



ERRATA SHEET 1.7 - DROPZONE COMMANDER OFFICIAL UPDATE

Although we work our very hardest to deliver an excellent product, with a brand new ruleset mistakes are occasionally made. Where these become apparent we deal with them as fast as humanly possible both online and in printed form. We apologise profusely for these errors, and hope you understand that we're only human!

NEW ADDITIONS/ CHANGES FROM VERSION 1.6 highlighted in red

Page 16: Change last paragraph to: 'A single Battlegroup may not come to more than 1/3 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 Commanders mounted in Units in said Battlegroup ('see 'Special Rules - Command').'

Page 29: 'Normal' build should say 'Standard' in table + text, to avoid confusion between structure build quality and size

Page 34: Legionnaires squad rolls 27 dice when distributed in Step 2/3 of example

Page 42: Add sentence to the end of paragraph 3 of section 4 (Landing): 'Scourge and Shaltari aircraft count as skimmers when landed, and may land anywhere where a skimmer would normally be able to move'

Page 50: Change 'buy' to 'by' in the second sentence

Page 46: Paragraph 8 should start with 'Transports must be chosen...'

Page 46: Paragraph 14, change sentence 3 to 'However a transport or infantry squad cannot complete more than a total of two Disembark and/or Embark operations in the same turn'

Pages 77, 81, 82, 83: Raven Type-A carries Infantry, Type-B carries Wolverines

Pages 83, 100: Praetorians and Razorworms should not have Active Countermeasures

Page 80: Change 'TWIN UM-5 BATTLE' MF vales 3" on Gadius and Scimitar

Pages 84, 122: Commander table 'Allowed' column should read S/C/B --S/C/B--C/B--C/B--B (in descending order)

Pages 84, 102, 122: Blue coloured Battlegroups should be labelled 'FLEET', not 'SPECIAL'

Page 95: Corsair's Plasma Cannon should have the AA special rule

Page 96: Change Minder Swarm's category from 'AIR' to 'SCOUT'

Page 97: Change Reaper AAGT Squadron's category from 'STANDARD' to 'SUPPORT' + should have 1 DP

Page 97/98: Change Slayer/Tormentor HGT Squadron's category from 'STANDARD' to 'HEAVY'

Page 99: Desolator's weapons should both have the ALT-1 special rule

Page 100: Warrior Horde 'Aged Ones' upgrade should cost 1 BPTS

Page 117: Change RX-1000's Special from 'ARTICULATED' to 'CA-1' and add asterisk.

Page 117: Change Odin weapon MF vales to 2"

Page 118: Both Janus' weapons should have the 'CA-1' rule

Page 119: Taranis coherency is 'STANDARD' and ignore asterisk.

Page 120: Immortals and Sirens can use Juno A1 and Juno A2 IFV's

Page 122: Change allowed ARMOUR Battlegroups for Skirmishes in the PHR Standard Army Roster to 1-2

Page 139: Change Kukri AA Grav-Tank's category from 'STANDARD' to 'SUPPORT' + should have 1 DP

Page 141: Haven Terragate's weapon should be named 'Charged Earth' (stats are correct)

Page 144: 'Battle Pantheon' Battlegroup should be named 'SHALTARI SWORDPOINT' (stats are correct)

The latest errata, clarifications and FAQ's will always be available on our website: www.hawkwargames.com

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