

# RULES UPDATE FOR RECONQUEST PHASE 1 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 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

- Add the following sentence to the end of the Evasion Countermeasures Special Rule  
*Weapons with the Flame special rule ignore Evasion countermeasures.*
- 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
- **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.*

## Scourge

- Destroyer's points cost increased to 50pts
- 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 '1-6 Standard'
- 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	3	2+	48"	12"	12"	F/S	Through Cover, Alt-1
RX-13 Manslayer - Airbursting	6	3	6+	48"	12"	12"	F/S	Flame, Alt-1

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

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX-13 Manslayer - Slug	6	3	2+	48"	12"	6"	F/S	Through Cover, Alt-1
RX-13 Manslayer - Airbursting	6	3	6+	48"	12"	6"	F/S	Flame, Alt-1

### Shaltari

- Dreamsnare's points increased to 85pts
- Birdeater's points reduced to 50pts
- 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

- Storm Wagon's points reduced to **20pts**
- Occupation Veterans' points reduced to 40pts
- Freeriders' Sticky Mine changes its E to 9. They also **lose Evasion Countermeasures when in a Structure**
- 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)**
- Hannibal's points reduced to 40pts
- Alexander's points reduced to 125pts

The latest errata, clarifications, rules updates and FAQ's will always be available on our website:  
[www.hawkwargames.com](http://www.hawkwargames.com)



21/08/2015