

RULES UPDATE FOR RECONQUEST PHASE 1



After carefully considering the many pages of debate on the forums as well as talking to players in person, we have decided to take this opportunity to make a few rules changes to the Reconquest Phase 1. Dropzone Commander is a live game and although this is not something we intend to do often we feel that players will prefer a slightly updated version. You can still use your original rulebook with the aid of this document and the Original Rulebook Errata and Clarifications documents.

Core Rules

P61 - Add the following sentence to the end of the Evasion Countermeasures Special Rule

Weapons with the Flame special rule ignore Evasion countermeasures.

P61 – Add the following Special Rule

Lightning Reflexes: A select few units feature technologies that allow them to react quickly to changing situations and bring their weapons to bare on unsuspecting targets. These units may fire weapons on the same turn as Disembarking/Embarking from a transport, but may NOT do both and shoot in the same turn (i.e. it may Disembark and fire immediately OR it may fire and then Embark in the same turn).

P61 – Add the following Special Rule

Infiltrate (Infiltrate-X): Certain units are specially designed to infiltrate the battlefield prior to engagement, allowing them to set up in an advantageous position. Units with this special rule may direct deploy even when the scenario would not normally allow them to do so, up to X inches onto the battlefield from any friendly table edge. If infantry with this special rule deploy into a structure containing an Objective or Intel, they may not search on the first turn of the game. If units use this special rule and have a transport, that transport must start the game In Reserve.

P119 - Add the following sentence to the end of the Hovercraft Special Rule

Disembarking and not moving further still counts as moving 1 inch for the purposes of shooting

UCM

- Praetorian Snipers replace the 'Digital Ghillies' special rule with E+2 countermeasures and gain the **Infiltrate-18 Special Rule**

- Katana's points increased to 37pts

- Change the Katana's transport sentence to read

Transport: 1 x Albatros Heavy Dropship (9 units each) or; 1-3 x Condor Medium Dropships (3 units each). May share 1 x Albatros Heavy Dropship with another Katana Squad, Fireblade Squad, Sabre Squad or Rapier Squad. The total number of vehicles must equal 9.

- Change the Fireblades transport sentence to read

Transport: 1 x Albatros Heavy Dropship (9 units each) or; 1-3 x Condor Medium Dropships (3 units each). May share 1 x Albatros Heavy Dropship with another Fireblade Squad, Katana Squad, Sabre Squad or Rapier Squad. The total number of vehicles must equal 9.

- General Arthur J. Wade, Replace the transport line with the following
“Transport: 1x Condor Medium Dropship (points for this transport are included in general Wade’s cost)”

Scourge

- Destroyer's points cost increased to 50pts
- Ravager’s points cost reduced to 40pts
- Under The Cavebreaker's 'Unsubtle' rule, slayers are reduced to 45pts
- Ravager's change their S+C to '3 Wide'
- Annihilator's points cost reduced to 150 and it changes its weapon profile to the following

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PLASMA BOMBARD*	12	1	4+	24"	24"	0	F	IF, Area-L, Demolisher 2, Alt-1
PLASMA BOMBARD*	12	1	4+	24"	24"	0	F	IF, Area-S, Demolisher 2, Devastator 2, Alt-1

* This Weapon may not fire in flight mode

PHR

- Angelos' points cost reduced to 30pts, changes its Category to Transport and its S+C to T, Standard. Additionally, replace the Assault Transport text with the following;

The Angelos squad may be chosen as a transport option for the following units, Immortals, Immortal Longreach Team, Sirens and Valkyries (1 unit each)

- Marcus Barros' RX1-L Railgun (Left Arm) and (Right Arm) changes its SH to 1 and his RXs-300 Subjugator Cannon gains the 'Articulated' Special Rule
- Hades' Super-Heavy Rail Repeater gains the 'Articulated' Special Rule
- Apollo changes its S+C to '1-6 Standard'

- Erebos changes its S+C to '2 Standard' and replace the EM Disruption Field Generator special rule with the following

“This device severely disrupts the targeting devices and optics of enemy units in close proximity to the Erebos. All enemy weapons within 12” of the Erebos suffer a +1Ac modifier, a +2AC modifier if within 6” and a 3+Ac modifier if within 3” (to a maximum of 6+). Measure this distance as you would weapon range. This effect is cumulative if multiple Erebores are in range. In order for the EM Disruption Field generator to take effect, the Erebos must NOT be embarked on a Transport.”

- The RX-13 Manslayer (Apollo -B) changes its profile to the following

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX-13 Manslayer - Slug	6	4	2+	48"	12"	12"	F/S	Through Cover, Alt-1, Strafe
RX-13 Manslayer - Airbursting	6	4	6+	48"	12"	12"	F/S	Flame, Alt-1

- The RX-13 Manslayer (Erebos -B) changes its profile to the following

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX-13 Manslayer - Slug	6	4	2+	48"	12"	6"	F/S	Through Cover, Alt-1, Strafe
RX-13 Manslayer - Airbursting	6	4	6+	48"	12"	6"	F/S	Flame, Alt-1

Shaltari

- Dreamsnare's points increased to 85pts
- Birdeater's points reduced to 50pts
- Add Lightening Reflexes to Special section of the Totem Warspire Table and delete * Special Rule – Lightning Reflexes and its text

- Caiman's points increased to 110pts
- Tarantula and Birdeater's Laser Pod Arc is changed to F/S
- Firedrake's Auxiliary Gate special rule changed to the following

Special Rule – Auxiliary Gate: The Firedrake incorporates its own integrated teleport Gate system. At the beginning of each turn, nominate whether the Firedrake will be activating in 'Normal' or 'Gate' mode. If in 'Normal' mode, the Firedrake functions as normal this turn. If in 'Gate' mode, the Firedrake functions exactly like other Gates in all respects and may not shoot that turn. Since it's an auxiliary system, the firedrake ignores the 'Charged Atmosphere and Prudent Pilots' rule

Resistance

- Change the MF of the Multi Rocket Battery on the NT-4 Leviathan from 0" to 6"
- Storm Wagon's points reduced to 20pts
- NT-5 Thunderstorm Custom's points increase to 205pts
- Occupation Veterans' points reduced to 40pts
- Freeriders' Sticky Mine changes its E to 9. They also lose Evasion Countermeasures when in a Structure and reduce their Mv to 12" and their Mf to 9"
- Berserkers' points reduced to 31pts
- Rocket Technicals' points reduced to 10pts and the Rocket Launcher changes its Energy to E7
- The Warlords Retinue's points reduced to 168pts (14pts per model) and their Rocket Launcher Energy increases from E6 to E7
- Hannibal's points reduced to 40pts
- Alexander's points reduced to 125pts
- Add the following beneath the Raven A/S Aircraft profile

Weapons	E	SH	AC	R (F)	R (C)	MF	ARC	Special
Twin UM-5 Gatling	3	4	4+	24"	12"	12"	F	N/A
Missile Pods*	8	1	3+	36"	9"	12"	F	SC

* Missile Pods Upgrade: A Raven A/S may be upgraded with missile pods for +8pts

The latest errata, clarifications, rules updates and FAQ's will always be available on our website:

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