

# RULES UPDATE 1.2



After carefully considering the many pages of debate on the Forums as well as through talking to players in person, we have decided that the time is right for a few minor rules changes. Dropzone Commander is a live game and although this is not something we intend to do often we feel that players will prefer a few official changes in pdf form rather than having to wait for a reprint of the rulebook!

## NEW ADDITIONS/ CHANGES FROM VERSION 1.1 HIGHLIGHTED RED

### Core Rules

- Add new paragraph to 'Area Weapons' rules (pg 38): When a hit is inflicted by an Area weapon against a structure, 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.

- The dice roll required to achieve a Falling Masonry hit is changed from 4+ to 5+. The dice roll required to achieve a Falling Masonry hit when the building has less than 50% of its original Dp remaining and is changed from a 3+ to a 4+. (Page 30, section 4, paragraph 1)

### PHR

- Ares points cost is reduced to 42 points per model
- Odin points cost is increased to 65 points per model
- Type-1 Walker Squadrons S+C changes from 2/4/6 to 1-6. Transport section now also includes the following option: 'May share 1x Poseidon Heavy Dropship with another Type-1 Squadron. The total number of vehicles must equal 6.
- Type-2 Walker Squadrons S+C will changes 2/4/6 to 1-6. Transport section now also includes the following option: 'May share 1x Poseidon Heavy Dropship with another Type-2 Squadron. The total number of vehicles must equal 6.

### UCM

- Wolverine B's points cost is increased to 16 points per model
- Wolverine B's missile launcher changes its R(F) to 36 inches
- Wolverine B's missile launcher changes its E to 8

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

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