To all Dropfleet gamers,

Firstly, we'd like to thank you all for playing the game and for your continued enthusiasm and feedback. Since Dropfleet's release, we've been watching and listening to the community as it gets to grips with this new and exciting game. As always, balance, competitiveness and enjoyment are extremely important to us and going forward we intend to always work to keep the system as good as it can be - To that end, we're always open to making changes if they will improve the gaming experience. The aim is always to make every unit viable and to give players many and varied routes to victory. Normally (as regular Dropzone Commander players will know), we release rules changes and errata online as the system evolves. We have already released the first Errata and FAQ documents for Dropfleet and after taking in sufficient feedback, we feel it's time to make some adjustments. Since Dropfleet is a brand new system, we're making this document experimental and optional. If you like, please try these new adjustments, mull them over, talk about them and give us feedback. These are in no way final and are open to changes! In this new experiential format, we'll run through our rationale behind many of the proposed changes. Once we've taken in this feedback, we'll re-release this document in a revised and official form. Changes #1 and 2 would be incorporated into the official Tournament Pack rather than in Rules Changes. Thanks again for your support and enjoy the game!
- The Hawk Wargames Team

Change #1, New Optional Tournament/ Quickplay Ground Combat Rules

Rationale: In the first few tournaments played for Dropfleet, an emerging theme is games which last a little too long for conformable 3 games/day tournament play. In part of course this is due to it being a new system but streamlining the scoring process for ground-based elements as well as the Ground Combat Phase has been raised as desirable for tournament play as well as for faster games. These rules could also be used when running demos or learning the game, as it removes a level of complexity from the game.

If this change becomes 'official' it will still be optional and will NOT invalidate or replace the more detailed rules in the rulebook, which provides increased detail and nuances for what's happening on the ground.

1) In Ground Assets Activation, do not resolve Ground Combats. Players may still move Ground Assets as normal.

2) If playing with Command cards, remove the following cards from the deck:

UCM - Colonial Legions (3 copies of)
Scourge - Assimilated Bioforms (3 copies of)
PHR - Elite Ground Forces (3 copies of)
Shaltari - Misdirection (3 copies of)

3) When scoring Clusters, players score based on the total number of Ground Asset tokens in the whole Cluster. Infantry Tokens are worth 1, Armour tokens are worth 2 and Battery tokens are worth 0. The player with the highest token value in the Cluster Holds the Cluster. If a player has Tokens in the cluster (but does not have the most) then they count as contesting if they have a token score within 5 or less of their opponent.

In the 'Power Grab' scenario (pg 82), ONLY the tokens in the Power Plant Sector will score for that Cluster. If the Power Plant is destroyed then do not score for that Cluster.

Change #2, New Optional Tournament Scoring Suggestions

Rationale: Having watched the first few Dropfleet tournaments carefully, we would suggest some changes to the scoring system for tournament games. These are designed to more closely reflect player's performance in game while increasing the weighting for performing well in ship-ship combat and orbital bombardment.

If this change becomes 'official' it will still be optional and will NOT invalidate or replace the rules in the rulebook. We will likely use this scoring system in future official tournaments and will look to add this to the official tournament pack if well received. These rules may be combined with the optional Quickplay rules detailed in the last point or used with the standard rules.

1) Kill Points contribution to Victory Points. This scoring modifier can be added to any scenario in the game (we would suggest using it as standard for most games).

At the end of the game, count up the total number of KP inflicted on your opponent. Add the following VP to your total if appropriate (both players do this):

0-499 KP - +0VP
500-799 KP - +2VP
800-999 KP - +3VP
1000+ KP - +4VP

2) Destroyed Sectors VP modifier: Clusters drop by one scoring level (i.e. Large down to Medium - see pg 74) for each destroyed Sector in that Cluster down to a minimum of Small.

3) Very small ships and scoring: Ships of 3 Hull Points or less do not contribute their Tonnage when scoring for Critical Locations.

Change #3, Shaking off Bombers Change

Rationale: The use of the special orders (Course Change in particular) to shake off bombers and torpedoes has proven to

be too easy to do and too effective. Shaking off fully half of all tokens by picking up a minor spike (and gaining the ability to turn twice) makes bombers and torpedoes a little too ineffective. This change addresses this while still making an attempt to shake them off a viable option.

1) Pg 64, Manoeuvre: Change the dice roll required to shake off Launch Assets from a 4+ to a 5+. Torpedoes are still removed permanently on a roll of 6.

Change #4, Crippling and Particle Rules Combo

Rationale: So far, this change only applies to one ship (the Diamond) but may apply in future to other ships. This is quite a small change and simply makes the outcome of a Crippling roll from this ship's main gun likely rather than almost certain.

1) Pg 69, Crippling, End of Section, Add the following: If a weapon with the Crippling rule is affected by another rule while would make Critical Hits automatic (such as the Particle rule) then the roll you would have needed to achieve to a Critical Hit is the roll required for the Crippling rule to take effect. For example, a Lock 3+ weapon would need a 5 or 6 to make an additional roll on the Crippling table.

Change #5, Increasing the Effectiveness of PHR Heavy Calibre Weapons

Rationale: In general, these weapons have been somewhat underwhelming to players. As a result, the following change to the Calibre rule is proposed:

1) Pg 67, Calibre, add the following sentence: 'In addition, weapons with the Calibre H and/ or S rule inflict Critical Hits on rolls exceeding their Lock value by ONE rather than the usual two (against targets of any Tonnage value).

Change #6, Admirals and Ships

Rationale: Putting your Admiral in a corvette and sinking to Atmo early game at the back of the table is hardly cinematic or in the spirit of the game! In addition (and contributing thematically while encouraging the use of Battleships), bonuses will be given for putting your Admiral in a large and imposing vessel.

1) Pg 71, Admirals, Add the following paragraph: Your Admiral may be placed in any ship in your fleet with a Tonnage value of M, H or S. If placed in a ship of Tonnage H you may upgrade your Admiral 1 level (up to the maximum allowed by the game size) for free. If placed in a ship of Tonnage S you may upgrade your Admiral 2 levels (up to the maximum allowed by the game size) for free.

Change #7, Reduction in Space Station Laser Armament

Rationale: This is a small change, but significant in missions where Space Stations armed with lasers are prevalent, since they are currently putting out a little too much damage.

1) Pg 54, 2nd table, Laser Armament: Reduce this weapon's Burnthrough value from Burnthrough(6) to Burnthrough(4)

Change #8, General Balancing Adjustments to Specific Ships

Rationale: While we always strive for balance and to make every ship in the game a viable competitive choice, it's inevitable that over time (and with a developing meta) some ships will turn out to be over or underpowered. Such adjustments are necessary when the aim is long term equilibrium and this is unlikely to be the last time we make such changes for Dropfleet. The proposed adjustments as follows:

UCM:
Pg 109, New York: Increase Fighters and Bombers Load to 7
pg 114, St Petersburg, Cobra Heavy Lasers, add the following special rule: 'Siphon Power' - If firing only one of these two weapons, increase its Burnthrough value to Burnthrough(8).

Scourge:
Pg 151, Charybdis, Plasma Bombs: Increase this weapon's lock value to 3+
Pg 151, Scylla, Reverse-Grav Cannon: Increase this weapon's lock value to 3+

PHR:
Pg 170, Hector, Medium Calibre Broadsides: Both gain the 'Linked-1' rule
Pg 171, Achilles, Heavy Calibre Broadsides: Both gain the 'Linked-1' rule
Pg 175, Orion, Medium Calibre Broadsides: Both gain the 'Linked-1' rule
Pg 178, Ikarus, Medium Calibre Batteries: Both gain the 'Linked-1' rule
Pg 181, Calypso, Advanced ECM Suite rule, Change 1st Sentence to: 'Once per turn, when an enemy group has allocated Attack Dice, you may add 1 to the Lock values of this group's weapons this turn against a single friendly ship within 4" of the Calypso.

Shaltari:
Pg 199, Diamond: Increase pts to 290
Pg 212, Topaz: Reduce pts to 37
Pg 212, Jade, Particle Lance: Increase the Lock value of this weapon to 2+
Pg 213, Amethyst: Change the Attack value of the weapon 'Microwave Array' from 'D3+2' to 'D3+1'
Pg 214, Glass, Ion Lances: Add the 'Close Action' special rule to this weapon