



FTTCOMMUNITY

19TH SEPTEMBER 2019 BY CHRIS BROWN

# Dropzone Commander V2.1 Unit Balance Changes September 2019



It's September, 3 months after the units were locked down for Dropzone Commander so it's time for a balance refresh.

We've had a lot of feedback from the community, we've had a look at the units that were being used, and the units that were just ignored and after a lot of tinkering, we've got some changes to make. This is also a chance to fix a few errors in units stats. These are already live in the Army Builder. Which you may notice has had a massive redesign after community feedback.

Unit changes are done to either make a unit that's too powerful that bit more balanced, to try to improve the overall design of a faction and to give weak units a buff. As always, please do give us feedback on these changes and we will be watching for the next balance pass.

# UCM:

Kodiak: Cost increased to 125pts.

Seraphim: Increased the Devastator Value of Bunker Buster Spread to Devastator-4(Scenery). Points decreased to 90pts.

Fireblade: Changed Accuracy of Flamethrower to 2.

Crossbow: Changed Destroyer Value of Sharpshot Laser to Destroyer 5+.

Broadsword: Changed Energy value of Mythslayer Railguns to 13. Changed Devastator value of Mythslayer Railguns to Devastator-3(Vehicle).

Ferrum Drone Base: Decreased cost of Command Centre to 10pts.

Starsprite Drones: Added Special Rule – “This units Focus ability can be used to combine shots from it’s whole squad”.

Albatross: Changed Damage to 9. Decreased points to 60pts.

Seraphim Retaliator: Lowered points cost to 110pts.

Archangel: Changed points to 45pts.

Eagle Heavy Gunship: Changed arc of Twin Heavy Rail Guns to F.

Mortar Team: Removed \*\* from Concussion Round name.

Flak Team: Corrected M&F of Sidearms to -.

Praetorian Sniper Teams: Changed Reduced value of Sidearms to Reduced-2.

Phoenix Command Gunship: Added Unique Rule: When this unit is destroyed instead of exploding it lands on the closest available spot. It is un-targetable for the rest of this round. In the round up phase, the Phoenix takes off again with D3 Damage Points. It can

# Scourge:

Opressor: Halved shots of both alts of Plasma Carbine. Changed Razor Claws to R(f) 3" R(c)3" and Acc 2 Melee.

Annihilator: Can add Command Centre for 10pts (Cavebreaker model).

Prowler: Changed Plasma Probscrosis (inject) to R(f)2" and R(c)2" and Acc 3+. Removed Special rule.

Stalker: Changed Razor Claws to R(f) 2" R(c)2" and Acc 3.

Ravager: Changed Razor Claws to R(f) 2" R(c)2" and Acc 3.

Screamer: Changed Huge Claws to R(f)3" R(c)3" and Acc 2.

Despoiler: Points changed to 70pts. Damage changed to 7.

Vampires: Added Special Rule – “This units Focus ability can be used to combine shots from it’s whole squad”.

Corsairs: Changed points to 40pts.

Warriors: Changed Arc of Plasma Pistols to F/S/R.

Aged Ones: Changed Arc of Ravening Attacks to F/S/R. Added – to M&F of Ravening Attacks.

# Shaltari:

Frostdrake: Changed Foe Crusher Cannon rules to: Devastator-3 (Tank, Walker).

Tarantula: Gravity Cannon. Changed rules to Devastator-2 (Tank, Walker). Added Special rule “Gravity Cannon: When firing the Gravity Cannon against Large targets.

Warspear: Decreased points to 60pts.

Thunderbird: Decreased points to 35pts.

Leopard: Decreased points to 75pts.

Gharial: Neutron Launchers: Swaped Devastator-3 (Scenery) for Area.

Samurai: Changed Energy Blade: R(f): 2" R(c): 2" Acc 2+ Melee

Ronin: Removed Assault Gauss Carbines.

## PHR:

Athena: Changed Points to 110pts.

## Resistance:

Sappers: Demo IED changed to Devastator-4(Scenery).

Hellhog. Changed points to 125pts.

M3 Alexander: Changed points to 100pts.

Pizzaro Walker: Added new optional weapon to represent Rocket Pod option.

AT-90 Strikehawk Tiltrotor: Changed points to 100pts. Increase Movement to 20".

Skulltaker Assault Transport: Decreased Movement to 16".

M9 Hannibal. Changed arc of 90MM cannon to F.

M20 Shukov:. Changed arc of 90MM cannon to F.

Barrel Bomber: Changed Acc on Frag Barrel to 3+.

Storm Wagon: Multiple Rocket Battery. Removed Area, Added Strafe-2. Added Unique Rule: Inaccurate: This weapon hits Destructible Buildings on a 4+.

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