

# DROPZONE

COMMANDER

FAMOUS COMMANDERS

# FAMOUS COMMANDERS

## **INCLUDING FAMOUS COMMANDERS**

The rules for including Famous Commanders in your games can be found in the core rules available on [dropzonecommander.com](http://dropzonecommander.com) and the [ttcombat.com](http://ttcombat.com) resources sections.

## **COMMAND CARDS**

Command Cards belonging to these Famous Commanders can be used once per game and are not included in your Command Card Deck. Instead, to play a Famous Commander's Command Card, discard any Command Card from your hand.

## **BENEFITS**

Famous Commanders included in this supplement come with an army wide benefit. These are active even if the commander is not on the board, but unless otherwise stated, the army loses the benefit when the commander is destroyed.

## **DETRIMENTS**

Additionally, Famous Commanders in this supplement have an army wide detriment. Like benefits, these are active even if the commander is not on the board and unless otherwise stated stay in effect until the commander is destroyed. Some detriments affect your army choice, these are permanent even if the commander is destroyed.



TERRENCE AGU - WOLF COMMAND LAV					200 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A	12"	3	TANK	-

**SQUAD SIZE: 1**

**CV: 4**  
**COMMAND RADIUS: 12"**



	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ARMOUR BREAKER MISSILE	-	F	24"	12"	1	3+	10	ALT-1, DEVASTATOR-2 (TANK)
AA FLAK MISSILE	-	F	18"	18"	3	2+	6	ALT-1, AA-O, INDIRECT



### SCRYING ARRAY

At the end of a turn where Terrence Agu is on the board, look at the top two cards of your Command Card Deck. Put any number of them on top of your deck and the rest on the bottom of your deck.

### BENEFIT

Wolves, Polecats, and Wolverines gain Evasion +1 Countermeasures.

### DETRIMENT

Friendly Heavy units cannot be Hull Down.



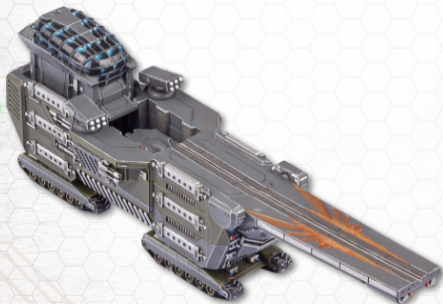
LUCIANA M CATO - FERRUM DRONE BASE					310 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A	12	5	TANK	LARGE

**SQUAD SIZE: 1**

**CV: 4**  
**COMMAND RADIUS: 22"**



	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
POINT DEFENCE LAUNCHERS	-	F/S/R	36"	9"	2	3+	6	AA-2 PENETRATIVE
TWIN GATLING GUN	-	F/S (LEFT)	24"	12"	4	4+	3	-
TWIN GATLING GUN	-	F/S (RIGHT)	24"	12"	4	4+	3	-



## DRONE BASE

At any point during this unit's activation it may launch 4 Starsprite Drones. These Starsprite Drones are placed in a squad on the board, following disembarking rules as if this unit was their Transport.

The Drone Base can do this each turn, with each new squad of Starsprite Drones operating individually, as part of this unit's Battlegroup. However, no more than 2 squads of Starsprite Drones may be in play at any time for each Ferrum Drone Base on the board.

If a Ferrum Drone Base is destroyed, remove squads of Starsprite Drones as casualties immediately until there are no more than 2 squads per Ferrum Drone Base.

## BENEFIT

Units with the Fast special rule gain a -1 Accuracy bonus the turn they enter the battlefield.

## DETRIMENT

Non-transport Auxiliary Aircraft must be permanently assigned to a Battlegroup.



# KATE RAWLINS - PHOENIX COMMAND GUNSHIP

365 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A, E+2	10	9	AIRCRAFT	-

**SQUAD SIZE: 1**

**CV: 3**

**COMMAND RADIUS: 16"**

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MISSILE BATTERY	4"	F	36"	9"	1	3+	10	AREA
AA BATTERY	8"	F/S/R	36"	9"	2	3+	6	AA-2
MINIGUN TRIAD	8"	F/S (LEFT)	36"	12"	3	2+	6	FOCUS-3
MINIGUN TRIAD	8"	F/S (RIGHT)	36"	12"	3	2+	6	FOCUS-3



## SELF REPAIR

When this unit is destroyed, instead of exploding it lands on the closest available spot. It cannot be damaged for the rest of the round in any way. In the round up phase, roll a dice. On a 1-3 it is destroyed. On a 4-5 it replenishes 2 Damage Points, and on a 6 it replenishes 3 Damage Points.

## BENEFIT

All Command Cards with a range of Influence become range Global.

## DETRIMENT

Kodiak Command ACV, Bear APC, and Panda APC's may not be included in an army with Kate Rawlins.



## KEEPING TRACK

Terrence Agu only.

Play at the start of the turn.

When you play this card, do not discard it as normal. Instead keep it separate from your used Command Cards and put a counter on it. For the rest of the game, whenever you play a Command Card, place a counter on this card. Whenever you roll any dice, you may remove a counter to re-roll a single dice in that roll.

---

*“The battlefield is a tapestry of opportunities, and the more you pull at it’s threads, the more opportunities appear.”*

*-Terrence Agu*



A FLEET  
FRIEND

Luciana M Cato only.

When you select this Battlegroup to  
activate.

Add an Archangel Interceptor In  
Readiness to this Battlegroup.

---

+++ *Just passing through Luce - anyone order  
chargrilled squid?* +++



## ARRESTOR DESCENT

Kate Rawlins only.

When you select this Battlegroup to activate.

Place a full unit of Praetorians (of any type) in any garrison within 4" of Kate Rawlins. These Praetorians ignore Defenders Advantage this turn. These Praetorians are part of this Battlegroup and can activate this turn.

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*Lieutenant, I need you down there. Boots on ground. Now!*

*-Last recorded transmission of UCM General Rawlins*



EDEN'S DINOSAUR - SAVAGER LASER BARGE					360 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
8"	A	15	7	AIRCRAFT	COMMAND CENTRE

**SQUAD SIZE: 1**

**CV: 5**  
**COMMAND RADIUS: 30"**

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ASSAULT STANDOFF ENERGY BEAM	6"	F	∞	36"	2	2+	7	DESTROYER 6+, STRAFE-2

### ASSAULT STANDOFF ENERGY BEAM

Assault Standoff Energy Beam may still be used even if this unit moves over its M&F value, however it loses the Strafe special rule for that attack.



### BENEFIT

At the end of each turn, look at the top 3 cards of your Command Card deck. Add one to your hand, place one on the bottom of the Command Card Deck, and discard the remaining card.

### DETRIMENT

Your opponent increases their initiative roll by 6.



PEST OF OLYMPUS - DESPOT SUPPRESSION WALKER					125 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	2	WALKER	RESILIENT

**SQUAD SIZE: 1**

**CV: 2**  
**COMMAND RADIUS: 6"**



	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA HOSE	-	F	6"	6"	5	3+	4	FOCUS-3
PLASMA HOSE	-	F	6"	6"	5	3+	4	FOCUS-3
RAZOR CLAWS	-	F	1"	1"	2	2+	10	-



### **MICRO SUBJUGATION FIELD**

Enemy units that activate within 3" of this unit reduce the amount of actions they may perform by 1 to a minimum of 1. Additionally, enemy infantry may not benefit from Scan Tokens while they (or the Garrison they're occupying) are within 3" of this unit.

### **BENEFIT**

Friendly units weapons with "Plasma" in their name reduce the total accuracy modifier increases those weapons suffer by 1 to a minimum of +1 (i.e. a +3 modifier would become a +2 modifier).

### **DETRIMENT**

Command Cards with an area of Influence can only be used within this Commanders Command Radius and within 4" of friendly units with the Scout category.

**SLAUGHTERHOUSE V - OVERSEER CRADLE BARGE****255 PTS**

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
12"	A	11	7	AIRCRAFT	COMMAND CENTRE

**SQUAD SIZE: 1****CV: 3****COMMAND RADIUS: 14"**

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA VENT	-	F/S/R	6"	6"	1	2+	9	AREA, DEVASTATOR-2 (INFANTRY, SCENERY)
ION CRADLE	6"	F/S/R	9"	9"	2	4+	6	AA-3, STRAFE-3

**PLASMA GENERATOR**

Any friendly units with weapons containing the word "Plasma" in their name re-roll failed damage rolls if they are within 9" of this unit when firing. Units with the Fast special rule, Behemoth type, or weapons with a range of CQ are not affected."

**BENEFIT**

At the end of the turn, look through your discarded Command Cards. Pick one and shuffle it back into your Command Card Deck.

**DETRIMENT**

Discard your entire hand of Command Cards in the second step of the Initiation Phase instead of only unwanted Command Cards.

## PREDATOR'S INSTINCT



Eden's Dinosaur only.

During one of your activations, pick an opponent.

That opponent must show you all of the Command Cards from their hand.

Pick one, your opponent discards that Command Card.

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*"Long has this one lived, and long has this one known your tricks are worthless"*

*-Eden's Dinosaur to UCM General Adams*

UNCANNY  
INTEL



Pest of Olympus only.

When you select a Battlegroup to activate.

Generate D3 Scan Tokens and place them on ANY friendly vehicle. These tokens are lost when that vehicle activates.

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*“Ha, this one knows where what you seek lies, and this one shall make sure you do not get it!”*

*-Pest of Olympus broadcasting on open channels.*

## HOME WRECKER



Slaughterhouse V only.

When you damage a Garrison with a Shooting action.

Increase the Energy of the Collateral Damage caused by that attack to 6.

When you roll for this Collateral Damage, it automatically damages on a roll of 5+.

Subsequent Collateral Damage rolls are rolled as normal.

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*You fret over structures of no import, these ones will pound on your walls and tear them down along with you.*

*-Slaughterhouse IV*



# MARCUS BARROS - NEMESIS CONTROL SCORPION

355 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A	14	8	WALKER	LARGE

SQUAD SIZE: 1

CV: 5  
COMMAND RADIUS: 18"



	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
NEMESIS LASER	-	F/S	∞	∞	1	2+	12	ARTICULATED, DEVASTATOR-2 (BEHEMOTH, VEHICLE)
RAILGUN	-	F/S(L)	∞	24"	1	2+	11	-
RAILGUN	-	F/S(R)	∞	24"	1	2+	11	-

## BENEFIT

If Marcus Barros is included in your army, all Type-4 Walkers (Nemesis, Hades, Persephone, Bellona) can enter play via Drop Harness. Type-4 Walkers deploying this way follow the same rules as Behemoths using Drop Harness with a spread of 2" and a single Zone. This benefit persists even if Marcus Barros has been destroyed.

## DETRIMENT

Valkyrie Assault Troops, Mercury Scout Drones, Janus Scout Walkers, and Hermes Disruption Walkers may not be included in an army with Marcus Barros.





ORIANA NUEVA - PROTEUS MOBILE COMMAND POST					145 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	12	3	AIRCRAFT	-

**SQUAD SIZE: 1**

**CV: 2**

**COMMAND RADIUS: 10"**

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ORBITAL SHOT	-	F/S/R	48"	24"	1	2+	12	AREA, INDIRECT



### ORBITAL SHOT

This weapon may only be used while this vehicle is landed.

### BENEFIT

At the end of the turn, look through your Command Card Deck and pick a card. Shuffle your deck and place that card on top of it.

### DETRIMENT

Until it is destroyed, you may only use this Commander's Command Value to determine your hand size, regardless of the Command Value of any other friendly Commanders.



STHENO, MEDUSA MATRIARCH - MEDUSA					220 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	E+4	6	10	INFANTRY 2+	COMMAND CENTRE, DODGE 4+, RESILIENT

**SQUAD SIZE: 1**

**CV: 4**

**COMMAND RADIUS: 8"**



	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MACHINE EATER	-	F/S/R	12"	12"	1	2+	11	STRAFE-2, TECH KILLER
MAN EATER	-	-	CQ	CQ	3	-	3	STRAFE-2



### BENEFIT

Infantry outside of a garrison in base contact with scenery pieces larger than 2" in diameter gain Soft and Body cover.

### DETRIMENT

Your vehicles gain no benefit from Exceptional scenery.



PROTOTYPE  
SIGNAL UNIT

Marcus Barros Only

At the start of the Round Up phase.

One friendly Infantry squad  
immediately makes an out of sequence  
Signal action.

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*“Nothing says ‘surprise’ quite like a heavy  
walker dropped right in front of your enemies  
face!”*

*-Marcus Barros prior to the Battle for Earth*



COMMAND  
DEADZONE

Oriana Nueva only.

When an opponent selects a  
Battlegroup to activate.

One enemy Scout Squad cannot be  
used as the origin of Influence  
Command Cards until the end of the  
turn.

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*"How about you just be quiet for a sec, huh?"*

*-Oriana Nueva*



## RESURRECTION PROTOCOLS

Stheno, Medusa Matriarch only.

When a friendly Infantry Squad with a Squad Size of 2 or more would be destroyed.

That Squad is not destroyed and remains in play with 1 Unit remaining with full Damage Points.

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*"We will not suffer the laziness of death, I will not tolerate sleeping on the job!"*

*-Stheno, Medusa Matriarch*



# SETI THE KINSLAYER - FROSTDRAKE COMMAND SHIP

255 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
20"	A, P5+, E+3	10	6	AIRCRAFT	-

**SQUAD SIZE: 1**

**CV: 2**

**COMMAND RADIUS: 18"**

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
FOE CRUSHER CANNON	10"	F	18"	18"	1	3+	12	AREA, DEVASTATOR-3 (TANK, WALKER), DEVASTATOR-4 (LARGE)
DISRUPTION CANNON	10"	F	48"	48"	1	3+	8	AREA
DRAGON CANNON	-	F/S/R	12"	12"	12	3+	6	COVER (BODY, SOFT)



## DISRUPTION CANNON

If the target of this weapon is within 24", increase its Energy by 2. If the target is within 12", instead increase the Energy by 4.

## BENEFIT

Friendly Infantry may choose either pass or fail their Fortitude tests.

## DETRIMENT

Your area weapons that glance the target deal their damage only to friendly units under that template, with the shot suffering -2 Energy instead of following the normal rules.



AKHENTEN THE MAD - DAIMYO BATTLESUIT					160 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A, P5+	9	4	INFANTRY 2+	COMMAND CENTRE, RESILIENT

**SQUAD SIZE: 1**

**CV: 2**

**COMMAND RADIUS: 8"**



	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
SPIDER WEB PROJECTOR	-	F/S/R	6"	6"	2	3+	7	AA-2
WARSUITS	-	-	CQ	CQ	2	-	4	REDUCED-1

## NANO GATEWAY

Instead of making a Moving action, this squad may immediately go into Holding. Any held objectives are dropped before this squad is put into holding.

## WARBAND

At the start of the game, before deployment, this unit may join any other squad of Shaltari Infantry. For all purposes, it is treated as part of their squad and battlegroup, taking on their category too (although a Commander may still be mounted in it due to the Command Centre special rule).

## WARSUIT

This unit's Active Countermeasures only take effect against weapons of E6 or less. In addition, re-roll successful Collateral Damage hits against this unit.

## SPIDER WEB PROJECTOR

When this weapon damages a vehicle with the Type Aircraft, you may force that Aircraft to either land, take off, or force any infantry it is transporting to disembark if it is already landed. That unit cannot land or take off during its next activation.

## BENEFIT

Friendly Infantry squads ignore Defender's Advantage.

## DETRIMENT

Units with the category of Scout or Exotic cannot be included in an army with Akhenten the Mad.

**APEP THE GODEATER - CROCODILE HEAVY GRAVTANK****240 PTS**

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+2, P5+	12	4	SKIMMER	COMMAND CENTRE

**SQUAD SIZE: 1****CV: 4  
COMMAND RADIUS: 4"**

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
<b>GODEATER PARTICLE CANNON</b>	0"	F/S/R	∞	∞	1	1+	14	DEVASTATOR-4 (ALL)

**GODEATER PARTICLE CANNON**

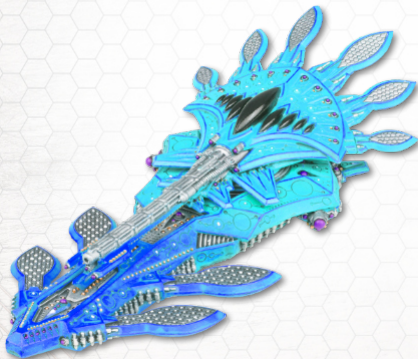
This weapon ignores Evasion and Passive Countermeasures. Additionally, when firing this weapon at a Behemoth, it always causes 1 additional point of damage (even if it fails to hit).

**BENEFIT**

Once per turn, you may give one unit Devastator-2 (Large) to one of its weapon profiles until the end of the turn.

**DETRIMENT**

Friendly units with the Heavy category gain Large.





## AEONS OF SLAUGHTER

Seti the Kinslayer only.

When activating Seti the Kinslayer.

All units (friendly and enemy) within Seti's Command Radius increase the result of damage rolls by 1 until the end of the round.

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*"Death, Destruction! I have given you the tools, put them to exquisite use!"*

*-Seti the Kinslayer*



## VANISHING POINT

Akhenten the Mad only.

At the start of the Round Up Phase  
pick a friendly and enemy squad with  
the same type within Akhenten's  
Command Radius.

Remove both squads from the game.

They cease to exist.

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*"Gone, gone...all of them, sent away from  
here. Anywhere but here, everywhere but  
here!"*

*-Akhenten the Mad*



## STEADY AS THE GODSLAYER

Apep the Godeater only.

At the start of the turn.

Until the end of the turn, your  
weapons with M&F of 0" may re-roll  
failed damage rolls.

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*"Let them bring their oversized toys, I will  
gorge myself on their grandeur."*

*-Apep the Godeater*



RAKKON KRELL - PIZZARD HAZARD WALKER					270 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
8"	A, E+2	14	4	WALKER	INFILTRATE 12"

**SQUAD SIZE: 1**

**CV: 5**  
**COMMAND RADIUS: 12"**



	M&F	ARC	R(F)	R(G)	SHOTS	ACC	E	SPECIAL
HEADHUNTER MISSILES	-	F	24"	18"	2	2+	10	DEVASTATOR-2 (FAUNA, VEHICLE)
KRELL'S CLAWS	-	F	2"	2"	4	2+	11	DEVASTATOR-2 (FAUNA, WALKER)



### BENEFIT

Standard units without countermeasures gain E+1 countermeasures.

### DETRIMENT

Units with the Heavy category may not be included in an army with Rakkon Krell.

**MOIRA SHARPE - HYDRA RELAY HOVERCRAFT****160 PTS**

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
10"	A, E+2	13	3	SKIMMER	RESILIENT

**SQUAD SIZE: 1****CV: 3****COMMAND RADIUS: 12"**

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
DOUBLE MISSILE POD	-	F	36"	18"	2	3+	8	PENETRATIVE

**SCANNER ARRAY**

At any point during this unit's activation, pick an enemy unit within line of sight. Until the end of the round, friendly units re-roll dice results of 1 when rolling to hit against that unit's squad.

**BENEFIT**

All friendly weapons with "Missile" in their name deal damage with the Penetrative rule on a roll of a 5+.

**DETRIMENT**

Moira Sharpe does not count when calculating objectives and always counts as destroyed at the end of the game.



SALAKHAN - NAPOLEON HEAVY TANK					285 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A	15	5	TANK	COMMAND CENTRE

**SQUAD SIZE: 1**

**CV: 5**  
**COMMAND RADIUS: 24"**



	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
BANISHER ROTARY CANNON	-	F/S	36"	18"	8	3+	6	COVER (ALL), FOCUS-2
BANISHER ROTARY CANNON	-	F/S	36"	18"	8	3+	6	COVER (ALL), FOCUS-2
CHAINGUN	-	F/S	36"	18"	4	3+	6	FOCUS-2
CHAINGUN	-	F/S	36"	18"	4	3+	6	FOCUS-2



## BANISHER ROTARY CANNON

When using the Focus special rule with this weapon, no individual hit may go above Energy 10.

## BENEFIT

All friendly infantry gain: "Kalium Volunteers: Iron disciplined soldiers who choose to continue serving long after their conscription is up. This squad automatically passes Fortitude tests and gains the Resilient special rule."

## DETRIMENT

Resistance Veterans may only pick the Kalium Volunteers special rule. Hydra Relay Hovercraft and units with the Hovercraft special rule may not be included in an army with Salakhan.



## PUNJI PITS

Rakkon Krell only.

When an enemy Squad in line of sight activates.

Place a blast template over one unit in the targeted squad and roll a dice. On a result of a 4+ any unit with 2DP or less under the template is destroyed.

---

*"Sometimes, it's not about hi-tech weaponry and targeting. Sometimes it's about a deep hole rigged with explosives."*

*-Rakkon Krell*



OAN THE  
PROTEIN

Moira Sharpe only.

When a friendly Squad would fire a  
weapon with the Limited special rule.

Ignore Limited for that attack.

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*"When yae ha' 'nuff o' the jellies, yae got tae  
pack on the pounds. Only the best o' esplosives  
for their brekkie."*

*-Moira Sharpe*



## CUNNING AMBUSH

Salakhan only.

When you select a Battlegroup to activate.

Remove a single Squad in this Battlegroup from the table and place them In Readiness. That Squad may move onto the table from ANY table edge next turn.

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*"Be ready. Slash their throats from behind. I shall be... disappointed if you don't return with their feeble excuse for a General's head on a spike"*

*-Salakhan, prior to the Battle for Earth*

≡DZC≡



≡CDZ≡