

DROPFLEET

COMMANDER

FAQ & ERRATA

Welcome to the official Dropfleet Commander FAQ & Errata.

In this document you will find some fixed errors from Dropfleet's rulebook and Battle for Earth, and answers to frequently asked questions to help your games flow better. At the end you'll find helpful examples for specific rules to help with understanding the game.

This document aims to be an errata for the 1.0 version of the Dropfleet Commander rules - those printed in the paperback rulebook. The most up to date version of the rules is available as a free digital download. This document will not be updated with those changes, and is only intended for clarification on the printed rules.

Note that this document does not include changes to ship statlines. There are several instances of statlines being updated to cover errors and ships that have had their statlines updated for more balanced gameplay.

While the ships in both the Dropfleet Commander Rulebook and Battle for Earth are completely playable, you can find the most up to date version of their stat sheets in the DFC Fleet Builder and the most up to date version of the core rules at:

www.dropfleetcommander.com

This document will be periodically updated to answer questions or make changes as they come up. As such, each update will have a number and date of publishing.

Every change or question that is new to that edition of the FAQ & Errata will be marked with a star symbol.

CURRENT EDITION

Version 2.5 - published 9th June 2023

Version 2.4 - published 30th September 2022

Version 2.3 - published 11th January 2022

Version 2.2 - published 19th August 2021

Version 2.1 - published 10th January 2020

Version 2.0 - published 9th December 2019

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EXPERIMENTAL RULES

Reconquest Sized Games

Reconquest: 3001 pts+

Recommended Playing Area: 6' x 4'

Launch Cap: 25 plus 5 per 500 pts over 3000.

Battlegroups:

- No Maximum Battlegroup Limit
- You may include a maximum of 1 Flag Battlegroup per **full** 1000 pts
- You may include a maximum of 1 of each Rare Group per **full** 1000 pts (so max 4 of each Group in a 4000 pts game).
- You must have no more Pathfinder Battlegroups than Line Battlegroups and no more Vanguard Battlegroups than Line Battlegroups.
- You must include the maximum number of Groups in a Battlegroup before adding an additional Battlegroup of the same type.

Admiral: When your Admiral's ship is destroyed, nominate another ship of H or S Tonnage in another friendly Battlegroup. That ship gains an Admiral 1AV lower than the Admiral from the destroyed ship. Admirals with 1AV are removed as normal.

Ramming

Remove.

Hiruko Boarding Cutter

Change Ramming Ship to 'If this ship ends its activation within 3" of an enemy ship, it may attempt to ram it. That ship takes 2 lock 3+ hits with the Corruptor special rule and this ship is removed from play.'

Bombardment Collateral Damage

Add the following paragraph 'Collateral Damage caused by Critical Hits automatically destroys an enemy Ground Asset it is assigned to.'

Nuke the Site from Orbit

Remove.

Designers Notes: Removing Ramming and Nuke the Site From Orbit

Mechanically both of these take time and consideration to set up, or times where they can happen are somewhat serendipitous. The major focus in this update is to cut game time down through reduction of things outside of the core gameplay loop. Time spent checking to see if you can ram or nuke something is less time spent shooting ships, bombarding clusters, or putting boots on ground.

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Nuke the Site From Orbit is currently competing with Bombardment as the Cluster destroying mechanic. Bombardment and Ground Assets should be the primary methods of interacting with the ground. Removing Nuke the Site provides breathing room for future improvements to Bombardment ships and incentivises taking them instead of skimping out and taking an "I'll just nuke it" mentality. Removing Nuke the Site also has the benefit of allowing Nukes to return as dedicated weapons in the future, with appropriate points costs for the ships carrying them.

Ramming is the domain of boats and soft sci-fi. It's a lot like another naval space game, however Dropfleet is Dropfleet, not other games. Excessive weapons fire or positioning for potential catastrophic damage should be the go-to methods for palative ship care. If it is assumed a "ramming" ship is exploding, or going weapons free, those are the mechanics that should be used. Ramming also involves a grand total of 2 of a ship's many, many stats and weapons. Go down weapons free, use your guns, it's what they're there for.

Damage Control

Change to 'Ships with crippling damage effects must attempt to repair them at the start of the 3rd step in the Roundup Phase.

For each ship with a crippling damage effect, roll a D6 for **each repairable effect**. Each result of a 4 or more causes one crippling damage effect of your choice to be repaired and removed from the ship.'

Manoeuvre

Change to 'A ship that activates when it has enemy Bombers and Fire Ships assigned to it can use hard manoeuvring to try and spoil their attack. If the ship uses the Course Change or Max Thrust special orders, roll a D6 for each enemy Bomber and Fire Ship assigned to that ship. On a roll of a 5 or more that Bomber or Fire Ship is removed. Any remaining Bombers and Fire Ships take effect as normal.'

Orbital Debris and Launch Assets

Change to 'When a Launch Asset is moved through scenery on the same Orbital Layer or placed through scenery on the same Orbital Layer, roll a D6 for each of those Launch Assets. Fine Debris Fields remove Launch Assets on a roll of 3 or more. Planetary Rings remove Launch Assets on a roll of 4 or more. Dense Debris Fields remove Launch Assets on a roll of 5 or more. Any remaining Launch Assets take effect as normal.'

Unstable

Change to 'Attack rolls of an unmodified 6 cause the firing ship to lose that weapon's damage value (after any modifiers) in Hull Points with no saves of any kind allowed.'

Resistance Frigate (all types)

Change Light Vent Cannon Turret to

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LIGHT VENT CANNON TURRET	4+	1	1	F/S	FUSILLADE (1), SCALD, UNSTABLE

Resistance Cruiser (all types)

Change Vent Cannon Turret to

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
VENT CANNON TURRET	4+	2	1	F/S	FUSILLADE (2), SCALD, UNSTABLE

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Resistance Gladiator Grand Cruiser

Change Heavy Vent Cannon Turret and Heavy Vent Cannons to

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY VENT CANNON TURRET	3+	3	1	F/S	FUSILLADE (3), SCALD, UNSTABLE
HEAVY VENT CANNONS	3+	3	2	F	FUSILLADE (3), SCALD, UNSTABLE

Resistance Eden/Olympus Grand Battleship

Change both Mega Vent Cannon Batteries to

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MEGA VENT CANNON BATTERY	3+	6	2	S(L)	FUSILLADE (3), LINKED-1, SCALD, UNSTABLE
MEGA VENT CANNON BATTERY	3+	6	2	S(R)	FUSILLADE (3), LINKED-1, SCALD, UNSTABLE

Resistance Explorer, Coloniser, & Pathfinder

Change Heavy Vent Cannons to

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY VENT CANNONS	3+	3	2	F/S	FUSILLADE (3), SCALD, UNSTABLE

Resistance Famous Admirals - Nguen

Change the Play of Nguen's Command Ability to 'When a friendly ship fires a Vent weapon system.'

Change the Effect of Nguen's Command Ability to 'That weapon system loses the Unstable rule for that attack and gains the effect of its Fusillade rule even if the ship is not on the Weapons Free Special Order.'

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DROPFLEET RULE-BOOK

Page 39 - Game Turn Sequence

Change 'Once all Battlegroups are activated the turn is over' to 'Once all Battlegroups are activated, play moves to the Roundup Phase'

Page 53 - Planetary Rings

Add the line 'if a ship moves through a planetary ring while the ship is in high orbit, it will receive two Lock 2+ hits'

Page 54 - 2nd Table, Laser Armament

Reduce this weapon's Burnthrough value from 'Burnthrough(6)' to 'Burnthrough(4)'.

Page 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.

Page 64 - Torpedoes

Remove the last paragraph.

Page 65 - Beast

Change to 'When this ship suffers a Crippling Damage result, it gains a -1 bonus to its weapon systems' Lock characteristics.'

Page 66 - Regenerate

Change to 'A ship with Regenerate can make a number of damage control rolls equal to X in the Roundup phase of the turn to regain lost hull points'

Page 66 - Air-to-Air

Change 2nd paragraph to 'While in atmosphere, weapons with this rule ignore the usual penalty to Lock Value and gain -1 to their Lock value when firing at ships in atmosphere. All other penalties still apply, including needing a 6+ to shoot at ground targets. Air to Air weapons gain no benefit from this rule when firing from outside atmosphere. Air to Air weapons that also have the Close Action rule may be fired at targets in atmosphere in addition to other Orbital Layers.'

Page 67 - Bombardment

Add 'A ship cannot use a Bombardment weapon while in Atmosphere, unless specifically stated'.

Page 67 - Maulers

Change the entire section to '**Mauler** The Lock characteristic of a Mauler weapon is equal to the Armour characteristic of the targeted ship.'

Page 67 - Calibre

Add '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).'

Page 69 - Crippling

Add 'If a weapon with the Crippling rule is affected by another rule which would make Critical Hits automatic (such as the Particle rule) then the roll you would have needed to achieve 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'

Page 69 - Link (X)

Change all instances of Link (X) with Linked (X).

Page 71 - Admirals

Add '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 for free. If placed in a ship of Tonnage S you may upgrade your Admiral 2

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levels for free. These free upgrades do not allow you to exceed the maximum level allowed by the game size.'

Page 74 - Clusters

Change 'to hold a cluster you must hold more sectors in that cluster than your opponent' to 'to hold a cluster you must hold more value in terms of sectors in that cluster than your opponent, or more sectors overall if they are not given a set value in that scenario'.

Various Pages - Space Stations

In the context of Space Stations, when Burnthrough and Close Action are referenced, they apply to the 'Laser Armament' and 'Missile Armament' respectively.

Various Pages - Voidgates

When referring to voidgates and ground asset deployment or relocation, wherever a 'sector' and 'in atmosphere' is mentioned, change this to read 'sector or space station' and 'in atmosphere (or low orbit if targeting a space station)' respectively.

On page 196 paragraph 2 add 'Ground Assets may NOT be deployed through any Voidgate which has used the Max Thrust Special Order that turn although it MAY still be part of a chain.'

On page 197, Voidgates and Ground Asset Relocation, replace the 3rd paragraph with the following:

'Any number of tokens may be picked up by a single Voidgate, but only one may be dropped per Voidgate per turn using this rule. Tokens picked up but not dropped in this manner are automatically destroyed. Voidgates on the Max Thrust Special Order may not use this rule in the same turn. Tokens moved in this manner count as NOT being present in their new Sector for the remainder of the turn (and therefore may not contribute to scoring that turn).'

BATTLE FOR EARTH

Page 194 - Dreadnought

Add: 'Standard Orders and Special Orders that allow a Dreadnought to fire one weapon system allow it to fire up to two weapon systems instead.'

Page 194 - Overcharge.

Change to: 'A weapon with this rule may be Overcharged. An Overcharged weapon (and any weapons with Overcharge it is Linked with) doubles its Damage value for that attack.'

If the ship is on Weapons Free Orders it may only fire Close Action or Low Power weapons but not any other weapon types. However if the ship is on any other Orders, it may not use Launch Assets or fire any other weapons, including Close Action and Low Power weapons.'

Page 208 - Resistance Phalanx

Change NC-4 Missiles Arch to F/S/R.

Page 214 - Resistance Heavy Frigate

Change Armour to 3+.

Page 221 & 237 - UCM Vienna & PHR Pollux

Remove "Escort" special rule.

Page 226, 227 - Scourge Nosferatu & Cthulhu

Change all arc entries for Oculus Beam Array, Port to 'F/S(L)'.

Page 242, 243 - Shaltari Plutonium & Uranium

Change all arc entries for Disintegrator Battery, Port to 'F/S(L)'

Page 244 - Ion

Change to 'If a group scores (X) hits from weapons with this special rule, the targeted ship receives an energy surge token. Reducing the ship to only standard orders until repaired'.

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SMALL FORMAT RULE-BOOK (1.5)

★ Page 61 - Link (X)

Change all instances of Link (X) to Linked (X).

COMMAND CARDS

★ Scourge - Point Blank Death

Change Play to 'When a ship fires a Close Action weapon'

Change Effect to 'Increase the Attack of that Close Action weapon by the following:

- Ships of L or L2 Tonnage by 1.
- Ships of M Tonnage by 2.
- Ships of H Tonnage by 3.
- Ships of S or S2 Tonnage by 4.'

PHR - Weapons Hack

Change Play text to 'After an opponent allocates attack dice'.

FLEET SPACE STATIONS

★ Shaltari Grav Hook Small Station

Change the effect of Gravity Manipulator to 'Friendly ships that start their movement within this station's Scan range measure their movement from any point at the edge of this space station's Scan range, retaining their facing. Enemy ships that start their movement within this station's Scan range measure their movement from this station (distances are measured from the flight stem), retaining their facing.

This special rule ceases to function while you do not control this station.'

FAMOUS ADMIRALS

★ Famous Admirals - Lord of Flies

Change the Play of Knowledge Pool to: "At the end of this Flagship's activation, once per turn."

★ Famous Admirals - Javelin

Change Stand Firm Effect to "Double this Flagship's Tonnage Value until the end of the next turn."

★ Resistance Famous Admiral Typhoon Vasquez

Change the Play of Bootleg Prototype Bullets to 'Whenever you fire a weapon with the Low Power special rule, before rolling to hit.'

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FREQUENTLY ASKED QUESTIONS

DROPFLEET RULEBOOK

CORE MECHANICS

In the explanation for the Activation Phase, the rules say 'If both players roll the same number, roll again until one player rolls higher'. What if I have a higher-level admiral – does this count as well, or does the higher roll still win?

Admiral level has no effect here, it's a simple D6 roll. It does however have an effect when determining initiative in the Roundup Phase (as described in the rulebook).

Once you have set your strategy deck, can you look through it again (without changing things)? When can you do this?

You may look at the order of your Strategy Deck at any time, unless specifically stated by a special rule.

For the Battlegroup Cohesion do I add 1 to the battlegroup's strategy rating for each group that is out of coherency, or just one if any number are out of coherency?

Add 1 to the strategy rating for each group that is not in coherency with another group in the same Battlegroup.

Can I chain groups together and still be in coherency? Can I send two ships off on their own and still use special orders (as each of those two ships is 'in coherency with another ship in the group')?

Yes you may (and in fact must) chain groups together to be in coherency. The entire group must be in coherency with the rest of the group – i.e. each ship must be in coherency with at least one other ship in the group, and all ships in that group must be in coherency of the group as a whole, forming a chain. Ships in the same group may not claim coherency unless the every ship in the group is in coherency (and so may not split off into smaller parts and still do special orders).

Do ships of the same type in the same battlegroup form a large group, even if selected in separate groups?

Yes, they form one large group of the same ship type. The restrictions on numbers of ship per group are for fleet selection purposes. For example:

A pathfinder battlegroup is chosen. The player includes two Light groups in this; one with 4 Toulons (the maximum allowed in that group when selecting), and another also with 4 Toulons. While when selecting the fleet these are two separate groups, when playing these count as one group of 8 models, and conform to all of the group rules.

On page 43 Active Scan versus Silent Running – the text currently states “ In this case no additional Energy Spikes is added to the revealed ship”. This could imply that if you fail the roll the ship is granted a Spike – is this the case?

No. If the ship is Active Scanned and is on Silent Running one of two things happen; either it is successfully knocked off Silent Running, and goes back to a normal signature with no Spikes, or it is unsuccessful and nothing further happens to the ship.

If a ship with Full Cloak and under Silent Running order would receive a Spike (active scan on 4+, hit by flash weapon, bloom, launching assets etc...) does it loose Silent Running? If it could receive a Spike (ie. partial cloak) does it receive a Spike as well?

Yes. A ship under Silent Running that would normally receive a Spike will instead just loose Silent Running. No additional Spike added. The progression of signature is as follows Silent Running -> Normal signature -> minor Spike -> major Spike.

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FREQUENTLY ASKED QUESTIONS

Does using the Station Keeping order and moving 0" count as moving?

Yes. A ship that uses Station Keeping always counts as moving.

Can ships in a group go on max thrust to catch up with other members of the group? If not, surely they will be lagging behind and never get back into coherency?

No, as you may not go on special orders when out of group coherency. This means players must plan their special orders carefully and play catch up if they issue the wrong orders.

Can I shoot at my own ships?

No! Friendly fire is off in Dropfleet.

When receiving a hit from a damage 2 weapon, do I roll 1 or 2 armor saves?

You roll 2 armour saves, one for each point of hull damage inflicted, not the attacks of the weapon.

When do you roll for crippling damage? Once the ship is crippled, at the end of the firing ships activation, or the turn?

Roll for Crippling Damage at the end of the firing group's activation. This can mean that the ship is destroyed before being crippled. If a ship is destroyed there is no need to roll on the crippling damage table – just apply the rules for catastrophic damage.

The 'Weapons offline' effect states that a ship may not fire its weapons or use any launch assets during its next activation. Since launch assets are used at the end of the turn (and not during their activation) can they still be used?

No. In all cases, the weapons may not be fired in the ship's next activation, and launch assets may not be launched in the following launch asset Phase. Note that assets that have already been launched (for example bombers or fighters that were launched in a previous phase) are not affected, only the ship itself. In effect, you miss one opportunity to launch, be that this or next turn.

Certain results on the Catastrophic Damage table create explosions or damage to ships within range. How does this affect Launch Assets?

Launch Assets are not affected by results on the Catastrophic Damage.

ORBITAL COMBAT

Does going down an orbital layer use up your one allowed turn for movement?

No, you just must be able to turn.

Under limitations in atmosphere, the last line reads "And follow the rules for moving up an orbital layer and do not suffer this penalty" Which penalty is this in reference to?

Ships that move from atmosphere to low orbit are not subject to the rule that ships may only move 2" in atmosphere once they enter low orbit. For example:

- 1) Ship 1 has Thrust 10". It moves from atmosphere to low orbit at the beginning of its turn. It costs 4" to go up a layer, so it has 6" remaining that it may move in low orbit.
- 2) Ship 2 also has thrust 10". However, it chooses to move in atmosphere before moving further or wanting to go up an orbital layer. Since its thrust is reduced to 2" in atmosphere, it may not move any further or climb to low orbit – it has used all its thrust.

Can Space Stations have Spikes?

No. If a space station would have Spikes applied to it, they are ignored instead.

Can Space Stations get the Corruptor effect?

No. Corruptor is a special kind of Crippling Damage effect, so Space Stations are immune.

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FREQUENTLY ASKED QUESTIONS

Can Space Stations have special tokens like Oculus Booster and Space Telescope?

Yes. These special tokens affect Space Stations in the same way as they affect ships. Although Space Telescope is a lot less useful since Space Stations cannot have Spikes!

Can Space Stations be spun with Impel weapons?

I guess? All Space Station armaments are F/S/R arcs, so there's no reason to turn them!

How does debris field and planetary ring penalties effect ships on different layers?

If the attacker OR target is on the same layer as the Debris/planetary ring or if the Debris/planetary ring is between the attacker and target all penalties apply.

GROUND COMBAT

Can I contest a cluster without holding a sector, but by having tokens in a sector?

No, In order to contest a cluster you must control at least 1 sector. You hold a sector by having more tokens in that sector than your opponent.

If I have multiple Defence Batteries or Voidgates in/over a cluster, do I get to roll multiple dice for destroying ground assets that are trying to land?

No. As per the 'Batteries' rule on p.57, if you have one or more batteries you may roll 1D6 for each launch asset that is trying to land. This means that multiple Voidgates or Batteries do not give you multiple chances to destroy incoming ground assets – you only ever get one dice on each asset unless very specifically stated in a special rule.

Can Sectors or Clusters be spun with Impel weapons?

No. Impel weapons aren't powerful enough to turn the ground.

LAUNCH ASSETS

Do Launch Assets count as weapons?

Unless otherwise stated in a special rule or Command Card, Launch Assets do not count as weapons systems. They may only be used if a ship could fire its weapons. Interactions with launch assets in situations where a ship may not fire (because of special orders, damage or other reasons) are covered in each individual case in the rule book.

Can you use Launch Assets when Silent Running? What if you have the stealth rule?

You may not usually deploy Launch assets when on Silent Running, as the rules state that you must be able to fire one weapon to use Launch Assets, and you may not fire when on Silent Running special orders. If a ship has the stealth special rule you may use launch assets as it may fire at least one weapon on Silent Running.

Launching when Silent Running with Stealth will take you out of Silent Running, even if you have full cloak.

Torpedoes are Launch Assets, and the rules state that Launch Assets must test to see if they are removed if a ship moves through a Debris Field. Does this apply to Torpedoes as well as Bombers? What about fighters?

Yes to both – all launch assets roll if they either move through or attached to a ship that moves through Debris fields.

If a ship with Launch Assets attached is destroyed, what happens to the Assets? Can they be moved to another ship, i.e. can I move fighters to another ship, or Bombers/Torpedoes to a different enemy ship?

No, if a ship that has Launch Assets attached is destroyed, they are removed with the ship.

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FREQUENTLY ASKED QUESTIONS

When Launching assets at a ship on Silent Running, how do I resolve them in terms of range?

Launch assets have a set range which is not affected by the signature of a ship. Since Silent Running change the signature of a ship to 0 but does not change the range of assets, Silent does not affect ranges when using launch assets.

Can ordinary weapons/bombers be fired against torpedoes?

No, because they are a launch asset and cannot be targeted.

Can fighters be launched to defend a cluster? Eg act like a temporary battery?

No. Further, since launch assets cannot enter atmosphere (unless allowed to do so by special rules), bombers, fighters and torpedoes may not enter atmosphere.

SPECIAL RULES

What happens with weapons that have additional rules about damage/extra effects where they are saved by passive saves? For example, Corruptor or Impel weapons state that if the weapon scores a certain type of hit or certain amount of damage (in these cases critical hit or the (x) damage on Impel etc) then the rules applies, but it doesn't say what happens with Passive saves.

In all cases where additional effects or damage would be caused to a ship, the ship must actually be damaged. If passive saves stop the damage, the additional rules do not apply (unless specifically stated in the rule itself). In the two examples given; the Corruptor weapon would need to cause critical damage and then the ship would have to fail any passive save it had; and the Impel weapon would have to do its stated damage (x) after the ship has rolled any passive saves it has for Impel to take effect.

A weapon with Burnthrough(14) does 2 damage per hit. What is the maximum damage it can do?

14. The Burnthrough value denotes the total amount of hull damage it may do in a single activation. A Burnthrough(6) weapon with 3 damage would be able to deal 6 points of hull damage in a single activation, needing 2 successful lock rolls.

Burnthrough Lasers: If I roll X amount of Dice, say 2, and both hit and one is a critical success, is it only any further successes on the dice that scored a critical that is critical, or is it any further successes on both dice?

Any further dice rolls that hit after scoring at least critical hit are critical. i.e.:

- You roll for the Perth's burnthrough, with 4 attacks hitting on lock 3+.
- You miss with one attack, and hit with three. One of these hits scores a critical hit.
- You then roll three dice again – any hit here or on any subsequent rolls are now critical.

If I roll for a Burnthrough weapon and score a hit and two crits and only need one of the results to reach the weapon's X value, which dice do I choose?

Pick the best result. In this case you'd probably want to pick one of the crits and discard the other crit and hit.

When taking hits from a group of ships that are firing Close action weapons, do you get your PD against each weapon system, or are those weapons combined and then PD is taken? What about against launch assets like bombers?

No, you get one roll of PD against the entire pool of attacks – roll all the close action attacks together and then roll one PD against the roll. This is the same for Bombers.

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FREQUENTLY ASKED QUESTIONS

The Corruptor rule states that a ship that takes a critical hit suffers the corruptor continuing effect. Does this only happen on a critical hit, or does it happen regardless, as the second paragraph seems to imply?

The Corruptor rule only applies if a critical hit is scored, and continues to apply for the rest of the game. If the weapon does not score a critical hit the corruptor rule does not apply.

If 2 torpedoes with Corruptor special rule target the same space station or cluster, will the damage to the station or sectors cause collateral damage on the deployed infantry?

Torpedoes launched from ships in the same group are resolved simultaneously and do not cause collateral damage on deployed infantry from that group. Torpedoes from different groups are resolved in initiative order and can cause collateral damage resolved the same way as other damage to sectors and space stations.

Escape velocity says that it ignores penalties shooting through atmosphere. Does this ignore range restrictions?

Yes, when firing a weapon with this rule apply range as usual instead of taking normal atmospheric rules into account.

How does Mauler and the maximum damage work for a group shooting?

Yes. All Close Action attacks are pooled together when allocating dice, this includes standard Close Action weapons and Mauler weapons on the same ship, though they each keep their individual Lock values. A Shaltari Uranium has a potential combined 29 Close Action attacks, for example.

Can a sector with a weapon with the special rule 'Escape Velocity' fire on target in atmosphere?

No, there are only 3 layers and the sector is considered to be in atmosphere. Escape velocity requires the target to be in a layer above you.

The Scald special rule works within scan range. How does it apply for units that do not have a scan value e.g. Scourge Bombers?

Any weapon/ship that has the Scald special rule but does not have a given scan range counts as always being in scan range for the purposes of the Scald rule – the rule always applies in such cases unless specifically stated otherwise. Note that this does not apply to ships/weapons that had a scan range and have either lost it or cannot use it for any reason, only to ships/weapons that never had a scan value in the first place.

How does the Scald special rule interact with Passive saves? What about other rules that change armour/saves?

Scald may be used against passive saves in the same way as normal armour. Passive saves count as a type of armour save, and therefore rules that affect armour saves also affect passive saves, unless otherwise stated in a special rule.

What does 'crippled' mean for the purposes of special rules such as 'Stealth'?

'Crippled' is a state that applies to any ship once it is at or below half its starting Hull points. Note that other effects might trigger a roll on the crippling damage table, but the 'Crippled' state is only applied when the ship takes sufficient damage. Once applied, the crippled state remains for the rest of the game, even if the ship is repaired above the crippling threshold.

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FREQUENTLY ASKED QUESTIONS

If a ship has 2 of the same Close Action weapons (like a resistance cruiser) do they combine attacks?

Yes, as long as they have the same Linked (X)

FLEET ORGANISATION

Admirals add their AV to several different rolls in game. Does that apply if they are not deployed yet, have moved off the board or are destroyed?

Admirals only add their AV to any roll when they are alive and present on the board. If they have yet to be deployed, have moved off the board or have been destroyed you do not add their AV to any rolls, unless specifically stated in a special rule. If your Admiral is not on the table for any reason then your AV counts as 1. For example, this means you may draw 1 Command Card on turn 1 if your Admiral is not on the table during the Planning Phase.

When ships are destroyed, does their battlegroup's strategy rating go down?

No. Strategy Rating remains the same, even with losses in a battlegroup.

PREPARING FOR BATTLE

Can you enter the table at any angle?

Yes, as long as they start their first activation in High Orbit.

SCENARIOS

Can you get points for both Holding and Contesting the same Cluster?

No. If you hold a cluster you receive points for that, not additional points for also contesting the cluster.

VOIDGATES

When do you declare Opal usage and how does it interact with launch assets?

Opal usage is declared when save rolls have been made. Any missed saves from this shooting action or launch asset resolving against this ship can be reroll'ed as long as the target ship has its shields up.

Can Voidgates use their Charged atmosphere rule to act as batteries on or close to space station?

No. The charged atmosphere rule requires atmosphere to work – it may not be used to try to stop enemy ground assets landing on space stations (unless specifically stated by a special rule or Command Card).

Can you keep linking Voidgates across the board in one long chain, resulting in a gate way across the other side of the board to the mothership? Or is the furthest any Voidgate can be from the mothership 36" due to the criteria of being linked to another Voidgate that is within 18" of the mothership?

Voidgates can link in a continuous chain. This means that any number of Voidgates can be linked and deploy gates, so long as:

A) At least one of the Voidgates in the chain is up to a maximum of 18" from the mothership and

B) Each of the Voidgates in the chain is no more than 18" from another Voidgate, connecting at some point with the gate from (a), which is a maximum of 18" from the mothership. This means you can deploy across the length and breadth of the table with careful Voidgate use and positioning!


DROPFLEET

COMMANDER

FREQUENTLY ASKED QUESTIONS

When Launching ground assets and other strike craft, the ship gains a minor Spike. When applied to the Shaltari, do Voidgates gain the Spike, or is it the mother ship, or both?

Only the mothership gains a Spike, the Voidgates do not gain Spikes for this (as it's the mothership doing the launching - you just measure deployment from the Voidgates rather than the mothership). Further, Voidgates do not gain Spikes for relocating troops.

 **Shaltari Ground Assets that have been moved from one sector to another aren't able to hold/contest clusters, do newly placed Ground Assets (from a Mothership via Gates) count towards holding/contesting clusters.**

Yes, the newly placed tokens count towards holding/contesting that cluster, but the redeployed tokens will need to wait until the following turn to contribute to holding/contesting.

COMMAND CARDS

Does the UCM Command Card 'Colonial Legions' provide re-rolls against ground combat attacks?

No, saves of any kind may only be taken against bombardment attacks.

Can the PHR Command Card 'Elite Ground Forces' be used to defend against ground combat attacks?

No, saves cannot be taken against ground combat attacks. The armour bonus only applies to saves made against bombardment attacks.

Can the Shaltari Command Card 'Warspire Nexus' be used to provide passive saves against ground combat attacks?

No, saves of any kind cannot be made against ground combat attacks. The passive save only applies to saves made against bombardment attacks.

How do Command Cards work in terms of targeting ships more than once in a turn?

A ship can only be specifically targeted once per turn. This means a ship may only be affected by one 'target friendly ship' or 'target friendly group' card, and one 'target enemy ship' or 'target enemy group' card.

Ships may be affected by battlegroup, fleet wide or 'area' affects several times per turn as they are not specifically targeted at that ship or group, meaning they can stack with specifically targeted cards on individual ships or groups.

Can I stack Command Card effects?

It depends on the Command Card. As per the rules above, it is rare that you may stack Command Cards one on another. This is also because timings for Command Cards are as follows: Play the card, opponent may attempt to block it, resolve the card (if it resolves instantly) or leave the card in play (if it continues for a set time e.g. until next turn).

This means that the cards being played must a) conform to the above rules and b) have continual effects for you to stack them. This makes effect stacking possible, but rare.

When using the Silent killer Command Card, what happens if I use it on a ship that is crippled?

The Ship remains crippled, however in this instance it may have the Stealth rule and still be crippled – for the duration of the card, it does not lose the stealth rule for having less than 50% hull remaining.

DROPFLEET

COMMANDER

FREQUENTLY ASKED QUESTIONS

Some Command Card effects target weapons with certain names or parts of name, such as 'Calibre' or 'Mass Driver'. Do I apply the effects to weapons with those terms anywhere in the weapon profile?

No, rules only apply to those weapons that have the specific term in the weapon name itself.

The Next-Gen Armour Plating Command Card says you can re-roll armour saves. Does that include passive and other types of saves?

Yes. The card states that any armour saves may be re-rolled, and Passive Saves count as a type of armour save.

When playing Command Cards, who goes first? Is there an order in which you choose which cards are played and when?

i) During the Initiation Phase, the player with the higher-level Admiral has the choice to play Command Cards first or second (roll off if there is a draw). They become 'Player 1'. Players then alternate playing cards. This is the same throughout each sub phase of this part of the turn (as follows):

- 1) Player 1 has the chance to play a card a card first or second, then the opponent.
- 2) When both players have finished playing cards, they discard cards simultaneously.
- 3) They then draw cards simultaneously.
- 4) During the Clean Up Stage, Player 1 may play a card first or second (if they choose to play any). Complete all the actions associated with this card, including playing any espionage etc. cards. The opponent may then play a card. Once resolved, the first player can then play another card – continue until neither player has any further cards to play.

In multi-player games this still holds true – play one card each (if you choose to) in the order determined by the role in part A. i).

Note that players may not hold off playing cards – i.e. not play a card until after the other player

has resolved several of theirs. Once a player chooses not to play any more cards during the Clean Up stage, that is the cut off for playing cards in the Clean Up phase and they may not decide later in the stage to play further cards. This stops players 'gaming' their card plays in response to opposing Command Card use in a phase that is designed to be pro-active rather than tactically reactive. The only exception is reactive 'interrupting' cards, such as espionage, which may be played at any time.

Once finished, players reach the 'End of the Clean Up stage'. Any cards that are played at this point follow the same structure as above – the player with initiative plays first, then the opponent etc., with the same 'cut off' point if a player chooses not to play further cards.

ii) Command Cards played during the turn (i.e. during battlegroup activation) are played as instructed on the cards themselves; usually on the activation of a battlegroup, firing a weapon, the activation of another battlegroup etc. Importantly, here the order is reversed. They player who is not activating the unit plays a card first, then the activating player.

For example: Player 1 chooses a unit to activate. The opponent (player 2) may now play a card. If they choose not to, Player 1 can play a card.

For cards that apply 'during an activation' there is no 'cut off' on playing cards during a unit's activation. This means that even if a player chooses not to play a card earlier in the unit's activation, they may choose to do so later in its activation.

iii) During the Round Up Phase, card plays return to the order at the start of the turn i.e. Player 1 has the choice to plays first or second, then the opponent, and then alternatively until neither player has any further cards they want to play.

While this seems very involved, the number of cards and actions of players mean that in real terms the above will be very quick – this just provides players with the correct structure and order to play cards in.

DROPFLEET

COMMANDER

FREQUENTLY ASKED QUESTIONS

Can I Espionage an Espionage Card? How does that work out?

Command Cards may interact e.g. Espionage and any other Command Card. Cards stack in reverse chronological order.

For example, player 1 played Mass Transit System. Player 2 then plays Espionage. Player 1 then plays Espionage on that Espionage, cancelling Player 2's card. Mass Transit System can therefore go ahead as normal.

Several Command Cards mean that ships regain hull points. If this puts the ship above 50% of its starting hull again, can it be crippled again if it takes more damage?

No, a ship can only be only crippled once from normal damage (the exception being weapons that specifically do crippling damage, which may cripple a ship more than once and are a special case).

For the Intensify Point Defence Command Card, it states the -1 modifier is against one dice roll. When is this roll decided? When does the modifier stop? Can this stack with other effects?

This modifier works against one attack – from a group's point defence attacks, a bomber attack, etc. it works on one point defence roll and is then resolved and discounted. This modifier can stack with other effects (e.g the Aegis rule), but remember that a ship cannot be targeted by a Command Card twice in one turn, meaning this card cannot be used on the same ship twice in a turn.

SHIP SPECIAL RULES

If I take a Venice with a London or Washington, can I still benefit from the Venice's Command Deck ability?

No. Your Admiral has to be in a Venice to benefit from the Command Deck ability, and if you take a Dreadnought, your Admiral must go in there.

If I use a Venice to give a ship on Silent Running or Max Thrust the ability to fire a weapon, can I use Launch Assets?

No.

If I use a Venice to give a battlegroup extra Thrust and move a ship into Atmosphere, how far can it move in Atmosphere?

Only 2". As per the rulebook "Ships moving into Atmosphere therefore lose any remaining movement apart from this 2."

Can a ship using an Ouriana to extend its weapon range use multiple Ourianas to further extend its weapon range?

No. Only a single Ouriana can be used each attack.

Can rules like the Calypso's Advanced ECM Suite and Shaltari Shield Booster be used on friendly space stations?

Yes, but these space stations must be bought as part of your fleet to be friendly.

If I take a Dreadnought or Venice and a Famous Admiral, can I put the Famous Admiral in the Dreadnought or Venice?

No. Famous Admirals cannot be moved from their Flagship. The use of a Famous Admiral overrides the normal rules on placing Admirals on Dreadnoughts (and for the UCM, the Venice) when building your fleet.

BATTLE FOR EARTH

Do Resistance ships that already come with the Ablative Armour rule increase their Armour by 2?

No. Any ships with the Ablative Armour rule as standard have the increase already in their profile. For example the Tribune has Armour of 2+ until it is Crippled, when it goes to 4+.

The only exception for this in the book is Heavy Frigates, which should have their Armour increased to 3+ as per the errata on the previous page.

DROPFLEET

COMMANDER

FREQUENTLY ASKED QUESTIONS

Do Fire Ships count towards Launch Capacity Cap?

No. While these assets *do* technically launch, they are not Fighters, Bombers, or Torpedoes, so don't count towards the cap.

Can Fire Ships combine their attacks like Bombers?

Yes.

Does Subsystem Network affect Low Power weapons too? Can I fire 2 Mass Driver Turrets and then 2 Artillery Cannon Turrets on Standard Orders?

Yes and yes.

Can 2 weapons be Overcharged from the Subsystem Network rule? Can a Low Power weapon be used if another weapon is Overcharged?

No and no. Overcharge states that no other weapons (other than Close Action weapons) may be fired. Since Low Power weapons aren't Close Action weapons, they cannot be used.

Do you get Armour saves against damage from the Unstable rule?

No.

If a weapon with the Unstable rule rolls multiple dice for its attack value, eg. 2d3, does it suffer multiple points of hull damage on maximum dice rolls?

Yes. A weapon with Unstable causes a point of hull damage for each dice that rolls its maximum value, eg an Unstable weapon with 3d6 Attack will cause 3 points of hull damage if all 3 have a result of 6.

If I put a turret on the side of my ship, can it only fire on that side? What if I put double broadsides on one side?

No. Because you're in space and ships can be flying in any direction! Feel free to model your ships however you like. Provided the systems are present on the ship, put them anywhere you want!

The Drive Refit upgrade requires additional engines, but how many is the right amount?

Honestly? It's 1 or more! Players should feel free to model their ships however they want. There is no hard and fast rule to what constitutes a Drive Refit, but making sure that these ships look distinctly different from the rest of your fleet is a must. However, if you want to have a ship with double prows and only a single extra engine on top and count it as a Drive Refit, go ahead!

There is a piece on the Resistance Cruiser sprue specifically meant for the Drive Refit upgrade (piece I on the sprue), but players should feel free to have fun with their builds.

If you're doing anything a little weird with your ships that might not be immediately obvious to your opponent, make sure to inform them of the ship's armament before the game.

FLEET SPACE STATIONS

Can faction specific Fleet Space Stations take upgrades like extra weapons and scanners?

No. Only space stations that allow selections from the Space Stations Armaments list can select options from the Space Stations Armaments list. Faction specific Fleet Space Stations cannot take any options from the Space Station Armaments list.

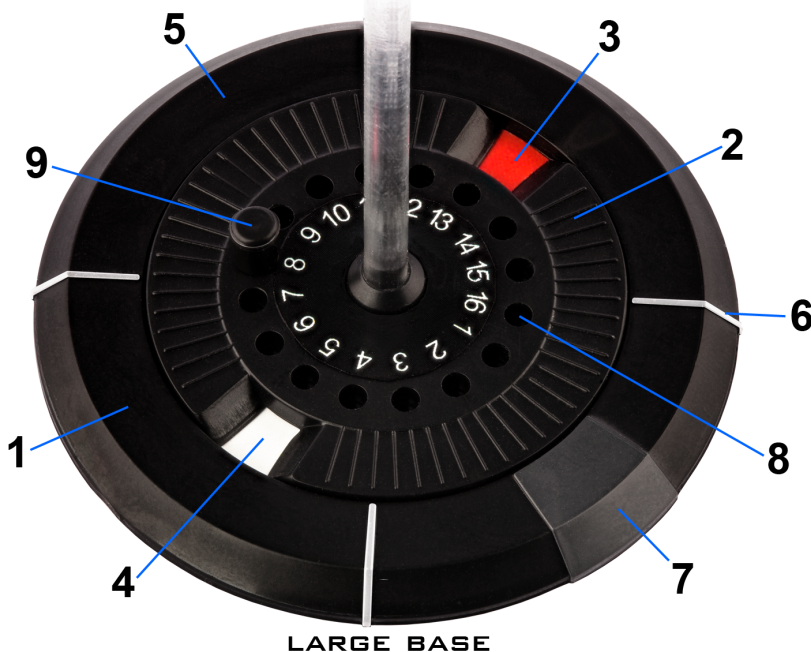
DROPFLEET

COMMANDER

EXAMPLES

DROPFLEET BASES

KEY



LARGE BASE



SMALL BASE

1: Fixed Outer Bezel
(Coloured indicator sticker in centre)

2: Rotating Inner Wheel
Easy grip to turn wheel
without touching the model

3: Ship Status Indicator

Major Spike	
Minor Spike	
Silent Running	
Standard	

4: Orbital Layer Indicator

High Orbit	
Low Orbit	
Atmosphere	

NB: any layer can be indicated in combination with any ship status

5: Space for ship name sticker
(Blanks and pre-set names provided)

6: Embossed Fire Arcs
- Also used for turning (painting optional)

7: Embossed Narrow Fire Arc
(Painting optional)

8: Damage Inflicted Marker
- Numbers applied as a glossy sticker
- Damage marked with a peg (9 - optional)

These damage pegs can also be used to indicate other things. Four are provided with each base, so it's possible to colour code them and interchange them. A red peg could be used to indicate that the ship is crippled for example. Alternatively, a range of colours could be used to indicate which battlegroup the ship belongs to.

DROPFLEET

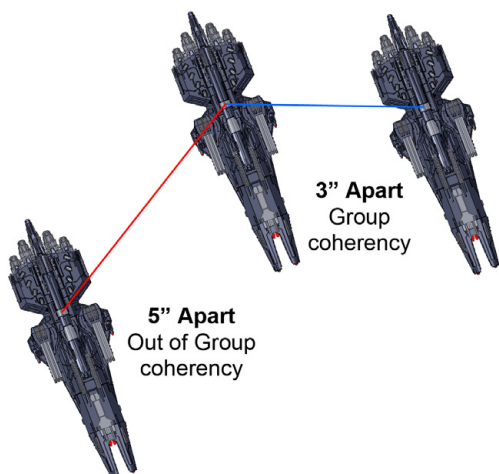
COMMANDER

EXAMPLES

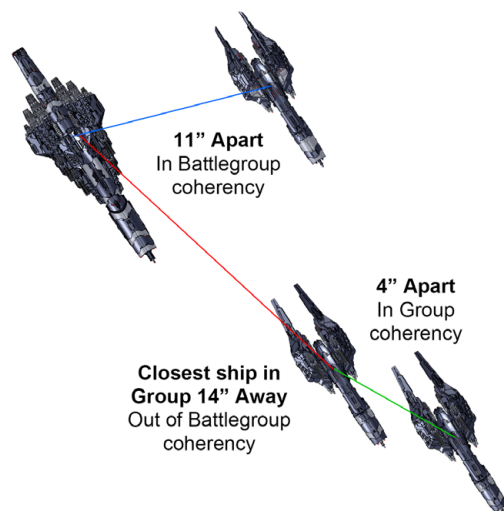
GROUP & BATTLEGROUP COHESION

Ships must be within 3" to maintain Group cohesion, and within 12" to maintain Battlegroup cohesion.

GROUP COHESION



BATTLEGROUP COHESION

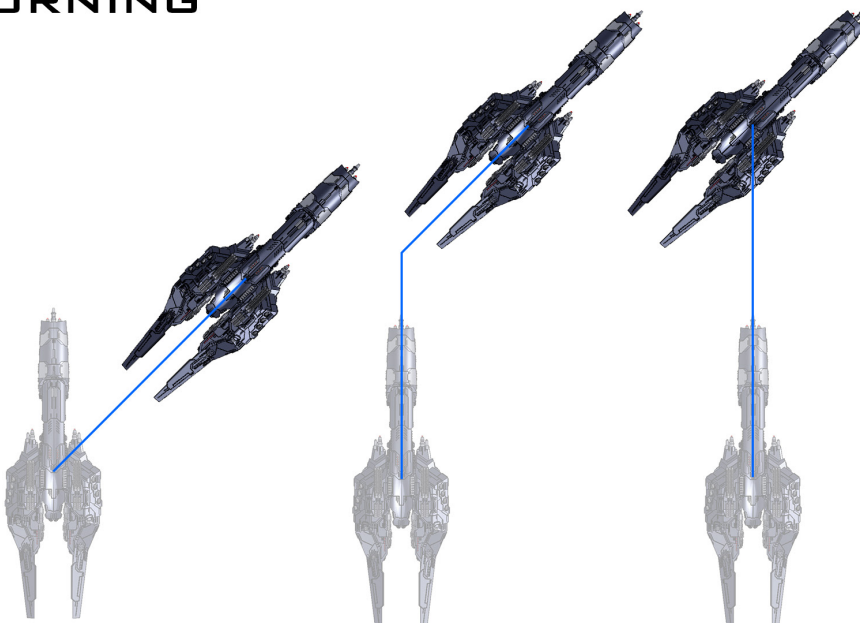


TURNING

Below we see a ship performing a 45 degree turn in 3 different ways: at the beginning of its move, part way through its move, and at the end of its move.

Normally a ship may only turn at the beginning of its movement, so the other turns could only be performed using Course Change special orders.

TURNING



DROPFLEET

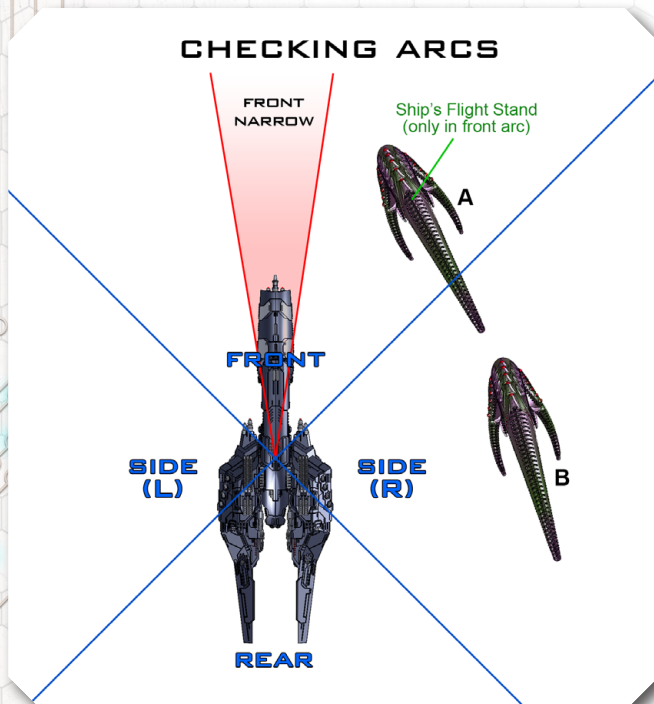
COMMANDER

EXAMPLES

FIRE ARCS

When checking Fire Arcs, measure as below - the Dropfleet Commander bases have these arcs marked on them.

In this example below, enemy ship A is within the firing ship's Front arc, and enemy ship B is within the firing ship's Side (Right) arc.



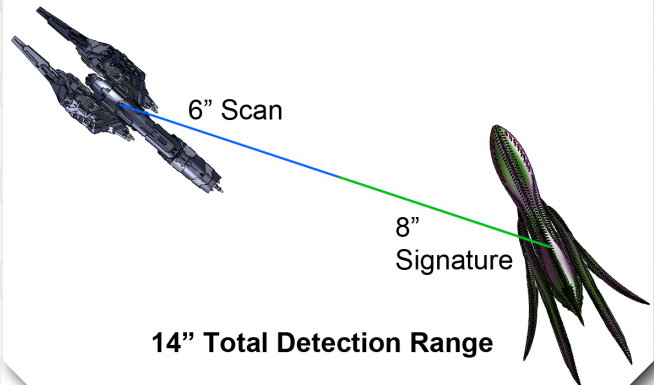
DETECTION RANGE

A ship's range is determined by adding together its Scan and the target's Signature.

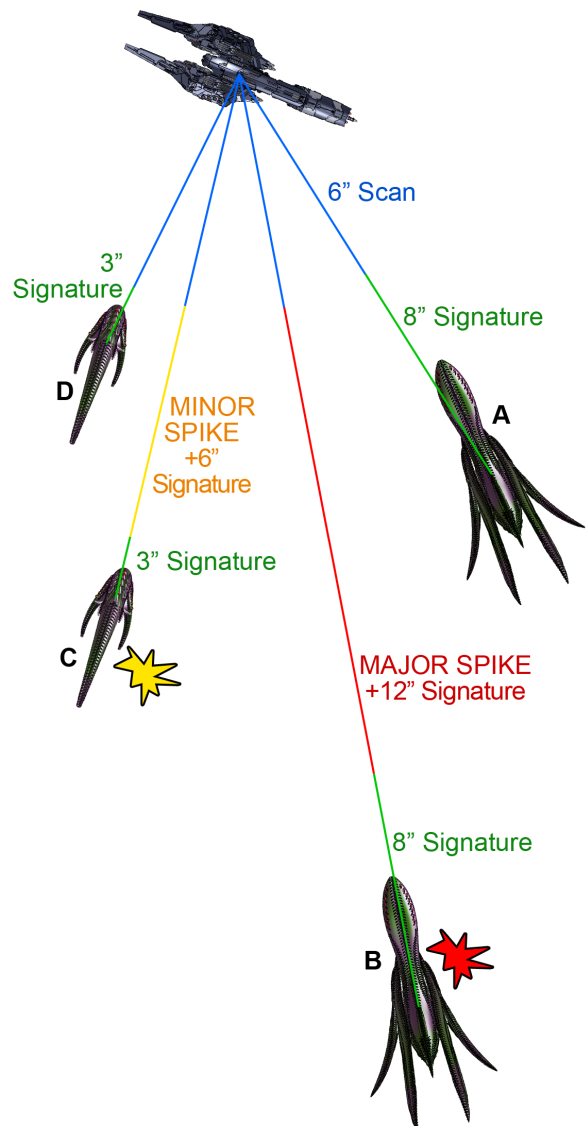
In this example on the right (top), the firing ship has a Scan of 6" and the target has a Signature of 6". As the ship is 12" away, the Scan + Signature means that the target is in range.

Spikes can add even more distance to that range, as on right (bottom).

DETECTION RANGE



SPIKES AND RANGE



DROPFLEET

COMMANDER

EXAMPLES

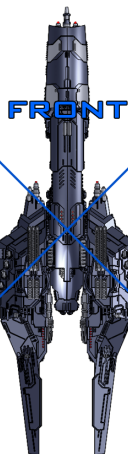
ATTACK DICE

When allocating Attack dice, you may choose any ship within range and arc of the weapon systems.

In the example below, the Cruiser has 2 Weapon Systems that - other than their Arcs, are identical. The Weapon Systems have 3 Attack dice each, but one has a F arc and one has a F/S arc. Ship A therefore can have all of the Attack dice allocated to it, but ship B could only have 3 of the 6 allocated to it.

ALLOCATING ATTACK DICE

A: Can be hit by front arc (F) weapon (3 dice) and Front/Side arc (F/S) weapon (3 dice)



B: Can be hit by Front/Side arc (F/S) weapon (3 dice) only



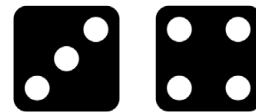
BURNTHROUGH

Weapons with the Burnthrough special rule roll multiple dice - adding a dice each time they hit.

BURNTHROUGH EXAMPLE

NB: The Burnthrough weapon firing in this example is a UCM Cobra Laser, with 2 Attack dice, a Lock Value of 3+ and a Damage Cap of 6 (Burnthrough 6)

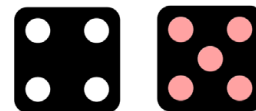
1st Roll



**2 DAMAGE
RUNNING
TOTAL**

Both rolls make the Lock Value, so can be rolled again.
Neither beat the Lock Value by 2 or more, so saves may be taken later.

2nd Roll



**4 DAMAGE
RUNNING
TOTAL**

Both rolls make the Lock Value, so can be rolled again.
The 5 beats the Lock Value by 2 or more (a **Critical Hit!**), so 1 save may be taken later. **ALL subsequent successes are Critical Hits.**

3rd Roll



**5 DAMAGE
RUNNING
TOTAL**

The 3 makes the Lock Value, so can be rolled again.
Since the 5 in the last roll was a Critical Hit, this is a Critical Hit too.

4th Roll



**6 DAMAGE
RUNNING
TOTAL**

This makes the Lock Value but may not be rolled again, as the weapon's Damage Cap of 6 has been reached.

**The 3 saves (from rolls 1 and 2) are now taken.
One is failed, so 4 Hull Points are inflicted.**

DROPFLEET

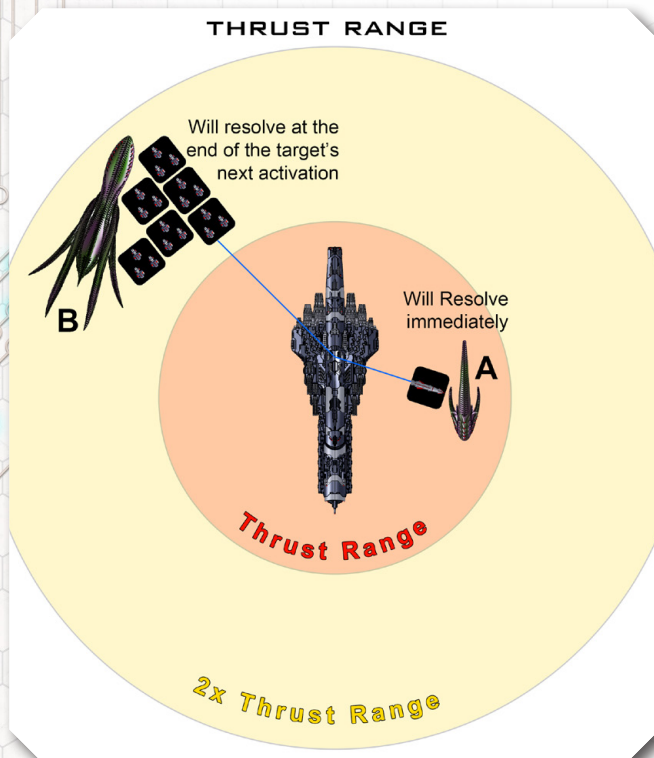
COMMANDER

EXAMPLES

LAUNCH ASSETS

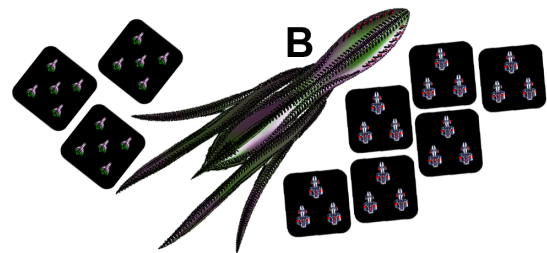
Launch Assets' time to target depends on whether they're within their Thrust range or double their Thrust range.

In the example below, the ship may Launch Assets against two targets. Ship A is within Thrust range and so gets resolved immediately. However, ship B is within double Thrust range, so the Launch Assets do not get resolved until the end of ship B's next activation.



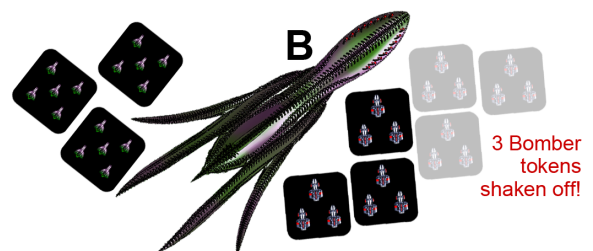
In the examples below, ship B is almost ready to activate. A friendly carrier placed 3 Fighter markers on its base to help defend against the attack, meaning ship B increases its Point Defence by 9.

DEFENCE AGAINST LAUNCH ASSETS



When ship B activates, the player decides to take no chances, and also uses Course Change special orders to try to shake off the enemy Launch Assets. A D6 is rolled for each of the attacking Launch Assets, and a 4+ removes each. 3 Launch Assets are removed, leaving 3 more to attack at the end of ship B's activation.

DEFENCE AGAINST LAUNCH ASSETS



DROPFLEET

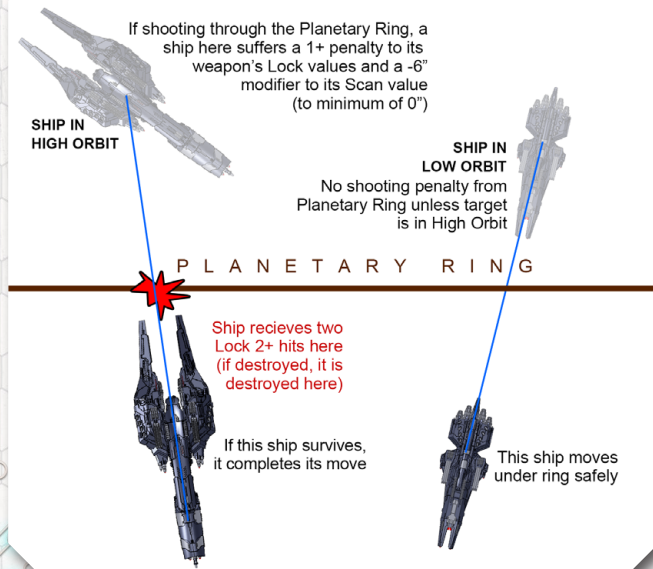
COMMANDER

EXAMPLES

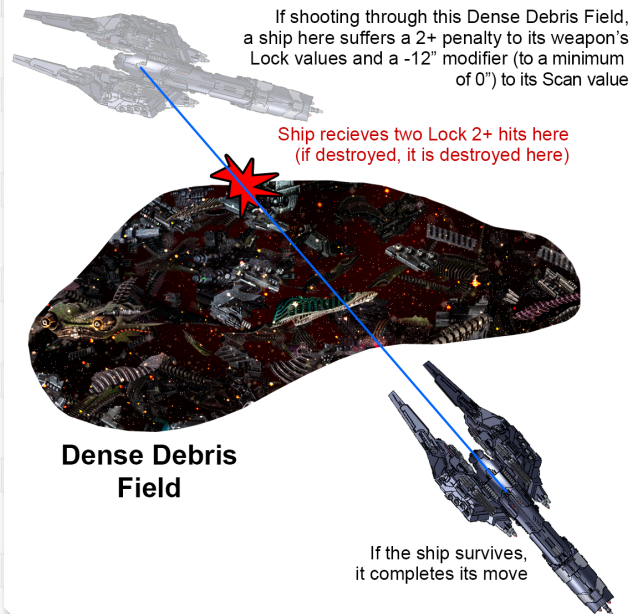
SCENERY

Ships interact with Planetary Rings, Large Solid Objects, and Debris Fields in various ways.

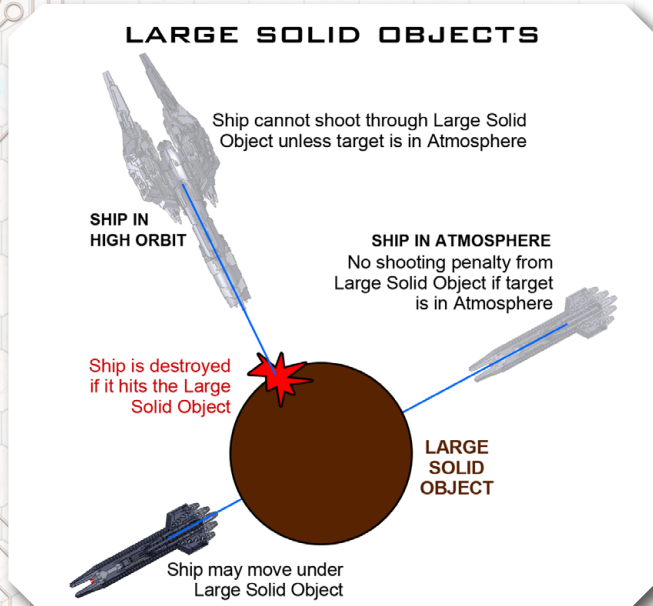
PLANETARY RINGS



MOVING THROUGH DEBRIS



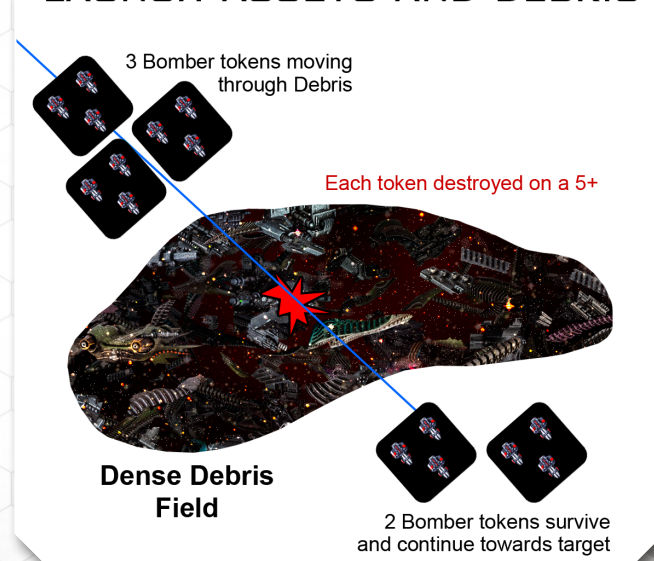
LARGE SOLID OBJECTS



LAUNCH ASSETS & DEBRIS FIELDS

Launch Asset tokens can be destroyed when moving through Debris Fields. A Fine Debris Field removes Launch Assets on a 3+ and a Dense Debris Field removes Launch Assets on a 5+.

LAUNCH ASSETS AND DEBRIS



DROPFLEET

COMMANDER

SHIP ADJUSTMENTS

UCM

Close Action Weapons

Leviathan Missile Bays - Change Attack to 11.

Swordfish Missile Bays - Change Attack to 8.

Pirahna Missile Bays - Change Attack to 7.

Shark Missile Bays - Change Attack to 5.

Beijing Battleship & Tokyo Battleship

Increase Hull to 20.

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
PYTHON SUPER-HEAVY LASER	3+	3	2	F(N)	BURNTHROUGH (10), BLOOM, FLASH

Change Cobra Heavy Laser to:

New York Battleship

Increase Hull to 20.

Famous Admirals - Havelock

Reduce Points from 310 to 290.

Perth Battlecruiser

Remove the Rare Special Rule.

Viper Super-Heavy Laser - Change Burnthrough (8) to Burnthrough (10).

Viper Super-Heavy Laser - Remove Bloom.

Venice Battlecruiser

Reduce points from 220 to 200.

UCM Battlenet - Change the first sentence to "As long as this ship is on the board, when a friendly Battlegroup on the board activates (including this one), you may choose to discard 1 Command Card and that Battlegroup gains 1 of the following bonuses when on Special Orders:"

Centurion Grand Cruiser

Increase Hull to 15.

N-31 Hybrid Gun Battery - Change Attack to 8.

Burnaby Battlestar

Reduce points from 180 to 155.

Increase Hull to 13.

St. Petersburg Heavy Cruiser

Increase Hull to 13.

Replace both Cobra Heavy Lasers with the single following weapon:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
COBRA HEAVY LASER PAIR	3+	2	2	F(N)	BURNTHROUGH (8), FLASH

DROPFLEET

COMMANDER

SHIP ADJUSTMENTS

★ Famous Admirals - Tayne

Reduce points from 185 to 165.

Change the effect of Close Quarter Battle to: "The fired Close Action weapon and one other weapon system without the Linked special rule gain Linked for that attack, but must allocate all shots to the same target. This Linked cannot be the same as any other Linked weapons on the firing ship."

Change Stressful Manoeuvre to: "When firing its Cobra Heavy Laser Pair, this Admiral's Flagship may suffer 1 point of Hull damage (with no saves of any kind) to change the Arc of its Cobra Heavy Laser Pair to F."

★ Moscow Heavy Cruiser

Increase Hull to 13.

★ San Francisco Troopship

Reduce Points to 105.

★ Havana Destroyer

Increase Points to 55.

★ Nuuk EM Harasser

Change Haywire effect to "If this weapon hits, the targeted ship receives a Power Fluctuations token (even if it is not a Dreadnought). The ship suffers D3 Hull Points if going on Special Orders. If the targeted ship is using the Silent Running special orders, Signature is returned to normal instead. The targeted ship may not go on silent running."

SCOURGE

★ Close Action Weapons

Plasma Tempest - Change Attack to 11.

Plasma Flood - Change Attack to 10.

Plasma Cyclone - Change Attack to 6.

Plasma Storm - Change Attack to 6.

Plasma Squall - Change Attack to 4.

★ Cthulhu Dreadnought

Change Furnace Triad to:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
FURNACE TRIAD	3+	3	3	F(N)	BURNTHROUGH (18), CORRUPTOR, FLASH

★ Daemon & Dragon Battleship

Increase Hull to 20.

Replace both Furnace Fangs with the single following weapon:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
FURNACE FANGS	3+	4	1	F(N)	BURNTHROUGH (10), CORRUPTOR, FLASH

DROPFLEET

COMMANDER

SHIP ADJUSTMENTS

★ Umbra Battlecruiser

Change Oculus Booster effect to: "When this ship is given Standard Orders, until the start of its next activation, other friendly ship's weapons with "Oculus" in their name increase their Scald penalty to +3 instead of +1 when firing at ships in any orbital layer within 12" in ship's Front Arc."

★ Cruisers (All Types)

Replace both Furnace Cannon profiles with the single following weapon profile:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
FURNACE CANNONS	3+	4	1	F(N)	BURNTHROUGH (8), CORRUPTOR, FLASH

★ Kulshedra Vilestar

Reduce points from 200 to 175.

★ Shedu Monitor

Plasma Derecho - Change profile to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
PLASMA STORM	3+	6	1	F/S/R	CLOSE ACTION, SCALD

★ Incubus Destroyer

Replace both Furnace Fangs with the single following weapon:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
FURNACE BLASTER	3+	3	1	F(N)	BURNTHROUGH (6), CORRUPTOR, FLASH

★ Succubus Destroyer

Seekers - Change Attack to 4.

★ Parasite Radiation Leech

Change Energy Siphon effect to: "During this ship's activation, either before or after movement, pick one friendly or enemy ship within 3" without the Energy Siphon special rule to siphon. That ship loses any Spike it has, and this ship gains it. If any ships in this Group have siphoned any Spikes, all ships in this Group modify their Oculus Rays for this activation. If the Group siphoned one or more **Minor Spikes**, the **Attack** of Oculus Rays increases to 2. If the Group siphoned one or more **Major Spikes**, the **Damage** of Oculus Rays increases to 2. This group may gain both benefits of this rule in its activation, but may only gain each benefit once each activation."

PHR

★ Close Action Weapons

Hornet Drone Hive - Change Attack to 10.

Hornet Drones - Change Attack to 5.

Kingfisher Drones - Change Attack to 5.

Wasp Drones - Change Attack to 3.

DROPFLEET

COMMANDER

SHIP ADJUSTMENTS

★ Remus Dreadnought

Apocalypse Cannon - Add the following special rule: "When you Overcharge these weapons, if this ship is on the Weapons Free Special Order, they triple their damage instead of doubling their damage."

★ Heracles Battleship

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
DARK MATTER CANNON	2+	4	2	F(N)	BLOOM, CRIPPLING
HEAVY CALIBRE TRIPLE BROADSIDE	4+	6	2	S(L)	CALIBRE (H&S), LINKED-1
HEAVY CALIBRE TRIPLE BROADSIDE	4+	6	2	S(R)	CALIBRE (H&S), LINKED-1
HORNET DRONES	3+	5	1	F/S/R	CLOSE ACTION

★ Minos Battleship

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY CALIBRE TRIPLE BROADSIDE	4+	6	2	S(L)	CALIBRE (H&S), LINKED-1
HEAVY CALIBRE TRIPLE BROADSIDE	4+	6	2	S(R)	CALIBRE (H&S), LINKED-1
NEUTRON MISSILES	2+	4	2	F/S/R	CLOSE ACTION, CRIPPLING

★ Agamemnon Battlecruiser

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LIGHT CALIBRE BROADSIDE	4+	7	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(R)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(R)	CALIBRE (L), LINKED-1
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	10	1	S(L)	CALIBRE (M), LINKED-2
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	10	1	S(L)	CALIBRE (M), LINKED-2
HORNET DRONES	3+	5	1	F/S/R	CLOSE ACTION

★ Agrippa Battlecruiser

Change Holo-debris Field to: "Holo-debris Field: At the end of this ship's activation, if this ship is on the Weapons Free or Station Keeping Special Order you may place a Dense Debris Field within 3" of this ship. These debris fields are removed at the end of the Roundup phase and are circular with a 4" diameter (a D6 or custom template are perfect tokens to represent these). Friendly ships and Launch Assets ignore these Debris Fields."

★ Famous Admirals - Helena of Asgard

Change Cull the Weak to: "Hull Damage inflicted by this ship's Heavy Quad Battery against ships of L or L2 tonnage is also inflicted to other ships in the target's group within 6"."

DROPFLEET

COMMANDER

SHIP ADJUSTMENTS

★ Priam Battlecruiser

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LIGHT CALIBRE BROADSIDE	4+	7	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(R)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(R)	CALIBRE (L), LINKED-1
HORNET DRONES	3+	5	1	F/S/R	CLOSE ACTION

★ Centurion Grand Cruiser

Increase Hull to 15.

N-31 Hybrid Gun Battery - Change Attack to 8.

★ Hector Heavy Cruiser

Increase Hull to 14.

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN SUPERNOVA LASER	3+	2	2	F(N)	BURNTHROUGH (6), FLASH
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	10	1	S(L)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	10	1	S(R)	CALIBRE (M), LINKED-1
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

★ Achilles Heavy Cruiser

Increase Hull to 14.

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY CALIBRE DOUBLE BROADSIDE	4+	4	2	S(L)	CALIBRE (H&S), LINKED-1
HEAVY CALIBRE DOUBLE BROADSIDE	4+	4	2	S(R)	CALIBRE (H&S), LINKED-1
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

★ Famous Admirals - Javelin

Change Self Repairing Armour Systems to: "This Flagship gains the Reinforced Armour Special Rule and cannot have the Armour Cracked Crippling Damage effect (though still takes damage if it rolls it)."

★ Bellerophon Heavy Cruiser

Increase Hull to 14.

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN SUPERNOVA LASER	3+	2	2	F(N)	BURNTHROUGH (6), FLASH
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

DROPFLEET

COMMANDER

SHIP ADJUSTMENTS



Sisyphus Heavy Cruiser

Reduce Points from 170 to 140.

Increase Hull to 14.

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
BOMBARDMENT BATTERY	3+	6	1	F/S/R	BOMBARDMENT
LIGHT CALIBRE BROADSIDE	4+	7	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(R)	CALIBRE (L), LINKED-1
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION



Orpheus Assault Troopship

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
SUPERNOVA LASER	3+	2	1	F(N)	BURNTHROUGH (3), FLASH
LIGHT CALIBRE DOUBLE BROADSIDE	4+	14	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE DOUBLE BROADSIDE	4+	14	1	S(R)	CALIBRE (L), LINKED-1
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION



Ganymede Assault Troopship

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
BOMBARDMENT BATTERY	3+	6	1	F/S/R	BOMBARDMENT
MEDIUM CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE TURRET	4+	3	1	F	-
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION



Orion Cruiser

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	10	1	S(L)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	10	1	S(R)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE TURRET	4+	3	1	F	-
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

DROPFLEET

COMMANDER

SHIP ADJUSTMENTS

Ajax Cruiser

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
SUPERNOVA LASER	3+	2	1	F(N)	BURNTHROUGH (3), FLASH
LIGHT CALIBRE BROADSIDE	4+	7	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(R)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(R)	CALIBRE (L), LINKED-1
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

Perseus Cruiser

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LIGHT CALIBRE BROADSIDE	4+	7	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(R)	CALIBRE (L), LINKED-1
HEAVY CALIBRE BROADSIDE	4+	2	2	S(L)	CALIBRE (H&S), LINKED-1
HEAVY CALIBRE BROADSIDE	4+	2	2	S(R)	CALIBRE (H&S), LINKED-1
MEDIUM CALIBRE TURRET	4+	3	1	F	-
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

Ikarus Vanguard Carrier

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MEDIUM CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE TURRET	4+	3	1	F	-
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

Theseus Light Cruiser

Change weapon profiles to the following:

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LIGHT CALIBRE BROADSIDE	4+	7	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	7	1	S(R)	CALIBRE (L), LINKED-2
MEDIUM CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (M), LINKED-2
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

Ouriana Swiftlink

Targeting Link - change to 'Targeting Link: If a friendly firing ship can measure its Weapons Range to this ship (discounting any spikes), it may use this ship to extend the range of its attacks. If it does, it measures Weapons Range from the Ouriana using the Ouriana's Scan. Attacks made this way must still be in the weapon arc of the firing ship and can only have range extended once this way. This rule has no effect on Close Action weapons and Bombardment weapons and all penalties for shooting through Orbital Layers still apply to the firing ship.'

DROPFLEET

COMMANDER

SHIP ADJUSTMENTS

★ Pandora Frigate

Reduce points from 45 to 40.

Supernova Laser - Increase Attack to 2.

SHALTARI

★ Hematite Battlecruiser

Quad Thermal Lance Cannon - Change Attack to 2.

Quad Thermal Lance Cannon - Add Fusillade-2 to special.

★ Sapphire Battlecruiser

Add the following special rule: "Ion Overload: While this ship is on Weapons Free, it may use its Ion Aura and Ion Storm as if they did not have the Alt-1 special rule."

★ Scoria Heavy Carrier

Reduce points from 200 to 180.

★ Jet Heavy Cruiser

Reduce points from 165 to 145.

★ Amethyst Frigate

Reduce points from 48 to 45.

Change Group to 2-4.

Microwave Array - Change Attack to 3.

★ Caesium Cutter

Increase points from 35 to 40.

Reduce Armour to 6+/5+.

Focused Disruptor - Change Lock to 4+.

★ Anchor Large Space Station

Increase Points from 75 to 120.

RESISTANCE

★ Close Action Weapons

NC-16 Missile Battery - Change Attack to 8.

NC-16 Missile Salvo - Change Attack to 8.

NC-16 Missiles - Change Attack to 3.

NC-16 Missile Bank - Change Attack to 5.

NC-16 Missile Turret - Change Attack to 5.

DROPFLEET

COMMANDER

SHIP ADJUSTMENTS

★ Coloniser Interstellar Dreadnought

Increase points from 230 to 250.

10K Mass Driver - Increase Cost to 40 pts.

10K Mass Driver - Change Attack to 1.

10K Mass Driver - Change Damage to 3.

10K Mass Driver - Change Special to "Fusillade-1".

NC-31 Hybrid Gun Battery - Reduce Cost to 25 pts

★ Explorer Interstellar Ark

Increase points from 170 to 190.

10K Mass Driver - Increase Cost to 40 pts.

10K Mass Driver - Change Attack to 1.

10K Mass Driver - Change Damage to 3.

10K Mass Driver - Change Special to "Fusillade-1".

NC-31 Hybrid Gun Battery - Reduce Cost to 25 pts.

★ Pathfinder Interstellar Raft

Increase points from 110 to 130.

10K Mass Driver - Increase Cost to 40 pts.

10K Mass Driver - Change Attack to 1.

10K Mass Driver - Change Damage to 3.

10K Mass Driver - Change Special to "Fusillade-1".

NC-31 Hybrid Gun Battery - Reduce Cost to 25 pts.

★ Phalanx Battlecruiser

Change Tonnage to H.

N-31 Hybrid Gun Long Battery - Change Attack to 12.

★ Tribune Battlecruiser

Change Tonnage to H.

★ Senator Battlecruiser

Remove "Detector" from Special.

Add the following Special Rule: "SWACS: Enemy ships within 12" of this ship may be targeted by friendly ships firing Close Action weapons using the firing ship's normal Weapon Range (Scan + Sig)."

★ Centurion Grand Cruiser

Increase Hull to 15.

N-31 Hybrid Gun Battery - Change Attack to 8.

DROPFLEET

COMMANDER

SHIP ADJUSTMENTS

★ **Gladiator Grand Cruiser**

Increase Hull to 15.

★ **Cruiser (All Types)**

N-8 Artillery Cannon Bank - Change Attack to 6.

N-31 Hybrid Gun Bank - Increase Attack to 4.

★ **Strike Carrier**

Increase points from 25 to 30.

Reduce Group to 1-2.

★ **Armstrong Destroyer**

Increase points from 55 to 70.