," PROVIDING A GREATER DENSITY OF MINES TO ALLOW MULTIPLE COMBAT ROLLS.

field commanders instant access to what they see.

Due to the tactical advantage such information provides, they are quickly targeted and destroyed.

- **Recon Drone**
  Specialization Cost: *50 TV*

Game Rules: *For each recon drone purchased, players can "skip" the current card on the Draw Deck, returning it to the bottom of the deck and drawing a new one. Both sides are allowed to use only one recon drone per turn.*

Additionally, the total number of recon drones that a Force Group may purchase is limited to one per squad.

Example: *A Force Group containing three squads may purchase up to three recon drones.*

Note: *Once deployed, the recon drone is "destroyed" and removed from play.*

Resupply Drop

Moving supplies during a war is inherently dangerous; transporting them straight onto the battlefield is suicidal. Luckily, heavy-lift drones are available for resupplying ammunition and other supplies directly to the troops when needed.

- **Resupply Drop**
  Specialization Cost: *50 TV*

Game Rules: *Players can choose to use a resupply drop during the end phase of a turn to "reload" all of the internal ammo bins of their entire Force Group.*

The total number of resupply drops a player may purchase is limited the one per squad.

Example: *A Force Group containing three squads may purchase up to three resupply drops.*

Note: *Once deployed, a resupply drop is "expended," and removed from play.*

Revetment

Revetments are prepared fighting positions for tanks and CAVs consisting of three vertical retaining "walls" to support the interior slope of a parapet allowing the unit to shoot from cover. Typically made up of logs, stones, steel matting, and sandbags, the outside of these walls are piled high with dirt and clay for extra protection.

- **Revetment**
  Specialization Cost: *50 TV*

Game Rules: *A CAV revetment is (E3) and provides blocking cover for one model. The revetment contains an (E1) "step" a CAV may use to temporarily stand on to shoot from, providing the SA: Pop-Up (see p.49) to the model.*

A vehicle revetment (E1) allows one vehicle to go hull-down (see SA: Turret, p.52). A CAV model may also use a vehicle revetment to obtain light cover.

The placement and designation of revetments occur before the deployment of any models and can be set down anywhere on the game board except for an opposing side's deployment zone.

SIGINT ***(Signals Intelligence)***

SIGINT represents the collection and analysis of enemy communications and electronic signals to learn their location and intentions during a battle.

- **SIGINT**
  Specialization Cost: *100 TV*

Game Rules: *SIGINT allows players to add one card to their Draw Deck "hand" for one turn.*

The number of SIGINT cards allowed per side is limited to one card per squad. Once played, the SIGINT asset is removed from play for the remainder of the game.

Example: *A Force Group containing three squads may purchase up to three SIGINT cards.*

Trench

Trenches are defensive works featuring long, deep "cuts" dug into the ground with the excavated dirt thrown up in front.

Logs, wooden planks, and sandbags help to shore up the sides to prevent cave-ins and add an extra layer of protection for the soldiers using them for cover.

- **Trench**
  Specialization Cost: *10 TV*

Game Rules: *Measuring three inches in length and one inch wide with a (D1) elevation level, a trench provides blocking cover for two infantry models.*

Additional trenches may be purchased and "connected" to allow for more extensive and elaborate trench systems.

The placement of trenches occurs before the deployment of any models and can be set down anywhere on the game board except for an opposing side's deployment zone.

BATTLEFIELD STRIKE PACKAGES

Battlefield Strike Packages

No plan survives contact with the enemy, and a Force Group commander who plans for this eventuality exponentially increases their chance of success on the battlefield. Battlefield Strike Packages provide players with a multitude of ways to request additional fire support to help with any unexpected problems.

Unlike Battlefield Assets, players do not spend Threat Value Pool points to purchase a specific item; instead, they allocate these points to strike packages.

During play, players can "request" a particular type of strike from the appropriate package, provided enough TV points remain.

Example: *A player has allocated 200 points of their Threat Value pool to the Battlefield Strike Package: Air. During play, the player could request deployment of two Gunship Assaults or a Gunship Assault and a Cruise Missile attack.*

Note: *The deployment of any Battlefield Strike Package requires one or more models with the SA: FIST using a Special Action to initiate.*

Players may place the strike-point for an attack anywhere within the indicated range of the declared strike, measured from the center of the activated model.

As there are no range bands for a Battlefield Strike Package, use a target point (10) for the Strike-Point Roll, applying a model's SA: FIST rating level (if any) as a (-) SM to the Strike-Point.

Battlefield Strike Packages and the Combat Roll

When making a Combat Roll for any Battlefield Strike Package with a pre-set base target point value, roll **3d6**, discarding the lower of the three numbers rolled.

Strike Package: Artillery

Artillery Attack

The request of an attack from off-board artillery can devastate a section of the game board, destroying infantry, lightly armored vehicles, and unhardened structures.

There are three levels of artillery attacks available, each one delivering a greater circle of destruction.

- **Artillery Strike**
  Range: *36"*
  RAV: *4/4*
  Special Attributes: *AoE 2*
  Base Target Point Roll: *(7)*
  Specialization Cost: *50 TV*

- **Artillery Barrage**
  Range: *36"*
  RAV: *4/4*
  Special Attributes: *AoE 3*
  Base Target Point Roll: *(7)*
  Specialization Cost: *60 TV*

- **Artillery Bombardment**
  Range: *36"*
  RAV: *4/4*
  Special Attributes: *AoE 4*
  Base Target Point Roll: *(7)*
  Specialization Cost: *75 TV*

Artillery Smoke Screen

Bursting smoke shells generate a tactical smokescreen to help mask the movement of friendly models.

- **Artillery Smoke Screen**
  Range: *36"*
  RAV: *NA*
  Special Attributes: *AoE (see below), Smoke*
  Base Target Point Roll: *NA*
  Specialization Cost: *25 TV*

Game Rules: *An artillery smoke screen measures two by twelve inches in a direction chosen by the player during its declaration, starting from its final strike point (centered on it). A smoke screen will last for **1d6(+1)** turns before dissipating (remove during End Phase).*

Artillery FASCAM

Designed to "burst" in the air over a selected target area, FASCAM artillery shells scatter the ground below with anti-personnel and anti-armor mines.

- **Artillery FASCAM**
  Range: *36"*
  RAV: *4/4*
  Special Attributes: *AoE 3*
  Base Target Point Roll: *(7)*
  Specialization Cost: *50 TV*

Game Rules: *See Battlefield Assets: Minefield (p.64).*

Strike Package: Air

Gunship Assault ***(Death From Above)***

Ground units can call aircraft circling above the battlefield for close air support, directing them to conduct multiple strafing runs on a designated area.

- **Gunship Assault** ***(Death From Above)***
  Range: *36"*

RAV: *5/5*
Special Attributes: *AoE (see below)*
Base Target Point Roll: *(7)*
Specialization Cost: *75 TV*

Game Rules: *A gunship assault's strafing run measures two by twelve inches in a direction chosen by the player during its declaration, starting from the attack's final strike point (centered on it).*

Any model caught within this "corridor" is subject to an immediate Combat Roll.

Cruise Missile

Cruise missiles shot from launchers stationed far to the rear use a contour-matching navigation system to skim just above ground level at subsonic speeds allowing for quick deployment to the requested area when called for.

After arriving, nearby FIST operators take over, directing the cruise missile to its intended target.

- **Cruise Missile**
  Range: *NA*
  RAV: *8/8*
  Special Attributes: *Min Rng (12), Reduced Turn, Soft.*
  Base Target Point Roll: *(7)*
  Specialization Cost: *75 TV*

Game Rules: *A model with the SA: FIST can request an off-board launcher to fire a cruise missile during its activation, placing the cruise missile model anywhere along the starting edge of its Deployment Zone. The cruise missile then executes a single Move Action (using all of its MV) directed by the controlling player.*

Afterward, with TWO Move Actions each turn (again using all of its MV), the cruise missile activates in concert with the requesting model.

Any B2B contact with another model or structure causes it to detonate, allowing for an immediate Combat Roll before removing it from play.

Cruise missiles will continue to activate until they "hit" something, self-destruct, or are shot down. The destruction of the requesting model prevents the cruise missile from making further course corrections, continuing in a straight line.

Advanced Cruise Missile ***(Super-Thermex)***

Super-Thermex is a condensed high-explosive using nanotech to produce an explosion on par with a small nuclear weapon, without the attendant radiation and fallout inherent to their use.

CRUISE MISSILE

[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
CRUISE MISSILE	8	8	8	8	8	8	8

[SPECIAL ATTRIBUTES]
MIN RANGE (12), REDUCED TURN, SOFT

ADVANCED CRUISE MISSILE

[DAMAGE TRACK]	0	1	2	3	4	5
MOVE (AIR)	14	13	12	11	10	8
ARMOR	4	4	3	3	2	2
ADVANCED CRUISE MISSILE	10	10	10	10	10	10

[SPECIAL ATTRIBUTES]
MIN RANGE (12), REDUCED TURN, SOFT

- **Advanced Cruise Missile** ***(Super-Thermex)***
  Range: *NA*
  RAV: *10/Special*
  Special Attributes: *AoE 2, Min Rng (12), Reduced Turn, Soft*
  Base Target Point Roll: *(7)*
  Specialization Cost: *125 TV*

Game Rules: *Advanced cruise missiles use the same rules for deployment as a standard cruise missile.*

Advanced cruise missiles produce a much larger blast zone when detonated, instantly vaporizing any model with the SA: Soft (no Combat Roll required).

Cruise Missiles and Launchers

Aircraft, quad CAVs, and vehicle models may equip one or more cruise missile launchers (see p.71), allowing them to serve as the deployment point (as opposed to the boards' edge).

However, cruise missiles (standard and advanced) deployed this way must spend their first Move Action going straight forward (no facing changes) as they accelerate.

Additionally, no Combat Roll is permitted as they require a minimum "safe" distance before they arm. Any contact with a model or structure during this phase destroys the cruise missile.

PRO TIP

ADVANCED CRUISE MISSILES AND MOABS MAKE INSTANT KINDLING OUT OF ANY TREE CAUGHT WITHIN THEIR AREA OF EFFECT, REDUCING THEM TO ROUGH TERRAIN!

Massive Ordnance Air Blast Bomb *(MOAB)*

Also known as the "mother of all bombs," the MOAB is a thermobaric weapon system that uses the oxygen surrounding it to generate a very large, high-temperature explosion.

Thermobaric weapons are almost 100% fuel, allowing for more energy during detonation than a conventional explosive of the same weight.

- **Massive Ordnance Air Blast Bomb *(MOAB)***
  Range: *36"*
  RAV: *8/Special*
  Special Attributes: *AoE 3, Blaster 3, Shock (8)*
  Base Target Point Roll: *(7)*
  Specialization Cost: *150 TV*

Game Rules: *Besides the massive fireball released when detonated, the MOAB produces a wave of overpressure that automatically destroys any model with the SA: Soft and non-hardened structures.*

Strike Package: Space

Orbital Missile Strike

Solid propellant space-to-ground missiles, launched from directly overhead low-orbit satellites or spacecraft, lack the control fins and larger circumference familiar to most observers.

Instead, these spike-shaped missiles use their hypervelocity speed to cut through the atmosphere, decreasing the time-to-target to mere seconds. As a result, they are highly accurate, and between their explosive warhead and the kinetic energy released upon impact, very destructive.

- **Orbital Missile Strike**
  Range: *36"*
  RAV: *6/6*
  Special Attributes: *AoE 1, Blaster 1*
  Base Target Point Roll: *(7)*
  Specialization Cost: *50 TV*

Orbital Bombardment *(Steel Rain)*

Also fired from orbiting satellites and spacecraft, an orbital bombardment uses multiple "pods," each containing dozens of small steel flechettes, for an attack.

Once they have made atmospheric entry, the pods simultaneously fire, releasing a "rain" of hypervelocity darts to decimate the ground below.

- **Orbital Bombardment *(Steel Rain)***
  Range: *36"*
  RAV: *8/8*
  Special Attributes: *AoE 2, Blaster 2*
  Base Target Point Roll: *(7)*
  Specialization Cost: *100 TV*

Orbital Precision Strike *(Hammer Strike)*

Another "launched from above" attack, an orbital precision strike consists of a single SABOT-encased tungsten carbide cermet rod fired directly down towards the surface. The SABOT protects the rod during atmospheric entry, falling off before impact with the target area.

Referred to as a "hammer strike," the rod relies entirely on the release of kinetic energy for its destructive power.

- **Orbital Precision Strike *(Hammer Strike)***
  Range: *36"*
  RAV: *10/10*
  Special Attributes: *Blaster 3*
  Base Target Point Roll: *(7)*
  Specialization Cost: *150 TV*

Game Rules: *A successful "hit" allows for **THREE** Combat Rolls (**3d6** each) against the targeted model.*

WEAPON SYSTEMS

Weapon Systems

About this Appendix

The Weapon Systems appendix contains descriptions of the many weapon system types found in CAV Strike Operations in alphabetical order.

Also included are any game rules specific to their use during play and information for adding the systems to a custom or modified model design (see Construction).

Anti-Tank Missile *(ATM)*

The anti-tank missile is a man-portable, shoulder-launched anti-armor weapon firing a high-explosive warhead.

While generally unguided and short-ranged, the use of anti-tank missiles against armored targets and field fortifications is prevalent throughout the galaxy.

- **Anti-Tank Missile**
  Range: *6″*
  RAV: *2/2*
  Special Attributes: *Ambush, Blaster 1, Minimum Range (5), Strike*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *75 TV*

Anti-Tank Gun *(ATG)*

A type of towed artillery designed to fire directly at an armored target, anti-tank guns feature longer barrels than other field artillery systems allowing them to shoot high-velocity armor-piercing rounds from a set defensive position.

Note: *The type of ammo used by anti-tank guns precludes their use for targeting in-flight aircraft and infantry models.*

- **Light Anti-Tank Gun *(Towed)***
  Range: *8″*
  RAV: *2/1*
  Special Attributes: *Ambush, AV (+1), Soft, Strike*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *74 TV*

- **Medium Anti-Tank Gun *(Towed)***
  Range: *8″*
  RAV: *3/1*
  Special Attributes: *Ambush, AV (+1), Soft, Strike*
  Hard-Point Cost: *2.5 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *84 TV*

- **Heavy Anti-Tank Gun *(Towed)***
  Range: *8″*
  RAV: *4/1*
  Special Attributes: *Ambush, AV (+1), Soft, Strike*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *94 TV*

Game Rules: *Typically mounted on two-wheeled or grav carriages, a towed anti-tank gun requires a secondary vehicle when moving between positions.*

Heavy and cumbersome, a towed anti-tank gun must spend one activation (2 APs) before and after moving, the extra time needed to tear down or set up. As a result, most towed anti-tank guns are reserved for static defense.

While not a combat vehicle per se, towed anti-tank guns can take advantage of their design to go hull-down (see SA: Turret).

Anti-tank gun crews receive a (+1) to their base AV.

Autocannon *(AC)*

Autocannons are large-caliber projectile weapons capable of firing rapid bursts of high-explosive, armor-piercing rounds toward enemy targets.

Most autocannons use caseless ammunition, typically with a high velocity producing hyper gel internal propellant.

This configuration also allows for a greater number of rounds to be equipped.

- **Light Autocannon**
  Range: *8″*
  RAV: *1/2*
  Special Attributes: *Ammo, Full Auto*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *49 TV*

- **Medium Autocannon**
  Range: *8″*
  RAV: *2/4*
  Special Attributes: *Ammo, Full Auto*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to (5+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *69 TV*

- **Heavy Autocannon**
  Range: *8″*
  RAV: *3/6*
  Special Attributes: *Ammo, Full Auto*

Hard-Point Cost: *2 HP*
Model Restrictions: *Available to (7+) aircraft, CAVs, and vehicle models only.*
Threat Point Cost: *89 TV*

Assault Rifle *(AR)*

The standard issue infantry weapon, assault rifles, are used by every military force in the galaxy.

Various ammunition is used, including cartridge and caseless rounds, flechette, and needler (wire-fed) types.

- **Assault Rifle**
  Range: *3"*
  RAV: *0/1*
  Special Attributes: *Full Auto*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *24TV*

Cannon *(C)*

Cannons, typically a tank's primary weapon, are large-caliber, smoothbore weapon systems capable of firing high-energy kinetic penetrators against armored targets. Modern cannons include a gyroscope to help stabilize the gun while "on the move."

While many militaries opt for more effective electromagnetic weapons, the cannon remains a tried-and-true weapon system in use around the galaxy due to its lower cost and ease of maintenance.

Its main drawback, though, while very capable of punching through armor up close, is the loss of energy needed to do so at greater ranges.

Note: *Due to their design, only vehicles and quad CAVs may equip cannons, limited to a single cannon in any one location. Also, the type of ammo used by cannons precludes their use for targeting in-flight aircraft and infantry models.*

- **Light Cannon**
  Range: *9"*
  RAV: *4/2*
  Special Attributes: *Assault 1, Limited Ammo, Minimum Range (4), Strike*
  Hard-Point Cost: *1.5 HP*
  Model Restrictions: *Available to quad CAVs and vehicle models only.*
  Threat Point Cost: *83 TV*

- **Medium Cannon**
  Range: *9"*
  RAV: *5/2*
  Special Attributes: *Assault 1, Limited Ammo, Minimum Range (4), Strike*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to (4+) quad CAVs and vehicle models only.*
  Threat Point Cost: *93 TV*

- **Heavy Cannon**
  Range: *9"*
  RAV: *6/2*
  Special Attributes: *Assault 1, Limited Ammo, Minimum Range (4), Strike*
  Hard-Point Cost: *2.5 HP*
  Model Restrictions: *Available to (6+) quad CAVs and vehicle models only.*
  Threat Point Cost: *103 TV*

Cruise Missile Launcher *(CML)*

The design of a mobile cruise missile launcher helps to ensure their survivability and quick deployment, carrying various warhead types (including high-explosive, chemical, biological, and nuclear).

Besides striking enemy facilities and assembly areas far from the front lines, using cruise missiles against tactical targets on the battlefield is also common.

Note: *Applicable models may mount up to two separate (non-matching) cruise missile launchers.*

Due to their size and the open nature of their design, cruise missile launcher-equipped models receive a (-2) to their base Armor Value.

- **Cruise Missile Launcher**
  Range: *Special*
  RAV: *NA*
  Special Attributes: *FIST, AV (-2)*
  Hard-Point Cost: *4 HP*
  Model Restrictions: *Available to aircraft, quad CAVs, and vehicle models only.*
  Threat Point Cost: *0 TV*

Game Rules: *A model equipped with one or more cruise missile launchers can serve as a deployment point for an attack using the Strike Package Air: Cruise Missile or Advanced Cruise Missile (see p. 68).*

Flamethrower *(FT)*

Flamethrowers (or flamers) are incendiary weapons designed to propel a jet of flammable liquid gel in a controllable means at short distances.

Intended mainly for use against infantry and fortifications, the liquid gel used by flamethrowers is formulated to "stick" to a target and burn at very high temperatures once ignited. The gel's chemical makeup makes it very hard to extinguish (water does not affect it, allowing it to burn even hotter), requiring specialized fire-fighting foam to smother the flames.

The fire will eventually burn out if no other means are available.

- **Flamethrower**
  Range: *Special*
  RAV: *NA*
  Special Attributes: *Limited Ammo*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to CAVs and vehicle models only.*
  Threat Point Cost: *25 TV*

Game Rules: *Flamethrowers use a special template, extending from the base of the attacking model in the direction discharged. Any model's base or structure that comes into contact with the template receives the Model State: Burning (see p. 35).*

Guided Missile *(GM)*

Guided missiles are self-propelled (using solid-propellant reaction engines) munitions categorized by their intended targets, either ground or air.

Unlike rockets, guided missiles are "shot" individually at their intended target, launched from a "tube" or "rail," and require a laser (see SA: *TAG*, p.52) or target-lock before firing to hit.

Guided missiles use an explosive warhead as their primary destructive power, but their high speed and any unburnt fuel provide an extensive secondary means of damaging a target.

To avoid damaging an attacker during launch, guided missiles require a minimum travel distance before they "arm."

- **Light Guided Missile *(Ground)***
  Range: *16"*
  RAV: *4/4*
  Special Attributes: *Limited Ammo, Minimum Range (14), Shock (4)*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *102 TV*

- **Medium Guided Missile *(Ground)***
  Range: *16"*
  RAV: *5/5*
  Special Attributes: *Limited Ammo, Minimum Range (14), Shock (5)*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to (5+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *120 TV*

- **Heavy Guided Missile *(Ground)***
  Range: *16"*
  RAV: *6/6*
  Special Attributes: *Limited Ammo, Minimum Range (14), Shock (6)*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Available to (7+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *137 TV*

- **Light Guided Missile *(Air)***
  Range: *16"*
  RAV: *NA/6*
  Special Attributes: *Limited Ammo, Minimum Range (14), Shock (4)*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *72 TV*

- **Medium Guided Missile *(Air)***
  Range: *16"*
  RAV: *NA/7*
  Special Attributes: *Limited Ammo, Minimum Range (14), Shock (5)*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to (5+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *80 TV*

- **Heavy Guided Missile *(Air)***
  Range: *16"*
  RAV: *NA/8*
  Special Attributes: *Limited Ammo, Minimum Range (14), Shock (6)*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Available to (7+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *87 TV*

Game Rules: *The use of guided missiles require a valid LoS to the target AND a target-lock or the SA: TAG (see p.52) during a direct-fire Combat Action.*

Guided missiles may not target infantry models.

Grenade Launcher *(GL)*

Grenade launchers fire specially designed "grenade" canisters at greater distances with improved accuracy (compared to a hand-tossed grenade).

Grenade launchers include a shoulder-fired stand-alone type or attached to the underside of an assault rifle, a crew-served automatic launcher on a tripod, and mounted as a fixed array on a CAV or vehicle.

- **Grenade Launcher *(Individual)***
  Range: *4"*
  RAV: *NA/2*

Special Attributes: *AoE (1), Minimum Range (3)*
Hard-Point Cost: *1 HP*
Model Restrictions: *Available to infantry models only.*
Threat Point Cost: *21 TV*

- **Grenade Launcher *(Crewed)***
  Range: *6"*
  RAV: *NA/3*
  Special Attributes: *Ambush, AoE (1), Encumbered 1, Minimum Range (5)*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *42 TV*

- **Grenade Launcher *(Mounted)***
  Range: *6"*
  RAV: *NA/3*
  Special Attributes: *AoE (1), Limited Ammo, Minimum Range (5)*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to CAV and vehicle models only.*
  Threat Point Cost: *32 TV*

Game Rules: *Grenade launchers are indirect-fired weapon systems, and while they still use a **d10** for any Drift Rolls, reduce the drift distance by one-half (rounding up).*

Example: *An infantry model uses a grenade launcher during an indirect-fire Combat Action at an enemy model 8" away.*

After missing the Strike Roll, the d10 Drift Roll (4) adds (+1) for the Long-Range Band, resulting in a 5" drift. Dividing in half (rounding up) gives a final drift of 3".

Note: *An indirect-fire weapon system can Drift beyond its maximum range, but such a result precludes it from making any Combat Rolls.*

Howitzer *(H)*

Howitzers are large caliber artillery guns capable of hitting targets many kilometers away. While typically mounted on a CAV or vehicle chassis, towed versions of howitzers are available.

Modern artillery uses inertial navigation systems and the BattleNet to provide constant real-time positioning data to onboard fire control and ballistic computers. This allows a howitzer and its crew to quickly change their location to avoid counter-battery attacks while delivering accurate and timely fire on-target.

Using indirect fire, guided, i.e., smart munitions and HE shells are available through Battlefield Upgrades: *Ammo* (see p.54). Additionally, howitzers use a bulk-loaded hyper-gel liquid as a propellant when shooting, allowing for equipping more shells.

Finally, larger caliber rounds often referred to as "flying pigs" due to their size (artillery is typically known as "hogs" by their crews), have a more comprehensive range of payload types available.

- **Light Howitzer**
  Range: *24"*
  RAV: *NA*
  Special Attributes: *Limited Ammo, Minimum Range (18)*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to (5+) CAVs and vehicle models only.*
  Threat Point Cost: *48 TV*

Game Rules: *Applicable models may mount up to three separate (non-matching) light howitzers.*

- **Medium Howitzer**
  Range: *24"*
  RAV: *NA*
  Special Attributes: *Limited Ammo, Minimum Range (18)*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Available to (6+) CAVs and vehicle models only.*
  Threat Point Cost: *48 TV*

Game Rules: *Applicable models may mount up to two separate (non-matching) medium howitzers.*

- **Heavy Howitzer**
  Range: *24"*
  RAV: *NA*
  Special Attributes: *Limited Ammo, Minimum Range (18)*
  Hard-Point Cost: *4 HP*
  Model Restrictions: *Available to (7+) CAVs and vehicle models only.*
  Threat Point Cost: *48 TV*

Game Rules: *Applicable models may mount only one (non-matching) heavy howitzer.*

- **Light Howitzer *(Towed)***
  Range: *18"*
  RAV: *NA*
  Special Attributes: *AV (+1), Minimum Range (16), Soft*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to infantry models*

only.
Threat Point Cost: *36 TV*

- **Medium Howitzer** ***(Towed)***
  Range: *18"*
  RAV: *NA*
  Special Attributes: *AV (+1), Minimum Range (16), Soft*
  Hard-Point Cost: *2.5 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *36 TV*

- **Heavy Howitzer** ***(Towed)***
  Range: *18"*
  RAV: *NA*
  Special Attributes: *AV (+1), Minimum Range (16), Soft*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *36 TV*

Ion Disruptor Cannon ***(IDC)***

Ion disruptor cannons target a model's onboard electrical systems, producing high currents and voltage surges to disrupt or damage them. An acceleration chamber ionizes hydrogen gas atoms to generate an energy pulse that, once charged, releases a "ball" of highly focused energy when fired. Upon impact, a "lightning storm" of released energy spreads out across the surface of the targeted unit.

- **Light Ion Disruptor Cannon**
  Range: *8"*
  RAV: *4/4*
  Special Attributes: *Special*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *50 TV*

- **Medium Ion Disruptor Cannon**
  Range: *8"*
  RAV: *5/5*
  Special Attributes: *Special*
  Hard-Point Cost: *1.5 HP*
  Model Restrictions: *Available to (5+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *65 TV*

- **Heavy Ion Disruptor Cannon**
  Range: *8"*
  RAV: *6/6*
  Special Attributes: *Special*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to (7+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *80 TV*

Game Rules: *As an attack targets the electronic systems of an enemy model, ion disruptor cannons do no "real" damage. Instead, a successful damage result disables the affected model for one or more actions equal to the amount of "damage" received.*

Multiple damage results from a single attacker are cumulative, but if the model has already been "disrupted," it cannot lose any additional actions as the systems that would be affected are shut down.

Note: *Infantry models and models with the SA: Shielded (see p.50) are immune from the effects of ion disruptor cannons.*

Laser Bolt Gun ***(LBG)***

A laser bolt gun is a directed energy weapon powered by an onboard breeder module, requiring no ammo or other expendables—an essential quality for units stationed on distant worlds or during operations with a limited supply chain.

Unlike industrial-grade lasers designed to "stream" constantly and cut, laser bolt guns condense large amounts of energy into a single "bolt" when triggered, ablating the surface and creating an explosion of plasma at the point of contact on a target.

- **Light Laser Bolt Gun**
  Range: *10"*
  RAV: *3/3*
  Special Attributes: *Improved Range*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *85 TV*

- **Medium Laser Bolt Gun**
  Range: *10"*
  RAV: *4/4*
  Special Attributes: *Improved Range*
  Hard-Point Cost: *1.5 HP*
  Model Restrictions: *Available to (5+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *100 TV*

- **Heavy Laser Bolt Gun**
  Range: *10"*
  RAV: *5/5*
  Special Attributes: *Improved Range*
  Hard-Point Cost: *2.5 HP*

Model Restrictions: *Available to (7+) aircraft, CAVs, and vehicle models only.*
Threat Point Cost: *115 TV*

Laser Bolt Rifle ***(LBR)***

A man-portable version of the LBG, a laser bolt rifle is powered by an HCC battery backpack cabled to the weapon. Extremely accurate, a laser bolt rifle can cause considerable damage to individuals and is capable of penetrating heavier armor.

A crewed version of the weapon mounted to a tripod is also available.

- **Laser Bolt Rifle**
  Range: *4"*
  RAV: *1/1*
  Special Attributes: *Improved Range*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *43 TV*

- **Heavy Laser Bolt Rifle** ***(Crewed)***
  Range: *5"*
  RAV: *2/2*
  Special Attributes: *Encumbered 1, Improved Range*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *60 TV*

Machine Gun ***(MG)***

The venerable machine gun remains a fixture in modern militaries, with larger, multi-barrel versions mounted to aircraft, CAVs, and heavier vehicles (typically 25-40 mm calibers) to smaller, single-barrel guns (typically 7-13 mm calibers) for lighter vehicles and infantry crews (with tripods).

- **Light Machine Gun**
  Range: *3"*
  RAV: *0/2*
  Special Attributes: *Ammo*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to vehicles only.*
  Threat Point Cost: *16 TV*

- **Light Machine Gun** ***(Crewed)***
  Range: *3"*
  RAV: *0/2*
  Special Attributes: *Ambush, Encumbered 1, Full Auto*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *41 TV*

- **Light Machine Gun** ***(Rotary)***
  Range: *3"*
  RAV: *0/2*
  Special Attributes: *AoE (1), Blaster 1*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to powered infantry models only.*
  Threat Point Cost: *31 TV*

- **Machine Gun** ***(Squad Automatic Weapon)***
  Range: *3"*
  RAV: *0/1*
  Special Attributes: *Full Auto*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *24 TV*

- **Heavy Machine Gun**
  Range: *3"*
  RAV: *0/3*
  Special Attributes: *Ammo*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to (3+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *21 TV*

- **Heavy Machine Gun** ***(Rotary -Crewed)***
  Range: *3"*
  RAV: *0/3*
  Special Attributes: *Ambush, AoE (1), Blaster 2, Encumbered 1*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *61 TV*

Magnetic Accelerator Cannon ***(MAC)***

The magnetic accelerator cannon is the workhorse of every major, modern fighting force in the 23rd century. Used primarily as an anti-armor weapon, a MAC consists of alternating negative and positive charged "rings" to create a magnetic field to propel a conductive projectile down its barrel. The projectile, typically a SABOT-encased penetrator rod, relies on its high speed and kinetic energy to damage the target.

Note: *The type of ammo used by magnetic accelerator cannons precludes their use for targeting in-flight aircraft*

and infantry models.

- **Light Magnetic Accelerator Cannon**
  Range: *12"*
  RAV: *3/1*
  Special Attributes: *Ammo, Blaster 1, Minimum Range (8)*
  Hard-Point Cost: *1.5 HP*
  Model Restrictions: *Available to aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *72 TV*

- **Medium Magnetic Accelerator Cannon**
  Range: *12"*
  RAV: *5/2*
  Special Attributes: *Ammo, Blaster 2, Minimum Range (8)*
  Hard-Point Cost: *2.5 HP*
  Model Restrictions: *Available to (5+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *109 TV*

- **Heavy Magnetic Accelerator Cannon**
  Range: *12"*
  RAV: *7/3*
  Special Attributes: *Ammo, Blaster 3, Minimum Range (8)*
  Hard-Point Cost: *3.5 HP*
  Model Restrictions: *Available to (7+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *147 TV*

Magnetic Accelerator Rifle *(MAR)*

The standard-issue weapon of most powered infantry troopers, the magnetic accelerator rifle uses a pair of conductive parallel rails to accelerate a shaped-projectile down its length. Electrons transferred to the rifle's rails (one negative, the other positive) from a suit's power supply create the magnetic field needed.

A larger crew-served version is also available.

Note: *The targeting of in-flight aircraft by magnetic accelerator rifles is not allowed.*

- **Magnetic Accelerator Rifle**
  Range: *6"*
  RAV: *2/1*
  Special Attributes: *Blaster 1, Minimum Range (4)*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to powered infantry models only.*
  Threat Point Cost: *50 TV*

- **Magnetic Accelerator Rifle *(Crewed)***
  Range: *6"*
  RAV: *3/1*
  Special Attributes: *Blaster 2, Encumbered 1, Minimum Range (4)*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *72 TV*

Magnetic Rotary Accelerator Cannon *(MRAC)*

While sacrificing the hard-hitting impact of a standard MAC, rotary versions make up for it with short streams of "slugs" to hammer away at a target's armor.

Using accelerator rings around the weapon's barrels, alternating magnetic fields generate the energy to propel round after round as the succeeding barrel locks into place.

Unfortunately, this configuration places a significant power demand on a unit's breeder while requiring large ammo bins to feed the destruction unleashed on a target!

Note: *The type of ammo used by magnetic rotary accelerator cannons precludes their use for targeting infantry models.*

- **Light Magnetic Rotary Accelerator Cannon**
  Range: *10"*
  RAV: *5/2*
  Special Attributes: *Limited Ammo, Minimum Range (6), Reduced Range (vs air only).*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to (4+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *80 TV*

- **Medium Magnetic Rotary Accelerator Cannon**
  Range: *10"*
  RAV: *7/3*
  Special Attributes: *Limited Ammo, Minimum Range (6), Reduced Range (vs air only).*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Available to (6+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *105 TV*

- **Heavy Magnetic Rotary Accelerator Cannon**
  Range: *10"*
  RAV: *9/4*
  Special Attributes: *Limited Ammo, Minimum Range (6), Reduced Range (vs air only).*
  Hard-Point Cost: *4 HP*
  Model Restrictions: *Available to (8+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *130 TV*

Mortar *(M)*

To help counter the large number of armored combat systems on the modern battlefield, an increase in precision firepower for platoon-sized infantry units was needed.

While called mortars due to their similarity in looks, the mortar tubes of the 23rd century are vastly different than their earlier predecessors.

Mortars use a vertical launcher and a small launching charge to propel the round a short distance from the crew before igniting its main rocket engine. A crew member uses a ground control station to instruct the guided missile where to go with GPS locating. After clearing the launch area, the missile "drops" down, skimming at a low level to the designated target area.

Once it has arrived, the missile will climb, allowing the operator to use its onboard color camera to identify, track, and engage a target if not already pre-programmed. When activated, the missile will dive at its target (the unique sound it makes as it does has earned it the nickname "hummer"), performing a "kamikaze" crash into the target as it explodes.

Typically a mortar crew consists of three soldiers.

Note: *The targeting systems used by mortars preclude their use for targeting in-flight aircraft and infantry models.*

- **Light Mortar**
  Range: *18"*
  RAV: *3/3*
  Special Attributes: *Encumbered 1, Minimum Range (16), Shock (3), Slow-Fire*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Infantry models only.*
  Threat Point Cost: *89 TV*

- **Medium Mortar**
  Range: *18"*
  RAV: *5/5*
  Special Attributes: *Encumbered 1, Minimum Range (16), Shock (5), Slow-Fire*
  Hard-Point Cost: *2.5 HP*
  Model Restrictions: *Infantry models only.*
  Threat Point Cost: *124 TV*

- **Heavy Mortar**
  Range: *18"*
  RAV: *7/7*
  Special Attributes: *Encumbered 1, Minimum Range (16), Shock (7), Slow-Fire*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Infantry models only.*
  Threat Point Cost: *159 TV*

Game Rules: *An infantry model using a mortar during its activation selects the target area (strike-point) as part of an indirect-fire Combat Action. A Strike-Point Roll determines if the missile has successfully maneuvered to the target area before going "active" and finishing the attack with a direct-fire Combat Roll (Short-Range Band) if successful. A failed Strike-Point Roll results in an automatic miss (no Drift), ending the Combat Action.*

During this terminal phase, mortar-fired guided missiles can detect a "painted" target (see SA: TAG, p.52), allowing for a (+1) to the Strike-Point Roll and ignoring any ECM-based jamming.

Particle Bolt Gun *(PBG)*

The development of the particle bolt gun was to provide a more effective energy-based weapon on the battlefield without needing constant ammo resupply. By "ripping" atomic particles apart in its main condensing chamber, a particle bolt gun focuses this reaction into a "bolt" of high-energy hydrogen atoms moving near the speed of light at the intended target.

However, its main drawback is its short range due to the surrounding atmosphere causing the bolt to quickly "scatter" and dissipate.

While already powerful, a particle bolt gun can be "over-charged" to produce an even stronger "bolt." The extra energy required can temporarily drain the weapon's capacitors because of over-heating, requiring more time before firing again, or, in the most extreme circumstance, causing them to explode.

- **Light Particle Bolt Gun**
  Range: *6"*
  RAV: *4/4*
  Special Attributes: *Overdrive*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to CAVs and vehicle models only.*
  Threat Point Cost: *85 TV*

- **Medium Particle Bolt Gun**
  Range: *6"*
  RAV: *6/6*
  Special Attributes: *Overdrive*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to (5+) CAVs and vehicle models only.*
  Threat Point Cost: *115 TV*

- **Heavy Particle Bolt Gun**
  Range: *6"*
  RAV: *8/8*
  Special Attributes: *Overdrive*
  Hard-Point Cost: *3 HP*

Model Restrictions: *Available to (7+) CAVs and vehicle models only.*
Threat Point Cost: *145 TV*

Pylon *(P)*

Pylons serve as aerodynamic "adapters" to allow the carriage and deployment of external weapons from an aircraft's main frame, either under its fuselage or both wings.

- **Pylon**
  Range: *NA*
  RAV: *NA*
  Special Attributes: *NA*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to aircraft models only.*
  Threat Point Cost: *0 TV*

Game Rules: *Each equipped pylon allows the aircraft to mount two external weapons (see Battlefield Upgrades: Ammo, p.54).*

Rocket Artillery Launcher *(RA)*

A rocket artillery launcher fires one or more rocket-propelled explosive warheads with an effective range (and a higher payload) superior to gun artillery. While slow to reload, to help compensate, multiple rockets can be "volley-fired" in quick succession (also allowing for a saturation attack on a fixed position).

Most rockets rely on an inertial navigation system or GPS to maintain accuracy during flight.

- **Rocket Artillery Launcher**
  Range: *48"*
  RAV: *NA*
  Special Attributes: *Limited Ammo, Minimum Range (36), Slow-Fire*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Available to (7+) CAVs and vehicles only.*
  Threat Point Cost: *96 TV*

Game Rules: *Applicable models may mount up to four separate rocket artillery launchers. A wide variety of payloads are available for rocket artillery launchers (see Battlefield Upgrades: Ammo, p.54).*

Rockets *(R)*

Unlike missiles, rockets do not require in-flight targeting assistance, relying on a barrage of multiple warheads to saturate the target area to destroy their target.

Instead, rockets use a solid-fuel propellant to accelerate fin-stabilized projectiles down range, producing a smoke trail from their exhaust as they arc through the air.

With less onboard fuel to burn, rockets have a shorter overall range than guided missiles.

- **Light Rockets *(5)***
  Range: *14"*
  RAV: *2/2*
  Special Attributes: *AoE (1), Limited Ammo, Minimum Range (12), SMART*
  Hard-Point Cost: *.5 HP*
  Model Restrictions: *Available to aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *73 TV*

- **Light Rockets *(10)***
  Range: *14"*
  RAV: *3/3*
  Special Attributes: *AoE (1), Limited Ammo, Minimum Range (12), SMART*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to (3+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *88 TV*

- **Light Rockets *(15)***
  Range: *14"*
  RAV: *4/4*
  Special Attributes: *AoE (2), Limited Ammo, Minimum Range (12), SMART*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to (5+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *106 TV*

- **Light Rockets *(20)***
  Range: *14"*
  RAV: *5/5*
  Special Attributes: *AoE (3), Limited Ammo, Minimum Range (12), SMART*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Available to (7+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *123 TV*

- **Heavy Rockets *(5)***
  Range: *14"*
  RAV: *4/4*
  Special Attributes: *AoE (1), Limited Ammo, Minimum Range (12), SMART*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to (3+) aircraft, CAVs, and vehicle models only.*

Threat Point Cost: *103 TV*

- **Heavy Rockets *(10)***
  Range: *14"*
  RAV: *5/5*
  Special Attributes: *AoE (1), Limited Ammo, Minimum Range (12), SMART*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to (5+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *118 TV*

- **Heavy Rockets *(15)***
  Range: *14"*
  RAV: *6/6*
  Special Attributes: *AoE (2), Limited Ammo, Minimum Range (12), SMART*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Available to (7+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *136 TV*

- **Heavy Rockets *(20)***
  Range: *14"*
  RAV: *7/7*
  Special Attributes: *AoE (3), Limited Ammo, Minimum Range (12), SMART*
  Hard-Point Cost: *4 HP*
  Model Restrictions: *Available to (9+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *153 TV*

Game Rules: *Other payloads are available for rockets (see Battlefield Upgrades: Ammo, p.53). The targeting of any in-flight aircraft with rockets is prohibited.*

Rotary Autocannon *(RAC)*

Using a Gatling-style of rotating barrels, a rotary autocannon dramatically increases the rate of fire when compared to a standard single-barrel design of the same caliber.

This increase in "rounds fired" allows for the saturation of a target area with lethal firepower, increasing the chance of multiple hits.

In addition, the increase in expended ordinance provides a more successful opportunity to intercept enemy aircraft.

- **Light Rotary Autocannon**
  Range: *14"*
  RAV: *2/4*
  Special Attributes: *AoE (2), Full Auto, Improved Range (vs. aircraft only), Limited Ammo*
  Hard-Point Cost: *1 HP*
  Model Restrictions: *Available to aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *76 TV*

- **Medium Rotary Autocannon**
  Range: *14"*
  RAV: *3/6*
  Special Attributes: *AoE (2), Full Auto, Improved Range (vs. aircraft only), Limited Ammo*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to (5+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *96 TV*

- **Heavy Rotary Autocannon**
  Range: *14"*
  RAV: *4/8*
  Special Attributes: *AoE (2), Full Auto, Improved Range (vs. aircraft only), Limited Ammo*
  Hard-Point Cost: *3 HP*
  Model Restrictions: *Available to (7+) aircraft, CAVs, and vehicle models only.*
  Threat Point Cost: *116 TV*

Game Rules: *Any model caught within the designated AoE (measured from the center of the target) of the attack is subject to a direct-fire Combat Roll, provided there is a valid LoS between it and the attacker.*

SAM Launcher *(SAM)*

The SAM launcher is a man-portable, shoulder-launched surface-to-air defense weapon that uses a passive infrared homing missile to attack enemy aircraft.

While short-ranged, the use of SAM launchers against airborne targets is prevalent throughout the galaxy.

- **SAM Launcher**
  Range: *4"*
  RAV: *NA/3*
  Special Attributes: *Ambush, Anti-Aircraft 1*
  Hard-Point Cost: *2 HP*
  Model Restrictions: *Available to infantry models only.*
  Threat Point Cost: *33 TV*

Submachine Gun *(SMG)*

The submachine gun is a magazine-fed, automatic weapon designed to use pistol-caliber ammo, shooting at an increased rate of fire.

The submachine gun functions best as a close-quarter weapon, ideal for fighting inside structures and trenches.

- **Submachine Gun**

Range: *2"*
RAV: *NA/1*
Special Attributes: *AoE 1, Full Auto*
Hard-Point Cost: *1 HP*
Model Restrictions: *Available to infantry models only.*
Threat Point Cost: *18 TV*

FORCE DOCTRINES

Force Doctrines *(under development)*.