RULES UPDATE FOR ORIGINAL 2012 EDITION - UPDATES TO RULEBOOK VERSION 1.1

We have now completed our new print run for Dropzone Commander! After carefully considering the many pages of debate on the Forums as well as through talking to players in person, we decided to take this opportunity to make a few more rules changes and update to a revised 1.1 edition. Dropzone Commander is a live game and although this is not something we intend to do often we feel that players will prefer a slightly updated version. You can still use your original rulebook with the aid of this document and the Original Rulebook Errata and Clarifications documents.

LATEST ADDITIONS HIGHLIGHTED RED

Core Rules

- Add new paragraph to 'Area Weapons' rules (pg 38): Do not place a blast template when firing Area weapons directly against structures. Instead, the weapon gains 'Demolisher-2' if it does not have a Demolisher value or double the weapon's existing Demolisher value.

- The dice roll required to achieve a Falling Masonry hit is changed from 4+ to 5+. The dice roll required to achieve a Falling Masonry hit when the building has less than 50% of its original Dp remaining and is changed from a 3+ to a 4+. (Page 30, section 4, paragraph 1)

- Add the Evasion Countermeasures rule to the Core rulebook. This rule is currently found in Reconquest: Phase 1 and is shown below. Also, a change to the original rule is shown in bold.

Evasion Countermeasures (E-X): These are the simplest form of countermeasures in existence and have been a major factor on the battlefields since time immemorial. Evasion Countermeasures are simply the benefit of extreme operator skill or extreme manoeuvrability, allowing the Unit to predict, dodge and avoid enemy fire. Evasion Countermeasures are represented by a CM value with the prefix E, followed by a modifier value (e.g. +2). Enemy weapons shooting at these Units suffer this modifier to their Ac value, to a maximum of 6+. Note that Skimmers normally possess this ability innately, so will seldom have this rule as a +2 modifier is already incorporated in the Skimmer rule. If BOTH are present, the effect is cumulative. Weapons with the Flame special rule ignore Evasion countermeasures.

- When entering the table from readiness, if a unit's Mv value is 1" or above and not enough for it to enter the board facing forwards, it may be placed on the board facing forwards with its rear touching the table edge, this counts as moving 1 inch for the purposes of shooting.

- When scoring focal points, units of the "Command" category containing a Commander contribute their full points (including points for commanders). This includes Aircraft.

- Page 53 - Leaving the Table, change the text in the final brackets to the following
      (although start rolling as if it was turn 2 for these units, i.e. 4+)

Scenarios
- For 'Targets of Opportunity' (pg53), green, blue and yellow buildings on the key change to 'Large/ Normal Structures'
- For 'Demolition' (pg61), green, blue and yellow buildings on the key change to 'Large Structures'

UCM
- Condor's missile pod 'MF' value increases to 9"
- Raven's missile pod 'MF' value increases to 12"
- Falcon's points cost reduced to 40pts and gains E+2 Countermeasures
- Seraphim's Sledgehammer Bunker Buster changes its E to 11
- Seraphim's Sledgehammer Bunker Buster changes its Demolisher value to Demolisher-D3+3
- Scimitar's points cost reduced to 50pts
- Gladius' and Simitar's 'Twin UM-5 Gatling' accuracy increases to 3+
- Scimitar's 'Marksman' Laser changes its MF to 1 and E increases to E11
- Praetorian's points cost reduced to 48pts
- Wolverine B's points cost is increased to 16 points per model
- Wolverine B's missile launcher changes its R(F) to 36 inches
- Wolverine B's missile launcher changes its E to 8
- Kodiak's Tactical Orbital Strike gains Area S

Scourge
- Despoiler's Plasma Cannon upgrade reduced to 30pts
- Corsair's points cost reduced to 60pts
- Minder's Mv value increases to 4" and pts reduced to 8pts
- Slayer's points cost reduced to 50pts
- Tormentor's points cost reduced to 50pts
-'Aged ones' upgrade to Scourge Warriors reduced to 15pts
- Razorworm's points cost reduced to 25pts

PHR
- Poseidon's points cost reduced to 70pts
- Neptune's Mv value increased to 16" and points cost reduced to 40pts
- Triton's MF value for all weapons increased to 12". Minigun's accuracy increases to 3+
- Triton A1's posts costs reduced to 29pts and its Twin Stealth Missile Battery upgrade reduced to 10pts
- Triton A2's posts costs reduced to 18pts and its Twin Stealth Missile Battery upgrade reduced to 10pts
- Menchit's points cost reduced to 37pts and its RX-666 Flamethrower changes R(F) and R(c) to 9 and its SH to 8
- Hyperion's 'RX-1000 Battlefield Laser' M(F) value increased to 2"
- Taranis's Constellation Missile - Air Burst changes its E to 4
- Juno A1's points costs reduced to 20pts
- Juno A2's points costs reduced to 14pts
- Immortal's Longreach rifle's R(C) increases to 24"
- Siren's points cost reduced to 50pts

- Ares points cost is reduced to 42 points per model - add special rule to Ares Railgun accuracy - 'Scanning array: this weapon's Ac value may never be modified by more than +1 in total (i.e. it's accuracy can never be worse than 3+).
- Odin points cost is increased to 65 points per model
- Type-1 Walker Squadrons S+C changes from 2/4/6 to 1-6. Transport section now also includes the following option: 'May share 1x Poseidon Heavy Dropship with another Type-1 Squadron. The total number of vehicles must equal 6.
- Type-2 Walker Squadrons S+C will changes 2/4/6 to 1-6. Transport section now also includes the following option: 'May share 1x Poseidon Heavy Dropship with another Type-2 Squadron. The total number of vehicles must equal 6.

Shaltari
- Warspear's armour value increased to 5 and its DP increased to 2
- Thunderbird's armour increased to 5, points costs reduced to 38 and gain E+2 countermeasures
- Jaguar's points costs increased to 110pts
- Ocelot's Particle Cannon changes its MF to 2"
- Haven's points increased to 20pts
- Brave's Gauss Rifle E value increased to 9 and points to 35pts
- Firstborn's points cost decreased to 48pts
- **Gaia's points increased to 80pts**
- **Eden's points increased to 50pts**
- **Spirit's points increased to 43pts**

The latest errata, clarifications, rules updates and FAQ's will always be available on our website: www.hawkwargames.com
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