

CAV-Con 2017 CAV: Strike Operations “First Strike” Tournament

October 19-22, 2017

Talon Games, in conjunction with Reaper Miniatures, is proud to announce our first officially sanctioned CAV: Strike Operations “First Strike” Tournament. Running concurrently with this year’s ReaperCon in Lewisville, Texas, 32 players will match their wits and skill against each other in a full day of gaming and comradery.

What is “First Strike”?

First Strike is an organized play and tournament program, providing sanctioning for all “official” CAV: Strike Operations tournaments and events sponsored by Talon Games. The intent of the program is to feature a system for players to test their skills in competition against other players while maintaining an atmosphere of friendly play and good sportsmanship.

Besides providing a uniform set of “rules” in which to run a CAV: Strike Operations event, the First Strike organized play program will also allow players to track their progress as they participate in sanctioned events throughout the year, gaining “rank” that can be used to earn special prizes and awards.

2017 CAV-Con CAV: Strike Operations Tournament (Level I, Gold Event)

Tournament Format

The tournament will consist of three 2.5 hour rounds played on a 4’x6’ game board with randomized terrain set up by the event judges on the day of the event (October 21, 2017). While each game board will not necessarily have the same “set-up,” players should prepare for a variety of terrain types. The “First Strike” tournament system is designed to challenge players beyond the normal “kill or be killed” game format and rewards players for building a Force Group that can perform a variety of objectives throughout each battle.

Tournament Schedule

Tournament Check-In	Friday, October 20, 2017	6:00-7:00 pm (CST)
	Saturday, October 21, 2017	7:30-8:30 am (CST)
Tournament Round One	Saturday, October 21, 2017	9:30 am-12:00 pm (Noon)(CST)
Break		12:01-12:59 pm (CST)
Tournament Round Two		1:00-3:30 pm (CST)
Break		3:31-4:29 pm (CST)
Tournament Round Three		4:30-7:00 pm (CST)
Awards Ceremony (Artists/Open Area)		8:00 pm (CST)

Tournament Check-In

Players that pre-register for the convention may email their Force Group selection prior to an October 1, 2017 cut-off to firststrike@talon-games.com and must include the player's name, the selected models for the Force Group and a confirmation of their registration for ReaperCon 2017.

Players may also present their Force Group list prior to the tournament both Friday night and Saturday morning. A single copy of the player's Force Group, either typed (NO hand-written lists will be accepted) or a print-out from the CAV: Strike Operations Force Manager program, with the player's name and a current valid email address, along with the presentation of the player's event ticket and convention badge.

Force Group Selection

Each player will need to select a Force Group consisting of one or two squads (1-12 CAV models only) not to exceed a total value of 5000 Threat Points using the standard Force Group Selection process as found in the CAV: Strike Operations core rule book starting on page 39 and any subsequent errata or rule changes made prior to the event. While Faction Doctrines will not be used, Force Groups that use models from a single faction will receive bonus points as part of the tournament painting competition (see Tournament Painting Competition).

Only CAV models found on the current model list may be selected for tournament play:

<http://talon-games.com/downloads/MODELLIST1215.pdf>

Please Note: *Aircraft, infantry, and vehicle models are not eligible for use during this tournament. Bonus points, battlefield upgrades, and specialization assets and packages will also not be used for tournament play at this time.*

Players will be required to submit their Force Group for inspection prior to play (see Tournament Schedule: Check-In) and must use the same Force Group throughout the tournament.

Force Group Models

All Force Groups must use plastic CAV: Strike Operations miniatures produced by Talon Games or metal CAV miniatures produced by Reaper Miniatures.

Proxies: *Due to several models currently being out of production at the time of this writing, we are going to allow players to use a proxy under the following conditions:*

- 1. The model must not be in production. If a plastic CAV: Strike Operations miniature exists for that model it MUST be used. No exceptions.*
- 2. The model must be clearly labeled as to what the model represents, either on the leading base edge or a piece of tape across the top of the model.*
- 3. The proxy should have the same approximate DT value as the model it is representing.*
- 4. The proxy cannot use a model that is being used in the players Force Group. Example: You may not use an Emperor model as a proxy if your Force Group contains an Emperor.*

Bare plastic/metal miniatures are allowed in tournament play but players should be aware that prizes will be awarded for painted Force Groups (see Tournament Painting Competition).

Model Basing

A player's Force Group must use the same base type (size and shape) for every model. Bases are limited to 40mm in size (flat to flat on hexes and squares, diameter for circles) except for Quad CAV models which may use a base up to 50mm.

All miniatures must be assembled and mounted in such a way that the model's front facing is clearly indicated.

Tournament Set-Up

Players are responsible for providing their own Data Cards, miniatures, dice, status markers, measuring devices, and writing implements for each round of the tournament. At the start of each round, both players will be provided a scoring sheet by the judges to complete at the end of each round. The sheet must be signed by both players and turned in together to the judges table.

Both players must be at their assigned table at the start of each round. Players that are late (see Tournament Scoring) or fail to show up (see Tournament Forfeiture) will be penalized.

Each round will be played with a single-card Draw Deck (one card to one model) and will use both short edges, one for each player, of the game board for deployment. Both players will roll 2d6 with the high roller choosing which starting edge they wish to use for deployment. The Draw Deck will be shuffled and the first card flipped over, indicating which player will deploy their first model inside their deployment zone (no further than six inches from the starting edge). Cards will continue to be drawn until all models are deployed and regular play (Turn 1) may proceed.

Tournament Scoring

Each tournament round has a set of objectives, besides just destroying the enemy, that a player may choose to complete before the end of the round to improve their final score. Points from each round will accumulate to provide an overall score for each player that will be used to determine the final winner of the tournament.

A player's score from Round One and Two will also be used to match players in subsequent rounds. Players will not play any one opponent more than one round per tournament.

A total of 20 points is possible for each round played:

Time on Target (+1)

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

Stand and Fight! (+10/+1 Bonus)

A player's final score is modified based on the amount of threat value points they destroy and/or damage of an opponent's Force Group and the amount of threat value points lost (divided by two) while doing so. A force multiplier is also figured into this value based on both player's starting threat value total. While a player with an overall smaller starting threat value amount would receive bonus threat value points for destroying a larger force group (or lose less points if destroyed by a greater amount) it is not recommended.

The player with the greater final adjusted threat value amount will receive a (+1) bonus score point.

The Objective is... (+3)

Each round the game board will include three objective markers (40mm round base), one located 18" from both starting edges and one in the middle. At the end of the round a player with "control" of one or more objectives will receive a (+1) to their score for each objective eligible. Control is determined by a player having one or more models within 4" of the objective (measured center mass to center mass) and no enemy models doing likewise. If both players have a model within the required 4" boundary, the objective is considered "contested" and each player will receive +1/2 point. If either player does not have a model within the 4" circle at the end of the round, no points for that objective will be awarded.

Please Note: *Should you destroy an opponent's entire Force Group, you will have until the end of the current turn to complete any moves by models that have not yet activated to achieve an objective. If you cannot complete an objective before time is called, you will receive no score for that objective.*

Headhunter! (+1/+1 Bonus)

At the start of each tournament round, both players will designate one of their models as their commander and notify their opponent of their choice. This model will receive the **Upgrade: Ace Pilot** (p. 129).

A player that manages to destroy the opponent's commander will receive a (+1) to their score. A player that can destroy the other commander and keep their own commander "alive" will receive a (+1) bonus point to their final score.

Breakthrough! (+1)

A player may attempt to exit one of their models off the opponent's starting edge to receive a (+1) to their final score. This may only be done once (any additional models that leave any edge are considered "destroyed" for scoring purposes) and a model that does so may not re-enter the game board. An opposing player will still receive credit for any damage done to the model prior to its exiting.

Sportsmanship (+1)

A player who receives no negative sportsmanship marks by the opposing player or judge(s) during a round will receive a (+1) to their final score. Players will be required to explain any negative marks to a judge following a match. A player that receives excessive negative marks during the tournament will forfeit any chance to win an award and may be removed from the tournament and/or convention.

Tactician (+1 Bonus)

A player who manages to score in every listed scoring category during the same round will receive a (+1) bonus point to their final score.

Tournament Forfeiture

The forfeiture of a match, other than an emergency situation, besides being a poor showing of sportsmanship, is unfair to the other players who do complete their matches as required. A player may forfeit by their own declaration or by leaving the game without an explanation to their opponent. A player may also forfeit a match through excessive breaks at the sole discretion of a tournament judge.

Forfeiting players will result in a player receiving a “0” score for all three rounds and will be ineligible for any awards. In the event of a player forfeiting, a judge or a judge-approved person will serve as a proxy player to complete the match.

Should we have one or more players unable to complete all three rounds due to their opponent’s forfeiture, judges will have the discretion of dropping the lowest score of the remaining players, and using only two rounds worth of play for determine the overall tournament winner.

Ending a Tournament Round

In order to keep the tournament on schedule, judges will announce a warning when only 15 minutes remain in the current round. Please be aware of the time left in the round at this point and complete the current game turn as quickly as you can. DO NOT start another turn if you cannot finish it in the allotted time. A judge, at their discretion, may allow a five-minute extension if they feel a game turn can be completed within that time allotment at the request of either player.

At the end of the round both players will complete the provided “score card” marking the completion of one or more objectives, which models were destroyed or damaged, and their starting threat values. Each player must sign the completed score card and hand it in together at the judge’s table as quickly as possible for the final tally by the judges.

The player with the highest score for that match will be determined as “winner” for that round for purposes of any tie-breakers (see Tie-Breakers).

PLEASE NOTE: *The winner of the tournament is determined by a total score from all three rounds. A player who “loses” a round could still win the tournament based on how well they scored in a previous or later match.*

Tournament Painting Competition

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

Each eligible player will have their Force Group judged by the painting judge during the course of the tournament. The following checklist will be used by the judge to determine a player’s overall painting competition score. In the event of a tie, a player’s final tournament score placing will be used to determine the winner. Models used as proxies will not be considered for placement in the painting competition but will not negatively affect a player’s point total.

OVERALL PAINTING (choose one)

Basic Painting: Force Group is painted, but only to the three-color standard of base-coating.	1 point
Beyond Basic Painting: Force Group is beyond basic painting, additional steps beyond the three-color standard.	2 points
Masterful Painting: Overall appearance is amazing! Everything works great together to create an awesome force group.	4 points

UNIFORMITY (choose if applicable)

Painting is uniform: Not a mix of schemes, styles, and/or looks.	1 point
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BASIC DETAILS (choose one)

Basic Details: Details are painted such as weapons, cockpits, exhaust ports.	1 point
Beyond Basic Details: Details (executed exceptionally well) have been added such as unit markings, scorch and/or rust marks, etc.	2 points
Masterful Attention to Details: Overall detailing is amazing! New details are noticed every time you look at the Force Group models.	3 points

HIGHLIGHTING (choose one)

Basic Highlighting: Lines are neat, dry brushing is appropriate, wash/inking is controlled and not sloppy.	1 point
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Beyond Basic Highlighting: Highlights have been blended, shaded, or layered to an above average standard. 2 points
Masterful Highlighting/Blending: Overall highlighting and blending is amazing! Everything just works great together. 3 points

Basing (choose one)

Basic Basing & Details: Models are cleanly and uniformly based and have basing materials (flock/sand/tiles) or painted on details. 1 point

Extra Basing & Details: The models have multiple basing materials (rocks/grass), extra details painted on (cracks in tiles), or basing is very well done (e.g. rolling sand dunes). 2 points

C3 Points

C3 points (p. 41) will be used during tournament play. Players will receive one (1) C3 point for each squad in play. As we are using single card initiative, "Seize the Initiative" will allow one additional model to be activated during the activation of a single friendly model (see current Errata at www.cavhq.com for more information).

Dice

When rolling dice, all dice must be rolled simultaneously and in full view of both players. When rolling 2d6, if one or more die rolls off the table both dice must be re-rolled. The same applies to a "cocked" die, a die is considered "cocked" if another d6 of same size and material will not "sit" on top of it. If it falls off, the die is "cocked."

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

Only "pipped" or numbered dice are allowed. Dice with symbols or dice that are oddly-shaped are not permitted for tournament play.

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

Judges

All players should take note: all rulings by a tournament judge are final. Arguments or poor conduct by a player will not be tolerated. Do your best to win, but win "nicely." Judges reserve the right to remove players from the tournament with no refunds or awards.

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

Ranking and Match-Ups

Once all the score cards for a round have been turned in and the results certified by the judges, players will be ranked by their current total score from highest to lowest. This ranking is used between rounds to determine a player's next opponent (match-up) in the following round or determining the tournament winner after all three rounds are played.

The First Strike tournament system uses a power match-up system for determining opponents in the second and third rounds (the first round is by random draw). This will result in pairing players with similar scores against one another, matching the rank one player versus the rank two player and so on.

In the event two players are paired together but have already played against the other in this tournament, the judge will attempt to match these players to the next eligible ranked player.

Tie-Breakers

While the overall tournament winner is determined by the player with the highest total score after three rounds of play, players will also be assigned round points based on how well they did in any given round as compared to their opponent. A win is worth 1 round point, a tie (both players have equal scores for the round) is worth 1/2 round point and a loss 0 round points.

In the event of two or more players having the same final score (after three rounds), total round points will be used as the tie-breaker.

If two or more players remain tied (same score total and same round point total) then the judge will add up the total score of each player's opponents in all three rounds, with the player having the greater score (strength of schedule) being declared the tournament winner.

Prizes

Prizes will be awarded in the following tournament categories:

Tournament Champion (Highest Cumulative Score)	Trophy, Resin Model Kit, & Gift Certificate
Tournament 2nd Place (Final Rank Two)	Trophy & Gift Certificate
Tournament 3rd Place (Final Rank Three)	Trophy & Gift Certificate
Tournament Painting Competition (1st Place)	Trophy & Gift Certificate
Tournament Painting Competition (2nd Place)	Trophy & Gift Certificate
Tournament Painting Competition (3rd Place)	Trophy & Gift Certificate
Participation Award (Played all three rounds)	Limited edition CAV model

Stand and Fight! Scoring Example

This example has been provided to allow a player to understand how their score will be modified by the models they destroy/damage during a round and how any damage they may take can affect the final points awarded.

Player A (One Squad Force Group) Total Threat Value 4910

Player B (One Squad Force Group) Total Threat Value 4790

The full threat value points of a model that is destroyed (no remaining damage tracks) is awarded to the opposing player as well as a percentage of points from a damaged model based on the number of DT's it has lost during play.

Example: *A model that starts the round with eight damage tracks (8 DT) and has a TV of 600 points receives 3 points of damage during the match. Taking the damaged DTs (3) and dividing by the number*

of its starting DTs (8) gives us a value of .375 ($3/8=.375$). We multiply the models starting TV (600) by this value (.375) for the number of threat value points awarded to a player's opponent for the match, which in this case is 225 ($600*.375=225$).

Damage Taken: A player is expected to take some damage while pummeling an opponent into dust, but excessive damage can lead to a "pyrrhic victory." As a result, the damage (or destroyed models) a player receives, divided by 2 (one-half), is deducted from the TV points they did to their opponent.

Force Multiplier: Typically, while both players in a round should be relatively close in the TV of their Force Group, the difference may be enough to influence their final score to some extent, which we refer to as the Force Multiplier. This value is determined by dividing both players total TV by the others, both ways, and using both values when calculating the final amount of destroyed and damaged model's TV total. The player with the higher starting threat value will use the smaller force multiplier value, while the player with the lower starting threat value will use the larger force multiplier value.

Example: Dividing Player A's Total TV (4910) by Player B's (4790) is 1.03, the reverse ($4790/4910$) is .98. So, Player A's Force multiplier is .98 and Player B's is 1.03.

During the current round Player A manages to destroy and/or damage 3800 TV points of Player B's Force Group while Player B is able to destroy and/or damage 2250 of Player A's Force Group. To get both player's adjusted threat value points, using the criteria from our earlier examples, we get:

Player A: $3800-(2250/2) = 2675 \times .98 = 2622$ adjusted threat value points

Player B: $2250-(3800/2) = 350 \times 1.03 = 361$ adjusted threat value points

Final Scoring: Each player receives a (+1) score for each 500 points of adjusted threat value points, rounding up or down to the closest value. The player with the higher adjusted threat value points will also receive the objective bonus of (+1).

Example: Player A's adjusted threat value point total (2622) equates to a (+5) score for the current round and an objective bonus of (+1) due to having the higher value. Player B receives (+1) to their round score but no bonus due to having the smaller adjusted threat value total (361).

Please Note: In order to receive the maximum score (+11) in a 5000 TV battle, one player would have to destroy their opponents force in full while receiving no damage! Good Luck!