

DROPZONE

COMMANDER



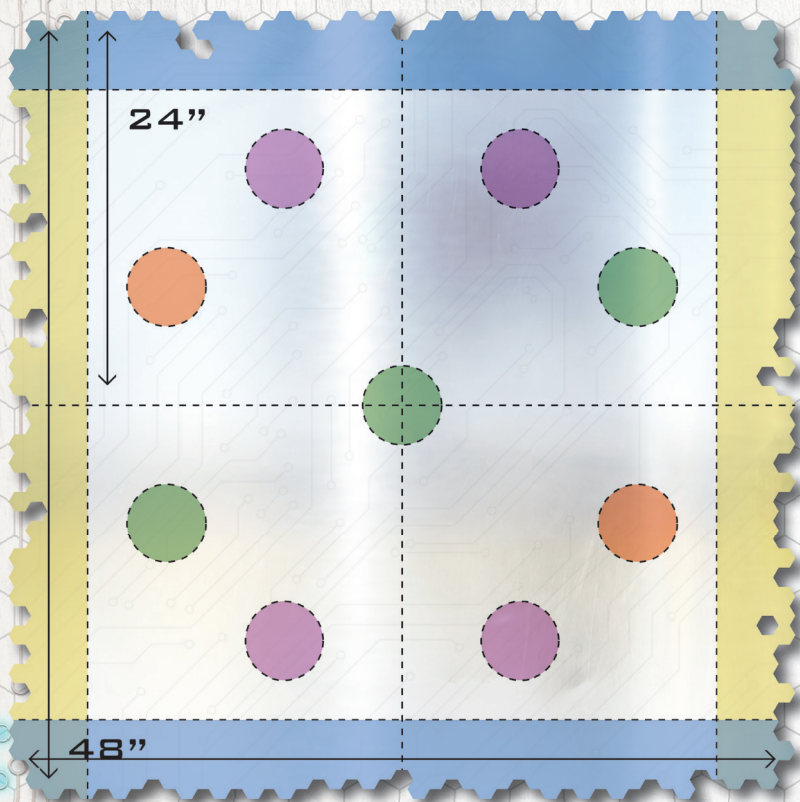
RECONQUEST 1: SCENARIOS



TTCOMBAT

SURGING STRIKE

The task is to drive deep into enemy territory to occupy some crucial areas in the sector. The enemy will attempt to thwart you, since holding these areas will be critical to overall victory.



ARMY

- 2-4 players.

SETUP

- 4'x4' board.

DEPLOYMENT

- Opposite board edges. 2 players shown in blue, 3-4 players shown in yellow.
- All units begin In Readiness.

DURATION

- 6 rounds.

VICTORY CONDITIONS

- 1 Open Objective placed in the centre of the board, 2 Open Objectives placed in opposite board quarters (shown in green as examples). When playing with 3-4 players or in a Clash add 2 more Open Objectives in remaining quarters (shown in orange as examples). When playing in a Battle add 4 more Open Objectives, one in each quarter (shown in purple as examples).
- Each Objective scores 1 Victory Point.
- For each Objective, the player with the highest number of points of units within 6" scores 1 Victory Point, or 2 Victory Points if in the opposite side of the board to your deployment edge.

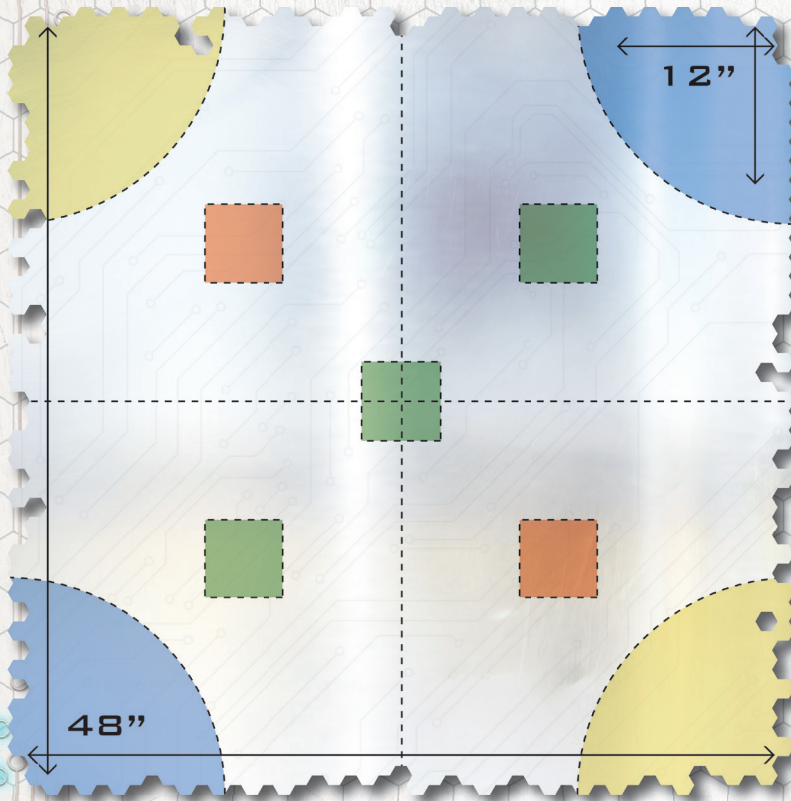
The Objectives in this scenario should be a mix of important areas. Key structures, high ground, and downed aircraft all make good focal points to hold. Some of the Objectives should be within Garrisons, and others in the open.

Variant: "Storm the Base"

For a more asymmetric game, try this alternate scenario. One player is defender and the other attacker. The Objectives in the defender's side of the board should be within Large Bunkers, and the Objectives are removed from the attacker's side. The defender may Directly Deploy up to 12" onto the board. While the attacker has the chance to gain more Victory Points, the defender has the tactical advantage.

BUNKER ASSAULT

The enemy is taking hold of key planetary defences, and it is your mission to take and hold a bunker complex linked to an orbital laser. This is a high value target to capture - be prepared for enemy contact!



ARMY

- 2-4 players.

SETUP

- 4'x4' board.
- 3 Garrisons, one in the centre of the board and two others in opposite quarters (shown in green as examples).
- When playing with 3-4 players or in a Battle, add 2 extra Garrisons (shown in orange as examples).

DEPLOYMENT

- Within 12" of opposite board corners. 2 players shown in blue, 3-4 players shown in yellow.
- All units begin either Directly Deployed or In Readiness.

DURATION

- 6 rounds.

VICTORY CONDITIONS

- Each listed Garrison contains one Open Objective worth 1 Victory Point.
- For each listed Garrison, the player with the highest number of points of units within 6" scores 2 Victory Points. Infantry units inside the Garrison are worth double their points. If the Garrisons are destroyed, this condition is instead worth only 1 Victory Point (replace the Garrison with Tough scenery as normal).

The Garrisons in this scenario should be Medium or Large Bunkers, as listed in the Features section.

Variant: "Hive Assault"

Garrisons lose the Destructible rule, meaning they will always last until the end of the game. This makes for a more fierce fight.

Variant: "Military Bunker Assault"

Another variant "Military Bunker Assault" adds a Heavy Missile Battery to each bunker, which encourages fast gameplay to get to the bunkers first!

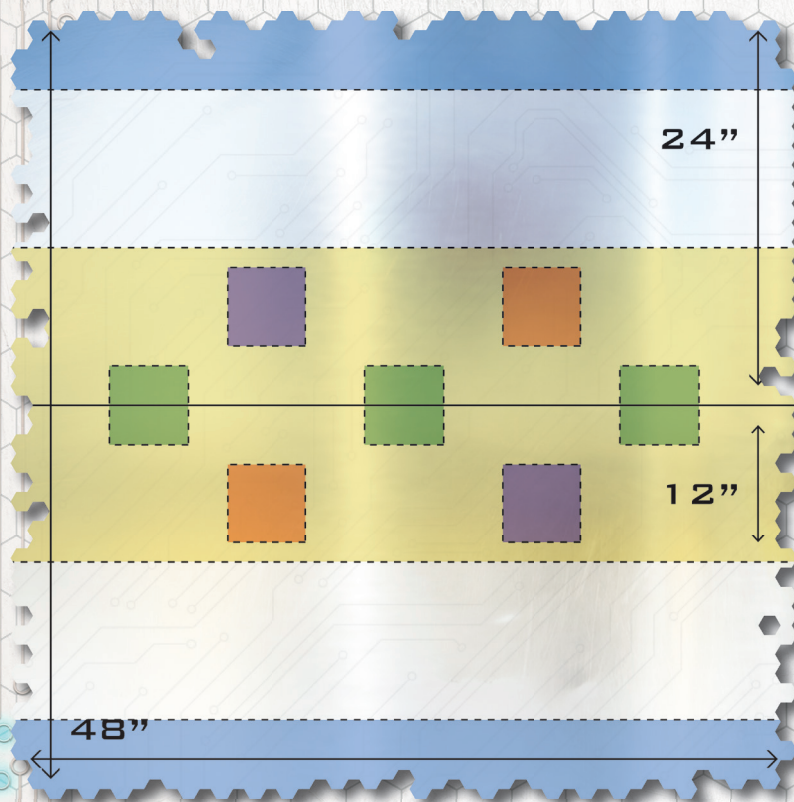
	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HEAVY MISSILE BATTERY	-	F/S/R	36"	9"	1	2+	1 1	MOUNTED

MOUNTED

When a squad in a Garrison with this weapon activates, pick one unit to shoot with it in addition to their other weapons. Line of sight is measured from any edge of the Garrison. This weapon cannot be fired if there are any enemy units in the Garrison.

MILITARY COMPLEX

Some key Objectives have been detected inside a group of Military Structures in the heart of the warzone. Your aim is to enter these Structures, find and seize these Objectives, and extract them before the enemy has a chance to do the same!



ARMY

- 2 players.

SETUP

- 4'x4' board.
- 3 Garrisons placed equally along the centre of the board.
- 2 additional garrisons within 12" of the centreline of the board (shown in orange) for Clash and Battle sized games.
- 2 additional garrisons within 12" of the centreline of the board (shown in purple) for Battle sized games.

DEPLOYMENT

- Opposite board edges shown in blue.
- All units begin In Readiness..

DURATION

- 6 rounds.

VICTORY CONDITIONS

- Each listed Garrison contains one Open Objective worth 1 Victory Point.
- Each Objective scores 1 Victory Point to the player holding it at the end of the game.
- If a squad carrying an Objective ends its activation with at least 1 unit within 1" of their friendly board edge, remove them from the game and place them In Readiness. The Objective is removed and instead scores 2 Victory Points for that player at the end of the game.

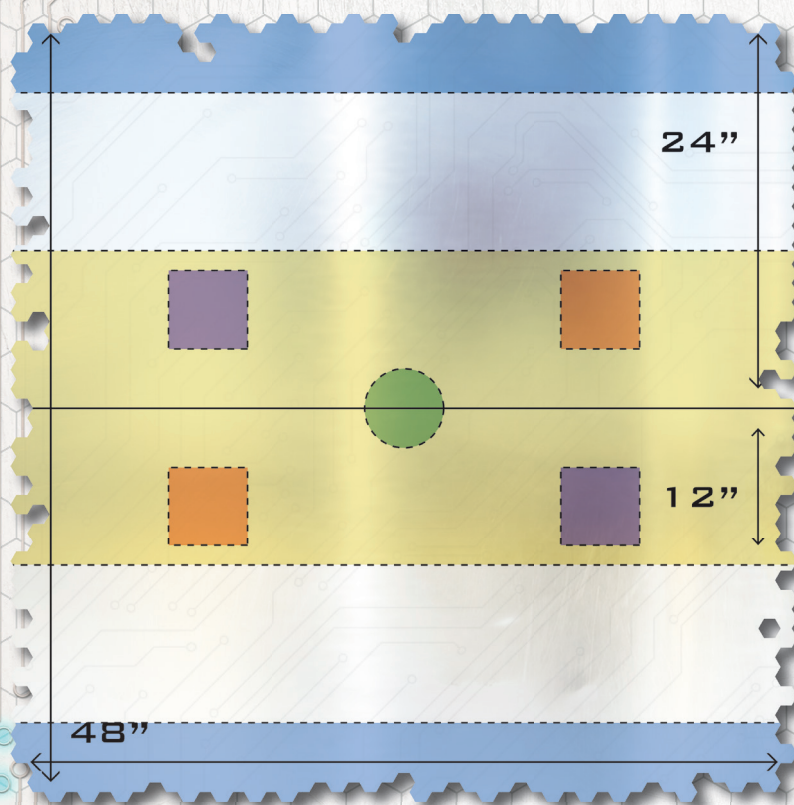
The Garrisons in this scenario should be Medium or Large Bunkers, as listed in the Features section of the Desktop Dropzone Rulebook. Buildings without an objective don't have to be Garrisons or Armour 13, but it is recommended.

Variant: "Lock the Doors When You Leave"

When a squad carrying an objective leaves a Garrison, if there are no other units in that Garrison and the objective started the game in that Garrison, it cannot be entered for the rest of the game.

TAKE AND EXTRACT

Your forces are advancing and it's critical that the centre of this sector is held by friendly troops. HQ has also identified several secondary objectives in the surrounding area – these should be taken and kept safe from enemy forces while you secure the area.



ARMY

- 2 players.

SETUP

- 4'x4' board.
- One Open Objective in the centre of the board, outside of a garrison.
- 2 Garrisons within 12" of the centreline of the board (shown in orange).
- 2 additional garrisons within 12" of the centreline of the board (shown in purple) for Clash and Battle sized games.

DEPLOYMENT

- Opposite board edges shown in blue.
- All units begin either Directly Deployed or In Readiness.

DURATION

- 6 rounds.

VICTORY CONDITIONS

- Each listed Garrison contains one Hidden Mobile Objective worth 1 Victory Point.
- Each Objective scores 1 Victory Point to the player holding it at the end of the game.
- If there are no enemy units within 6" of the centre Objective, the player controlling it scores 2 Victory Points from it instead.
- If a squad carrying an Objective ends its activation with at least 1 unit within 1" of their friendly board edge, remove them from the game and place them In Readiness. The Objective is removed and instead scores 2 Victory Points for that player at the end of the game.

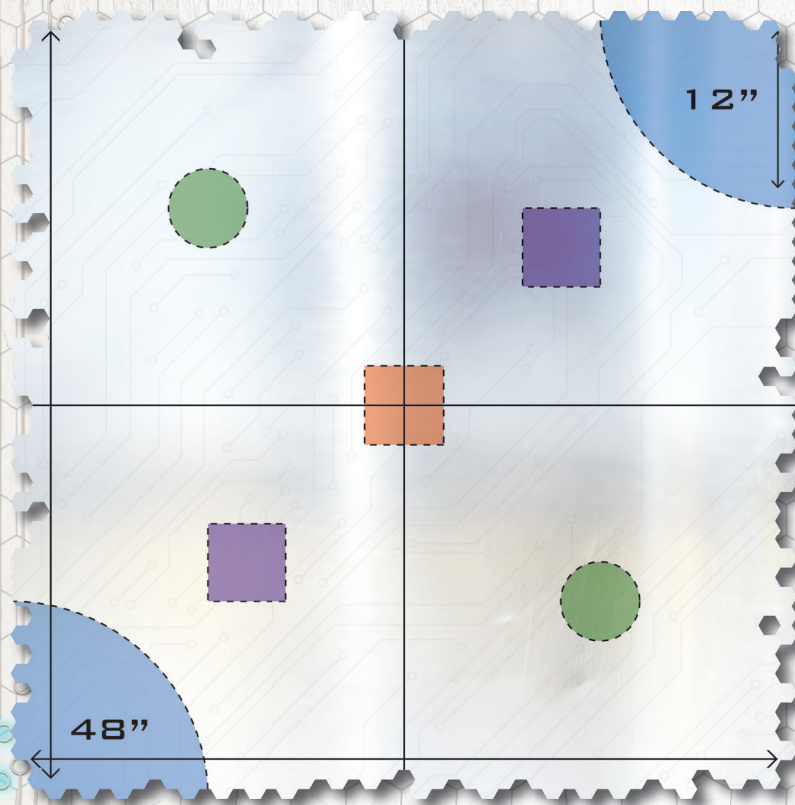
The Garrisons in this scenario should be Medium or Large Bunkers, as listed in the Features section of the Desktop Dropzone Rulebook.

Variant: "Take and Take and Take"

If one or more of the indicated garrisons no longer has an objective, and a player controls the centre objective, that player places an additional Hidden Mobile Objective in one of the indicated garrisons without an objective.

SECURE THE FLANKS

Opposing spearhead forces are advancing towards a group of key objectives. Holding the flanks during the engagement will be critical to victory. The centre of your force should advance towards these objectives while a portion of your army captures the flanks.



ARMY

- 2 players.

SETUP

- 4'x4' board.
- 1 large garrison in the centre of the board (shown in orange).
- 2 additional garrisons (shown in purple) for Clash and Battle sized games.

DEPLOYMENT

- Within 12" of opposite board corners.
- All units begin In Readiness.

DURATION

- 6 rounds.

VICTORY CONDITIONS

- 2 Open Objectives outside of garrisons (shown in green).
- All indicated garrisons contain a Hidden Mobile Objective.
- Each Objective scores 1 Victory Point to the player holding or controlling it at the end of the game.

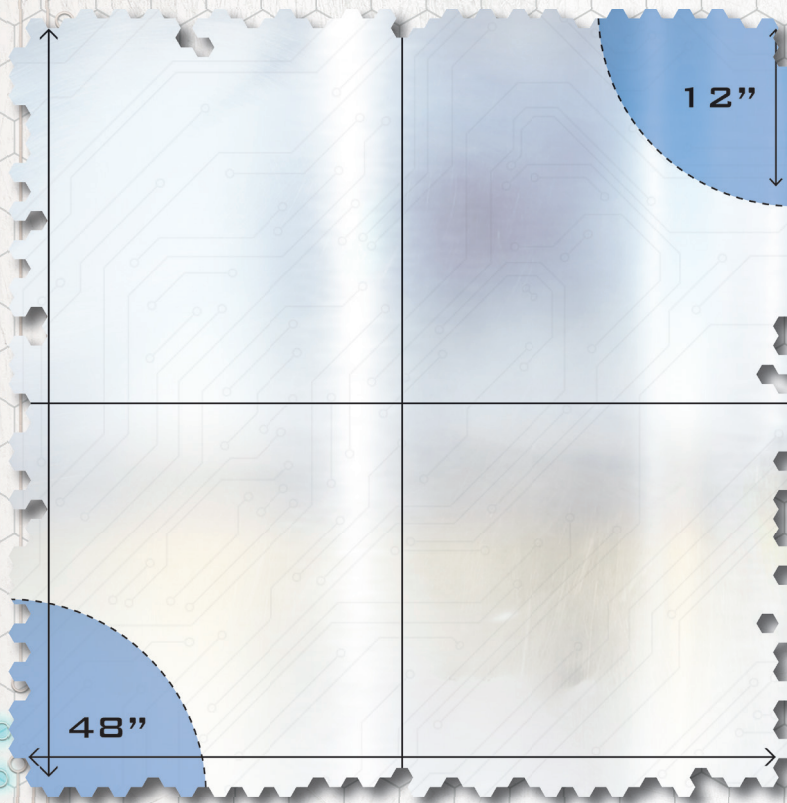
The primary objectives are between both deployment zones, but don't forget to capture the key points either side of that line.

Variant: "Not Those Flanks, the Other Flanks"

If a player controls both Open Objectives at the end of the game, they score an additional 1 Victory Point.

GROUND CONTROL

Your strike force has been tasked with capturing and holding as much ground in this sector as possible to prepare for the bulk landing of essential supplies and munitions. Unfortunately, an enemy formation has responded, and intends to prevent this at any cost!



ARMY

- 2 players.

SETUP

- 4'x4' board.
- Any number and type of Garrison, spaced evenly around the board, not overlapping board quarters.

DEPLOYMENT

- Within 12" of opposite board corners.
- All units begin either Directly Deployed or In Readiness.

DURATION

- 6 rounds.

VICTORY CONDITIONS

- A player contests a board quarter if they have at least 1 unit wholly within that quarter, and claims it if they have more units wholly in that quarter than their opponent.
- Each board quarter scores 1 Victory Point to the player that contests it and an additional 1 Victory Point if they control it at the end of the game.

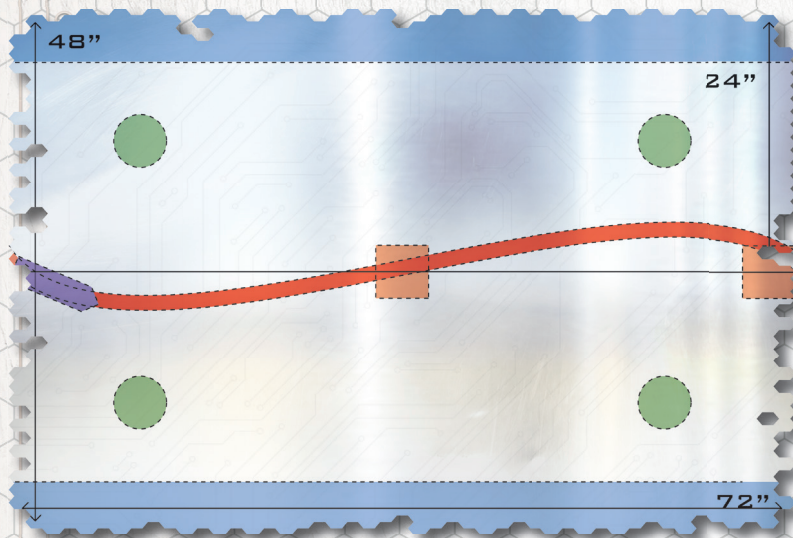
Buildings should be placed wholly in a quarter if possible, if they overlap quarters, they don't count for the High Ground variant.

Variant: "High Ground"

Infantry units in garrisons count as 2 units when determining who controls a board quarter.

MONORAIL: MOVING TARGET

A Monorail is travelling through a combat zone – it has an invaluable and highly sensitive objective aboard that neither side can afford to destroy. Get on board by any means necessary, claim the objective, and if possible, get the objective off of the train! Also, secure the surrounding area to make it safe for extraction or to secure it against further enemy incursions.



ARMY

- 2 players.

SETUP

- 4' x 6' board.
- A Monorail Track runs along the centreline of the board shown in red. The monorail blocks line of sight to aerial units firing across it.
- A Monorail Train touching one board edge shown in purple.
- 2 Garrisons placed next to the Monorail as Stations shown in orange

DEPLOYMENT

- Opposite board edges shown in blue.
- All units begin In Readiness.

DURATION

- 6 rounds.

VICTORY CONDITIONS

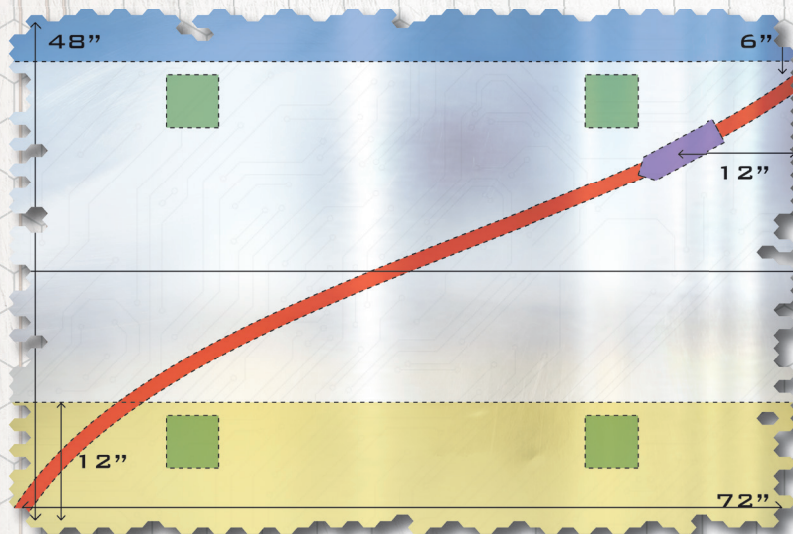
- 4 Open Objectives outside of garrisons (shown in green).
- 1 Open Mobile Objective inside the Monorail Train.
- Each Objective scores 1 Victory Point to the player holding it at the end of the game.
- The Monorail Objective scores 2 Victory Points to the player holding it at the end of the game, if it is no longer on the Monorail.
- Aerial Transports within 3" of the Monorail Train gain Rapid Insertion 3".

Variant: "Aerial Cordon"

Replace the Objective inside the Monorail with a non-mobile objective. Victory Points for the Monorail Objective are awarded to the player with the most Aerial units within 6" of the Monorail Train (remember they still cannot shoot across the tracks).

MONORAIL: PRECIOUS METALS

A Monorail is carrying a massive cargo of dense, precious metals and is approaching the combat zone. Taking these from the enemy is vital to the war effort. However time is critical and targeting the train itself risks scattering the cargo over a wide area. HQ has determined that derailling the train down to ground level will ensure the wreck is localised and accessible. Once it's down, secure the wreck and surrounding area to prepare for heavy lifter extraction.



ARMY

- 1-2 Attackers.
- 1-2 Defenders.

SETUP

- 4' x 6' board
- 4 Garrisons shown in green.
- A Monorail Track runs 6" away from the attackers board edge to the opposite corner in the defenders deployment zone shown in red.
- A Monorail Train begins 12" in from the short board edge shown in purple.

DEPLOYMENT

- Attackers: All units begin in Readiness.
- Attackers: One board edge shown in blue.
- Defenders: Units may directly deploy up to 12" from the defenders board edge shown in yellow. Any that do not go into Readiness.

DURATION

- 6 rounds.

VICTORY CONDITIONS

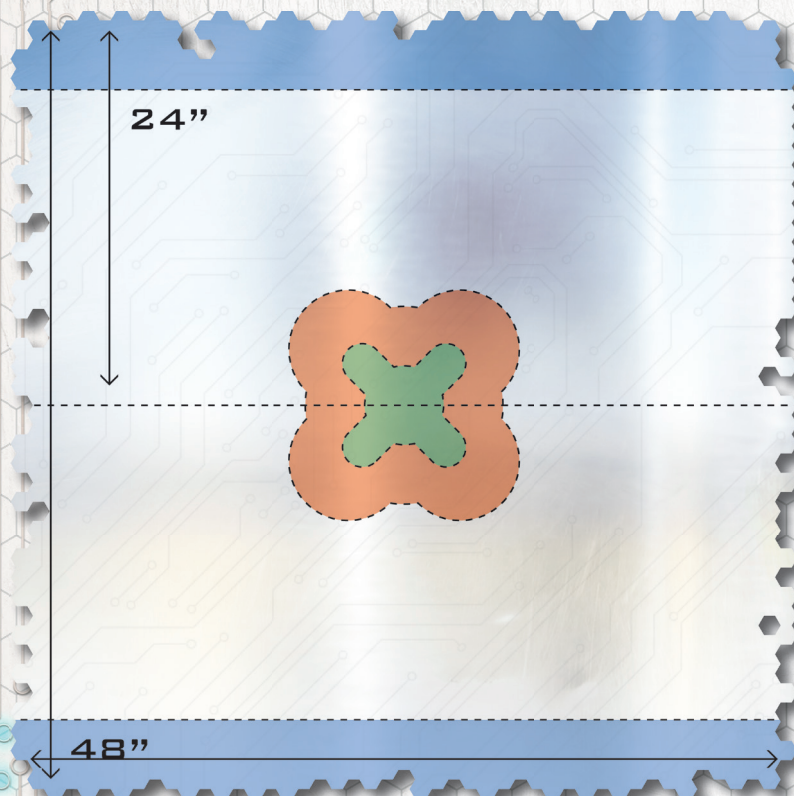
- Each listed Garrison contains one Open Objective worth 1 Victory Point
- During each Round Up phase, the Monorail Train moves 12" along the track. If the train would move off of the board, the Defenders automatically win.
- The Attackers may fire upon the stands of the Monorail Track. These have A15 and 5DP. If the Monorail Train passes over a destroyed stand, it crashes to the ground. Remove it from the track and place it on the ground next to that stand. The Monorail Train becomes an Open Objective.
- Each Objective scores 1 Victory Point to the player holding it at the end of the game.
- The Monorail Train scores 5 Victory Points to the Attackers if they control it at the end of the game.

Variant: "Those Weren't Rocks"

If the Attackers successfully cause the Monorail Train to crash, the Defenders place a squad of 3 Maulers within 3" of the destroyed Monorail Train instead of it becoming an Objective. When a Mauler unit is killed, it becomes an Open Mobile Objective carried by the unit that killed it.

DEFEND/DESTROY THE CITY

An Aegis Orbital Defence Laser is currently held by a light garrison. HQ needs this entire area levelled, but heavy bombardment assets are unavailable. Fortunately a laser designed to defend against spaceships is more than enough to take out a few measly buildings. The only caveat is the hordes of defenders sure to swoop in to stop your improvised demolition spree!



ARMY

- 1 Attacker.
- 1 Defender.

SETUP

- 4' x 4' board.
- 1 Aegis Orbital Defence Laser in the centre of the board with the entrance facing towards the Defender's board edge.
- 16 Medium or larger buildings, spread evenly around the board.

DEPLOYMENT

- Opposite board edges.
- The defender may Directly Deploy a single battlegroup within 3" of the Aegis Laser.
- All other units begin In Readiness.

DURATION

- 6 rounds.

VICTORY CONDITIONS

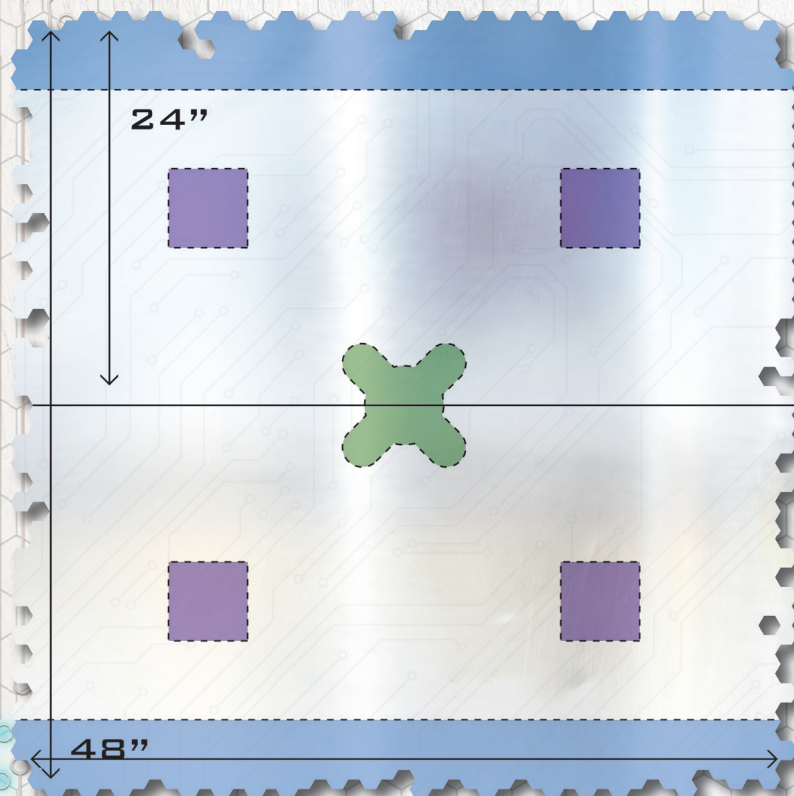
- The Aegis Laser in this scenario is heavily modified and attacks everything (friend or foe) in a straight line $\frac{1}{2}$ " wide, regardless of line of sight (but may only initially target buildings, or units with the Large special rule that it can see). Roll to damage once and use the result against all affected units.
- The defender must prevent the attacker from destroying all buildings (including the Aegis Defence Laser). If there is a single building left at the end of the 8th round, the defender wins. If the attacker destroys all buildings, they win as soon as the last building is destroyed.

Variant: "Hard Mode"

Add a second Aegis Defence Laser and another separate 200 point force for defender. Placing both evenly spaced along the centreline. If a defence laser is hit by another, it is not destroyed, but instead takes 10 damage with infantry squads inside taking 5 damage.

LASER ON, OBJECTIVE OFF

An Aegis Orbital Defence Laser has been detected that is unattended but seemingly operational. Capture it along with any other key assets in the area. Should it be required, you are authorised to use the Aegis to deny these objectives to the enemy.



ARMY

- 2 players.

SETUP

- 4' 4' board.
- 1 Aegis Orbital Defence Laser in the centre of the board with the entrance facing away from board edge deployment zones.
- 4 Garrisons in the corners of the board, at least 6" away from any table edge.

DEPLOYMENT

- Opposite Board Edges.
- All units begin In Readiness.

DURATION

- 6 rounds.

VICTORY CONDITIONS

- Each listed Garrison contains one Hidden Mobile Objective.

- Each Objective scores 1 Victory Point to the player holding it at the end of the game (including the one in the Aegis Orbital Defence Laser).

The Garrisons in this scenario should be Medium or Large Bunkers, as listed in the Features section of the Desktop Dropzone Rulebook.

Variant: "Laser Bolt from the Blue"

The Aegis Orbital Defence Laser's Aegis Laser gains Indirect.

MONORAIL			
SCENERY PIECE	ARMOUR	DAMAGE POINTS	SPECIAL
MONORAIL SUPPORT	15	5	DESTRUCTIBLE, SOLID
TRAIN	-	-	ENCLOSED, GARRISON, SOLID

CALLING AT ALL STATIONS

The Monorail Train moves along the Monorail in the Round Up phase. Move it 12" along the rail.

STATIONS

Some places along the Monorail can be designated as stations. When a Monorail Train moves to a station, it stops and discards any extra movement. The next round, the Monorail does not move, then moves again the round after.

MIND THE GAP

Infantry may only enter a Train when it is stopped at a station. A Train cannot have more than 5 Infantry units inside.

ENCLOSED

This Garrison does not have any edges. Infantry cannot move to them, and therefore line of sight cannot be drawn to infantry inside. Flame weapons can target Infantry inside as normal.

SUPPORTS

Destroying 1 Support is not enough to stop the Monorail. If 2 adjacent Supports are destroyed though, the Train will crash if it moves over either support. If the Train is above a Support when it (and an adjacent support) is destroyed, it will crash. Any infantry inside the Train when it crashes are automatically destroyed.



AEGIS ORBITAL DEFENCE LASER			
SCENERY PIECE	ARMOUR	DAMAGE POINTS	SPECIAL
DEFENCE LASER	14	20	DESTRUCTIBLE, ENCLOSED, GARRISON, IMPASSABLE, SOLID

ENCLOSED

This Garrison does not have any edges. Infantry cannot move to them, and therefore line of sight cannot be drawn to infantry inside. Flame weapons can target Infantry inside as normal.

HEAVILY FORTIFIED

This scenery piece cannot receive Collateral Damage Tokens.

YOU MAY FIRE WHEN READY

This scenery piece contains 1 Open Objective. Any Infantry squad that is claiming the Objective may use the following weapon profile instead of all of their own weapon profiles for a Shooting action. Measure from the centre of the Aegis Laser. It may only target scenery pieces or enemy units with the Large special rule, and hits scenery pieces on its regular Accuracy, rather than a 2+ as normal.

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
AEGIS LASER	-	F/S/R	∞	∞	1	4+	13	DESTROYER 5+, DEVASTATOR-5 (SCENERY)