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

Version 2.1.1 - published 4th November 2020

Version 2.2.0 - published 13th August 2021

Version 2.3.0 - published 16th September 2022

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Experimental Rules

Defender's Advantage

The advantages of entering a garrison second vastly outweighed the benefits of being the first one in the building. With these changes, the benefits of being able to attack upon entering a garrison and wipe out the defender has been reduced, or removed completely, for certain units.

Battle for Earth p. 270 / 2.1 Rulebook p. 38 Shooting In a Garrison

Remove the 2nd paragraph

Battle for Earth p. 271 / 2.1 Rulebook p. 39 Garrisons - Add the following section

"Defender's Advantage

A Squad that enters a Garrison containing any enemy squads may not attack with CQ weapons the turn it enters the Garrison."

Battle for Earth p.297 / 2.1 Rulebook p. 55 - Rapid Insertion

Change the last paragraph to "If this unit enters a Garrison via this rule, it ignores Defender's Advantage, however it must re-roll all successful damage rolls."

Errata

Battle for Earth

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 267 - Destroying Behemoths - Change the last set of brackets in the 1st sentence of the 4th paragaph to "(measured horizontally from its spread)"

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"

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Page 300 - Reduced - Change the 3rd and 4th paragraphs to "A weapon with this special rule may instead combine its fire. For that attack, it reduces its shots characteristic to 1 and increases its Energy by 1 for every shot removed (after reducing the shots due to damage taken), **to a maximum of 9.**

If **not** a Close Quarters Weapon, this combined fire can gain the AA rule for that action, although if doing so it **reduces its R(F) and R(C) ranges to 6"**. Note that the same restrictions apply to shooting at Aircraft as normal, such as being able to do so if the squad disembarked from an Aerial Transport."

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

Small Format Rulebook

Page 19 - Unit Types - Add the following to the end of the second paragraph "To be in coherency each unit in a squad must be within their coherency distance of another unit in the squad, creating a single unbroken chain or web connecting every unit in the squad."

Page 28 - Close Quarters Weapons & Fortitude - Change second paragraph to: "Close Quarters weapons require the attacking unit to be in the same Garrison as the target, **and are the only weapons that can be used against a unit in that situation. If a squad chooses to shoot with Close Quarters weapons, it cannot use any other weapon profiles during that activation**."

Page 31 - Aircraft - Change the last sentence in the third paragraph to "All flight stands should be between 50mm and 70mm tall."

Add to 3rd paragraph in **Landing:** "Landed Aircraft cannot carry or claim Objectives.

Page 35 - Destroying Behemoths

Change the last set of brackets in the 1st sentence of the 4th paragaph to "(measured horizontally from its spread)"

Page 44 - Hidden Objectives - Change second paragraph to: "A friendly Infantry or Vehicle squad i**n coherency** with at least 1 unit **within 2"** of a Hidden Objective or in the same Garrison as a Hidden Objective may make a special **search action**, counting as **both of their actions for the round.** A Hidden Objective in a Garrison may only be searched for by squads in the same Garrison."

Page 44 - Mobile Objectives - Change fourth paragraph to: "Mobile Objectives can be passed to another friendly Infantry or Vehicle squad (even from another squad or Battlegroup) if any units are within 2" of each other at any point during either of their activations. If a squad is in a Garrison, they cannot pass an Objective to a squad outside of that same Garrison. Equally a squad outside a Garrison cannot pass an Objective to a squad inside a Garrison."

Page 54 - Bloodthirsty - Delete: "within 1" of an enemy unit or".

Page 55 - Fast - Add to the end of 2nd paragraph "Fast units cannot land".

Page 57 - Area - Add "If an Area weapon targets an Infantry unit on the edge of a Garrison, do not place the template, instead every unit on that edge is hit for D6 hits. An infantry unit on the edge of a Garrison that is touched by the template but **not** the target of the Shooting action is not hit."

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Page 59 - Strafe - Change to "units within 3" of at least one other targeted unit".

Page 59 - Indirect - Change to: "An Indirect weapon may draw line of sight from a friendly Scout unit instead of its own unit - simply check line of sight as normal from the Scout unit instead. This might mean targets are Hull Down - following the normal rules (judging from the Scout unit instead).

An Indirect weapon can instead choose to target an enemy squad that it (or any friendly Scout units) cannot draw line of sight to. If it does so, **its Accuracy becomes 5+ before modifiers** (even when targeting Scenery pieces). When firing in this way, the target does **not** count as Hull Down, but can benefit from Soft or Body Cover as normal."

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Frequently Asked Questions

The Basics

Is there a consistent hierarchy of rules?

We try to make the rules work together, no matter their source, but in such a large wargame, we don't always manage it! In these fringe situations, it's best to confer with your opponent to decide what makes most thematic sense. And remember the Golden Rule!

This unit is different on the cards than the web builder, which one do I use?

Unit Cards. Though if you notice any discrepancies from the cards to the web builder let us know at info@ttcombat.com. As long as both you and your opponent agree on which version to use, use that. If not, use the cards.

What happened to all the units, half my army has disappeared?

During the 2.2.0 balance pass, we changed a lot about army composition, unit roles, and unit stats. Some units got redeployed into another role (like UCM praetorians becoming troops) or merged into a single unit profile with a choice of weapons (like the PHR Thor being merged into the Taranis). A couple of units are still missing and are just waiting for parts to come off of the assembly line. Don't worry, we haven't forgotten about them!

Where can I find the stats for Titania, Kalium, Aaru patterns of units?

There are several types of alternate sculpts of their respective units, but they share rules with the standard versions. The only difference in game is how they look!

Command

Do Scouts and/or Commanders generate Influence when embarked in a Transport?

Yes. Measure from their Transport as if measuring from the unit itself. Note that this only affects Command Radius, not other special rules.

When a Scout or Commander is in a Garrison, should its Influence be measured from the centre of the building, or from the edges of the building?

From the edges of the Garrison.

Shooting

Can a Unit with a weapon with M&F 0" shoot if it disembarks from a Transport?

Can it shoot if the Unit moved to a different edge in a Garrison? Can the Unit shoot the weapon if an Aerial Transport has them free disembark?

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.

Can the Units at each end of two opposing squads organized in a perfect column target each other without modifiers, such as Hull Down?

Yes.

Can Aircraft gain Hull Down when in the air or having landed, when less than 50% of them is visible?

Yes.

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Can Infantry count as Hull Down if less than half are visible?

Yes. Remember that when shooting at Infantry in a Garrison, you measure line of sight to the edge of that Garrison, so you'd be judging Hull Down based on how much of the Garrison you can see, not the Infantry inside.

Can friendly Units be targeted by a Shooting action?

No.

If for example a Unit of UCM Legionnaires has 1DP remaining, is the Unit forced to fire the Missile Launcher or can it choose the Assault Rifle or does it have a choice of either?

In this instance, all of the UCM Legionnaires armed with Assault Rifles have been killed!

All that's left is the Missile Launcher (which is a lot more valuable - you try explaining to the CO why you left it behind).

Can Accuracy be modified above a 6 or below a 0?

Yes. Accuracy can be modified to any number! Simply add or minus all of the modifiers; that is the result needed to hit.

Remember, a 1 always misses and a 6 always hits.

When a Squad that has a Unit out of coherency performs a Shooting action, does the whole Squad suffer the +1 Accuracy penalty, or just the individual Unit that is out of coherency?

The entire squad suffers a penalty for being out of coherency.

At what point in the Shooting action sequence is damage considered successful? Before or after Passive saves?

After Passive saves.

Transports

Is it possible for a Unit to be split across multiple transports? (e.g. could 3 bases of razor worms fit in 2 invaders) Does this also apply to units with the access rule? (e.g. could a leopard disembark from 2 Tegus)

A single unit must be able to fit inside a single transport - matching their Capacity and Requirement numbers. A squad however can be split between multiple transports - see "Embarking & Disembarking" for more information.

Do Units that have two transport Requirements listed count as one or both?

Either. Equally, a Transport with multiple Capacity can count as either.

For example a Gun Technical counts as 1 Requirement in either "wheels" or "drills". And a Kraken can transport up to 6 Capacity of either "wheels" or "buses" or a mixture of both!

Can non-Auxiliary Transports like the Njord, Thunderstorm or Firedrake embark units from another Battlegroup?

No.

Aircraft

When an Aircraft lands it is treated as a Vehicle, what specific bonuses are lost?

No bonuses in the core rules - this is simply for a specific Aircraft that have bonuses.

If an Aerial transport is destroyed and it has an embarked Transport which is also destroyed what then happens to the Infantry embarked in the Transport?

The Infantry test for their transport being destroyed as per the normal rules, in a cascade effect.

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SCENERY

Can Units operate and disembark on top of a Garrison? If yes, then is there a limit to their size? What happens to these units when the Garrison is destroyed?

Technically yes they can. However, they would be bound by the standard placement rules (just like on the rest of the board). In practice we would advise against doing this too often, as it can quickly get confusing between units on top of a Garrison and units inside a Garrison.

If a unit is on top of a scenery piece when it is destroyed, that unit takes damage in the same way as any other unit within 3" of the scenery piece.

If a Unit is on the roof of a Garrison, how would a unit in that Garrison target it? Is the top face of the Garrison considered an edge? Can a Unit exit onto the top of the building?

This is up to players to decide when agreeing on scenery at the start of the game. Personally, we wouldn't let units sit on top of a Garrison in any place that a unit inside could shoot up (they'd likely fall straight through the gap).

Can Passable scenery be targeted for a Shooting action?

Only scenery with the Destructible rule may be targeted for a Shooting action. You can make all scenery Destructible if you like, but we'd highly advise against it for ease of gameplay and for the sake of finishing your game.

If a weapon with Flame targets a Unit inside a Garrison that is not Destructible, how does the Collateral Damage token resolve?

No Collateral Damage tokens are placed if the Garrison is not Destructible.

Does Collateral Damage resolve when a Shooting action ends that targeted an occupied Garrison and no damage was applied?

No.

Does Collateral Damage resolve at the end of an action that adds Collateral Damage tokens to an occupied Garrison?

Only a Shooting action.

Is it correct that when a wheat field is destroyed that a 1D3 is rolled to determine the hits and range at Energy 5?

Yes. That fire spreads!

How many infantry bases can fit at a wall?

You can have as many friendly infantry units at a single wall as the garrison has space for. While you still need to indicate their presence inside in some way, you could use a dice or a token instead of the entire squad of infantry bases.

Why can my large, monstrous infantry only enter via doors, do they need to ring a buzzer to get in?

Infantry don't have to enter via only a door, whether they're PHR Immortals or Scourge Screamers! They can also enter via a window (which are present on the ground floor on a number of the city/ruinscape buildings as well as our Sci-Fi X range) or other areas where the unit could feasibly enter.

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Scenarios

During deployment can a player eassign Auxiliary Units and Initial Auxiliary transports to different Battlegroups or Squads?

During deployment, you choose to deploy squads within Auxiliary Transports. It's usually handy to do this before the game during army creation to save time! Once all Battlegroups are decided, deploy them as normal. Any Auxiliary Transports must be deployed as part of their cargo's Battlegroup. You may also deploy additional Auxiliary units (like an Archangel squad for example) with a particular Battlegroup, or on their own at the end. Then when the game starts, the Battlegroups activate like normal - assigning Auxiliary units to each Battlegroup (or having them automatically assigned if they have cargo inside).

If there are Garrisons in your deployment zone and the Scenario specifies Directly Deployed, can Infantry start the game into them? If so then what happens to the transports that were originally assigned to these Infantry?

No, Infantry cannot be deployed directly into a Garrison.

Do Scan Tokens stack? Can a Unit use more than one Scan Token to modify a search roll?

Yes, a unit can use more than one Scan Token.

Is claiming a non-Mobile Open Objective equivalent to carrying the Objective?

No.

Can an Infantry Unit pass a carried objective during its activation if it fails a fortitude test?

If an Infantry squad fails its Fortitude test, it will immediately drop any Objectives it is carrying. Those Objectives can be claimed by enemy squads within 1", but not friendly squads.

Bunker Assault - if a player claims an Open Objective in the Garrison and their opponent has more points within 6", how are Victory Points awarded?

There are 2 ways of gaining Victory Points in Bunker Assault. The Open Objectives can be claimed by units inside following the normal rules. In addition, the player with the highest number of points of units within 6" of each Garrison scores 2 Victory Points. So in the above example, player A claims the Open Objective and scores 1 Victory Point, but Player B has more points within 6" and scores 2 Victory Points.

Behemoths

When do you measure from the spread of a Behemoth? Is it when shooting, moving, getting shot at?

Behemoth's use their Spread when they enter play via Drop Harness, when moving, when getting shot at, and when exploding.

Behemoth's shoot like normal units and use their centre of mass as the origin point for shooting.

How does an Area weapon interact with Behemoth's, can I place the template anywhere in their spread, or is it placed directly on top?

Neither. The shot loses the Area rule for that attack, so no template is placed and no other units are damaged. The weapon otherwise acts normally following the rules for shooting. Area weapons that target other units or buildings have no effect on Behemoths.

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Special Rules

Do Units with Fast have to enter from their deployment zone edge?

Yes.

Can a Unit with Fast come on a table edge without moving its minimum distance on the first turn it's on the board, or do you have to place it on the table edge and then move the minimum?

Fast units deploy on subsequent rounds in exactly the same way as normal units, "make a Moving action measured from any board edge inside their deployment zone", so they would be required to make their minimum move.

Do the benefits of Rapid Insertion apply if the unit disembarks normally?

No. A unit must disembark from an Aerial Transport that hasn't landed to gain any of the benefits of entering straight into a Garrison from any direction and not having to re-roll successful damage rolls.

Can a unit with 2 AA weapons fire one in reaction fire and another during its activation?

Yes, a unit can fire one or more of its AA weapons in reaction fire and then fire any weapons (including AA weapons) it hasn't fired during it's activation as normal. Only the AA weapons used in reaction fire cannot be used during the units activation.

What happens when I shoot at a building with an Indirect Area Weapon?

No blast template is placed, the shot loses the area rule (and thus does not use a template), but the weapon itself is still an area weapon and deals D3 hits to a destructible scenery piece.

Can a weapon with the focus rule combine successful hits to ignore passive countermeasures with an E13 shot?

No, Focus affects the energy of the shots, not the weapon. An E5 weapon with focus is always an E5 weapon, regardless of how much energy the shot itself has.

How do Limited-X weapons with Alternate Fire function?

Each Limited weapon may be used X number of times, but only one ALT weapon can be used each round.

Can a Unit with a weapon that has Reduced X, reaction fire at Aircraft?

No. The Reduced special rule only gives the weapon AA for that Shooting action, meaning Reaction Fire is impossible.

How does Strafe and Focus work together? If you use Strafe against the same target do we pool all shots together then apply the Focus rule or resolve each Strafe attack separately?

Strafe essentially means you fire the weapon profile multiple times. Treat each as a different weapon, resolving each one at a time.

For example if a weapon was Strafe-2 with Focus (1) and 5 Shots at Energy 6, each of the 2 times you shoot you would be able to Focus up to Energy 11.

Can a weapon with Strafe target Destructible Scenery?

Yes.

Does a weapon with Strafe-X and Flame that targets the same Garrison with all Strafe attacks generate one Collateral Damage token, or X number of tokens?

It generates 1 additional Collateral Damage token per use, so a weapon with Strafe (4) would generate 4 additional Collateral Damage tokens if all of the uses are on a Garrison.

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Command Cards

What command cards do I use, which are the current ones?

The current version of the command cards are the TTCombat branded ones available on the webstore. They contain 30 unique command cards and 3 quick reference cards (and are 62mm x 100mm for those looking for sleeves). The old 52 card packs are no longer used. Remember that you can only have 1 of any named card in your deck and your deck must contain exactly 30 command cards. A single pack (generic or otherwise) is the right amount to play with. Once faction specific card packs are released you can build your deck of 30 cards from any available to your faction, but still cannot have duplicate cards.

Does the Marksmanship command card ignore Evasion countermeasures? Or just effects that explicitly reference Accuracy?

Marksmanship ignores all modifiers to Accuracy, even Evasion Countermeasures.

Does the Reinforced Steel command card re-roll dice against the scenery, the units, or the scenery and units? If it includes the units, are passive saves rolled before or after the re-roll?

It forces re-rolls on all successful Damage, from both the Garrison and the Infantry inside. This is done before Passive saves.

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 rerolled as they have already been re-rolled once due to Deploy Flares.

Player A: Allocates damage as normal.

UCM

What happens to the Starsprite Drones of a Ferrum Drone Base when it embarks into a transport?

Nothing! They continue to operate as normal.

Can I mount a commander in a Starsprite Drone?

No. Starsprite Drones are launched (not disembarked) via a Ferrum Drone Base during its activation. They are not embarked or present before, or during deployment (they simply don't exist at the point you assign commanders).

When a Phoenix becomes untargetable, can it be hit or damaged by weapons that do not require a target, such as being under an Area Template or being attacked by a weapon with Ion?

When it's untargetable it has 0 Damage Points left, so damaging it wouldn't do much!

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Scourge

Does the Annihilator land when it completes a Moving action?

Yes.

How should the range of the Despot's Micro Subjugation Field be measured when it affects Infantry in a Garrison?

As an example if a Despot is placed in base contact of a short edge of a rectangular Garrison with dimensions 3" by 6" are Infantry Units at the opposite edge affected? Are Infantry Units not at an edge affected?

Measure to the closest edge of a Garrison.

Any enemy units in that Garrison are affected, regardless of which edge they are on.

What amount of points do Razorworms from heavy tanks or the Corruptor count as for Victory Point and Kill Point conditions?

They count as their regular points value.

Can an Emeritus Incendiary Drone use Self Destruct while airborne? If yes, can the weapon resolve damage against other Aircraft?

Yes it may Self Destruct while airborne, but the weapon does not have the AA special rule, so cannot target Aircraft, just anything under the template as normal.

Can the Screamer use Huge Claws to target a unit outside the Garrison?

Yes.

PHR

What happened to squads containing Type-1 Walkers and Type-2 Walkers? Is it a force builder limitation, or a rules change?

You can no longer take mixed squads.

Is it intentional that Valkyries are immune to Reaction Fire while using their Jump-Jet Packs when the Hera/Apollo can be targeted by Reaction Fire upon when using their Thrusters?

Yes. They're too small for accurate targeting!

Shaltari

Can a weapon with Focus combine hits to increase their Energy to negate the Active Countermeasures on a Unit that has a Warsuit/Heavy Warsuit??

No, since Focus is applied after rolling to hit.

Can two units embark into the same gate, and each disembark from a different Haven or Tegu gate in a single activation?

Yes, they can disembark from different transports, following the normal rules for disembarking from multiple transports (make sure they're in coherency etc).

If in the same battlegroup a Tegu disembarks from an Eden, then a Haven disembarks from the Tegu, then a Yari disembarks from the Haven. Can the Yari then use its Light Ion Cannon?

Yes! The Yari disembarked from a Transport that disembarked from a Transport which is not an Aerial Transport (even if that did in turn disembark from an Aerial Transport!). If you pull this off, well done you - that's serious dedication to Shaltnanigans.

Resistance

The Hydra's Scanner Array says "At any point during this unit's activation, pick an enemy unit within line of sight". Does that imply it can interrupt its move to pick an enemy unit in which it may not have had line of sight to at the beginning or end of the Moving action??

Yes.

Can the Hydra pick Destructible Scenery with the Scanner Array?

No.

Because the Rigged Explosives targets the Bomb bus itself and has Area, is it correct that this weapon cannot damage Infantry on edges and Destructible Scenery?

Correct, they cannot damage infantry on edges or destructible scenery.

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Unit Adjustments
UCM

Wolf Command LAV

Both Weapons - Change to

	Move & Fire	Arc	R(F)	R(C)	Shots	Acc	E	Special
Armour Breaker Missile	-	F	24"	12"	1	3+	10	Alt-1 , Devastator-2 (Tank)
AA Flak missile	-	F	18"	18"	3	2+	6	Alt-1, AA-0, Indirect

Katana Light Tank

Smoke Launchers - Change to

"Instead of making a Shooting action, this squad may Launch Smoke. Until the end of the round, weapons targeting this squad and other non-behemoth units within 2" of any unit in this squad suffer a +2 Accuracy modifier"

Polecat Buggy

Agressor Cannon - Change to

	Move & Fire	Arc	R(F)	R(C)	Shots	Acc	E	Special
Agressor Cannon	-	F/S	18"	18"	3	3+	7	Penetrative

Flail Heavy Tank

Tesla Array - Change to

	Move & Fire	Arc	R(F)	R(C)	Shots	Acc	E	Special
Tesla Array	-	F/S/R	-	-	1	2+	12	-

Tesla Array

"When firing this weapon, roll to hit as if targeting the firing unit. The firing unit is not damaged, but all other enemy units (including behemoths) within 4" are hit. After rolling to hit, you may reduce the Energy of this shot to increase the range of its effect by 1" for each point of Energy the shot is reduced by."

Broadsword Super Heavy Tank

Mythslayer Railgun - Add "Devastator-2 (Behemoth)".

FRAG Demolition Cannon - Remove weapon profile.

HI-EX Demolition Cannon & Nemesis Minigun - Change to

	Move & Fire	Arc	R(F)	R(C)	Shots	Acc	E	Special
Demolition Cannon	-	F/S	24"	18"	2	2+	10	Devastator-4 (Scenery)
Tremor Rotary Cannon	-	F/S	24"	12"	2	3+	5	Cover (All), Flame, Strafe-2

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Longbow Howitzer

Armour Piercing Shell - Change ACC to 2+.

Smart Smoke - Change to

"Instead of making a Shooting action, this squad may Launch Smart Smoke. Pick a friendly non-behemoth squad in line of sight that is in coherency. Until the end of the round, weapons targeting this squad and other non-behemoth units within 2" of any unit in this squad suffer a +2 Accuracy modifier"

Mortar Team

Mortar Round - Reduce R(C) to 24".

Concussion Round - Reduce R(C) to 24".

Falcon Light Gunship

Reduce points to 35.

Twin Minigun - Increase R(C) to 18".

AP Multi Missile - Increase R(F) to 18" and R(C) to 12".

AP Multi Missile - Increase E to 9

AP Multi Missile - Reduce "Strafe-3" to "Strafe-2"

Starsprite Drones

Short Ranged Drones - Add to the end

"Starsprite Drones always have the Scout Category, regardless of the Category of the vehicle that launched them."

Panda APC

Scan Booster Unit - Change to

"All Scan Tokens within 6" of this unit can be used by any non-behemoth friendly units within 6" Additionally if a friendly non-behemoth squad within 6" of the Scan Booster Unit makes a shooting action, it may use a Scan Token to re-roll any failed damage rolls against a single target for that shooting action."

Seraphim Bomber

Bunker Buster - Add "Devastator-2 (Behemoth)" to Special.

Bunker Buster - Increase "Devastator-4 (Scenery) to "Devastator-5 (Scenery)".

Scourge
Spectre Skimtank

Increase Points to 20.

Despot Supression Walker

Micro Subjugation Field - Change to

"Enemy non-behemoth units that activate within 3" of this unit reduce the number of actions they may perform by 1 to a minimum of 1. Additionally enemy infantry may not benefit from Scan Tokens while they (or the Garrison they're occupying) are within 3" of this unit."

Subjugator Arthropod

Subjugation Field – change to

"Enemy non-behemoth units that activate within 6" of this unit reduce the number of actions they may perform by 1 to a minimum of 1. Additionally, enemy infantry may not benefit from Scan Tokens while they (or the Garrison they're occupying) are within 6" of this unit."

Overseer Cradle Barge

Plasma Generator – change to

"Any friendly units with weapons containing the word "Plasma" in their name re-roll failed damage rolls if they are within 9" of this unit when firing. Units with the Fast special rule, Behemoth type, or weapons with a range of CQ are not affected."

Harbinger Troopship

Reduce points to 50.

PHR

Nemesis Control Scorpion

Nemesis Laser - Change "Devastator-2 (Vehicle)" to "Devastator-2 (Vehicle, Behemoth)"

Proteus Mobile Command Post

EM Disruption Field Generator – change to:

"Enemy weapons have a +2 Accuracy penalty if they target a unit within 6" of at least one unit with this special rule. Behemoths are unaffected by this rule."

Disruption Overcharge – change to:

"If this unit is landed, it may use one of its actions to activate a Disruption Overcharge. Pick a non-behemoth enemy unit within line of sight and roll 1 dice. On a 2+ that unit's squad suffers a +2 Accuracy penalty to all of its weapons until the end of the round."

Menchit Walker

Styx Autocannon - Reduce Shots to 3, Add Strafe-2 special rule.

Styx Autocannon - Reduce cost of upgrade to free.

Hades Walker

Reduce points to 165.

White Nanomachines - Change to

"Once per activation pick one friendly damaged non-Behemoth Vehicle within 9". That Vehicle replenishes one Damage point."

Bellona Ordnance Scorpion

Reduce points to 175

Tiamat Ordnance Ship

Super Heavy Rail Cannon – Change "Devastator-2 (Vehicle)" to "Devastator-2 (All)".

Medusa

White Nanomachines - Change to

"Once per activation pick one friendly damaged non-Behemoth Vehicle within 9". That Vehicle replenishes one Damage point."

Apollo Strike Walker

Anti-Materiel Gun – Reduce cost to free.

Anti-Materiel Gun – Add "Penetrative" Special.

Erebos EM Walker

Anti-Materiel Gun – Reduce cost to free.

Anti-Materiel Gun – Add "Penetrative" Special.

EM Field Relay – change to

"Enemy weapons have a +1 Accuracy penalty if they target a unit within 6" of at least one unit with this special rule. Behemoths are unaffected by this rule."

Persephone Hive Scorpion

Reduce points to 155.

Nanomachine Swarm - Increase R(F) and R(C) to 24"

Nanomachine Flood - Increase R(F) and R(C) to 18"

White Nanomachines - Change to

"Once per activation pick one friendly damaged non-Behemoth Vehicle within 9". That Vehicle replenishes one Damage point."

Helios Support Jetskimmer

2 Galaxy Missile Launchers – Reduce cost to +10 points.

Aurora Jetskimmer

Shield Beamer – change first sentence to

"This unit can choose to target friendly or enemy units, but not units in the same squad. Scenery pieces and Behemoths cannot be targeted."

Shaltari

Crocodile Heavy Gravtank

High Power Particle Cannon – Change "Devastator-2 (Vehicle)" to "Devastator-2 (All)"

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Ocelot Ordnance Walker

High Power Particle Cannon – Change "Devastator-2 (Vehicle)" to "Devastator-2 (All)"

Ronin Battlesuit

Increase points to 25.

Dreamsnare Shieldstrider

Shield Boosting Relay – change to

"All friendly non-behemoth Shaltari units (including this one) with Passive Countermeasures gain a -1 modifier to their Passive Countermeasures save if they are within 6" of one or more units with this special rule (for example a 5+ becomes a 4+)."

Tate Light Shieldtank

Shield Boosting Relay – change to

"All friendly non-behemoth Shaltari units (including this one) with Passive Countermeasures gain a -1 modifier to their Passive Countermeasures save if they are within 6" of one or more units with this special rule (for example a 5+ becomes a 4+)."

Resistance

Storm Artillery Wagon

Golgotha Missile – Change "Devastator-2 (Scenery)" to "Devastator-2 (Scenery, Behemoth)".

Remote Bomb Bus

Increase points to 25.

Rigged Explosives - Increase M&F to 4".

Rigged Explosives - Increase R(F) and R(C) to 2".

Volatile - Change to

"When this unit is destroyed as a result of damage, roll a dice. On a 1-4, immediately make an attack with Rigged Explosives before removing this unit."

Rigged Explosives - Change to

"When firing this weapon all other units (friendly and enemy) under the template are hit as normal. Once resolving a shot with this weapon, this unit is destroyed."

Constantine CM Tank

Reduce points to 45.

Countermeasures Projector – change to

"All friendly non-behemoth vehicles within 6" of this unit gain Active Countermeasures."

Countermeasures Booster – change to

"All friendly non-behemoth vehicles with Armour 15 or more within 6" of at least one unit with this rule reduce the Countered Range of enemy attacks against them by 4".

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Voidhawk Barrel Bomber

Goliath Bomb – Change "Devastator-2 (Vehicle)" to "Devastator-2 (Vehicle, Behemoth)".

Strikehawk Tiltrotor

Sentinel option wording - change to

"This unit may replace its Ground Attack Missiles with 2 Sentinel Defence Turrets for +15 points. Sentinel Defence Turrets have a squad size of 1 and cannot fire unless Deployed. Sentinel Defence Turrets carried by a Strikehawk Tilt Rotor may be Deployed from it as if they were an embarked unit. Once Deployed, Sentinel Defence Turrets cannot be moved or embarked for any reason."

Scout ATV's

Disruptor Array – change to

Once per activation, pick an enemy non-behemoth Vehicle squad or Infantry squad with at least one unit in line of sight within 18" of this unit. That squad suffers a +2 penalty to its Accuracy until the end of the round. Multiple units in this squad may affect multiple enemy squads, but each enemy squad may only be affected by this special rule once."

Lifthawk Dropship

Reduce points to 45.

AA Cannon – Increase cost to +25 points.

Lifthawk Troopship

Reduce points to 55.