

RULES UPDATE FOR 1.1 EDITION VERSION 1.1



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 more rules changes to the 1.1 edition. 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

- Add the Evasion Countermeasures rule to the Core rulebook. This rule is currently found in Reconquest: Phase 1 and is shown below. Also, a change to the original rule is shown in red.

Evasion Countermeasures (E-X): These are the simplest form of countermeasures in existence and have been a major factor on the battlefields 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. +2). Enemy weapons shooting at these Units suffer this modifier to their Ac value, to a maximum of 6+. Note that Skimmers normally possess this ability innately, so will seldom have this rule as a +2 modifier is already incorporated in the Skimmer rule. If BOTH are present, the effect is cumulative. Weapons with the Flame special rule ignore Evasion countermeasures.

- When entering the table from readiness, if a unit's Mv value is 1" or above and but not enough for it to enter the board facing forwards, it may be placed on the board facing forwards with its rear touching the table edge, this counts as moving 1 inch for the purposes of shooting.

- When scoring focal points, units of the "Command" category containing a Commander contribute their full points (including points for commanders). This includes Aircraft.

**- Page 53 - Leaving the Table, change the text in the final brackets to the following
(although start rolling as if it was turn 2 for these units, i.e. 4+)**

UCM

- Falcon's points cost reduced to 40pts and gains E+2 Countermeasures
- Seraphim's Sledgehammer Bunker Buster changes its E to 11
- Seraphim's Sledgehammer Bunker Buster changes its Demolisher value to Demolisher-D3+3
- Scimitar's 'Marksman' Laser changes its MF to 1 and E increases to E11
- Kodiak's Tactical Orbital Strike gains Area S

Scourge

- Corsair's points cost reduced to 60pts
- Slayer's points cost reduced to 50pts
- Tormentor's points cost reduced to 50pts

PHR

- Poseidon's points cost reduced to 70pts
- Neptune's points costs reduced to 40ps
- Triton A1's posts costs reduced to 29pts and its Twin Stealth Missile Battery upgrade reduced to 10pts
- Triton A2's posts costs reduced to 18pts and its Twin Stealth Missile Battery upgrade reduced to 10pts
- Menchit's RX-666 Flamethrower changes R(F) and R(c) to 9 and its SH to 8
- Taranis's Constellation Missile - Air Burst changes its E to 4
- Juno A1's points costs reduced to 20pts
- Juno A2's points costs reduced to 14pts

Shaltari

- Warspear changes its DP to 2
- Thunderbird Gunship's points costs reduced to 38 and gain E+2 countermeasures
- Jaguar's points costs increased to 110pts
- Ocelot's Particle Cannon changes its MF to 2"
- Haven's points increased to 20pts
- Braves' points increased to 35pts
- **Gaia's points increased to 80pts**
- **Eden's points increased to 50pts**
- **Spirit's points increased to 43pts**

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

www.hawkwargames.com

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