

CAV Soccer v2.0

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Supplies:

10 CAVs chosen by the players
1 deck of cards
10- and 6-sided dice
A small marker chip for each CAV
Something to represent the ball
Measuring tape
1- 4 foot by 6 foot playing area
1 extra CAV and Light Infantry Model will be required for some of the Optional Rules.

Building your Team:

Create a team of five CAVs with a maximum total of 1200 points. To really get into the spirit of CAV soccer, paint them with jersey numbers between 1 and 10 and in team colors (but this is not necessary). When sharing the fun, CAV Soccer can be played with each CAV controlled by a single player but it can also be easily played with just two.

The Pitch:

The soccer field (pitch) is a standard 4-foot by 6-foot area painted green, covered with a green game matt, or green felt. Place one white line width-wise across the middle to represent the centerline. Center two Goal Boxes measuring 2 feet by 1 foot at each opposite end of the playing area. The goals themselves should be 6 inches wide by 3 inches deep placed at the back line in the center of the goal boxes. If you wish to create 3-Dimensional goal nets, some wire and plastic fruit netting available at your local grocery store work great.

Setup:

The two teams should toss a coin to determine which team sets up on which side of the field. Once each team has a side, they may place their models at the same time. First, designate one CAV as the Goalie, this Model sets up inside the team's Goal Box. One Model should deploy at the centerline for kickoff. The remaining three models may deploy anywhere on the battlefield on their own side of the centerline. Other than the goalie there are no specified positions in CAV Soccer.

Length of play:

Decide when the final buzzer will sound. Typical games happen in two-hour increments with a short break at the halfway point (a 2 hour game with a break at 1 hour, a 4 hour game with a break after the first 2 hours, etc.).

The Turn Sequence:

The turn sequence runs a bit differently than most other CAV games. First, each individual CAV is considered a separate section and will have its own initiative card. Deal out 5 cards for each team and designate which Model corresponds to which card. Unlike normal CAV games each unit will be required to move when its assigned card is drawn. We suggest using number cards for the normal CAVs and the Ace or a face card for the Goalie. Set the Goalie's card aside near the Goalie and face up, it has special initiative rules explained later. Shuffle the other four cards together and set them aside, each team will have an initiative stack with its four CAVs, rather than a single initiative stack with the cards of both teams like in normal games of CAV. The second difference is that action phases occur within Rounds, explained shortly.

Kick Off:

After all initiative cards have been shuffled and set in their respective team stacks comes the kickoff. Each player rolls a d10 and adds the EXP value of the unit at the centerline participating in the kick off. The winner of the roll will then be able to place the ball as if they had made a successful super kick (see below). After the winner places the ball the game will start.

Initiative Phases:

The player controlling the side that won the kickoff turns over the first card in their initiative stack. The Model corresponding to the overturned card may then conduct its Action Phase as normal. After concluding its Action Phase, place the initiative card face up in a stack next to the initiative deck. As you pull cards from your stack, place them face up in the new stack. Then the other team draws its first card and conducts an Action Phase. When you have used all the cards in your initiative deck, simply flip the face up deck over and start again. Do not shuffle them at this time. Play follows this pattern, alternating from team to team with each draw and cycling through the entire initiative stack repeatedly until the Round is over.

Special Rules: Actions in CAV Soccer.

Dribble Kick:

A CAV in base contact with the ball that spends one Repeatable Action and succeeds in a Kick Test may move the ball forward. A Kick Test is a d10 roll adding the CAV's EXP value versus a target number of 10. A CAV succeeds on a win or tie and if successful may move the ball forward a minimum distance of one inch and a maximum distance in inches equal to the Model's total number of Damage Tracks. (For example: A Dictator spends one non-combat action and succeeds in a Kick Test, the ball may now be moved a minimum of 1 to a maximum of 5 inches forward from the CAV.) An unsuccessful Kick Test means the CAV misses the ball and must spend another Repeatable Action to try again.

Super Kick:

A CAV in base contact with the ball that invokes the "Super Kick" Specialty Action and succeeds in a Kick Test may move the ball forward a greater distance than a normal Dribble Kick. On a win or tie the ball moves a distance in inches equal to the total number of Damage Tracks of the kicking CAV times three (x3). The ball must move the full distance, and only to the units front 90-degree facing. If the CAV fails the Kick Test the ball moves forward the full amount, and then drifts equal to the appropriate distance on a normal drift test. The ball does not actually follow this erratic pattern and in fact travels in a straight line to its final destination; the Drift test is a rule abstraction representing a wild kick. Because of the coordination needed to get the ball where the player wants it no other Non-Repeatable Actions may be used during the models activation.

Contesting Ownership:

If one or more CAV are in base contact with the ball it is considered in Contention. During its turn a CAV may conduct a Repeatable Action and attempt to take control of the ball. All CAVs contesting ownership will roll a d10 plus EXP values, if the active CAV wins it may then move the ball as normal, else the ball stays put. A CAV that fails to gain ownership may spend an additional Action and try again. The other Models may willingly relinquish control of the ball if they wish, with no roll off.

Open Ball:

If the ball is in the open and there is no CAV in base contact it is considered open. A CAV may take control of an open ball by simply coming into base contact with it. This is a Free Action.

Ball Handler:

The CAV in possession of the ball is considered protected. This means no one may easily shoot at the ball handler except the Goalie. Ownership of the ball grants the unit a +10 ECM bonus. The Goalie using special systems may ignore this extra modifier. If the Goalie is placed into the normal initiative draw order as described below this Special Ability is lost. If the ball handler shoots at another CAV, the target CAV may return Defensive Fire without suffering the +10 bonus to the targets DV. This does not allow the CAV to later shoot at the ball handler during its own turn.

Goalie:

The Goalie is considered outside of the normal initiative phase as long as it is within the goalie box. Place the Goalie card behind the Goalie face up. The Goalie may take its turn at any point by interrupting the normal initiative phase. When the Goalie declares it is interrupting, turn the card over. The Goalie then takes its action phase as normal. When the Goalie is finished the interrupted CAV may take its normal turn. If the Goalie ends its turn outside the Goalie Box, its card is immediately placed in its team initiative stack. If the Goalie ends its action phase inside the Goalie Box its card is returned to the face up position after the completion of the interrupted CAVs action phase. Goalies may not interrupt other Goalies.

Weapons Fire:

All weapons are considered to be in training mode and using simulated damage systems. All weapon ranges are at half of their normal values (round down). The Auto-Ten rule is only applicable for attacks conducted in the first range band. All other weapon stats are normal.

Defensive Fire:

To keep things moving quickly and keep CAVs up and mobile, CAV Soccer uses a Defensive Fire optional rule. Each unit may only return Defensive Fire once per initiative pass regardless of how many units fire upon it. To keep track of this place a small counter next to each CAV as they return

fire. This makes it quite easy to remember who has and has not taken Defensive Fire. Playing without this Scenario Rule actually damages game flow since each CAV is a section and there are not very many Models on the field.

Damage:

To keep the game moving, No CAV may ever be completely taken out of play. If a CAV has taken enough damage that they would normally be destroyed, they are considered Knocked Down (placed on their backs), and loose their next Action Phase. After their lost Action Phase they are stood back up and automatically repair to their last Damage Track.

Scoring a Goal:

This is the most important part of the game. Some major things happen when the goal is scored. First, the team scoring the goal may then roll to see if they win a Prize for scoring the goal. On a roll of 8 or better on a d10 they have earned a Prize from the Prize list. As incentive to attempt to score goals rather than blowing up the other team, for each enemy CAV that has not taken more than half its Damage Tracks (round down) in damage add +1 to the Prize Roll. Second, reshuffle the team initiative stacks and return the Goalie to the Goal Box. Third, the Round is over! All CAVs are reset to zero damage and the teams are set up just like the start of the game for kickoff.

Prizes:

Prizes are handled in the form of Prize tokens; these can be anything from beads to paper tokens. When the player receives a prize they receive one token. The prize token can be redeemed at any time to receive on of the following:

- 1 successful Repair roll
- 1 successful Kick Test Roll
- 1 successful Ball Contention Roll

Once a prize token is used it is removed from the game.

Optional Rules

The Ref:

This position is mostly honorary due to the fact that there are no fouls in CAV Soccer. The Ref is on the field mainly to place the ball for the kickoffs and watch for the occasional Hooligan rush onto the field. The Ref is usually the visiting CAV crew or local Commanding officer of the Academy hosting the match.

In Game terms, the Game referee or event organizer controls the Ref. The player of the Ref has 1000 points to spend on their CAV and upgrades. The Ref is fitted with live ammo but also has been fitted with the same training gear as the Soccer players and can be taken out of commission by the players. The Ref is not allowed to fire on the players unless first fired upon. Once fired upon or caught in an Area of Effect attack, the Ref issues a Black card to the offending player. Any damage inflicted by the Ref on the Black Carded player is not reset at end of the Round. If the Ref is called into action it may place its Initiative Card (usually a King) into either Team's initiative stacks. The Goalie may interrupt the Ref. The Ref may also freely fire upon Hooligans if they are put into play. The Ref may only fire at CAVs that have shot at it.

Hooligans:

Fans can get out of control at any sporting event, but none like a soccer Hooligan. If a CAV is knocked down, or has been Black Carded by the Ref, the owning team may roll to see if their fans get whipped into a frenzy and rush the field. On a roll of 9 or better a single Rifle Team Model with no upgrades appears on the edge of the player's side of the field. A new initiative card (usually a Joker) is placed in the players stack and they will have full control of the Hooligans as an extra unit. For each friendly Hooligan stand already on the field they may add +1 to their next Hooligan roll. Add +2 for each Black Carded CAV on the player's team. All Hooligan units for one team move on the same initiative card. If the ball moves directly through a stand of Hooligans, the Hooligan stand automatically takes one damage track of damage. Other than Close Assault this is the only way the Soccer players themselves may damage the Hooligans. It is up to the Ref to control them.

Old Firm Hooligans:

For any CAV Soccer games taking place in Glasgow, Scotland on Earth all Hooligan Stands add +2 to future Hooligan Rolls instead of the normal +1.

Indirect Buffering:

Players may use Indirect Attacks to help move the ball around the field. A successful Indirect Attack on the ball will move the ball away from the point of impact in a random direction determined by a normal Drift Roll.

Reserves:

Players may elect to spend points to buy more units than the team limit allows. These extra units may be used to relieve units already in play. To swap out a unit the player must declare that intention at the start of the initiative pass. The unit to be replaced must move off the field at a designated sideline. Once it has crossed the sideline the reserve unit may be placed on the sideline at the point where the other unit left the board. They now take over the initiative card of the unit they replaced and will be active on the next initiative pass.