DROPZONE COMMANDER

FAQ & Errata

Welcome to the official Dropzone Commander FAQ & Errata.

In this document you will find some fixed errors from the 2.1 edition and downloadable version of Dropzone Commander, 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 version number and date of publishing. These may be different from the most up-to-date version on the rulebook, which is a separate document using separate version numbers.

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

Version 2.4.0 - published 9th June 2023

Version 2.5.0 - published 1st May 2024 - This version no longer supports rules printed in Battle for Earth

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Experimental Rules

THESE ARE OPTIONAL RULES THAT MAY BE CONSIDERED TO BECOME FULL RULES CHANGES IN SUBSEQUENT BALANCE UPDATES.

You do not have to use these in your games, but all players should be in agreement of which Experimental Rules will be used.

Feedback for these will be taken into account for upcoming balance updates and rules with enough feedback will either be added into the Errata section as a full rule, or removed entirely. If you play any games using any of these rules (even if it's only one or two) please send your feedback to info@ttcombat.com

Page 30 - Aerial Transports

Change the Aerial Transports section to:

"A Transport with the Aircraft type is called an Aerial Transport.

Units cannot embark into or disembark from an Aerial Transport if the transport moves **further than Half of its MV value** (rounding up) at any point during the round.

Units may only embark into and disembark from an Aerial Transport if it is landed."

Page 31 - Landing

Add the following paragraph:

Aircraft cannot land on Garrisons, Impassable scenery, and Solid Scenery.

Page 38 - Shooting In a Garrison

Remove the 2nd paragraph.

Page 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."

Page 39 - Collateral Damage

Change the 4th paragraph (BFE) / Collateral Damage (2.1) section to:

"Collateral Damage tokens are resolved at the start of the Round Up Phase.

Each Collateral Damage token causes **one automatic hit at Energy 4 against the scenery piece.** If it's an occupied Garrison, these hits also damage **all infantry squads inside the Garrison.** Roll once for the scenery piece and apply the result to all squads occupying that Garrison.

Body Cover is ignored for Collateral Damage, but Passive Countermeasures can be used as normal.

Collateral Damage cannot cause Criticals, but automatically damage on a roll of a 6."

Page 44 - Mobile Objectives

Delete the 4th paragraph (Mobile Objectives can be passed...).

Change the 1st sentence of the 5th paragraph to:

"A squad that starts its activation carrying an Objective may drop that Objective at any time. Dropped objectives are placed within 2" of any unit."

Page 54 - Access

Add the following paragraph:

"Units that embark into a Transport with the Access rule may immediately disembark from another eligible Transport, following the normal rules for disembarking."

Page 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

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."

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.

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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If I target one of my units near an Erebos with an Aurora's Shield Beamer, does the Aurora suffer the Erebos' Accuracy penalty?

No, your units are friendly units and are unaffected by effects that specifically affect enemy units.

If a weapon would replace dealing/inflicting damage with an effect, do you still have to roll against the target's Armour?

No. These effects cause the attack sequence itself to end and the effect to be applied, skipping the Roll to Damage, Passive Countermeasures, and Resolve Damage steps of the attack sequence.

How do units with auras i.e. "units within x" gain" interact with Infantry inside a garrison? Are they in range if any part of the garrison is in range?

Yes, they count as being in range if any part of the garrison is in range.

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!

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.

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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 Transportthat 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.

For Akhenten the Mads Vanishing Point card, what exactly constitutes a "type".

Unit Type, as outlined in the Unit Types section of the rules. Infantry, Aircraft, Behemoth, & Vehicle.

What happens when I use a Zion Gatespire's ability to transport a single unit out of a squad?

When using a Zion Gatespire to transport a single unit from a squad, only that unit is placed into holding and the rest are destroyed as if you chose to leave units stranded.

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

Reduce Points to 55.

Armour Breaker Missile - Change Devastator-2(Tank) to Devastator-2(Vehicle).

AA Flak Missile - Increase AA-0 to AA-2.

Terrance Agu

Reduce Points to 195.

Armour Breaker Missile - Change Devastator-2(Tank) to Devastator-2(Vehicle).

AA Flak Missile - Increase AA-0 to AA-2.

Benefit - Change to 'Wolves, Polecats, Wolverines, Jackals, Dingoes, Badgers, and Ferrets gain Evasion +1 Countermeasures.'

Phoenix Command Gunship

Increase A to 11.

Change both Minigun Triad's to the following profiles:

	M&F	ARC	R(F)	R(C)	SHO	ACC	E	Special
Minigun Triad	8"	F/S (Left)	18"	12"	1	2+	12	-
Minigun Triad	8"	F/S (Right)	18"	12"	1	2+	12	-

Kate Rawlins

Increase A to 11.

Change both Minigun Triad's to the following profiles:

	M&F	ARC	R(F)	R(C)	SHO	ACC	E	Special
Minigun Triad	8"	F/S (Left)	18"	12"	1	2+	12	-
Minigun Triad	8"	F/S (Right)	18"	12"	1	2+	12	-

Ferrum Drone Base

Increase A to 13.

Increase Damage to 7.

Luciana M Cato

Increase A to 13.

Increase Damage to 7.

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Flail

Change Tesla Array to 'When firing this weapon, roll to hit as if targeting the firing unit. The firing unit is not damaged, but all other non-Aircraft, non-Garrisoned 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.'

Jackal LAV

Change Requiter Organ Gun to 'When firing this weapon, the target's Evasion Countermeasures are reduced by 3'.

Scimitar Heavy Tank

Reduce Points to 45.

Roc Heavy Gunship

Increase A to 11.
Change the three Minigun Triads to the following profiles:

	M&F	ARC	R(F)	R(C)	SHO	ACC	E	Special
Minigun Triad	8"	F/S (Left)	18"	12"	1	2+	12	-
Minigun Triad	8"	F/S (Right)	18"	12"	1	2+	12	-
Minigun Triad	8"	F	18"	12"	1	2+	12	-

Hazard Suits
Change CM to A.
Compact Railguns - Change M&F to '-'
Compact Railguns - Increase Energy to 7
Powered Armour - Increase Energy to 6

Crossbow Laser Artillery

Marksman Laser - Increase Energy to 12

Falcon
Twin Minigun - Reduce Shots to 1
Twin Minigun - Increase Energy to 10
Twin Minigun - Remove Focus-3

Eagle Heavy Gunship
Twin Heavy Railguns - Increase M&F to 9"
Twin Heavy Railguns - Increase E to 12
Compound Missile Pods (both) - Change M&F to 9"

Grizzly Mortar

UMX-9 Plasma Mortar - Increase R(C) and R(F) to 18"

Dingo LAV
Change Squad Size to 1-4
Change Reinforcing Cement to 'This weapon deals no damage. If it hits a destructible scenery piece, that scenery piece replenishes 5 Damage Points and removes all Collateral Damage tokens.
If this weapon hits an Infantry unit, that unit must make a Fortitude roll, if it fails, it is destroyed.'

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America Heavy Battle-Mech
Increase Points to 525

Brazil Light Battle-Mech
Reduce Points to 280
UMH-2 Mass Driver Pair (both) - Change Devastator-3 (All) to Devastator-4 (All)

India Light Battle-Mech
Reduce Points to 280
Change Weapons Threshold effect to 'One UMH-19 Flak Cannon Pair cannot be used for the rest of the game.'
UMH-19 Flak Cannon Quad - Change to the following profiles:

	M&F	ARC	R(F)	R(C)	SHO	ACC	E	Special
UMH-19 Flak Cannon Pair	4"	F/S	48"	24"	2	2+	9	AA-5, Area, Devastator-3 (Aircraft)
UMH-19 Flak Cannon Pair	4"	F/S	48"	24"	2	2+	9	AA-5, Area, Devastator-3 (Aircraft)

Change Harnessbreaker to 'Each of this unit's useable UMH-19 Flak Cannon Pairs counts as two separate AA weapons for Behemoths arriving via Drop Harness.'

Seraphim Bomber
Bunker Buster - Change Arc to F/S
Bunker Buster - Change Shots to 2

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Scourge

Eden's Dinosaur
Reduce Points to 260.
Change Detriment to 'Your opponent increases their Initiative roll by 2.'
Assault Standoff Energy Beam - Change Destroyer 6+ to Destroyer 5+

Obliterator Mobile Ordnance
Furnace Laser - Increase Shots to 2.
Furnace Laser - Change Destroyer 6+ to Destroyer 5+

Savager Laser Barge
Standoff Energy Beam - Change Destroyer 6+ to Destroyer 5+

Eviscerator Assault Troops
Reduce Points to 45

Annihilator Mobile Ordnance
Plasma Bombard - Increase R(F) and R(C) to 30"
Plasma Bombard - Change Accuracy to 3+

Afflictor Hive Walker
Pheromone Spray - Increase R(F) and R(C) to 18"

Overseer Cradle Barge
Reduce Points to 145
Ion Cradle - Change Accuracy to 3+
Change Plasma Generator to 'Any friendly units firing weapons containing the word "Plasma" or "Electroweb" in their name re-roll failed damage rolls for those weapons 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.'

Slaughterhouse V
Reduce Points to 240
Ion Cradle - Change Accuracy to 3+
Change Plasma Generator to 'Any friendly units firing weapons containing the word "Plasma" or "Electroweb" in their name re-roll failed damage rolls for those weapons 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.'

Minder AA Drone
Change Specials to Rapid Insertion 4", Wide

Emeritus Incendiary Drone
Change Self Destruct effect to 'Only 1 unit in a squad may use this weapon each activation. When firing this weapon, place the template over the firing unit and roll to hit as if targeting the firing unit. The firing unit is not damaged, but all other units under the template are hit as normal. Once resolving a shot with this weapon, this unit is destroyed. This weapon cannot be used if this squad disembarks in the same activation.'
Self Destruct - Change M&F, R(F), and R(C) to 2"

DROPZONE
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FAQ & Errata

Dictator
Reduce Points to 480
Arc Maw - Increase M&F to 8"
Seeker Lashes (all) - Increase M&F to 8"

Tyrant
Bio Cannon - Increase M&F to 8"
Seeker Lashes (all) - Increase M&F to 8"

Persecutor Terror-Mech
Heavy Plasma Cannons - Change M&F to '-'

Punisher Terror-Mech
Heavy Plasma Cannons - Change M&F to '-'

DROPZONE
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FAQ & Errata

PHR

Hera Command Walker
Change CM to A, E+1

Nemesis Control Scorpion
Reduce Points to 165.
Add Resilient to Special

Marcus Barros
Reduce Points to 335.
Add Resilient to Special
Change Benefit to 'If Marcus Barros is included in your army, all Type-4 Walkers (Nemesis, Hades, Persephone, Bellona) can enter play via Drop Harness. Type-4 Walkers deploying this way follow the same rules as Behemoths using Drop Harness with a spread of 2" and a single Zone. Type-4 Walkers arriving this way may activate in the same round as if they had not arrived by Drop Harness. This benefit persists even if Marcus Barros has been destroyed.'

Ares Walker
Reduce Points to 35

Diana Jetskimmer
Molecular Agitator - Increase Shots to 2
Molecular Agitator - Reduce Devastator-3 (Vehicle) to Devastator-2 (Vehicle)
Molecular Agitator - Reduce Focus-3 to Focus-2

Hades Scorpion
Reduce Points to 160.
Add Resilient to Special
Replace Nanomachine Swarm with the following weapon:

	M&F	ARC	R(F)	R(C)	SHO	ACC	E	Special
Nanomachine Swarm	-	F/S/R	24"	24"	1	2+	10	Area, Indirect, Tech Killer

Change White Nanomachines to 'Once per activation pick one friendly damaged non-Behemoth Vehicle within 9". That Vehicle replenishes one Damage point. Units with the Large Special Rule instead replenish two Damage points.'

Bellona Ordnance Scorpion
Reduce Points to 155.
Add Resilient to Special

Taranis Artillery Tank
Thor Bombard - Reduce R(F) to 24"
Thor Bombard - Reduce R(C) to 18"

Apollo Strike Walker
Change Anti-Materiel Gun to:

	M&F	ARC	R(F)	R(C)	SHO	ACC	E	Special
Anti-Materiel Gun	6"	F/S	24"	12"	4	2+	6	Cover (All), Flame, Tech Killer

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Erebos Strike Walker

Change Anti-Materiel Gun to:

	M&F	ARC	R(F)	R(C)	SHO	ACC	E	Special
Anti-Materiel Gun	6"	F/S	24"	12"	4	2+	6	Cover (All), Flame, Tech Killer

Persephone Hive Scorpion

Add Resilient to Special

Replace Nanomachine Swarm and Nanomachine Flood with the following profiles:

	M&F	ARC	R(F)	R(C)	SHO	ACC	E	Special
Nanomachine Swarm	-	F/S/R	24"	24"	1	2+	10	Area, Indirect, Tech Killer
Nanomachine Swarm	-	F/S/R	24"	24"	1	2+	10	Area, Indirect, Tech Killer

Change White Nanomachines to 'Once per activation pick one friendly damaged non-Behemoth Vehicle within 9". That Vehicle replenishes one Damage point. Units with the Large Special Rule instead replenish two Damage points.'

Valkyrie Assault Troops

Submachine Guns - Reduce Energy to 3
Combat Submachine Guns - Reduce Energy to 3

Janus Scout Walker

Stealth Missile Battery - Add AA-0
Stealth Missile Battery - Change name to 'AA Stealth Missiles'

Chronus

Reduce Points to 480

Tethys

Reduce Points to 490

Poseidon Heavy Dropship

Reduce Points to 65

Athena Air Superiority Fighter

Change Supercruise to 'At the start of this unit's activation, you may declare that it is going to Supercruise. If you do all of its weapons and any enemy weapons targeting it suffer a +1 Accuracy modifier until the end of the round.

Shaltari

Gharial Command Tank
Add unit.

Recluse Mirrorwalker
Change Squad size to 1-2

Add Wide to Special

Change Mirror Projectors to 'While this Unit is in coherency, when another friendly Unit within 6" of this Unit rolls for Passive Countermeasures, each dice result of a 6 causes 1 damage to the shooting Unit as if successfully damaged by a Shooting action. Each Passive Countermeasures result of a 6 can only be affected by this rule once (regardless of the number of nearby Mirrorwalkers) and this ability cannot be used on Passive Countermeasures made against damage caused by Indirect weapons.'

Atlatl Gravtank
Reduce Points to 25

Arrowhead Gravtank
Energy Storm - Increase R(F) and R(C) to 12"

Energy Storm - Change AA-0 to AA-4

Jaguar Warstrider
Reduce Points to 95

Bobcat Warstrider
Reduce Points to 135

Ion Cannon Array - Change Shots to 4

Ion Cannon Array - Change Energy to 8

Crocodile Heavy Gravtank
High Power Particle Cannon - Increase M&F to 2"

Caiman Heavy Gravtank
Remove Microwave Cannon option.

Ocelot Ordnance Warstrider
Reduce Points to 105

High Power Particle Cannon - Increase Energy to 14.

Puma Sonic Warstrider
Sonic Cannon - Increase Shots to 3.

Sonic Cannon - Reduce Devastator-4 (Scenery) to Devastator-3 (Scenery)

Ronin Battlesuit
Remove Resilient

Reduce cost to replace weapons to +5 points

Alligator Heavy Gravcharger
Change Gravcharger to 'If a friendly non-Aircraft, non-Behemoth unit (including this one) starts its activation within 6" of one or more units with this special rule, its entire squad increases their Move and Move & Fire values by +3" for that activation. Skimmers increase this bonus to +6".'

Yari Light Gravtank
Reduce cost to replace weapon to no cost

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Zion Gatespire
Change Remote Gateway to 'When this unit activates, you may pick another friendly non-Behemoth unit with a transport Requirement (of any symbol) within 12". Remove that unit and place it in Holding as if it were embarking into this transport (though it does not use any of this unit's transport capacity and ignores any restrictions on shooting and embarking).'

Tiger Siegestrider
Reduce Points to 280
Remove Access

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Resistance

Alexander Heavy Tank
Chaingun (both) - Reduce Shots to 1
Chaingun (both) - Increase Energy to 9
Chaingun (both) - Remove Focus-2

Atilla Trackwalker
Increase Damage to 2

Patton AFV
Autocannon - Increase E to 9

Gun Bus
Sonic Deterrence Projector - Increase Shots to 7

Napoleon Heavy Tank
Banisher Rotary Cannon (both) - Reduce Shots to 4
Banisher Rotary Cannon (both)- Increase Energy to 9
Banisher Rotary Cannon (both) - Reduce Focus-2 to Focus-1*
*Special rule remains unchanged.
Chaingun (both) - Reduce Shots to 1
Chaingun (both) - Increase Energy to 9
Chaingun (both) - Remove Focus-2

Thunderstorm Heavy Hovercraft
Reduce Points to 190

Attack ATV's
Add the following weapon and special rule:

	M&F	ARC	R(F)	R(C)	SHO	ACC	E	Special
Chem Grenades	6"	F/S/R	6"	6"	3	2+	3	Reduced-1

Chem Grenades: When you hit a Garrison with this weapon, it deals no damage to that Garrison. Instead, place a Chem token on that Garrison. When rolling for Collateral Damage, remove all Chem tokens from that Garrison. For each removed Chem token, increase the E of any Collateral Damage dealt to occupying Infantry by 1 to a maximum of E7.

Voidhawk Barrel Bomber
Goliath Bomb - Add the following special rule: 'If you target a Destructible scenery piece with this weapon and the roll to hit is a 1, instead of the weapon missing, that scenery piece suffers D3 E9 hits with the Devastator-4 (Scenery) rule.

Cyclone Attack Helicopter
Chaingun (both) - Reduce Shots to 1
Chaingun (both) - Increase Energy to 9
Chaingun (both) - Remove Focus-2
Tornado Missiles - Increase Accuracy to 3+
Beowulf Missile (both) - Remove Limited-2
Increase the cost to replace both Chainguns with Tornado Missiles and 2 Beowulf Missiles to +5 points.

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Repair Technical
Increase Points to 15

Storm Artillery Wagon
Rocket Battery - Reduce Shots to 1
Rocket Battery - Add the Area special rule.
Reduce the cost to replace the Rocket Battery with a Golgotha Missile to free.

Avernus Mining Engine
Autocannon (both) - Increase E to 9
Change Mining Laser to 'When firing this weapon, do not target a unit. Instead, roll to hit. If successful, draw a 1/2 inch wide straight line directly out horizontally from the Mining Laser. All non-Aircraft, non-Garrisoned units and scenery under the line(either fully or partially and both friendly and enemy) are hit with the attack and are damaged as normal.'

Cerberus Mining Engine
Autocannon (both) - Increase E to 9

Freeriders
Change Sticky Mines to 'After completing a Moving action, you may target an enemy unit within 1" or enemy unit in the same garrison, following the rules for shooting. That unit suffers an E9 Automatic hit.'

209 Breaching Drill
Add the following special rule 'Large Transport: When a unit disembarks from this unit, measure from any point on its edge rather than the centre.'

Leviathan Heavy Hovercraft
Multiple Rocket Battery - Reduce Shots to 2
Multiple Rocket Battery - Add the Area special rule.

Lifthawk Dropship
Reduce Points to 35

Lifthawk Troopship
Reduce Points to 45

Swifthawk Tilt-Jet
Increase Points to 35