

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

- 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

Scourge

- Destroyer's points cost increased to 50pts

PHR

- Angelos' points cost reduced to 37pts

- Marcus Barros' RX1-L Railgun (Left Arm) and (Right Arm) changes its SH to 1

Shaltari

- Dreamsnare's points increased to 85pts

Resistance

- Storm Wagon's points reduced to 25pts

- Occupation Veterans' points reduced to 40pts

- Freeriders' Sticky Mine changes its E to 9

- Berserkers' points reduced to 31pts

- Rocket Technicals' points reduced to 10pts

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

www.hawkwargames.com

05/03/2015

