

DROPZONE

COMMANDER

BETA RULES V2.4.1

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INTRODUCTION

Dropzone Commander (DZC) is a 10mm scale sci-fi tabletop wargame, devised for mass battles between two or more players.

The rules are based on an alternate activation system, which keeps the action constant and involving. They are designed for fast and dynamic games, and do not rely heavily on pages of reference tables. The rules are also scalable, catering for tactical skirmishes as well as titanic clashes of metal and firepower. This is accomplished without sacrificing the character of individual units, and indeed all the colour and eventfulness of battle.

A vast array of war machines will be at your disposal, but this does not belittle the importance of the humble infantryman. The game has been designed around the concept of rapid deployment and redeployment of your forces by airborne dropships and carriers, exemplifying the pace of combat on the battlefields of the future. This makes for a tactical and fast paced experience, where quick thinking and strokes of genius often bring victory.

WHAT YOU WILL NEED

Aside from at least two enthusiastic players, their armies and plenty of scenery, very little other equipment is needed to play:

DICE

DZC is mainly a D6 based game, which means it predominantly uses standard 6 sided dice (and quite a few of them in some cases!) You won't need buckets of them, but at least 10 works well. It's also a good idea to have standard sized dice in a few colours. Occasionally a D3 dice will also be needed, although it's easy enough to simulate these using D6 ($1/2 = 1$, $3/4 = 2$, $5/6 = 3$).

TOKENS OR RECORD SHEET

How you record things like damage and special effects is up to you. Some players like to use cotton wool to indicate fires for example, while others prefer not to have any abstract items such as tokens sulling their majestic battlefield. For ease of play and simplicity, it's recommended that you use some form of small tokens to mark any damage next to models on the table (tiny dice also work well for this purpose). If you prefer to use flat tokens rather than dice, then you are free to photocopy and print the tokens in the back of this book for your own use.

TEMPLATES

The game has few templates, although you will need at least one of each. You will find examples of each in the back of this book, which you are free to photocopy and print for your own use.

RULERS AND MEASURING DEVICES

All distances in the game are measured in inches. A selection of measuring tools, such as short rulers and long measuring tapes are advised. You will also need a method of measuring straight lines - thin poles or laser pens work well for this purpose.

A SENSE OF FUN AND SOME IMAGINATION

This one goes without saying!

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THE ARMY

UNIT TYPES

A single model or infantry base is known as a 'Unit'. There are three basic types of these encountered on the battlefield; infantry, vehicles and aircraft.

INFANTRY

Infantry are soldiers who fight on foot. They are normally slow, poorly armoured, and extremely vulnerable in the open. However, infantry are highly useful Units and are often essential to victory. They are the only Units in the game that can garrison Structures and Forests, which makes them tenacious opposition where cover is available.

Infantry are usually mechanized in some way (such as riding in armoured personnel carriers) to give them a measure of protection and speed when en-route to their objectives. Certain elite infantry Units are especially deadly to other infantry during the room to room bloodbath of close quarter battle. Infantry are represented by Bases, with 3-5 individual infantrymen on a base. For game purposes, the whole Base is treated as a single Unit, eliminating the need to move fiddly infantry separately.

VEHICLES

Vehicles are ground based, armoured Units which represent an army's core fighting force. They can vary from light scout buggies to vast war machines of terrifying proportions. Normally well armoured, they often need to be engaged at closer range due to their employment of countermeasures.

They can bring potent firepower to bear against other vehicles and scenic features, and are best employed where stalwart resistance or brute force is required.

Vehicles are typically the fastest ground based Units in an army, and as such are more flexible than infantry on the ground. However, they are often deployed and relocated into the thick of the action by airborne dropships. The only major threat to large vehicles is that presented by powerful weapons. However, they can be vulnerable in the close confines of urban warfare, where many of their advantages against infantry dry up.

AIRCRAFT

Air superiority is often essential to successful operations.

Dropships, carriers and gunships operate in a similar manner to helicopters of the 21st century, and are commonplace in most armies. Flights of dropships can be launched with breathtaking speed from low orbit or atmospheric spacecraft, delivering combat troops to hotspots with precision. Without these airborne workhorses, rapid deployment, manoeuvre and redeployment would be impossible. It is often a requirement for an entire attacking army to be deployed from the air, while defenders stand hopelessly outnumbered, praying for deliverance by their own inbound reinforcements.

Gunships can loiter for extended periods over the battlefield, raining death from above in relentless torrents, providing a constant menace to ground troops.

Lightning fast aircraft can be called in to drop ordnance on the enemy or to intercept and destroy enemy aircraft. Fast movers make dazzling strafing runs on enemy positions, and vie for aerial supremacy in deadly duels. Strike aircraft can assail virtually any position at any time, making them a constant threat to ground forces, while fighters ensure that the sky is never safe. However, their linear movement often makes it necessary to fly over enemy air defences, making them vulnerable to well organised ground fire.

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UNIT CATEGORIES

In addition to its type, a Unit fits into a category which further describes its battlefield role. The different Unit categories and brief descriptions are as follows:

COMMAND

Frontline HQ Units with special abilities

STANDARD

The core fighting Units in an army, such as main battle tanks

TROOPS

Standard battlefield infantry

SCOUT

Reconnaissance-oriented Units, such as light vehicles

HEAVY

Highly resilient armoured Units with devastating weaponry

SUPPORT

Specialised Units such as artillery and gunships

EXOTIC

Elite Units such as infantry special forces

TRANSPORT

A Unit whose primary role is to move other Units.

AIRSTRIKE

Fast moving fighters and bombers.

THE CORE STAT SHEET

A Unit's fighting prowess and abilities are represented by its Core Stat Sheet. A typical example and summary is shown below:

SABRE MAIN BATTLE TANK	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	T	SPECIAL
	10	4"	A	1	35	VEHICLE	STANDARD	3-9	A1	

CONDOR	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	T	SPECIAL
	5	18"	A	3	30	AIRCRAFT	TRANSPORT	1	L	A3	

PRAETORIANS	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	T	SPECIAL
	2	2"	-	5	48	INFANTRY	EXOTIC	3	3+	2-3, B2B	C1	DODGE 4+, FAST ROPING 4"

A - ARMOUR

Represents the resilience of the Unit to damage. Higher numbers represent better protection (on a scale of 1-10).

MV - MOVEMENT SPEED

The maximum distance the Unit may move.

CM - COUNTERMEASURES

The type and potency of the Countermeasures utilized by the Unit (see 'Shooting').

DP - DAMAGE POINTS

The maximum points of damage a Unit may sustain before it is destroyed.

PTS - POINTS COST

Most Units in the game cost points to field in your army. Units with a higher points cost will generally be more potent, but you will not be able to field as many.

TYPE

The type of Unit. Certain special rules apply to certain Unit types (such as when moving through/over scenery).

CATEGORY

This defines the Unit's category.

S+C - SQUAD SIZE AND COHERENCY

Each number represents an allowed Squad size (see 'Squads and Battlegroups'). In this case, a Squad may consist of 3-9 Sabres. Coherency refers to how far apart Units within a Squad may move (see 'Movement'). If a type of coherency isn't specified (as in this example) then it is assumed to be Standard.

T - TRANSPORT OPTIONS

This represents if this Unit can carry other Units and if it can be carried by other Units, as well as how much it can carry and how much space it takes up if it can be carried (See 'Transports').

CQB (INFANTRY SQUADS ONLY)

Represents lethality in close quarter battles (see 'The Battlefield - CQB').

F - FORTITUDE (INFANTRY SQUADS ONLY)

Represents nerve in close quarter battles (see 'The Battlefield - CQB').

LZ - LANDING ZONE (AIRCRAFT ONLY)

Represents the size of the aircraft (see 'Aircraft - Special Rules').

SPECIAL

Any special rules which apply to the Unit. Special rules which are not outlined in the 'Special Rules' section of the rulebook will be described below the Unit's Core Stat Sheet.

In addition to the Core Stat Sheet, most Units which possess an offensive capability will also have a Weapons Stat Sheet - See 'Shooting'.

SQUADS AND BATTLEGROUPS

Units normally operate in groups known as 'Squads' and as part of a larger formation known as a Battlegroup. Your army will usually be made up of several Battlegroups.

A Squad is usually a group of identical Units which operate as a cohesive whole. The size of a Squad is defined on the Core Stat Sheet. Units within a Squad move and shoot simultaneously.

A Battlegroup is a collection of Squads which are activated together (see 'The Turn Sequence'). A typical Battlegroup will contain between 1 and 3 Squads. Battlegroups normally consist of complementary Squads which together can fulfil a specific battlefield role. For example, an Armour Battlegroup will contain large numbers of tanks, while a support Battlegroup will contain more specialized Squads. Their compositions are defined by the Battlegroup Sheets, which are shown below:

ARMOUR		INFANTRY		HQ		SPECIAL	
STANDARD	1-3	TROOPS	1-3	COMMAND	1-2	SCOUT	0-2
HEAVY	0-2	EXOTIC	0-1	SCOUT	0-2	EXOTIC	0-2
SUPPORT	0-1	SUPPORT	0-1	HEAVY	0-1	SUPPORT	0-1
MAX	3	MAX	3	MAX	3	MAX	3

Numbers in the table represent the number of Squads of a given category that are allowed in a single Battlegroup. Fixed values indicate compulsory numbers of certain Squads, while some categories may allow a range.

The MAX value in the category list states the maximum number of Squads allowed in the Battlegroup. This allows flexibility in what a Battlegroup may contain, but prevents a single Battlegroup containing too many Squads.

Dedicated Transports are chosen outside this structure and behave a little differently. This will be covered shortly.

THE ARMY ROSTER

This is a framework which defines the overall composition of armies. It shows how many Battlegroups of each type are permitted and/or required in an army for a given game size (see 'Game Size'). The Army Roster is shown below:

GAME SIZE	BATTLEGROUP TYPE				MAX
	HQ	ARMOUR	INFANTRY	SPECIAL	
SKIRMISH	0-1	1	1-2	0-1	5
CLASH	1	1-2	1-2	0-2	6
BATTLE	1-2	1-2	1-2	0-2	7

Numbers in the table represent the number of Battlegroups of a given type that are permitted. Fixed values indicate compulsory numbers of certain types, while a range of some types may be allowed. The MAX value indicates the maximum total number of Battlegroups allowed in an army for a given Game Size.

Unless otherwise stated, a single Battlegroup may not come to more than 1/3rd of your army's total allowed points cost for Clashes and Battles, and 1/2 for Skirmishes (see 'Preparing for Battle - Game Size'). This does not include the points cost of any mounted Commanders (see 'Special Rules - Command').

CHOOSING DEDICATED TRANSPORTS

Units whose primary function is to carry other Units are chosen outside the normal Battlegroup structure. This allows them to swap Battlegroups during gameplay as requirements dictate. These Units are identified by their Category ('Transport').

When choosing Transports, a player may take as many as they like in their army, with the following rules:

1. Each Transport chosen must be assigned to a starting Battlegroup when building your army and must start the game at maximum capacity (unless the rules state otherwise). It may change Battlegroup and does not have to be full in later turns.
2. The Transport's points cost does NOT count towards the maximum allowed value for the Battlegroup it starts the game assigned to.

Certain Units may feature a supplementary Transport capacity when being a Transport is not the Unit's primary role. Usually, they are much more heavily armed than normal Transports or have other specialist roles. Such Units are of a different Category (e.g. Heavy), they take up Battlegroup slots and must remain with their Battlegroup throughout the game. These Units do NOT have to start the game full and may be taken empty.

PREPARING FOR BATTLE

GAME SIZE

The rules support games of almost any scale, from small skirmishes to apocalyptic battles. Before you play, you must decide how big the game is going to be by selecting a total allowed points cost which fits into one of these three categories:

SKIRMISH

500-999 points

CLASH

1000-1999 points

BATTLE

2000- 3000 points

As the game size increases, the number of Battlegroups permitted is capped. This means that larger games will not have many more stages per turn than smaller ones, making it more practical to fight epic engagements.

Playing a larger game also allows for greater use of special Units and rules. If you want to play a truly vast game, you may use two or more Army Rosters split into these categories (although by using the lowest number of them possible). For example, if you want to play a 6000 point game, you can use two 'Battle' Army Rosters, but not six 'Skirmish' Army Rosters.

SCENARIOS

In addition to defining a game size, you must also choose a scenario. Scenarios define the purpose of the battle/mission and the conditions for victory. In tactical warfare, the simple destruction of the enemy is often not the main goal of a particular operation. Perhaps ground must be taken and held at all cost, resources might need to be secured or possibly a key building must be destroyed. In fluid futuristic warfare, many of these objectives are time critical, necessitating rapid deployment, redeployment and extraction of your forces.

A selection of scenarios are provided in this book, and many more will appear in future. You are also encouraged to write your own scenarios and background to particular battles, or even devise a campaign made up of several battles to determine a wider strategic goal - the only limit is your imagination!

Every scenario will outline the following to define the nature of the game:

BATTLEFIELD LAYOUT

An outline of the scenery and battlefield required. This will usually be quite loose, allowing you to play the same scenario in wildly different conditions. However, some will require urban areas or specific features.

NUMBER OF PLAYERS

Some scenarios will only work with two sides and will require an even number of players (when there is a clear attacking side and defending side for example). Others will allow any number of players, sometimes all vying against each other.

APPROACH AND DEPLOYMENT

Each scenario will define where armies may deploy and/or how they arrive at the battlefield (see 'Approach and Deployment').

NUMBER OF TURNS

Games are played out as a number of turns. Each scenario will state how many of these there will be before the game ends.

VICTORY CONDITIONS

Each scenario will state what each player must do to secure victory. This will vary enormously between scenarios and will strongly dictate how the battle is played.

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DEPLOYMENT

Before a battle begins, both players must deploy or prepare their armies. Deployment refers to the placing of models on the table. Each Unit Category will be allocated one of three deployment methods. Which of these will be used will depend on the scenario:

DIRECTLY DEPLOYED

Directly Deployed Units begin the game on the table and completely inside the Deployment Zone indicated in the scenario.

Before the game begins, players usually take it in turn to place any Directly Deployed Units on the table as complete Squads. Unless otherwise stated, roll dice to determine who deploys the first Squad if more than one player has Squads to be Directly Deployed.

Squads must be placed on the table in coherency (see 'Movement') and in terrain on which they can move (see 'The Battlefield').

The Scenario will be very specific about which Squads may choose to Direct Deploy. If you choose not to, that Squad defaults to the scenario's normal rules to determine when it arrives. Many scenarios do not allow Direct Deployment at all.

IN READINESS

Units in Readiness are essentially waiting just outside the table, and can enter the battlefield when required. In Readiness Units can complete Actions in the same way as those already on the table (see 'Actions'). Once Activated, they must be moved onto the table as a complete Squad from any friendly table edge indicated in the scenario. Any movement distances are measured from this table edge. In Readiness Units cannot be fired upon in any way until they are on the table. You can choose not to Activate an in Readiness Squad, in which case it will remain in Readiness until the next turn.

When entering the table from Readiness, if a Unit's Mv value is 1" or above but not enough for it to enter the board facing forwards, it may be placed on the board facing forwards with the rear of the model touching the table edge. This counts as moving 1" for the purposes of shooting.

IN RESERVE

Units in Reserve are some distance from the Battlefield/ slow to arrive due to their lack of speed. Units in Reserve may not complete Actions until the scenario/ rules move them out of Reserve and into Readiness.

APPROACH

Each scenario will define when Units not already on the battlefield (i.e. Directly Deployed) enter the battlefield. There are three possible Approach types; which of these will be used will depend on the scenario:

BATTLE LINE

The entire army is poised to enter the battlefield in a single coordinated strike. All Units start the game in Readiness unless Directly Deployed. If an Approach type is not stated, then default to this type.

DISTANT

The army is approaching the battlefield from a distance, with the most mobile/ tactically aware arriving first. All Units start the game in Reserve and move into Readiness in the following turns, defined by their Battlegroup Type:

Turn 1: HQ, Special

Turn 2: Infantry

Turn 3: Armour

VANGUARD

Fighting is likely to be heavy, and HQ has determined that the most powerful elements of the force should establish a beachhead. All Units start the game in Reserve and move into Readiness in the following turns, defined by their Category:

Turn 1: HQ, Armour

Turn 2: Infantry

Turn 3: Special

IMPORTANT RULE - AERIAL ADVANTAGE

In all games, Units not of the Type 'Aircraft' or starting the game aboard Transports of the Type 'Aircraft' automatically spend turn 1 in Reserve unless Directly Deployed, regardless of Approach type.

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THE TURN SEQUENCE

A game is played out as a series of turns. The number of turns in a game will usually depend on the scenario chosen. Each turn is split up into several Phases. This section will take you through the sequence of a single turn.

PHASE 1: INITIATION

A new turn always begins with the Initiation Phase. This phase only occurs once in a turn. The initiation sequence is described below:

1. ROLL FOR INITIATIVE

Each player rolls 1D6 and adds the Command Value (CV) of their most senior Commander present on the table (see 'Commanders'). Players with the same score will repeat this until an order of precedence is established. A roll of 6 always wins Initiative, regardless of CV value. Use CV to determine Initiative if more than one player rolls a 6. Dice-off in the event of a tie. The winner may elect to reduce their Initiative to 0 (and act last). For the remainder of the turn, players will take it in turn to complete each Phase in order of Initiative.

2. DISCARD CARDS

Each player can now discard any unwanted Command Cards (see 'Command').

3. DRAW CARDS

Each player can now replenish their Command Cards up to the Command Value (CV) of their most senior commander present on the table (see 'Command').

4. CLEAN UP

Any effects that result from certain special rules may be addressed now. Whether this applies will be obvious from the rule(s).

PHASE 2: BATTLEGROUP ACTIVATION

The player with the highest Initiative must now Activate a Battlegroup. Declare this first to give opponents a chance to react if able. The player **MUST** also declare which dedicated Transports they will be Activating with this Battlegroup.

You must complete Actions with at least 1 Unit when Activating a Battlegroup (i.e. you cannot Activate a Battlegroup only containing Units in Readiness and then choose not to complete Actions with any of them).

Activating a Battlegroup means that the player can now complete the Actions with this Battlegroup. Once the first player has completed the Actions with this Battlegroup, the player with the second highest Initiative may activate a Battlegroup, and so on until every Battlegroup has been activated. This will usually involve going through the order of Initiative several times. A player with no more Battlegroups left to activate must wait until the other player(s) have activated all of theirs.

A Battlegroup with no Units able to complete Actions (either because they are all in Reserve or destroyed) is ignored and may not be Activated.

ACTIONS

The player must now complete the Actions for all Units within their active Battlegroup. The Actions are split into two categories; movement and shooting. Each Unit must complete one before starting on the other. For example, a player might choose to move a Unit and then shoot with it. A Unit may also shoot before moving. Neither shooting nor movement may be 'split' in any way (e.g. a player may not move their Unit a bit, shoot, and then move it again).

All Units within a Squad must move and shoot together (e.g. they must all move and then all shoot) and all Units within the same Battlegroup must shoot at the same time, declaring and resolving the shots one Squad at a time (e.g. in a Battlegroup with 2 Squads, you may move one Squad, shoot with both, then move the other Squad).

You must announce each Action before completing it, giving your opponents a chance to react if able. Once all Units in a Battlegroup have completed their Actions then that Battlegroup's activation is over for this turn, and the next player in order of Initiative must activate a Battlegroup.

PHASE 3: ROUND UP

Any special rules which apply in this part of the turn are completed now. The Round Up Sequence is described below:

1. ACT ON ANY SPECIAL RULES

Any special rules and effects which occur 'during the Round Up Phase' now occur in order of Initiative. Next, any effects which apply 'at the end of the turn' (such as some types of scoring) are completed now.

2. CHECK VICTORY CONDITIONS

If the scenario states certain conditions under which the game ends, these should be checked now. If the conditions are met, or if the stated number of turns has elapsed then the game is over. If not, the turn is over - move on to Phase 1 of the next turn.

3. GAME END

When the game is over, the victor is determined by the conditions stated in the scenario.

ACTION - MOVEMENT

Units within a Squad may be moved up to their maximum Mv value.

Movement distance must be measured from the centre of the model or base before and after movement (e.g. when moving a tank, use the centre of its hull as a reference). All distances between Units in the game are measured in this manner unless otherwise stated.

Squads must also finish their movement in coherency. Coherency refers to how far apart Units within a Squad are permitted to be. The type of coherency allowed for a Squad is stated on its Core Stat Sheet. There are four types of coherency:

B2B (BASE TO BASE)

The base of each Unit within the Squad must touch the base of another Unit within the Squad (usually applies to infantry Squads).

STANDARD

Units within the Squad may not be more than 3" away from another Unit in the Squad.

WIDE

Units within the Squad may not be more than 6" away from another Unit in the Squad.

OPEN

There is no restriction on how far apart Units in the Squad may be.

If Coherency was disrupted previously (usually due to Units being destroyed), then isolated Units within the Squad must move as far as is necessary to end their move in coherency. If this is not possible within a single round of movement they must move as far as possible towards the Squad. Only separated Units that are in the minority must move (for example, if 2 Units in a Squad of 6 are out of coherency then only they will be forced to move). If exactly half of the Squad is out of coherency with the other, then the player may choose which half must move.

Note that there are no rules of coherency for Battlegroups. Separate Squads within a Battlegroup do not need to stay together.

Movement can be affected by many things (such as scenery). It will be stated when there are any modifiers to movement in other rules (for several examples, see 'The Battlefield').

If a Unit is moving around an impassable obstacle, then the real distance the Unit will travel must be measured (either by using a flexible measuring tape or by measuring the move as a sequence of straight lines).

While moving, Units may turn on their axis at no cost to their allowable move distance. However, if a stationary Unit turns on its axis, its movement will count as 1" for the purposes of shooting (this is particularly relevant for artillery Units, who usually can't move and shoot - see 'Shooting').

How exactly and carefully you measure the movement of each Unit can depend on agreement between players (e.g. in some cases it's normally acceptable just to measure the lead Unit in a Squad, and then 'follow up' with the remainder). This may lead to arguments if done unreasonably, but bear in mind that being too exacting will slow the game down - we're here to have fun after all!

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ACTION - SHOOTING

Most Units are equipped with weapons capable of delivering death and destruction to the enemy. The offensive capabilities of a Unit (if it has any) are represented by its Weapons Stat Sheet (shown beneath its Core Stat Sheet). A typical example and summary is shown below:

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
"AVENGER" RAILGUN	10	1	2+	∞	24"	4"	F/S/R	ARTICULATED
HEAVY MACHINEGUN	4	2	3+	48"	12"	4"	F/S	

E - ENERGY

Represents the destructive power of the weapon (on a scale of 1-13).

SH - SHOTS

The number of shots a weapon has. Note that this purely simulates the extra killing power of rapid fire weapons and does not always represent how many actual rounds are fired (a machine gun might fire dozens of bullets a second but won't get dozens of shots).

AC - ACCURACY

Represents the accuracy of the weapon. This is the D6 dice roll value required when rolling to hit (lower target numbers are better).

R(F) - RANGE (FULL)

Represents the maximum effective range of the weapon. Weapons with a range value represented by a ∞ symbol have essentially an infinite range within the confines of the game table. Weapons with a range value of 'CC' (close combat) require the attacking model to be in physical contact with the target.

R(C) - RANGE (COUNTERED)

Represents the effective range of the weapon against targets which employ active countermeasures.

MF - MOVE AND FIRE VALUE

The maximum distance the Unit may move and still fire the weapon.

ARC - ARC OF FIRE

Describes the angles at which the weapon can fire relative to the model's central axis (see 'Arc of Fire').

SPECIAL

Any special rules which apply to the weapon. Any special rules which are not outlined in the 'Special Rules' section of the rulebook will be described below the Unit's Weapon Stat Sheet.

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THE SHOOTING SEQUENCE

A shooting action is always resolved in the following stages:

1. DETERMINE WHICH WEAPONS CAN SHOOT

A Unit which moved further than the MF value of any of its weapons prior to shooting on this turn cannot fire those weapons this turn. If the player opts to shoot before moving, the Unit cannot now move further on this turn than the lowest MF value of any weapon that was fired this turn.

2. DETERMINE LEGITIMATE TARGETS

Enemy Units must be within the weapon's Arc of Fire and within Line of Sight to qualify as legitimate targets.

ARC OF FIRE

A weapons arc of fire is represented by its Arc value. This will be expressed using the letters; F(front) S(side) R(rear) and N(narrow). For example, a weapon with an arc value of F/S may shoot at targets in front of and at the side of the model, whereas a weapon with an arc value of F/S/R has 360° arc of fire. Whether a potential target is within the arc of fire can be determined by aligning the arcs of fire template with the central axis of the shooting model. The centre of an enemy model's main body or base must be within the allowed arc(s) on the template to be considered a legitimate target for that Unit.

LINE OF SIGHT

This refers to whether the shooter can actually see its intended victim. In most cases, a target out of Line of Sight (i.e. a hidden one) cannot be fired upon by that Unit. Line of Sight is measured as a straight line between the centre of the main body or base of the firing model to any visible part of the main body or base of the potential target model. When measuring Line of Sight to or from an aircraft, a point at the top of its stock flight stand pole is used (see 'Special rules - Aircraft').

The term 'Base' only applies to infantry Units - if vehicles are mounted on bases (at a player's discretion) then the centre of the main body is still used. This is the case whenever the term 'Base' is used.

Some types of scenery (usually solid ones such as contours and Structures) will block Line of Sight whereas others (such as light foliage) will not (see 'The Battlefield'). Vehicles also block Line of Sight, whereas infantry bases and aircraft do not. You may fire through one vehicle in the same Squad as the shooter.

How you measure Line of Sight is up to you. Straight poles and laser pens are commonly used. How precise you are with Line of Sight measurements during games is also up to you. Being diligent will improve game accuracy, but may slow the game down - as with most things, it's best to take a balanced approach.

HULL DOWN

A target vehicle with between 10-50% of its main body in view is considered Hull Down. Vehicles with less than 10% in view are out of Line of Sight. Shots against a Hull Down target suffer a +2 penalty to the weapons' Ac value (see 'Roll to hit' - for example, a weapon with a 2+ Ac value shooting at a hull down target will now have an Ac value of 4+).

If the target is an infantry Base, its centre must be in view before it can be fired upon (this represents the ability of infantry to hug the terrain and hide just around corners etc). Aircraft in the air cannot be hull down, since a point at the top of its stock flight stand pole is used to determine Line of Sight rather than the actual model.

MODIFIERS AND DICE ROLL PENALTIES

This is a factor which decreases or increases the chances of a dice roll, such as in the Hull Down example above. In Dropzone Commander, a modifier can NEVER make a dice roll automatic (i.e. a 1+) or impossible (i.e. a 6+). It will always cap at either 2+ or 6+. This rule applies to ANY modifier or penalty in the game. Modifiers are usually cumulative, so if a single dice roll is affected by multiple penalties it will be further modified unless otherwise stated (i.e. a +2 modifier and a +1 modifier against the same weapon shot will become a +3 modifier, turning a 2+ to hit roll into a 5+).

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3. MEASURE RANGE

Now you may check which targets are actually in range. Every weapon has two range values, R(F) and R(C). Which one to use is determined by any Countermeasures the target may be employing, as represented by the CM value on its Core Stat Sheet. If the target has a CM value of A, then the weapon's R(C) value must be used. Otherwise, the weapon's R(F) value can be used.

Countermeasures fit into three broad varieties:

ACTIVE COUNTERMEASURES ('A')

Advanced vehicles of all sizes routinely employ some form of Active Countermeasures. These can detect and destroy or deflect incoming projectiles before they hit their target, either by using a localized energy field, small directed energy beams or physical Munitions. Their effectiveness depends on the speed and point of origin of the incoming projectile, and as such they are less effective against high speed projectiles or shots from close range. They are also totally useless against directed energy weapons (such as lasers). However, they are proof against most physical battlefield weapons given enough time to detect an incoming projectile. They only operate when ordnance is incoming, and as such they have relatively low power consumption. These are usually a suite of different systems but all are represented by a CM value of A.

PASSIVE COUNTERMEASURES ('P')

Passive Countermeasures are considerably more advanced, and normally consist of some sort of energy shield which is permanently active and all encompassing. As such, they will have an effect against ordnance of any speed, from any point of origin. They are also effective against directed energy weapons. These advanced shields require considerable power to maintain over a wide area, and as such are not 100% effective. They are only used routinely by highly advanced alien races.

Passive Countermeasures are represented by a CM value with the prefix P, followed by a D6 dice roll value (e.g. P5+).

EVASION COUNTERMEASURES ('E')

These are the simplest form of countermeasures in existence, and have been a major factor on the battlefield since time immemorial. Evasion Countermeasures are simply the benefit of extreme operator skill or extreme

manoeuvrability, allowing the Unit to predict, dodge and avoid enemy fire.

Evasion Countermeasures are represented by a CM value with the prefix E, followed by a modifier value (e.g. E+2). Enemy weapons shooting at these Units suffer this modifier to their Ac value. Note that Skimmers normally possess this ability innately, so will seldom have this rule as a +2 modifier is already incorporated (see 'Skimmers'). Weapons with the Flame special rule ignore Evasion countermeasures.

Range is measured from the centre of the main body or base of the shooting model to the centre of the target model's main body or base for infantry and vehicles, and to the centre of the flying base for aircraft. Range is always measured laterally (i.e. parallel to the table), meaning that something higher up is not further away.

In real gameplay, steps 2 and 3 can be naturally combined to speed things up. They have only been separated here for the sake of clarity.

PRE-MEASURING

This refers to checking ranges and distances for any purpose before the rules ask you to. Pre-measuring at all times is allowed in Dropzone Commander, since it's assumed all Units carry sophisticated range finding equipment. Please bear in mind that constantly pre-measuring everything will slow the game down.

4. ALLOCATE SHOTS

Once you have determined which Units are legitimate targets and which are in range, you can select which ones to fire upon. Shots are allocated on a weapon against Unit basis. Separate weapons may fire at different Units, but a weapon with multiple shots must use all of them against a single Unit. It's best to keep track of this by placing dice next to target models to represent allocated shots. Coloured dice are also useful as they can be used to represent Hull Down shots or shots from different weapons.

In reality, it's usually quicker and easier to allocate shots from each Unit while completing steps 2 and 3. This is possible since combining these steps will make no difference to the outcome and may save confusion.

You must allocate all shots within a Squad before rolling any dice. When rolling dice, the effects are resolved simultaneously.

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5. ROLL TO HIT

The next stage is to roll dice to determine which shots hit their targets. Roll 1D6 for each shot against a target Unit. Any result which equals or beats the weapon's Ac value is a hit. If you used dice to mark your shots then this stage will be far simpler. It's also best to mark any successful hits against target models using dice.

Any target which utilizes Passive Countermeasures (those with a CM value with the prefix P) may now attempt to block the hit. 1D6 may be rolled for every hit it has sustained. If the D6 roll equals or beats their P CM value then the hit is discarded. For example, a Unit with a CM value of P4+ has sustained 2 hits. The player rolls 2D6 which come out as a 4 and a 6, successfully blocking both hits.

6. ROLL TO INFLICT DAMAGE

The next stage is to determine if any damage is inflicted. Roll 1D6 for each successful hit. To determine which value is required to inflict damage, refer to the Energy vs Armour Table:

		WEAPON ENERGY (E)												
		1	2	3	4	5	6	7	8	9	10	11	12	13
TARGET ARMOUR (A)	1	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+	2+	2+	2+
	2	6+	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+	2+	2+
	3	X	6+	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+	2+
	4	X	X	6+	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+
	5	X	X	X	6+	5+	4+	3+	2+	2+	2+	2+	2+	2+
	6	X	X	X	X	6+	5+	4+	3+	2+	2+	2+	2+	2+
	7	X	X	X	X	X	6+	5+	4+	3+	2+	2+	2+	2+
	8	X	X	X	X	X	X	6+	5+	4+	3+	2+	2+	2+
	9	X	X	X	X	X	X	X	6+	5+	4+	3+	2+	2+
	10	X	X	X	X	X	X	X	X	6+	5+	4+	3+	2+

If the number rolled equals or beats the required value, then a point of damage is inflicted. If the number rolled beats the required value by 2 or more, then 2 points of damage are inflicted (for example, if a 3+ is required and a 5 or a 6 is rolled, then 2 points of damage are inflicted).

Note that low-energy weapons cannot damage well armoured targets (which make hardened targets like tanks immune to small arms fire). Also note that damage is never a foregone conclusion; an immensely powerful shot might simply graze a target or pass through non essential systems, leaving it mostly intact.

7. MARK ANY DAMAGE INFLICTED AND REMOVE DESTROYED UNITS

Any damage points inflicted on a Unit should be recorded or indicated next to the model in some way (e.g. by using counters or small dice). This damage remains for the rest of the game.

If the number of damage points inflicted against a Unit in total equals or exceeds its DP value then it is destroyed. If any special rules relate to its destruction (such as for Transports containing other Units) then they should be acted on now. Otherwise the Unit should be removed from the table.

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THE BATTLEFIELD

THE TABLE

Dropzone Commander should be played on a 4x4 foot table or larger. Increasing the table size may be more appropriate for larger or longer games. Some scenarios may specify a table size, side to side ratio or area.

SCENERY - GENERAL

Battlefields of the future are hardly ever featureless wastelands, and normally include various kinds of scenery which can strongly affect the game. Indeed, Dropzone Commander is best played on a table with plenty of scenery, which almost always makes a game more interesting, tactical and varied.

Scenery often affects movement speed, and this effect can be split into three categories:

PASSABLE

This terrain can be moved over at normal speed.

TOUGH

This terrain can be moved over but costs 2" of available Mv value for every 1" of it crossed.

IMPASSABLE

This terrain cannot be moved over/ through at all. These terms are used in reference to different types of scenery and how they affect the movement of different types of Unit (e.g. a deep river will be Impassable to infantry and vehicles but will be Passable to aircraft).

Some scenery may also provide protection from enemy fire. If scenery has some value as cover, it will be stated as having one of these three effects:

BLOCKS LINE OF SIGHT

This terrain cannot normally be fired through. Solid buildings would normally have this effect for example.

BODY COVER

Provides physical protection behind which infantry can take cover. Any infantry bases in Body Cover gain +1 to the roll required to inflict damage against them. Body Cover gives no protection to vehicles. A good example of scenery which causes this effect is coarse rubble or low walls.

SOFT COVER

Provides no physical protection, but can obscure a target, making it more difficult to hit. Soft cover can obscure Units behind or in it. Any weapon firing against such an obscured target suffers a +2 modifier to its accuracy (Ac) value.

Before a game, it is important for players to agree what scenery on their battlefield counts as and what affect it will have. This will save arguments later! Types of scenery are split into three classes: Contours, Ground and Features.

CONTOURS

Contours are deformations in the table where it is no longer flat. Hills and mountains would be the best examples of this type of scenery. Contours define ground level, and any scenery item that protrudes from them is defined as above ground level. Contours block line of sight. There are 2 types of Contour:

SHALLOW CONTOURS

These are shallow gradient hills and smooth deformations in the land. They are Passable to all Unit types.

STEEP CONTOURS

These are sharp, rocky or sheer deformations in the land such as cliffs, steep mountain sides and large rock piles. Any feature with a gradient greater than 45° counts as Impassable to infantry and vehicles.

When building Contours, it's best to be unambiguous about which type is intended. Building steep ones as obviously so, and building shallow ones with flat sections to allow the positioning of miniatures works well.

Contours can also incorporate other scenery features, which may provide additional value as cover or further hinder movement.

GROUND

Ground can usually be directly moved over by Units in contact with it (such as wheeled vehicles). It does not block Line of Sight. This type of scenery can best be described as the condition of the surface underfoot. There are four broad types of Ground:

EXCEPTIONAL

An uninterrupted, hard, smooth surface. It is Passable to all Unit types. Vehicles moving over Exceptional Ground gain +2" to their Mv value if spending their entire move on this Ground (not

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including moves when inside a Transport). This does not apply to Skimmers (see 'Special Rules'), who are not in direct contact with the ground. A good example of this type of Ground would be a road.

GOOD

The most common type of Ground, being an unexceptional, imperfect but otherwise solid and flat surface. It is Passable to all Unit types. Typical examples include grassland, compacted desert sand, shallow snow and paved areas.

POOR

This is Ground which for some reason is difficult to move over. This type of ground is Tough for infantry and vehicles. Good examples of this type would be soft sand, deep snow, marshes, bogs, shallow rivers and uneven surfaces.

IMPASSABLE

Almost impossible (or highly dangerous) to move over. It is Impassable to infantry and vehicles. Good examples of this type would be deep rivers, lakes or otherwise hazardous ground (such as acid fields, lava flows and quicksand).

When building Ground, it's best to be unambiguous about where the boundaries between different types are. This will save arguments and make working out movement much simpler.

FEATURES

A scenery Feature is any kind of shape which protrudes significantly (i.e. by more than 1/4") from the general shape of the table and its Contours. Scenic Features interact with Units in various ways and may be fired upon and destroyed. Features come in a wide variety of forms. Broadly, they fit into the following categories:

BARRICADES

Isolated and linear scenery items which may be used as cover. They block Line of Sight and are Impassable to vehicles and aircraft flying at or below their height. They are Impassable to infantry if there are no gaps in them and they are more than 1/2" high. Good examples would be walls, rows of tank traps, clusters of wrecked vehicles, building debris and improvised redoubts.

Barricades provide Body Cover and Soft Cover to infantry when the centre of the infantry Base is

within 2" of the Feature, even if they are in front of it (it's assumed they're able to shift position a bit and take cover). Also, Barricades do not block line of sight to/from infantry within 2" of the feature (it's assumed they take up firing positions behind them, where they can see and be seen).

FORESTS

These are areas of substantial, dense woodland. Their edge should be clearly defined and their height defined at the start of the game (use 4" as standard). Treat the Forest as a single 'block' of scenery of that shape and height and ignore the individual tree miniatures in it.

Forests block Line of Sight when firing through more than 4" of the Feature. If firing through less than 4" (measured laterally) it confers Soft Cover to the target. They are Impassable for infantry and vehicles, and are Impassable to aircraft if over 6" in height. They may be Garrisoned by Infantry (see 'Garrisons').

STRUCTURES

A Structure is defined as an enclosed building with a roof. All Structures block line of sight, are Impassable for infantry and vehicles, and are Impassable to aircraft if over 6" in height. They may be Garrisoned by Infantry (see 'Garrisons').

DAMAGE AND FEATURES

All Features may be damaged and destroyed by shooting actions (or otherwise). Before the game begins, it's important to define how resilient the Feature is, defined by its Armour Value and DP (just like Units). Below is a guide for determining which values to assign to your Features. First, define the size, and then refer to the Features Stat Sheet to determine Armour and DP values.

SIZE: BARRICADES

Barricades should be made up of sections up to 4" in length. In this way, sections can be destroyed rather than an entire walled area, for example. As such, all Barricades are considered to be the same size and have the same number of DP (see the Features Stat Sheet)

SIZE: FORESTS

Forests fall into three distinct size categories. This is only a rough guide, but players must agree what size category a Forest falls into before a game. As few forests are ever evenly shaped, these sizes are simply guidelines:

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1. Small Forest: Has a longest side dimension up to 4".
2. Normal Forest: Has a longest side dimension up to 6".
3. Large Forest: Has a longest side dimension over 6".

SIZE: STRUCTURES

Structures fall into four distinct size categories. This is only a rough guide, but players must agree what size category a Structure falls into before a game. Tall and narrow or short and wide Structures may fall outside these descriptions, but will still fit in; it's just a case of using these figures as guidelines:

1. Tiny Structure: Has up to 3 floors and/or a footprint up to 4 square inches - roughly equates to the size of a suburban house. These are generally not used in competitive play but are great for narrative games.
2. Small Structure: Has up to 5 floors and/or a ground footprint up to 15 square inches.
3. Normal Structure: Has up to 7 floors, and/or has a ground footprint up to 25 square inches.
4. Large Structure: Has over 7 floors and/or a ground footprint over 25 square inches.

Now that you have determined a size, refer to the Features Stat Sheet (below) to determine its Armour and DP. Note that there are several available Armour values for a given size, representing the build quality/ toughness of the Feature. See the notes immediately after the table to determine which you should use:

FEATURES STAT SHEET					
	SIZE	DP	A (WEAK)	A (STANDARD)	A (HARDENED)
BARRICADES	ALL	5	4	6	8
FORESTS	SMALL	20	SPECIAL*		
	MEDIUM	30			
	LARGE	40			
STRUCTURES	TINY	5	4	6	8
	SMALL	10	4	6	8
	MEDIUM	20	-	6	8
	LARGE	30	-	6	8

WEAK

Constructed using primitive materials such as wood, bamboo or straw. Not the sort of thing you want to rely on in if there's armour in town! Note that such weak materials do not support larger Structures.

STANDARD

Constructed for normal civil or military and relatively resilient and impervious to most small arms fire. Almost everything in a standard urban environment will fit into this category.

HARDENED

Heavily reinforced - proof against all but the most powerful weaponry. High value or front-line military buildings such as command HQs, defence walls and bunkers will often be hardened.

DP - DAMAGE POINTS

The maximum points of damage a Feature may sustain before it is destroyed. Treated in the same way as Unit damage points.

*** - FOREST ARMOUR**

Forests do not have armour values and do not respond to weapons fire in the same way as man-made structures. Weapons of E3 or less cannot damage Forests. Any weapon of E4 or more will normally

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damage on a 4+. Certain weapons (such as Flame and Defoliator types) do MUCH more damage to Forests than normal weapons and will be covered later.

SHOOTING AT FEATURES

Features may be targeted in the same way as Units. Shots fired against Features hit on a 2+, regardless of most modifiers.

In addition, each shot fired against a Feature may only ever inflict a single Damage Point (beating the roll required to damage by 2 or more still only inflicts 1Dp). Demolition, Flame and Defoliator weapons ignore this rule (see Special Weapons).

You cannot deliberately target a Garrisoned Structure or Forest (see Garrisons) if it contains friendly Infantry. You may, however, target Units outside with Area weapons, where the blast might hit such a Structure or Forest.

FORESTS AND LINE OF SIGHT

A Forest is a complex biological shape, as opposed to the simple geometric form of a Structure. This makes it hard and often contentious to work out Line of Sight when shooting past a Forest without some necessary abstraction.

The edge of a Forest should be defined by its base (it's always best to make forests with a solid, flat base to make it easy to move and place) and its height is defined at the start of the game (TTCombat will be using a height of 4" for all official events). In this way, a Forest is treated as a single 'block' of scenery for Line of Sight purposes so the exact placement of individual trees and how 'full' they are will have no impact on actual gameplay.

DESTROYED FEATURES

When a Feature is destroyed during a game, its demise has the following effect/s, depending on type:

Barricades: Simply remove the Barricade from the table. There is no further effect.

Forests: Each infantry base Garrisoning it is destroyed instantly on a roll of 4+. Remove the Forest from the table. Each player may place any survivors completely inside the area once defined by the Forest on the table and in Coherency.

Structures: When a Structure is destroyed during a game, any infantry inside it are killed instantly (or are buried under a pile of rubble and will play no further part in proceedings). Infantry or vehicles on the roof are destroyed instantly.

Vehicles and infantry bases within 1" of the Structure (for Tiny, Small and Medium Structures)

or 2" (for Large Structures) are destroyed instantly on a 2+. Large Vehicles (see 'Special Unit Types') whose main body is within this distance (but not the centre of the model) receive D3 DP on a roll of 3+.

The Structure should be removed from the table and replaced with a field of wreckage roughly equal to the footprint of the original building (this is not necessary with Tiny and Small buildings). This counts as a 1" high Contour with steep sides.

GARRISONS

Forests and Structures can be occupied by infantry. Infantry in Forests and Structures are usually much less vulnerable than they would be in the open. They will often contain key Objectives, and frequently the opportunistic occupation of Forests and Structures can mean the difference between victory and defeat. The rules for garrisoning them can be split into several sections:

ENTERING A FOREST OR STRUCTURE

For a Forest or Structure to be Garrisoned, infantry must enter it. One infantry Base in the Squad must be within 1" of an entrance for the Squad to be eligible to enter (the whole Squad must enter at once). The term 'entrance' refers to the edge (in the case of Forests) or doors, windows, roof hatches and skylights (for Structures). Entering or abandoning a Forest or Structure counts as an Embark/Disembark move (see 'Transports').

Structures can't be entered from an entrance on a wall from which enemy Bases inside the Structure have been allocated to fire from (it's simply too hazardous to attempt, since all the doors on that wall will be covered!). Forests can't be entered from any point within 3" of a point from which enemy Bases have been allocated to fire from (see points 2a and 2b).

Once infantry are inside, remove them from the table and indicate their presence inside in some way (with flat topped buildings, it's often best simply to place the models on the roof). Indeed, it's often a good idea to design Structure models this way or to leave a clearing in the centre of Forests for the same purpose.

Infantry which have entered a Structure or Forest may not complete any more Actions that turn.

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OCCUPIER'S ADVANTAGE

Being first into a Structure or Forest carries with it significant tactical benefits. It's far easier to search an empty building than one full of enemies, for example. Also, being first in allows infantry to set up the best defence possible. As such, Occupiers Advantage confers certain bonuses.

If an empty Structure or Forest is entered by your troops, you gain Occupier's Advantage for that Structure or Forest. You may find it easier to use a token to remind you of this. If your troops become the only infantry in the Structure or Forest (because the enemy has vacated it or been killed) then you gain Occupiers Advantage. *You can lose Occupiers Advantage during a Close Quarter Battle (see CQB).*

SHOOTING FROM A STRUCTURE

Infantry that start their Activation inside a Structure may fire on targets outside the building from any wall with windows or orifices.

You must allocate which Bases inside the Structure will fire at the beginning of their Activation (meaning that they cannot be allocated to fire on the same turn as entering the Structure). These Bases can then be allocated to a wall from which to fire from (as long as it has visible windows or orifices). Use tokens or the actual models to indicate this. Bases allocated to fire do NOT count as having moved for the purpose of weapon MF.

You may also choose NOT to allocate bases to fire, in which case they are effectively hiding inside the building. Units may not fire against enemies in the same Structure (they'll be doing that in CQB later on!)

Infantry Units inside a Structure containing enemy Infantry which do not have Occupiers Advantage may only be allocated to fire if they pass a Fortitude Test (roll for each Unit individually). If a Unit fails, it may not be placed on a wall. If the Unit is already on a wall (from a previous turn), it must be moved back inside the Structure if the test is failed.

When shooting, any point on the wall of choice with windows or orifices up to the highest covered point (i.e. the top floor) can be used as a point of origin for the weapon's shot(s) (this can be a different point for each weapon). Infantry firing from walls have a firing arc of F.

This point can be used for the purposes of measuring line of sight, to represent firing from an elevated position.

Once infantry have fired from a building they

can do nothing else in that activation, and must remain allocated to fire from the wall of choice until they are next activated (thus giving the enemy a chance to return fire).

FORTITUDE TESTS

Infantry have a Fortitude value in their Core Stat Sheet, represented by the prefix F (e.g. F4+). This represents their courage, training and grit. Roll 1D6 for a Unit/Squad requiring the test. If the Fortitude value is equalled or beaten, then the test is passed.

SHOOTING FROM A FOREST

Infantry inside Forests may also fire out of them. Use the same rules as for Structures, but instead of allocating a wall, allocate and mark any point along the edge of the Forest for the Base to shoot from (again, it's often easiest to use the actual model for this). Measure range and Line of Sight from this point.

SHOOTING AT INFANTRY ON THE WALLS OF A STRUCTURE

If infantry have previously been allocated to fire from a Structure, then they can be fired upon directly from the outside.

Line of sight and range is measured to the nearest visible point on the wall from which the target infantry have been allocated to fire from. This does NOT have to be exactly the same point they may have fired from previously. Shots may be allocated to any bases that have been allocated to fire from that wall (just like shooting at a Squad in the open).

Infantry inside the Structure count as being in Body AND Soft Cover (since the walls give them physical protection and the darker environment inside the building makes them harder to see). Note that infantry hiding deep inside the Structure cannot be fired upon directly.

SHOOTING AT INFANTRY AT THE EDGE OF A FOREST

If infantry have previously been allocated to fire from a Forest, then they can be fired upon directly from the outside.

Line of Sight must be measured to the point allocated to fire from as indicated earlier.

Infantry inside the Forest count as being in Soft Cover. Note that infantry hiding deep inside the Forest cannot be fired upon directly.

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SHOOTING AT A STRUCTURE OR FOREST WHILST GARRISONED (COLLATERAL DAMAGE)

If a Structure or Forest is badly hit, the random chaos of falling masonry, trees, shrapnel and collapses might kill hapless infantry inside. Each time a Structure or Forest is damaged by a roll exceeding the amount required to inflict damage by 2 or more, an E5 hit is sustained by a Squad inside chosen at random (e.g. when a weapon needing 2+ to damage the Structure rolls a 4 or more). Being in Body Cover is ignored for this hit. Damage is dealt to the most damaged base in the Squad (or at random if equal). Units with Passive Countermeasures and/ or Dodge values may attempt to block the hit/s. If a Unit has a Dodge value and Passive Countermeasures it may take BOTH saves.

If the Structure or Forest has 10 or less DP (or has been reduced to 10 or less DP) before the shots against it are allocated, then this 'Collateral Damage' is inflicted if the roll required to damage is exceeded by 1 or more.

ABANDONING A STRUCTURE OR FOREST

There are many prudent reasons to abandon a position. Perhaps troops are needed elsewhere, or simply because the building is close to collapse!

Bases within a Squad may be placed up to 2" from any entrance when abandoning a Structure or Forest (when they would normally be able to move). The models must be placed back on the table in coherency (the whole Squad must leave simultaneously). If it's impossible for every base to be within 2" of the entrance, then they must be as close as reasonably possible. Note that this entrance can be on the roof of a Structure.

Infantry may not shoot in the same activation as abandoning a Structure or Forest, and count as having moved.

Infantry may not abandon a Structure or Forest with enemy Infantry inside unless the controlling player has more Squads in the Structure or Forest than their opponent/s. You must leave at least 1 friendly Squad per enemy Squad in the Structure or Forest. The Squad must also pass a Fortitude Test to do so. The Squad gains a -1 modifier to this test if you have Occupiers Advantage. If the test is failed, a different friendly Squad may attempt to abandon the Structure or Forest.

LINKED STRUCTURES

Sometimes, buildings are linked by a walkway or similar Structure. Buildings less than 3" apart may also count as Linked. Squads can transfer from one Structure to a linked adjacent one when they would normally be able to move. Simply transfer them into the new building. The Squad cannot shoot in the same turn as doing this.

SIMULATING MASSIVE STRUCTURES

If you want to include massive Structures in games, it's best to do so by using a series of linked smaller Structures. This allows troops to garrison specific areas of a massive building, and allows for certain parts to be destroyed piecemeal. How you build this is limited only by your imagination!

CONTOURS AND STRUCTURES

Structures normally behave in the same way as other features in relation to ground level (i.e. they protrude from it). However, any raised area on which miniatures may be placed (such as the roof) counts as ground level. Note that if a Structure is less than 6" high it is possible for Aircraft to end their move on top of it, and drop Units on it (see 'Aircraft').

CQB (CLOSE QUARTER BATTLE)

Shooting at infantry from the outside of a building isn't the only way of dealing with them. Often, it becomes necessary to storm the building with your own infantry and enter the unforgiving world of room to room slaughter. Up close and personal, bloodshed is assured and likely to be high.

Every infantry base has a CQB value in its Core Stat Sheet. This represents their training, equipment and lethality in close quarter battle. Having the biggest gun doesn't count for much here. Instead, speed, surprise and aggression (coupled with a few well placed grenades) will be the most effective weapons.

A CQB occurs when an Infantry Base spends a full Activation inside a Structure or Forest containing enemy Bases (i.e. it must begin and end its Activation inside). At the end of its Activation, a CQB occurs. This is resolved according to the following section.

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CQB FIGHT SEQUENCE

1. DETERMINE DICE NUMBER

Each player multiplies the CQB value for each of their Infantry Units by the number of damage points that Unit has remaining in total (rounding up), then adds them together to get a total number of dice. Individual Units which have not been focusing on the combat (either by shooting and/or searching for Objectives) contribute -3 dice, to a minimum of 0. If a player has Occupier's Advantage, then each of their bases contribute +2 dice. A player loses Occupiers Advantage from this point onward.

2. DISTRIBUTE DICE

These dice are then allocated by each player against the Squad/s of the opposing side. These do not have to be evenly distributed.

3. DETERMINE HITS

The dice are then rolled against the target Squad's Armour value, in reference to the CQB Damage Table:

ENEMY ARMOUR (A) VALUE	1	2	3	4+
ROLL REQUIRED TO DAMAGE	3+	4+	5+	6+

Any roll which equals or beats the required value inflicts one hit against the target Squad. Note that only 1Dp can be achieved per hit.

Units with Passive Countermeasures may now attempt to block the hits in the same way as shooting hits are usually blocked.

Elite (or simply very agile) troops are particularly adept at surviving the merciless world of room-clearance. Such Units also feature a Dodge Value in the special section of their Core Stat Sheet. Units with a Dodge Value may also attempt to evade the hits in the same manner as with Passive Countermeasures. Units with both Passive Countermeasures and a Dodge Value may use both in succession.

STEP 4 - ALLOCATE DAMAGE

Each remaining hit inflicts one damage point to the target Squad. This damage must be allocated to the Base which has sustained the most damage previously until it is destroyed, then to the next and so on (this prevents players spreading damage amongst their Bases). If multiple Bases have the same number of DP remaining then their controlling player may pick any. Note that this is fast and usually bloody, similar to most real battles in confined spaces.

5. FORTITUDE

CQB is often highly distressing for the combatants, as deaths (and often grizzly ones at that!) are witnessed up close and personal.

Once damage has been allocated, any Squad involved in the CQB which has been reduced to less than half its original total DP (either during the CQB or before it) must immediately take a Fortitude Test to determine if it still has the stomach to remain in the fight. If the test is beaten, then the Squad holds its nerve and remains in the fray. You may elect to fail this test without rolling the dice, even if you are above half DP (if you're scared as hell and your officer tells you to run, would you argue?).

You do not take this test if all the infantry on all opposing sides of the Fight Sequence have been killed (since the victors will be celebrating success!).

If the test is failed, then the remains of the Squad must immediately vacate the Structure or Forest, either by transferring to an adjacent Structure, Embarking directly into Transports (see 'Transports') or by abandoning it.

If this would result in all the Squads in the Fight Sequence vacating the building, then the Squad with the highest number of remaining damage points stays inside (dice-off in the event of a tie).

Taking part in a CQB is done outside of normal Activation and does not count towards any limits, such as movement, shooting or allowed Embark/Disembark operations. Units which have already Activated this turn (e.g. by moving into the Structure) still take part.

Only 1 CQB may occur per Structure or Forest per turn.

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AIRCRAFT

All aircraft normally fly at the height of their stock flight stand above ground level. There are two types of aircraft in the game:

NORMAL AIRCRAFT

Unless otherwise stated, all aircraft in the game fit into this category. This includes all relatively slow moving aircraft such as dropships and gunships which have VTOL (vertical take off and landing) capability, and as such can maintain a permanent presence over the battlefield. They operate in exactly the same way as other Units, and most special considerations (such as Line of Sight) have already been covered elsewhere in the rules.

FAST MOVERS

Some aircraft are extremely fast, and can fly over the battlefield in seconds. Aircraft are Fast Movers if they have a Mv value of 'FM' on their Core Stat Sheet. They are too fast for standard movement rules to apply to them, and as such they have their own unique movement sequence. This will be covered later (see 'Airstrikes and Fast Movers').

All aircraft share a common set of special rules. These are as follows:

CLIMBING

An aircraft may pass Contours and Features 6" or less in height. Contours and Features over 6" in height are Impassable to aircraft.

FALLING

An aircraft may drop to a surface below it (i.e. when flying off a tall cliff or building roof) with no penalty to its Mv value.

FITTING ON THE TABLE

Since aircraft fly over most scenery, they could conceivably end their move in all sorts of physically awkward places for the models. A certain amount of 'official abstraction' is therefore needed to avoid arguments and difficulties with dealing with the models themselves. A whole plethora of precarious 'model balancing' moments, token use and arguments about model shape, height etc can be avoided here with a simple rule:

PLACING AIRCRAFT MODELS

Aircraft must end their move in a position where the model can physically fit on the table and stand up with its stock flying base flat on the table or solid scenic Feature. Aircraft may not end their move above a Forest. Units on the ground may be placed on top of the flight stand to facilitate placement.

It's always a good idea from a practical standpoint to design scenery to best facilitate this. Covering an entire battlefield in uneven boulders, obstructions, really narrow streets and steeply rolling hills is never going to make for a practical gaming surface, even for ground models!

It is possible for an aircraft to end its move on the roof of a Structure - providing it's large and flat enough to place the model legitimately!

LANDING

Sometimes (such as when deploying troops) it may be necessary for an aircraft to Land. All aircraft have an additional LZ (Landing Zone) value on their Core Stat Sheet. Fast Movers cannot Land, but do have an LZ value to represent their size if they crash. This value will be S, M or L (small, medium or large).

An aircraft may Land at any time when it may normally move. When Landing an aircraft, place the indicated Landing Zone Template over the centre of its flying base. The aircraft can only Land if this template does not come into contact with any ground Units or any scenery deemed Impassable or Tough to vehicles. When multiple aircraft in the same Squad are Landing, their Landing Zone Templates may not overlap.

Aircraft may Land and Take off in the same turn. Aircraft that finish their turn on the ground count as vehicles at ground level for the purposes of shooting and Line of Sight until they are back in the air (this does of course also make it possible for aircraft to 'hide' safely on the ground in obscured areas). Remove the model from its flight stand and place it on the table where it has landed if it ends its move on the ground.

Aircraft may not move while on the ground (other than Taking Off). Scourge and Shaltari aircraft count as Skimmers when landed, and may land anywhere where a Skimmer would be able to move (see Unit Special Rules).

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SHOOTING AT AIRCRAFT

Due to the elevation and speed of aircraft, only specially designed Anti-Aircraft (AA) weapons may fire on them when in the air (see 'Weapon Special Rules').

AIRCRAFT DEPLOYMENT

Aircraft Squads (or Squads being transported by aircraft) designated for Direct Deployment automatically start the game in Readiness. They may move onto the table in the normal way once activated.

DESTROYED AIRCRAFT

When an aircraft is destroyed whilst in the air, roll 1D6 against the following table. Several points are only relevant to Aerial Transports (see 'Transports'):

D6 ROLL	1-2*	3-5**	6
RESULT	EMERGENCY LANDING: THE AIRCRAFT IS FORCED TO THE GROUND AND DISABLED, BUT ANY UNITS TRANSPORTED SURVIVE UNHARMED.	CRASH LANDING: A MESSY AND FINAL RETURN TO EARTH. ANY UNIT TRANSPORTED IS DESTROYED ON A ROLL OF 4+.	DESTROYED IN THE AIR: THE AIRCRAFT IS BLOWN TO SMITHEREENS! ANY UNITS TRANSPORTED ARE DESTROYED INSTANTLY.

* If the aircraft's LZ template cannot be placed legitimately in the usual way over the point where it was destroyed, then the result counts as a crash landing.

** When doing so, place the transport's LZ template over the point where it was destroyed. If any part of a Feature/ a ground Unit's main body or base is under the template, then it takes an Energy 10 hit on a roll of 4+. An infantry base whose centre is under the template takes D6 Energy 10 hits on a roll of 4+. Structures/ Forests touched by the template take multiple Energy 10 hits equal to the crashed aircraft's original DP value.

Note that it's possible for Units under the template to emerge unscathed. This represents the random nature of flying debris. Any Units transported by the aircraft which survive the Crash Landing must be placed on the table within 3" of the wreck and in coherency. Units placed in this way may not shoot for the remainder of the turn (but may still move). Any Units which cannot be placed legitimately (i.e. in terrain which is passable to them) are destroyed instantly.

If an Aerial Transport is destroyed whilst on the ground, then roll on the Destroyed Ground Transports table instead (see 'Transports').

TINY AIRCRAFT

Tiny aircraft are exceptionally small, denoted by a special LZ value, TINY. Tiny aircraft always count as 'destroyed in the air' if destroyed, since they are too small to make a big impact if they crash! Tiny aircraft may land without having to place an LZ template.

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TRANSPORTS

The rapid pace of futuristic warfare often necessitates the widespread use of transports to get Units to the combat zone in a timely fashion. The need for this is exacerbated by the shorter effective range of weapons (due to Active Countermeasures), which means distance to target must be closed quickly in time critical situations. Indeed, it's not uncommon for whole armies to deploy from fast moving, airborne transports.

For infantry Units, transports are also often utilized to provide a measure of protection when traveling in the open, in addition to providing enhanced mobility.

Transports fit into 2 categories; Ground Transports (vehicles) and Aerial Transports (aircraft).

DEDICATED TRANSPORTS AND COHERENCY

Dedicated transports (those of the category 'Transport') do not have a S+C value in their Core Stat Sheet and each behave independently (each one is treated as a 1 Unit Squad). Bear in mind though that you will sometimes need multiple Transports to move a large Squad, in which case they will have to act together out of necessity.

TRANSPORT VALUES (T)

All Transports and Units which can be transported have a Transport value in their Core Stat Sheet. This is shown in the T column of their Core Stat Sheet. These values are represented by a letter and a number (e.g. B3). This works as follows:

- A Transport will have a T stat starting with an uppercase letter, representing the type/s of Unit this Transport can carry. This letter will be followed by a number, which represents the quantity of these Units the Transport can carry (e.g. A3).
- A Unit which can be carried by a Transport will have a T stat starting with a lowercase letter, representing the type/s of Transport that can carry this Unit. This letter will be followed by a number, which represents how much space it takes up in that Transport (e.g. a1).

- If a Transport which can be carried by another, larger Transport, then it will have both values (e.g. C3,b1)
- Transports may only carry Units sharing the same letter (e.g. A and a) and may not carry more than their number (e.g. A3) indicates. If carrying another Transport, the contents of the smaller Transport are ignored (since they are already aboard).

ACTIVATING TRANSPORTS

When a player Activates a Battlegroup, that player should declare which Transports they will be activating with that Battlegroup (if any). These Transports complete their Actions alongside the contents of that Battlegroup for the remainder of the turn, as if they were part of it. They do not have to be carrying anything at the time and they do not have to pick up any Units in that Battlegroup. There are 4 restrictions when Activating Transports:

- 1) If a Transport contains Units, it **MUST** be Activated with those Unit's parent Battlegroup only.
- 2) A Transport can **NEVER** carry Units from more than 1 parent Battlegroup in a turn.
- 3) Just like any other Unit, Transports may only be Activated once per turn unless a special rule (such as a Command Card) says otherwise.
- 4) A Unit cannot be in 2 different Transports with the same T letter value in the same turn.

Like all Units, Transports must shoot at the same time as other Units in their Battlegroup. Movement may be completed before/after shooting as usual, and may be in the opposite order for Transport and transported Unit/s, providing that shots are allocated at the same time for both. For example, a Squad may deploy from a Transport and then move. Then the Squad and the Transport shoot, then the Transport may move.

If there are Transports left over which are yet to complete their Actions after every available Battlegroup has been Activated, then these remain inactivated that turn (so don't forget to activate them at some point!).

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EMBARKING AND DISEMBARKING

This refers to Units loading and unloading to and from Transports. The rules for this are as follows:

DISEMBARKING AND EMBARKING

Units may choose to exit or enter a Transport before or after either have moved up to half their available Mv value, rounding down to the nearest inch. The Transport's move may be split before and after Disembarkation/ Embarkation (i.e. a Transport may move a bit, drop off Units and continue to move, just as long as the total distance each Unit moves does not exceed half its Mv value). This may only be done in conjunction with a Transport that has been Activated as part of the Unit's Battlegroup.

When Disembarking a Squad, place all Units on the table within 3" (for vehicles and aircraft) or 1" (for infantry) of the Transport and in coherency. If a Squad is Disembarking from multiple transports, then the whole Squad must Disembark simultaneously and in coherency.

When Embarking, every Unit in the Squad must be within 3" (for vehicles and aircraft) or 1" (for infantry) of the Transport(s).

This 3"/1" distance does not count as a move and therefore does not count against the Embarking/ Disembarking Unit's available Mv value. The Transport does NOT count as moving if a Unit is Embarking/Disembarking to/from it, which means it can move, shoot and then Units could Disembark from it (as long as the Transport moves no further, as it would be splitting its movement before/after shooting).

It is normally possible for a Squad to Embark and Disembark in the same turn. The Transport's Mv value does NOT have to be halved twice to achieve this. Embarking/Disembarking Units may NOT split their movement before and after Embarking/Disembarking.

A Transport or Unit cannot complete more than a total of two Disembark and/or Embark operations in the same turn. Units inside a Transport that is Embarking/ Disembarking from a larger Transport (e.g. an Infantry Base inside an APC which is inside a Dropship) use up one of these operations as well when their Transport Embarks/ Disembarks.

Entering/abandoning a Structure/Forest counts as a single Embark/Disembark move.

For example: remember that Transports and Units can only complete up to 2 Embark and/ or Disembark operations in total per turn.

For example, a pair of Bear APCs could Disembark from a Condor Dropship and then the Legionnaires aboard the Bears could disembark from them (2 operations total for the Bears).

The 2 Bears could NOT Embark into a Condor, Disembark and then allow their Legionnaires to Disembark (which would be 3 operations in total for them).

DISEMBARKING/EMBARKING DIRECTLY INTO/FROM A STRUCTURE OR FOREST

Infantry may transfer between Transport and Structure/Forest quickly. To do this the Transport(s) must be within 1" of or physically touching the entrance. This only counts as a single Embark/Disembark operation for the infantry.

SHARING LARGE TRANSPORTS

Sometimes, a large Transport will be moving multiple Squads at the same time. You do not have to Embark/Disembark all Squads within a shared Transport at once, but remember that a Transport can only complete 2 Embark/ Disembark operations in total per turn.

For example: a Heavy Dropship containing 2 Squads can Disembark them in separate places (2 operations) but could not Embark them in separate places and then Disembark them in separate places (4 operations). Disembarking them all in the same place would only count as a single operation.

SHOOTING WHEN DISEMBARKING

Units may shoot in the same turn as Disembarking provided they haven't also Embarked, but suffer a +2 penalty to their weapon's Ac value, even against Features. If a Unit has already fired in the turn, then it may not Embark. The Transport may fire its weapons without penalty. Weapons with a Mf value of 0" or with the IF (Indirect fire) rule may not fire after Disembarking in the same turn. AA Weapons may not fire at aircraft after Disembarking in the same turn (it's simply too risky with your own dropship hovering above!)

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DISEMBARKING AND EMBARKING FROM AN AERIAL TRANSPORT

Aerial Transports must Land before troops may Embark/Disembark. This should be completed in the usual way. However, Embarking Units do NOT count as obstructions to the LZ template(s).

The Aerial Transport may Take off afterwards in the same turn (representing a fast dust-off). Units may deploy directly underneath an Aerial Transport if it does this.

DESTROYED TRANSPORTS

DESTROYED GROUND TRANSPORTS

If a Ground Transport is destroyed while there are Units on-board, then roll 1D6 against the table below:

D6 ROLL	1-2*	3-5*	6
RESULT	DISABLED: THE TRANSPORT IS FOR ALL INTENTS AND PURPOSES DESTROYED, BUT THE UNITS INSIDE SURVIVE UNHARMED.	BAD DAMAGE: THE TRANSPORT IS A TOTAL WRECK. EACH UNIT INSIDE IS DESTROYED ON A ROLL OF 4+.	EXPLOSION: THE TRANSPORT IS ANNIHILATED IN A SPECTACULAR FIREBALL! ALL UNITS INSIDE ARE DESTROYED INSTANTLY.

Any Units which survive the destruction of their Transport must be placed on the table within 3" of the wreck and in coherency (this does not count as Disembarking). Units placed in this way may not shoot for the remainder of the turn (but may still move). Any Units which cannot be placed legitimately (i.e. in terrain which is passable to them) are destroyed instantly.

DESTROYED AERIAL TRANSPORTS

If an Aerial Transport is destroyed, then roll 1D6 against the Destroyed Aircraft Table in the same way as for other aircraft.

STRANDED UNITS

There will be times when Transports are destroyed, and there aren't enough left to transport the whole Squad. If this is the case, then the available Transports may be filled to capacity, while the stranded Units are left on the table (in exception to normal coherency rules). However, the Units inside the Transports may ONLY Disembark into coherency with the rest of the Squad.

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UNIT SPECIAL RULES

BLOODTHIRSTY

Bloodthirsty infantry, while not as mindless as Living Weapons, are highly aggressive and will always focus on slaughtering enemies. If there are enemy Units in the same Structure or Forest as Units with the Bloodthirsty special rule, then they may not abandon the structure and suffer a +2 modifier if searching for Objectives.

FAST ROPING-X"

Highly trained Special Forces soldiers are adept at using ropes to drop rapidly down to Terra Firma from an airborne Dropship and into the fray, with lethal speed, surprise and aggression. If they are aboard an aerial Transport and have not Embarked into it this turn, they may use the Fast Roping rule. If they are Disembarking, their Transport may move up to an additional X" more than it would normally be allowed to (up to its maximum Mv value) before they Disembark. The aerial Transport does not Land when using this rule.

They may Disembark directly into a Structure or Forest, when their Transport is above it. This works in exactly the same way as Disembarking a ground Transport directly into the Structure or Forest. There doesn't have to be an entrance on the roof of a Structure either, as troops with such training will always be carrying breaching charges!

LARGE VEHICLES

Any vehicle with a starting value of over 5 DP is automatically a Large Vehicle (it does not therefore need to state it in the Special section of the Core Stat Sheet). Large vehicles make a few exceptions to the rules due to their unwieldy size.

Large Vehicles cannot be Hull Down - they are too large and obnoxious to hide behind scenery! If you can see any part of the main body, it is in Line of Sight.

When firing weapons on a Large Vehicle, use the pivot point of the weapon (if it's on a ball joint or turret) or the end of the barrel (if it's fixed) to determine range and Line of Sight from that weapon. The vehicle's own main body does NOT block Line of Sight from the weapon, but the normal Fire Arcs should still be used (placed over the centre of the model as usual).

LIVING WEAPONS

Living Weapons are special types of infantry designed solely for slaughtering enemies at the expense of anything else. For example, Scourge Razorworms are vicious, single minded killing machines, without the benefit of opposable thumbs or tactical sensibilities. As such, they are of little use for anything other than bloodletting!

Living Weapons may not search for or hold Objectives. They may not contest Focal Points or Critical Locations and their points do not contribute when scoring them. They may not reveal Intel (see 'Scenarios'). They may not abandon a Structure or Forest if there are enemy infantry inside.

They may only Disembark from Transports and may not Embark. All Living Weapon Units with the same name deployed by Units in the same Battlegroup automatically form a single Squad if in the same Structure or Forest.

SKIMMERS

These are vehicles which utilize some form of advanced anti-gravity or repulsion based technology to 'float' several feet above the battlefield. They are generally faster than normal vehicles, and are usually only utilised by advanced alien races.

Skimmers may move/end their move over all Ground deemed Impassable or Tough and over all Features less than 1/2" high at normal movement speed (e.g. they can skim over rivers or low walls).

Skimmers are also highly agile, able to perform evasive manoeuvres when traveling at high speed. As such, weapons shooting at Skimmers suffer a +2 modifier to their Ac rating. AA weapons do not suffer this modifier, since they're designed to successfully track targets much

faster than this! WALKERS

These are vehicles with legs. Walkers are generally slightly slower than their treaded or wheeled counterparts although they are far more capable at traversing rough terrain. Walkers suffer no penalty to their Mv value when moving over Tough terrain. Walkers may also step over low Features and Contours up to the height of the highest leg joint on the model.

Also, Walkers generally survey the battlefield from an elevated position. This makes them more visible as targets, but also gives them an elevated position from which to fire. Line of Sight is measured from the centre of the Walker's main body, which may be above ground level.

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SPECIAL WEAPONS

There are several types of special weapon classes in the game with standard special rules presented here. However, there are many other unusual weapons encountered on the battlefields of the far future. Where a weapon has other unique special rules, it will be stated below its Weapon Stat Sheet.

AIRBURST (AB)

Airburst weapons explode in a localized area (smaller than a Small Blast Template), causing extreme damage to infantry. Airburst weapons deal twice the usual amount of DP against infantry when fired upon them directly. They also ignore Soft Cover.

ALTERNATE FIRE (ALT-X)

Some weapons have multiple fire modes. Perhaps a concentrated or wide energy beam may be fired from the same weapon for example. A weapon with Alternate Fire modes is represented by 2 or more entries on the Weapons Stat Sheet, with Alt followed by a number (such as Alt-1) in the 'Special' section. Only one weapon with the same Alt number on the Weapons Stat Sheet may be fired by the same Unit each turn.

ANTI-AIRCRAFT (AA)

These are weapons specifically designed to shoot down aircraft. They can be fired against ground targets in the usual way. They are the only weapons which may be fired against aircraft in the air, and may do so in one of two ways:

NORMALLY

An AA weapon may be fired against Units in range during the time in which it may normally shoot.

REACTION FIRE

AA weapons are mounted on high speed traversable mounts, and are designed to successfully hit incoming airborne targets. When an opponent moves or shoots with an aircraft, any Unit equipped with AA weapons may be specially activated to attempt to shoot it down.

This Unit may be activated here in addition to its normal activation (although only for a Shooting Action and only if it would normally be able to fire, e.g. not on the same turn as Disembarking from a transport).

A weapon may not Reaction Fire if it has already fired or if the Unit on which it is mounted has moved over the weapon's maximum Move and Fire (MF) distance in the same turn. Once a weapon has been Reaction Fired, it cannot fire again if activated later in the same turn, and the Unit on which it is mounted cannot move further than the maximum MF distance of the weapon used.

Line of Sight and range can be measured from any point along the aircraft's Movement Corridor (the path along which the aircraft has just moved). The point chosen is referred to as the Point of Engagement. Complete the Shooting Sequence against this point as you normally would. If the aircraft's damage points are reduced to zero as a result of the shot(s), then it is destroyed over the Point of Engagement.

If the aircraft is not destroyed, then another Unit equipped with AA weapons may be activated as above. However, only a point further along the aircraft's movement corridor than the previous Point of Engagement may be chosen as the new Point of Engagement. If the Reaction Fire is in response to an aircraft firing, all Reaction Fire shots should be declared together before rolling to hit.

A Reaction Fire shot is by its very nature somewhat less accurate than a well considered one, and as such the weapon will suffer a +2 penalty to its accuracy (Ac) rating.

AA Weapons that also have the IF (Indirect Fire) rule may not Reaction Fire.

VARIABLE ACCURACY AA WEAPONS

Variable Accuracy weapons are a special type of AA weapon that is not equally as good shooting ground and aerial targets. Typically, the design of these weapons will be so honed for engaging a single type of target that they will be poor against others.

A Variable Accuracy AA weapon is expressed as a weapon with the AA rule and 2 Ac values. Use the first when targeting aircraft and the second when targeting anything else.

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AREA (AREA-X)

These weapons create havoc over a wide area. Explosions, fireballs, fragmentation and cluster weapons all fall into this category. All Area weapons use some kind of area template. Which template to use will be indicated in the 'Special' section of the Weapon Stat Sheet (e.g. it may state 'Area-L', which means use the large Area template).

Roll to hit with Area weapons against a designated target in the usual way. If the weapon hits, the centre of the Area template may be positioned over any part of the main body or base of the target Unit (or centre of the flight stand for an aircraft in the air). However, if the shot misses, then the blast will deviate from the centre of the main body or base of its target by the difference between the required roll to hit and what was actually rolled (in inches). If the roll to hit was a 1, then the shot is ignored entirely (as a misfire or woefully poor shot!).

Determine the direction in which the shot deviates by using a spinner or other direction determining device. If any part of a vehicle or infantry base's main body or base is under the template, then a hit is inflicted at the E value of the weapon (as usual). If the centre of an infantry base is under the template, then D6 hits are inflicted on that base. Body cover has no effect against Area weapons. Area weapons may not directly target Infantry inside Structures or Forests (although the effect of a massive explosion will frequently cause Collateral Damage!)

Area weapons with AA may be fired against aircraft. Place the template in the usual way. However, only aircraft in the air are affected by the blast.

When a direct hit is inflicted by an Area weapon against a Feature (when targeting the Feature itself), do not place a blast template. Instead, the weapon gains 'Demolisher-2' if it does not have a Demolisher value or double the weapon's existing Demolisher value.

In addition, explosions will often start fires! If an Area weapon achieves a direct hit against a Structure or Forest, then roll a single D6. On a roll of 5+ a fire has started! Place a Fire Token on the Structure or Forest (see Fires).

ARTICULATED MOUNT (ARTICULATED)

Some vehicles (most notably UCM battle tanks) feature folding turrets which have been designed to fire over low obstructions, improving visibility while simultaneously protecting the vehicle's hull. Line of sight may be measured from a point 1" above the hull when firing a weapon on an articulated mount. Once it has done so, enemy Units may opt to fire on a Unit with such a weapon using this point until the Unit is next activated, in which case the vehicle automatically counts as Hull Down.

CLOSE COMBAT (CC)

There are no specific close combat rules in DZC, since fighting with swords in the open is not a major feature in wars where advanced ranged weaponry is commonplace! The closest real equivalent to close combat is CQB (where blades, clubs and teeth may indeed be utilized), which has already been covered. Close combat on the open battlefield is a rare occurrence, and is absorbed in the normal shooting rules by simply assigning a weapon a range value of CC (see 'Shooting').

CO-AXIAL (CA-X)

Some weapons are mounted on the same fixed axis as another, and so must fire in the same general direction. A Co-Axial weapon will be represented by 2 or more entries on the Weapons Stat Sheet, with CA followed by a number (such as CA-1) in the 'Special' section. Weapons with the same CA number must fire in the same Firing Arc when firing in the same turn (i.e. if both may fire F/S/R, then if one fires in the F arc, both must do so).

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DEFOLIATOR (DEFOLIATOR-X)

Defoliation weapons are designed specifically and solely for clearing overgrown areas. Frequently, they are used outside the battlefield to clear landing zones for expeditionary forces or forward base construction. However, they are sometimes seen in combat, especially when enemy troops are hiding in dense vegetation, in the mistaken belief that they're safe.

A Defoliator weapon is represented by an entry on the Weapons Stat Sheet, with Defoliator followed by a number (e.g. D6+2). For each direct hit against a Forest that this weapon achieves, this number of DP are automatically inflicted in place of rolling to damage. Half this number (rounding down) of Collateral Damage hits are also inflicted. A Passive Countermeasures roll may still be taken for each shot before the damage is inflicted.

DEMOLITION (DEMOLISHER-X)

These are weapons designed specifically to flatten scenic Features, and normally feature explosive warheads which detonate after penetration. Demolition weapons are represented by an entry on the Weapons Stat Sheet with Demolisher followed by a number (such as Demolisher-2) in the 'Special' section. This weapon does the normal number of damage points times this number against Features. Remember that Demolition weapons ignore the rule that only 1 DP may be inflicted against a Structure or Forest per hit, so if the roll required to damage is beaten by 2 or more, then the weapon does 2x the Demolisher value in damage.

If a hit from a Demolisher weapon would inflict Collateral damage, multiply the number of Collateral damage hits by the weapon's Demolisher value.

Example: An E10, Demolisher-3 weapon hits a hardened Structure (A8). The hit will damage on a 3+ (from the E vs A table). The result is a 5, beating the roll required by 2 or more, so the shot inflicts 2Dp (as Demolition weapons ignore the rule that shots against Features can only inflict 1Dp each). This is then multiplied by 3, the weapon's Demolisher value, making a total of 6Dp inflicted. The hit would also inflict one Collateral Damage hit (by beating the roll to damage by 2 or more) but since the weapon has Demolisher 3, it inflicts 3 Collateral Damage hits.

DESTROYER (DESTROYER-X)

Some powerful weapons are designed specifically to destroy heavily armoured vehicles through targeting weak spots in the armour with pinpoint accuracy. Typically, such weapons are mounted on tank destroyer type vehicles, which are often slower to manoeuvre, but offer the greater precision needed.

A Destroyer weapon is represented by an entry on the Weapons Stat Sheet, with Destroyer followed by a dice roll value (e.g. 5+). If this value is met or exceeded when rolling to hit, 2Dp are automatically inflicted in place of rolling to damage. This roll is modified by any bonuses/penalties to the weapon's Ac value.

A Passive Countermeasures roll may still be taken for each shot before the damage is inflicted.

FLAME (FLAME)

Flame weapons have been seen on battlefield for millennia. In the far future, their primary use is for expunging well dug-in infantry from cover. Flame weapons may directly target infantry inside a Structure or Forest even if they have not been allocated to fire from it. They also ignore Soft and Body Cover. They may not target infantry inside a Structure or Forest which contains your own troops.

In addition, shooting flames into a Structure or Forest will frequently start fires! If a Flame weapon has been fired against a Structure, Forest or a Unit inside it and achieved 1 or more successful hits, then roll a single D6 (NB: You may roll to hit against a target that the weapon is too weak to damage directly). On a roll of 3+ a fire has started! Place a Fire Token on the Structure or Forest.

FIRES

At the start of the Round Up Phase, roll a D6 for each Fire Token in a Structure or Forrest. On a roll of 1, the fire goes out (remove the token), on a roll of 2-4 a Structure takes 1Dp, on a roll of 5 or 6 a Structure takes 2Dp and another Fire Token is added. Forests take double this amount of damage. Each DP inflicted AUTOMATICALLY inflicts Collateral Damage.

If there are multiple Fire Tokens in the same Structure or Forest, you might find it easier and neater to use a red D6 to represent them.

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INDIRECT FIRE (IF)

These are usually artillery weapons which may fire over scenery in some way. Indirect Fire weapons may fire over scenery which normally blocks line of sight. However, doing so is somewhat less accurate than shooting at a visible target, and as such the weapon suffers a +2 penalty to its accuracy rating. If an Indirect Fire weapon also has AA, then it may not Reaction Fire.

Also, the Unit equipped with an Indirect Fire weapon needs to have awareness of where the target is, and as such will need a forward observer to direct its fire. It may only fire if the target Unit is in line of sight of ANY other friendly Unit (it's assumed that pretty much everything carries some kind of comms gear). If the friendly Unit is a Scout (shown in the 'Category' section of its Core Stat Sheet) then the +2 penalty for accuracy is ignored, representing the superior comms and scanners of scout Units.

LIMITED (L-X)

Some weapons may only be fired a finite number of times before they run out of ammunition. Most battlefield weapons feature such limitations, but for game purposes this rule is only featured on weapons with very few available rounds/missiles. A weapon with limited ammunition is represented by L, followed by a number (e.g. L-4) in the 'Special' section. The weapon may only be fired as many times as the number states in a single game.

REDUCE (RW-X)

These are weapons whose number of shots reduce as their parent Unit takes damage points. These weapons are usually featured in infantry bases, where casualties in the Unit are reflected by a loss of shots. A Reduce weapon will have RW followed by a number (e.g. RW -1) in the 'Special' section of the Weapon Stat Sheet. The number of shots the weapon may fire is as follows:

Shots = original Sh value - (DP lost x RW value)

For example, an infantry base is armed with assault rifles, with an original Sh value of 5. The base has taken 3 damage points and has a RW of 1. It may now fire $5 - (3 \times 1) = 2$ shots.

SHAPED CHARGE

(SC)

Shaped Charge weapons (most commonly rockets) utilize the Munroe effect to channel the energy of a detonation, greatly increasing the potential penetrative power of the warhead. This allows the weapon to inflict damage out of proportion to its power, given a hit in the right area and at the right angle. A Shaped Charge shot will always cause 1 point of damage on a roll of 6+ if it would not normally be powerful enough to inflict damage (roll to hit first as usual). Other weapons which rely on an extremely accurate hit (such as anti-materiel rifles) will also use the Shaped Charge rule.

SMALL ARMS (SA-X)

The effect of a hail of bullets from a large group of infantry armed with assault weapons can potentially be a threat to aircraft at short ranges - there's always a chance that a weak spot in an aircraft's light armour can be found! A Small Arms weapon may replace all of its normal shots with a single AA shot at a range of 6" using the weapon's normal Ac value, when firing at aircraft only. The Energy value of this shot is equal to the number after the SA entry (e.g. SA-6). This rule has no effect if the infantry base using the weapon is reduced to less than half its original DP.

SNIPER (SNIPER)

These are extremely accurate and high powered anti-infantry weapons, designed for head shots at long range. Sniper weapons ignore Soft Cover and Body Cover. Sniper weapons can only inflict a maximum of one point of damage per shot (it's one shot one kill after all).

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AIRSTRIKES AND FAST MOVERS

Fast Movers are lightning fast, normally fixed wing strike aircraft. Think of them as the jet fighters of today, vs helicopters, which have more in common with the dropships and gunships of DZC. They are so fast that they behave differently from normal battlefield Units and have their own special rules.

Fast Movers are incorporated into an army differently. While regular Units are permanent fixtures on the battlefield and under your Commander's direct control, Fast Movers are merely 'borrowed' from a different military service branch as 'called in' air support. In the case of the United Colonies of Mankind, the UCMA is the army (normal Units in Dropzone Commander) while all fighters and bombers fall under the auspices of the UCMF (the mighty Colonial Fleet).

CHOOSING FAST MOVERS IN GAMES

Unlike normal Units, you do not pay points for the Fast Movers themselves, they do not take up Battlegroup slots and they are not, strictly speaking, part of your army. However, they act in conjunction with HQ type Battlegroups, which they usually activate with during the Turn Sequence.

Instead of paying points for individual Units, you pay for Attack Runs, representing the resources allocated to your mission in the way of air support. You may not purchase Attack Runs in Skirmish sized games (they are too insignificant to warrant air support).

Although you may purchase as many Attack Runs as you like, you may only use 1 per turn per HQ Battlegroup in your army. You may not use any Attack Runs if you have no Commanders on the table.

FAST MOVERS CORE STATS

Fast Movers have a modified Core Stat Sheet, very similar to other Units in DZC. An example of which is shown below:

ARCHANGEL	A	CM	DP	PTS/RUN	TYPE	CATEGORY	S+C	LZ	SPECIAL
	5	A	1	25 (160)	AIRCRAFT	AIRSTRIKE	2	S	

KEY POINTS:

1. Fast Movers have no Mv value as they're usually capable of zipping across the whole battlefield in a single turn! They also have no T value, as they are never Transports and can never be carried by Transports.
2. The Core Stat Sheet includes a Pts/Run column, expressed as 2 values. Firstly, the points you pay for the Attack Run, which is for the entire Squad (if the S+C indicates a Squad size of more than 1 Unit). Secondly, a points cost in square brackets. You do not actually pay these points. However, each Fast Mover is worth this many Kill Points to your opponent if destroyed (see 'Scenarios'), representing the military value of these Units.
3. All Fast Movers are represented by a special Category (Airstrike)
4. You never have a choice for the Squad size for Fast Movers - it is always fixed (in this case to 2 Archangels). Remember, the points you pay for each Attack Run is for a full Squad of this size.

DESTROYED FAST MOVERS

As has been noted, Fast Movers are usually worth a lot of Kill Points, so they are well worth shooting down for this reason alone, in addition of their obvious threat to your forces! If any are destroyed, you should make a note of it for the end of the game. However, a full Squad will still be available for the next Attack Run. You've paid points for air support, not the actual Units themselves - each Attack Run is not necessarily conducted by the exact same aircraft, merely the same type. If a Fast Mover was damaged in a previous Attack Run but not destroyed, the Fast Mover entering the table for the next Attack Run will have full DP.

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CALLING AN AIRSTRIKE

An Airstrike may be called on the Activation of an HQ Battlegroup when there is an Attack Run available. You may only call 1 Airstrike per HQ Battlegroup Activation. You may not call an Airstrike for this Battlegroup if you have a Slow speed Airstrike left to complete from the previous turn (see 'completing slow Airstrikes').

Calling an Airstrike uses up 1 available Attack Run. You may not call an Airstrike on turns 1 and 2.

If a friendly Fast Mover was destroyed in the previous turn, you must pass a test of 3+ on 1D6 to successfully call an Airstrike. If the test is failed, an Attack Run is not used up.

FAST MOVER ACTIONS

Fast Mover Units in an Airstrike complete their Actions before anything else in the Battlegroup completes theirs. Fast Mover Actions proceed as follows:

1. SET ENTRY POINT(S) AND DECLARE SPEED

Fast Movers may enter the battlefield from ANY table edge. Simply place the model/s anywhere on the chosen table edge, facing in the direction they will be flying and in coherency (units within a Squad with Open coherency must still all enter from the same table edge).

When placing the Squad on the table, you must announce which speed it will be flying at (Fast or Slow).

2. MOVE TO FIRING POSITION(S)

The Squad must now be moved in a straight line towards a Firing Position anywhere else on the table. This move must be a minimum of 9". Fast Movers flying at Slow speed may make a single turn up to 45 degrees at any point in this move. The Fast Mover(s) must always face in the direction of travel. The Squad must end this move in coherency.

Apart from the speed and linear nature of it, this movement is handled in the same way as for normal aircraft. This includes the avoidance of scenery over 6" high and allows for AA Units to

Reaction Fire against them at any point along their Movement Corridor (as with other aircraft). Reaction Fire shots against Fast Movers flying Fast suffer a +3 modifier to their Ac value, rather than the usual +2.

3. CALL FOR AND COMPLETE INTERCEPTS

If any opponent wishes to call an Intercept with one or more of their own Fast Mover Squads (see 'Calling an Intercept') they may do so now. If there are multiple opponents, they resolve their Intercept/s in order of Initiative. All Intercepts are completed before the Attack Run continues.

4. FIRE WEAPONS

Units in the Fast Mover Squad may fire their weapons in the same way as normal aircraft.

5. FAST SPEED FLIERS MOVE OFF

If the Squad elected to fly Fast, it's Units must now continue moving in the same straight line until they leave the table. They may be Reaction Fired against on the way. Squads do not need to leave the table in coherency.

COMPLETING SLOW AIRSTRIKES

If you elected to fly Slow, you'll notice that you do not complete step 5 above. Instead, the model/s remain on the table until you Activate the same HQ Battlegroup next turn. If everything in that Battlegroup is destroyed (and it therefore can't be Activated), immediately remove the Slow Fast Movers from the table, as they will have aborted the rest of their run. Your opponent does NOT score Kill Points for these.

Complete the Slow speed run using the steps below:

1. MOVE TO NEW FIRING POSITIONS

If the Activated Battlegroup called a Slow speed Airstrike last turn, the models will still be on the table (if they haven't been destroyed yet of course!). These must now be moved in a straight line towards a Firing Position anywhere else on the table. This move must be a minimum of 15". They may make a single turn up to 45 degree at any point in this move. The Fast Mover(s) must always face in the direction of travel. The Squad must end this move in coherency.

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2. CALL FOR AND COMPLETE INTERCEPTS

If any opponent wishes to call an Intercept with one or more of their own Fast Mover Squads (see 'Calling an Intercept') they may do so now. If there are multiple opponents, they resolve their Intercept/s in order of Initiative. All Intercepts are completed before the Attack Run continues.

3. FIRE WEAPONS

Units in the Fast Mover Squad may fire their weapons in the same way as normal aircraft.

4. SLOW SPEED FLIERS MOVE OFF

Units in the Fast Mover Squad must now continue moving in the same straight line until they leave the table. They may make a single turn up to 45 degree at any point in this move if they have not already done so in step A. They may be Reaction Fired against on the way. Squads do not need to leave the table in coherency.

These rules mean that Slow flying Fast Movers spend an entire turn on the table between Airstrike Phases, but may get to shoot twice for the price of a single Attack Run! They will be vulnerable to enemy reprisals in the meantime - remember, they're worth a lot of Kill Points.

Remember that Fast Movers with AA weapons may Reaction Fire, just like any other Unit and at any time. Think carefully if there are Slow flying Fast Movers left on the table with AA weapons available!

CALLING AN INTERCEPT

An Intercept is conducted by a Fast Mover Squad in response to an opponent's Airstrike or Intercept when prompted. Calling an Intercept uses up 1 available Attack Run. For a Squad to be able to intercept it must include Fast Movers with AA weapons and be available for an Attack Run (remember, you may only use 1 Attack Run per HQ Battlegroup per turn).

If the Squad may Intercept, roll a D6. On a roll of 3+, it Activates now and completes its Intercept. If this roll is failed, an Attack Run is NOT used up and may be used later in the turn. You may only complete 1 Intercept per enemy Attack Run, but may attempt the roll multiple times if you have multiple Attack Runs available. An Intercept is completed in exactly the same way as an Airstrike, with the following changes:

1. Fast Movers competing an Intercept MUST elect to fly Fast.
2. Only AA weapons may be fired by the Intercepting Fast Mover/s and they must be fired at the enemy Fast Mover/s that have been interrupted by the Intercept.
3. These weapons count as Reaction Firing, since shooting down an enemy aircraft in a dogfight is not trivial! However, if the firing Fast Mover is behind the target (use the Rear firing arc to determine this), then it gains a -1 modifier to its weapon's Ac values.

Note that it's perfectly possible to Intercept an Intercept! You may do this when prompted to in the Fast Mover Actions sequence.

FAST MOVER SPECIAL RULES

Some Fast Movers have additional characteristics, which are represented by the following special rules:

LUMBERING

Fast Movers with this rule are slower and less nimble than their brethren. They may only elect to fly Slow during their Attack Runs. AA shots fired at such a Unit during an Intercept from directly behind it (in line with its Movement Corridor) suffer no Reaction Fire penalty against this Unit.

SUPERCruise

Fast Movers with this rule have the ability to break the sound barrier at low level and still be combat effective. When flying Fast, they may elect to Supercruise. All Reaction Fire shots against them suffer an additional +1 to hit modifier. Any weapons fired by this Unit also suffer a +1 to hit modifier.

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COMMAND

Armies seldom succeed in battle without a good Commander. In fluid situations, the actions and decisions of front-line leaders (those that are actually present on the battlefield) often separate victory from defeat.

In DZC, Commanders usually direct their troops from some kind of command vehicle, as an officer wouldn't last long wandering around the battlefield on foot! Within its protected confines, the Commander can survey the battle and give orders using high powered communications equipment. In some cases these are not combat Units themselves, but they always fulfil a vital battlefield role.

Commanders cost points just like any other Unit, but they do not have a Core Stat Sheet. Instead, they have a Commander Stat Sheet, such as the one below:

COLONIAL	CV	SOI	ALLOWED	PTS
CAPTAIN	4	18"	C/B	95

CV - (COMMAND VALUE)

Represents the abilities of a Commander (higher numbers are better). This affects many things, such as the roll for Initiative.

SOI

Shows their maximum Sphere of Influence for certain abilities.

ALLOWED

Defines what sized engagement they can be chosen to participate in. In this case, a Colonial Captain can be taken for a Clash or Battle, but not a Skirmish (an action too small to usually merit his/her presence).

PTS

How many points it costs to field this commander. A player may field as many commanders as they like.

There are several special rules relating to commanders:

COMMAND UNITS

A commander must usually be mounted inside a suitable command Unit. A command Unit will have 'Command' in the 'Category' segment of its Core Stat Sheet. Before the battle, allocate which Commanders are in which command Units. Each

command Unit can only contain one Commander. Any Commander may also be mounted in a non-command vehicle or aircraft Unit. A Commander of CV 3 or lower may be placed in an Infantry Unit, in which case the Fortitude value of every Unit in its Squad becomes 2+. If using either of these options, the Commander will suffer a 50% reduction in his/her SOI value, since this Unit has not been specifically designed for a command role. Commanders may not be mounted in infantry Units with the Living Weapons rule.

The Commander cannot leave this Unit during the course of the battle, and if it is destroyed, he/she is assumed to have been killed (or in any case cannot play a further meaningful part in the battle).

COMMAND CARDS

Command Cards represent the specific actions and decisions made by the Commander. Each card will state when it can be played and what its effects are. Command Cards add flavour and an additional tactical layer to games. However, games may be played without Command Cards with the agreement of all players. Each race has a distinct and fixed pool of Command Cards to use (see 'Building Your Command Card Deck').

Players may play as many cards from their hand as they like during a turn until they run out. A player can draw cards up to a hand size equal to the Command Value (CV) of their most senior Commander on the table in each Initiation Phase. As such, Commanders in Reserve or in Readiness cannot take charge until they are physically on the battlefield (NB: being aboard a Transport that's on the table does count).

If the most senior Commander present is killed, the player must immediately discard cards of their choice down to a number equal to the CV of the new most senior Commander and so on. As such, it's often a good idea to have several Commanders to provide a chain of command/level of redundancy should any be killed. If there are no Commanders present, the player uses a CV of 1, and as such may hold 1 card. This CV value may not be used when determining Initiative. Since there is no Commander left alive any cards requiring SOI cannot be played.

When a card is played or discarded for any reason, it should be placed face-up in a discard pile, visible to all players. If a player runs out of cards in their deck, this discard pile should be turned face-down and shuffled into a new deck to draw from.

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A typical Command Card has the following parts:

AREA

The area in which this card may take effect. This will either be Sphere of Influence (can only take effect if the Targets are within the Radius value) or Global (no restriction).

PLAY

Describes when the card can be played.

TARGET

Describes the allowed Target(s) of the card. Each Squad can only be Targeted once per turn per player, although cards which do not specifically target them or Units within them will still take effect (e.g. 'Target: All friendly Squads').

EFFECT

Describes the effect the card has on the target. Before the card takes effect, other players may play cards in response. Effects stack in reverse order when multiple cards are played simultaneously (the most recently played card takes effect first). You may also chose to wait until another card has taken effect before playing another.

SPHERE OF INFLUENCE

Every commander has a SOI value, which represents the area surrounding the Commander in which certain command cards can take effect. Use the SOI value of the highest ranking commander on the table whenever determining this (even if it's being measured from a command vehicle with a lower ranking Commander inside - the subordinate is simply relaying orders!). If a Unit containing a Commander is inside a Transport then Sphere of Influence may be measured from it instead.

Scout Units also serve as command and control relays. As such, the Sphere of Influence can also be measured from any friendly scout Unit. The Target(s) of the Command Card must be within the Sphere of Influence for the card to take effect. A Squad is considered within Sphere of Influence if a single Unit in that Squad is inside the SOI. Squads inside Structures are considered inside the Sphere of Influence if any part of the Structure is within the SOI value.

SHOOTING AT COMMANDERS IN SQUADS

If a Commander is mounted in a vehicle which is part of a Squad then the controlling player may chose to re-allocate shots to other Units in the Squad which are also in range of and in equal or better line of sight to the shooter (i.e. both in full view, hull down target re-allocated to full view target or both hull-down), providing the distribution is even. This represents members of a Squad supporting and covering their Commander.

For example, a Squad of 2 tanks fires on a Squad of 3 vehicles, one containing a Commander. The attacker allocates both shots to the vehicle containing the Commander, then the owner may allocate the 2 shots to the other 2 vehicles, providing they are both in range and equal line of sight, but may not allocate both shots to a single other vehicle. If there were 4 shots for example, the vehicle containing the Commander would have to be allocated at least one shot.

FAMOUS COMMANDERS

Some Commanders have risen to legendary status, becoming household names, and are often held in fear, awe or infamy. These mighty individuals may occasionally be featured in battles. Famous Commanders may have several special abilities, and may even change the Army Roster to suit the unique fighting style for which they are famous. Before a battle, all players must agree to the use of Famous Commanders before they can be chosen. Rules for these will be available in future supplements or as special online downloads.

BUILDING YOUR COMMAND CARD DECK

Every faction has a set of 56 Command Cards available. However, you must build a deck of 40 cards from this total pool - the spare cards are not used. If playing multiple games in a series (e.g. in a tournament setting) then you will not generally be allowed to change the 40 you chose to bring.

This allows you to tailor your deck towards your chosen army and strategy, adding flavour and variety to games. In competitive play, you should show your opponent which cards you have not used before the game begins.

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SCENARIOS

All warfare is meaningless without a purpose, be it noble or nefarious. Whilst every great campaign has overall goals, specific actions on the ground will have smaller but no less significant aims (to those involved at least!). Sometimes, the apparently small accomplishments of a few troops in the right place at the right time can tip the outcome of an entire campaign.

The scenarios detailed in this part of the book lend purpose to your games, and are designed to represent the sorts of actions that highly mobile forces might be called to take part in - you won't find attritional trench warfare in here! These scenarios will give you some inspiration, focus and consistency, but feel free to modify them or to invent your own. You could also string multiple scenarios together to cover a wider battle, or even an over-arching campaign. Many more scenarios will be released online and in future publications, to ensure that your games stay fresh and interesting!

These Scenarios have been designed to be fair, balanced and to treat all players equally. As such, each player starts the game on an equal footing, with the same objectives to achieve. Of course, some scenarios will slightly favour the playing style of certain races, and exact layout will affect each player's chances; however, they will be closely matched. All scenarios in this book are suitable for tournament play, although some are easier for Tournament Organizers to manage than others. See 'Notes' on each scenario for recommendations.

KILL POINTS AND VICTORY POINTS

Kill Points and Victory Points are used to determine who wins games. Victory Points are usually the most important, and are earned by capturing Objectives, for example. Kill Points are usually (but not always) used to determine who wins in the event of a tie in Victory Points and often generate extra Victory Points of their own. Kill Points are simply the total points value of every destroyed enemy Unit and every killed enemy Commander. Damaged Units do not count towards Kill Points; they must be destroyed outright to count.

GENERAL GUIDELINES

CHOICE OF SCENERY

Apart from any mandatory scenery (i.e. items which are specified in the diagram), the scenarios are deliberately vague regarding any other scenery you should use. One of the main things that keep wargames interesting, engaging and ever changing is scenery - as such we feel this should mostly be left up to the player! Being creative through devising new layouts is part of the fun and will change the strategy of the players; your choice of scenery will strongly affect the way the battle plays out. Indeed, some scenarios will play entirely differently with altered battlefields.

One thing we do advise though is to use lots of scenery in most cases, since empty battlefields generally lead to boring and 'obvious' games, where players can see the outcome early and do little to change it. Dropzone Commander is designed specifically with urban warfare and air mobility in mind - this doesn't mean that natural landscapes won't work for some scenarios, but try to include plenty of obstacles and cover!

The Scenarios are designed to be balanced and equal for all players. As such, you should endeavour to be fair when distributing scenery around the battlefield. Sometimes it's best to have an independent adjudicator place the scenery if you're feeling particularly competitive (this is more or less essential in a tournament environment!)

TABLE SIZE

Most scenarios specify a table size of 4'x4'. If you're short of space, a 4'x3' table could be used instead for small games (under 1000pts) with minor adaptations. For large games (over 1500pts) we would recommend a 6'x4' table, to avoid a battlefield crammed with models and giving your forces room to manoeuvre!

GAME LENGTH MODIFIERS

Each scenario will specify a game length (typically 6 turns). Scenarios which use the Distant or Vanguard Approach Type will usually specify 7 turns, as the first turn usually features a small number of Units and is over quickly. If you want to use Battle Line instead for these scenarios, reduce the game length by 1 turn. If you change a Battle Line mission to Distant or Vanguard, add a turn.

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As a rule of thumb, we recommend adding an extra turn for every 2' added to the table between the table edges of each player. For example, if a 4'x4' becomes a 6'x4' (played end to end) each player's table edges are now 6' apart, so the game should last for an extra turn. This is not required if the table is made wider as opposed to longer.

You may also want to change the game length yourself, especially if inventing variants to scenarios.

BALANCE

As has been said already, it would be wrong to expect every game and scenery layout to be perfectly balanced - especially when using the Special Scenarios! The more experience you gain, the better judge you will become on how to set out a battlefield that leads to a close game with each of the scenarios. Exploring the many possible iterations adds endless replay value.

EXPERIMENT

It's best to treat the scenarios in this book as frameworks around which you can design games. While 10 scenarios in 20 variants is an excellent starting point, being inventive enhances the experience. Try out new scenic layouts, modifications to Victory Conditions, Approach Type, numbers of Objectives, table size and ways of introducing more players etc - anything goes in casual play (as long as your opponents agree of course!).

SCENARIO ELEMENTS

The scenario diagrams share some common symbols/elements, which represent items on the battlefield. For the sake of simplicity and neatness, their nature and rules are described below:

SCENIC FEATURES IN SCENARIOS

The full rules for Features (Barricades, Structures and Forests) are described in detail in the main rules. Every scenario will include some combination of Structures and Forests and will be reasonably specific about how big they are (and thus how tough - see the Features Stat Sheet for DP and Armour values).

If the scenario diagram doesn't specify a Build type for Structure(s) you may choose your own.

Try to vary the type, size and layout of your Structures between battles, since they are often integral to the way the game plays. Varying the height, nature and shape of Structures, as well as linking smaller ones to create more complex buildings can all create variations.

Some scenarios will allocate a certain number of Barricades to each player, and allow them to place them anywhere they like in a defined area. It's important that the height, size and build type of these Barricades are the same for each player, ensuring a fair match.

SPECIAL STRUCTURES

Many Structures in an urban/militarised environment serve a useful and/or crucial purpose. Several scenarios will indicate which Structures have special features. These are best represented by small, removable scenic elements which can easily be placed on the roof of normal Structures (or simply with tokens). Their types and rules are as follows:

COMMS RELAY

If a player is the only one with friendly infantry Units inside this Structure, then their Sphere of Influence Command Cards may be played anywhere on the table. In addition, their maximum CV value increases by 2 while this situation continues.

CONTROL TOWER

If a player is the only one with friendly infantry Units inside this Structure at the start of a HQ groups activation, then they may make 1 free Attack Run per turn with an additional Fast Mover Squad of their choice, providing the listing's points cost for 1 Attack Run is 40pts or less.

POWER PLANT

If this Structure is destroyed, all Units on the ground within 2D6" are destroyed instantly and all aircraft on a 4+. All Structures within this distance sustain D6+6 DP (roll separately for each) and all Forests within this distance receive 4 Fire Tokens. Focal Points and Critical Locations within Power plants are worth twice the usual number of VP.

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CANNON/MISSILE PLATFORM

If a player Activates a friendly Unit inside this Structure and they have Occupier Advantage, then they may fire the following weapon, depending on the structure type (measure Range and Line of Sight from any point on the Structure). This weapon may only be fired once per turn.

If there are multiple players controlling multiple Platforms, then they may be fired one at a time in order of Initiative.

WEAPONS	E	SH	AC	R(F)	R(D)	MF	ARC	SPECIAL
CANNON PLATFORM	1D	4	2+	∞	24"	-	F/S/R	AA
MISSILE PLATFORM	1D	1	4+	∞	24"	-	F/S/R	IF, AREA-L

OBJECTIVES

An Objective is a physical object or VIP that your army will generally need to discover/capture and extract from the combat zone (i.e. carry, drive or fly it off the table!) in order to win the game. They are best represented by small tokens. The rules for Objectives are quite extensive, and are detailed below:

DISCOVERING OBJECTIVES

Before an Objective can be moved, it must be Discovered. Objectives in open ground are Discovered simply by moving over them with a vehicle or infantry base. Objectives inside Structures and Forests must be searched for by infantry inside. The larger they are the harder it gets, as there's more ground to search!

If an Infantry Squad begins its Activation inside a Structure or Forest, it may search it before making any other actions (bear in mind doing this will cause each Unit in the Squad to suffer penalties to their CQB - see CQB for details). A Squad may search for objectives and shoot in the same activation. Roll 1D6 for each Squad searching - on a roll of 6+ for a Large Structure or Forest or a 5+ for all other sizes, the Objective is Discovered. You gain a -1 modifier to this roll if you have Occupiers Advantage.

If a friendly Transport vehicle is activated alongside the Base/s searching, then a -1 modifier is gained for this roll. This Transport must be able to carry Infantry and must begin its Activation within 1" of an entrance of the Structure or Forest to contribute. Each Transport may only grant this modifier to one squad and the dice roll modifier is not cumulative if there are multiple Transports eligible.

Once the Objective is Discovered, then any of the Bases that searched may be given the Objective to carry.

CARRYING AND MOVING

OBJECTIVES

Once an Objective has been discovered, it can be carried. ONLY vehicle and infantry Units may carry an Objective (although aircraft may carry a Unit which is carrying an Objective - this is usually the fastest way of extracting the Objective!). When carried, that Objective moves with the Unit carrying it. If that Unit leaves the table, then the Objective has been successfully extracted.

TRANSFERRING AND PICKING UP DISCOVERED OBJECTIVES

Objectives may be 'passed' instantly and without cost between friendly Units up to 2" apart DURING EITHER UNIT'S ACTIVATION. This means that if the particular Unit carrying the Objective is destroyed, then another player might get a chance to swoop in and steal the Objective! A Discovered Objective not being carried and in the open may be instantly picked up by a vehicle Unit or infantry base within 2" of it during their Activation.

Discovered Objectives in Structures and Forests: Discovered Objectives being carried inside Structures may be passed between friendly infantry Bases inside at ANY time. If the last friendly Base in the Structure/Forest is destroyed, then the player controlling that Base must do one of the following:

- 1) Drop the Objective in plain sight. Any infantry Base (friend or foe) may pick up the Objective during their Activation when inside the Structure or Forest.
- 2) Try and pass the Objective to a friendly vehicle or infantry Unit within 1" of the Structure or Forest's entrance - roll a D6. On a roll of 5+, the player may pass the Objective now. If this roll is failed, then the opponent with the most Bases in the Structure or Forest gains the Objective (dice off in the event of a tie) or if none are present, the Objective is left in plain sight.

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3) Try and hide the Objective - roll a D6. On a roll of 5+, the Objective becomes hidden once more, and must be searched for again (by either side). If this roll is failed, then the opponent with the most Bases in the Structure or Forest gains the Objective (dice off in the event of a tie) or if none are present, the Objective is left in plain sight.

PASSING OBJECTIVES TO/FROM INFANTRY IN STRUCTURES OR FORESTS

Objectives may be passed to/ from infantry inside a Structure to/from a waiting vehicle outside within 1" of the Structure/ Forest's entrance during either Unit's Activation. You may only do so if you have Occupiers Advantage.

DESTROYING UNITS CARRYING OBJECTIVES

If a Unit carrying an Objective is destroyed, place the Objective on the table where the destroyed Unit was. If the Unit was being carried by an aerial Transport which was Destroyed in the Air, then that Objective is removed from the game.

FORTITUDE AND OBJECTIVES

If a Unit carrying an Objective fails a Fortitude Test at the end of a CQB (and has no friendly Squads inside to pass it to), then the opponent with the most Bases in the Structure or Forest gains the Objective (dice off in the event of a tie).

DESTROYED STRUCTURES/ FORESTS CONTAINING OBJECTIVES

If a Structure/Forest is destroyed containing an Objective, then that Objective is buried in the rubble, and is removed from the game.

OBJECTIVES - EXTRACTION TYPES AND VICTORY POINTS

Each Objective in your possession at the end of the game earns you 1VP. Often, the scenario may allow it to be Extracted, scoring you an additional 1Vp for each successful Extraction. There are 3 possible Extraction types, which will be specified in the Scenario if available:

FRIENDLY LINES

Normally, troops remain on the table once deployed. However, in a scenario involving Objectives with Friendly Lines Extraction, your Units are permitted to leave the table on any friendly table edge if carrying an Objective or carrying a unit which is carrying an Objective (simply move off the table!). This is only allowed if it does not break coherency (i.e. units with Normal or Wide coherency must move off the table together). Once they have left the table, these units are immediately placed In Readiness and may return to the table next turn from the same board edge.

ENEMY LINES

This works exactly the same as Friendly Lines, but instead the Objective must be Extracted from an enemy table edge!

EXTRACTION POINT

A point will be specified for each player in the Scenario. Each Objective in their possession within 3" of this point at the end of the game is successfully Extracted. You may NOT use an enemy Extraction Point to Extract Objectives you hold.

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POSSIBLE OBJECTIVES

A Possible Objective represents an area which MIGHT contain a real Objective. They are best represented by a double sided token, with either a plain or marked reverse face (indicating whether the Objective is a real one or not!)

Possible Objectives work slightly differently for each scenario. Each scenario will indicate how many to place, and how many should contain real Objectives. Some scenarios will indicate that they are placed randomly, while others will allow certain players to chose which Possible Objectives contain the real ones (or randomly determine which ones do), but not to reveal that knowledge to other players, for example.

When a vehicle Unit or infantry base moves over a Possible Objective (or searches successfully inside a Structure containing a Possible Objective) then the player controlling that Unit or base may turn over the token. If a real Objective is revealed, then that Unit may immediately carry it. From this point on, it functions in exactly the same way as a normal Discovered Objective.

PIECE OF INTEL

A Piece of Intel represents potential intelligence for forces to gather, and is best indicated by a small double-sided token.

Firstly, place these where the scenario dictates. Secondly (if the scenario allows it), each player may replace some of them (in certain areas) with a number of Booby Trapped versions indicated by the scenario (indicating this on the reverse) when the opponent/s aren't looking.

When any vehicle Unit or infantry Base moves over a Piece of Intel (or begins its Actions inside a Structure containing a Piece of Intel), flip the token. If it's a regular Piece of Intel, its controlling player immediately scores 1 Victory Point. The Piece of Intel is then removed from the game.

If a Booby Trap is revealed do the following: If the Piece of Intel was in the open, then the Unit which moved over it takes D3 Energy 10 hits. If the Piece of Intel was in a Structure or Forest, then it takes D6 DP. The Piece of Intel is then removed from the game.

If a Structure or Forest containing a Piece of Intel is destroyed, that Piece of Intel is buried in the rubble, and is removed from the game.

FOCAL POINT

A Focal Point is a key area of the battlefield. This might be a crucial piece of high ground, a key Structure or important scenic feature. If a Focal Point is a Structure or Forest, destroying it will remove it from the game.

One Victory Point is scored at the end of the game if a player has a friendly vehicle Unit or infantry Base within 6" of the Focal Point (not including aircraft or Units inside aerial Transports, but including infantry inside Structures/Forests where any part of it is within 6"). An additional Victory Point is scored at the end of the game by the player with the most Units in points costs within 6" of the Focal Point (not including aircraft or Units inside aerial Transports, but including infantry inside Structures/Forests where any part of it is within 6").

When scoring Focal Points, Units of the "Command" category and Units containing a Commander contribute their full points (including points for Commanders). This includes Aircraft.

Any vehicle or infantry Squad with a friendly Transport capable of carrying it within 6" of any of its Units is worth double its usual points cost for scoring Focal Points. If multiple Transports would be needed to carry the Squad, then that number of Transports must be within 6" for this rule to apply.

CRITICAL LOCATION

Critical locations can represent any crucial points on the battlefield that require more attention than a Focal Point. These are typically more labour intensive to secure and therefore potentially reward more points per game.

During the Round Up Phase of each game turn after the first turn, the player with the most Units in points costs within 3" of the Critical Location (not including aircraft or units within aerial transports) scores 1 Victory Point.

When scoring Critical Locations, Units of the "Command" category and Units containing a Commander contribute their full points (including points for Commanders). This includes Aircraft.

Any vehicle or infantry Squad with a friendly Transport capable of carrying it within 6" of any of its Units is worth double its usual points cost for scoring Focal Points. If multiple Transports would be needed to carry the Squad, then that number of Transports must be within 6" for this rule to apply.

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