DROPZONE
COMMANDER

Battle for Earth FAQ & Errata

Welcome to the official Dropzone Commander Battle for Earth FAQ & Errata.

In this document you will find some fixed errors from the new edition of Dropzone, and answers to frequently asked questions to help your games flow better. There are also some changes to rules based on community feedback.

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 rules will be marked with a target symbol.

Current Edition

Version 1.0 - published 19th September 2019

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Errata

Page 263 - Embarking & Disembarking - Change the first sentence in paragraph 2 to "If a squad is in coherency and all units end their moving action within 2" of a transport in the same Battlegroup, it may embark into transport(s), providing their transport values match ."

Page 263 - Aerial Transports - Change the last sentence in paragraph 3 to "After the units embark or disembark, the Aerial Transport can choose to take off again, continuing its Moving action as normal."

Page 263 - Shooting At Transports - Change the second sentence to "On a 3 there is no effect, but on a 2 or 1, each unit embarked suffers that many Energy 10 automatic hits."

Page 264 - Aircraft - Change the last sentence in the third paragraph to "All flight stands should be between 60mm and 70mm tall."

Page 264 - Landing - Paragraph 2 - Remove the second sentence.

Page 264 - Shooting At Aircraft - Change the last sentence in the second paragraph to "On a 3 there is no effect, but on a 2 or 1, each scenery piece and unit (friendly and enemy) within that many inches (measured horizontally) get hit by the wreckage and suffer that many Energy 10 automatic hits."

Page 264 - Shooting At Aircraft - Change the last paragraph to "If an Aerial Transport has embarked units and is destroyed, immediately disembark those units. They follow these rules for damage instead of the rules for destroying transports and are always considered to be in range."

Page 268 - Soft Cover - Change the second sentence to "Infantry targets in or within 2" of Soft Cover impart a +2 penalty to Accuracy rolls on weapons firing at them, providing the Soft Cover is between them and the shooter."

Page 268 - Body Cover - Change the second sentence to "Infantry targets in or within 1" of Body Cover impart a +1 Penalty to damage rolls on weapons firing at them, providing the body cover is between them and the shooter."

Page 268 - Destructible - Change paragraph 7 to "When a Destructible piece of scenery with 9 or more starting Damage Points is destroyed, roll 1D3. Any units within that many inches (measured from the edges of the scenery piece) take that many automatic hits with an Energy value equal to the scenery piece's Armour. Body Cover may not be used against these hits."

Page 269 - Destructible - Add the following to the last paragraph "Any piece with 8 or fewer starting Damage Points is simply removed."

Page 269 - Features - Remove Tough from Forests.

Page 296 - Bloodthirsty - Change the last sentence to "This unit suffers a -2 penalty when searching for objectives."

Page 297 - Infiltrate - Change the last paragraph to "A unit deploying using this rule may not be deployed in a transport. A unit that does not have this rule that is deployed in a transport with this rule, deploys with the infiltrating transport."

Page 298 - Anti-Aircraft - In paragraph 8, change "squad" to "unit"

Page 300 - Strafe - Change the second to last sentence to "You may target the same unit multiple times."

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Frequently Asked Questions

Can weapons with a Move & Fire value of 0" fire after disembarking?

No.

The Disembarking action applies all penalties to shooting for the units activation, this means the unit has moved for the purposes of M&F 0" weapons.

How do I use a weapon with multiple Devastator values eg Devastator-2 (Tank, Walker) and Devastator-3 (Large)?

Use the highest applicable value, in this case you would use Devastator-3 against a Large Walker.

Should I measure range and LOS from and to Aircrafts from the centre of the shooting to the centre of the Aircraft model diagonally up in the air or horizontally?

You measure diagonally as stated in the Measuring section on page 254.

Is damage from a CQ weapon always distributed between the whole target Squad even if it isn't inside of a Garrison? If yes can I destroy a unit out of coherency with the target Squad on the other end of the board because it is the most damaged one?

Yes.

This is something we'll be keeping an eye on, if it becomes too much of a problem we'll make adjustments in a future balance pass.

When embarking/disembarking, what unit performs the action?

The currently activated unit is the one performing the action, only aerial transports may embark or disembark its occupants as part of its own movement, when it lands. All other units embark and disembark during their own activations, if they embark into a landed aerial transport, it may take off and move as normal during its activation.

Can a Squad disembark then move then embark into another Transport?

Yes.

As long as the disembark was not part of their moving action.

Do unit special rules take effect while the unit is being transported?

Units do not have access to their special rules while in a transport. For all intents and purposes they are not on the board and have no effect on it until they are disembarked or placed on the board. For example, you gain no benefit from a Shaltari Shield Relay while the unit is in Holding. Commanders are not special rules and are still able to use command cards while embarked on a transport on the board. In this case you would use the transport as the point of origin for the commanders command radius.

Can a Squad disembark, then move, then enter a Garrison? If yes, why is it stated in the rules that a Squad can enter a Garrison directly from a Transport?

Yes, as long as it ends its movement within 2" of an entrance.

Can an aerial transport pick up a unit, move, then disembark that unit in the same activation?

No.

The Aerial Transport only has one free Embark/Disembark action. However the move is possible using the units activation too. The other Embark/Disembark must be done during the units activation. Also once activated a unit can not activate again. So plan this move carefully. For example:

Aerial Transport activates, it lands within 2" of a unit.

Aerial Transport Embarks the unit.

Aerial Transport moves to a new position.

Aerial Transport Lands.

Aerial Transports Activation ends.

Embarked Units activate and Disembark.

This is legal way of achieving that result. However do remember the Aerial Transport is now landed and cannot take off since the Aerial Transports activation has ended. Aerial Transports can Embark/Disembark multiple squads from one Battlegroup in one Embark/Disembark action too.

Can a ground transport scan the turn it is disembarked providing it didn't move after disembarking?

Yes.

If it did not use its own movement action to disembark, a ground transport can use both its actions to generate a scan token. If a ground transport uses its own movement action to disembark, it may not generate a scan token (as it only has one action left) even if it does not move during it.

Can Scan tokens be used to find a Hidden Objective inside a Garrison? Because on page 280 under "Objectives" it states "Objectives inside a Garrison may only be interacted with by a unit inside the same Garrison" and Scan Tokens can only be generated by non-aircraft transports which can't enter a Garrison.

Scan tokens can be used to find a hidden objective as outlined in the Hidden Objectives section on page 280. Scan tokens are used by an infantry squad making a search action, not the transport generating the scan token. Sometimes a hidden objective may be in the open outside of a garrison. In this case both infantry and vehicle squads may search for that hidden objective.

If a unit carrying an objective is destroyed, do they drop the objective within 2" of their location before they are removed, or is it dropped where the unit was at the time is was destroyed and removed?

The unit drops the objective within 2" of its location following the rules for Mobile Objectives on page 280. A squad can drop an objective at any time, including when forced to by an opponent.

Can an infantry squad enter and then exit a Garrison in the same activation as part of their moving action?

No

An infantry squad ends its movement action when it enters a garrison. An infantry squad may, however, exit a garrison and be within 2" of another garrison and enter that one in the same movement action.

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Frequently Asked Questions

What happened to transition units?

Transition has effectively been removed, we wanted to reduce bookkeeping on these units and restrict them to a single stat-line. The rule still exists in the rulebook as we may want to re-use it in the future if it would greatly benefit a units design.

Can units with a bonus transport capacity carry units from another battlegroup?

No.

All units transported by non-auxiliary transports must be from the same battlegroup as the transport.

Is there a battlegroup limit?

No.

At least not a hard one, however you are limited as to each type of battlegroup you are allowed depending on the type and size of the game.

Can I transfer all units out of a HQ Battlegroup (such as PHR Hera's)?

If a rule would allow you to do this (like the PHR Retinue rule) and your HQ Battlegroup contains only models with these rules, then you are able to transfer all units out of that Battlegroup. If you do so that HQ Battlegroup now contains no units and cannot be chosen to activate.

Can you mix units, could I have a squad of Wolverine A's and B's or a mixed squad of PHR Type 1 walkers?

No.

Is Focus-X supposed to work only for a given Unit or for the whole Squad? If only for the Unit then Scourge Vampires and UCM Starsprite Drones can't use this ability because they have only 1 shot for their weapon.

Focus applies to the weapon a unit shoots, the example given in Battle for Earth uses squad instead of unit.

We're aware of the issues with these units and have added them to our list of units to be looked at for our next batch of balance changes.

Is Reduced correct? Can I go above E13 with this rule?

Yes and yes.

However, if something is found to be too powerful we shall look at changing the unit stats themselves rather than the rule.

This gives Infantry a single desperate shot against heavy armour, especially when Behemoths come into play.

If I can land transports within 2" of a building, can they embark garrisoned infantry units within that building from another Battlegroup?

No. The Infantry unit will have to wait for its own activation to exit the building and embark into the transport.

After failing a fortitude test, can my infantry squad embark into an airborne transport?

No, if you choose to embark that squad it must do so into a ground transport or aerial transport that has already landed.

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With aerial transports with the Access rule, can I land within 2" of a building, embark the garrisoned squad, then have them disembark from another transport into another building to search for objectives ?

Yes. Though not in a single activation.

The infantry squad will need to activate before both transports as part of the same battlegroup activation.

The infantry squad must exit the garrison and end its activation. An aerial transport must land and embark that squad, with a second transport activating, landing, then disembarking that squad (directly into a building if you so choose). However the unit will not be able to search until it's next activation since it has already activated that turn.

How does Collateral Damage work, I'm finding it a bit confusing?

We shall break this down a bit for simplification:

When shooting directly at the building, any Collateral Damage tokens caused by this attack are resolved immediately if the building is occupied and then during the Round-Up phase if the Collateral Damage is still present. (Remember if it fails to damage the target it is removed.)

Flame weapons target units within the building so any Collateral Damage caused is resolved in the Round Up phase, not instantly. Same with any weapons targeting units within the building rather than the building itself.

During the Round Up phase you roll for every Collateral Damage token present, regardless of what caused it.

If my opponent plays the Deploy Flares command card, what happens if I choose to use the Incendiary Rounds Command Card?

You can only ever re roll a dice once. For Example:

Player A: Roll to hit.

Player B: Plays Deploy Flares.

Player A: Rolls to damage.

Player A: Re-rolls only successful damage dice due to Deploy Flares and does not re-roll any dice that missed.

Player A: Plays Incendiary Rounds.

Player A: Re-rolls all failed damage dice from the original roll, no other failed damage dice are re-rolled as they have already been re-rolled once due to Deploy Flares.

Player A: Allocates damage as normal.