

## TURN SEQUENCE

### 1 INITIATION

1. Roll for Initiative (D6 + highest CV on table)
2. Discard Cards
3. Draw Cards (up to highest CV on table)
4. Cleanup (CQB time, p.32)
5. Roll for reserves

Turn	1	2	3+
Roll	6+	4+	2+

### 2 ACTIVATION

Activate Battlegroups alternatively in order of initiative

#### 2a ACTIONS

1. Movement (up to MV value)
2. Shooting (p. 22)
  - a) Determine which weapon can shoot (check MF value)
  - b) Determine legit targets (Arc of Fire & LoS)
  - c) Measure Range
  - d) Allocate Shots
  - e) Roll to hit
  - f) Roll Passive CM if available
  - g) Roll to damage (energy vs Armour)
  - h) Allocate damage & remove casualties

*NOTE: movement and shooting can be completed in the opposite order*

### 3 ROUND UP

1. Act on any special rules
2. Check for victory conditions
  - Game ends (if conditions are met)

STRUCTURE SIZE	SEARCH FOR OBJECTIVE TABLE				
	TURN OF OCCUPANCY				
	1 <sup>ST</sup>	2 <sup>ND</sup>	3 <sup>RD</sup>	4 <sup>TH</sup>	5 <sup>TH</sup> +
TINY	3+	2+	2+	2+	2+
SMALL	4+	3+	2+	2+	2+
NORMAL	5+	4+	3+	2+	2+
LARGE	6+	5+	4+	3+	2+

## MOVEMENT MODIFIERS

- Dis/Embark (p. 46) Up to ½ MV (rnd down)
- Enter board from readiness (p. 19) Up to ½ MV (rnd up) – not flyers
- Fly up contour (p. 41) 1"/inch over 6"
- Land/ Take off (p. 42) -2" to MV per operation
- Move and shoot (p. 22) Up to MF distance
- Pivot on the spot (p. 21) Counts as 1" movement
- Tough Ground (p. 26) Up to ½ MV (rnd down)

## TERRAIN MODIFIERS

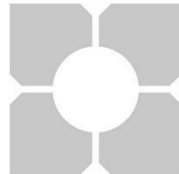
- Features (p. 27-28)
  - Small . Blocks LoS
  - Insubstantial . Blocks LoS after 6"/>50% in Area . Tough Ground for Infantry . Soft Cover
  - Substantial Area . Blocks LoS after 4"/>50% in Area . Tough Ground . Impassable for vehicles . Body & Soft Cover
- Roads (p. 27) +2" to MV
- Structures (p. 30) Body & Soft Cover

## SHOOTING MODIFIERS

- Body Cover (p. 26) +1 to Dg roll
- Hull Down AC +2
- <50% visible (p. 23)
- Indirect Fire (p. 38) AC +2
- Reaction fire (p. 37) AC +2
- Soft Cover (p. 26) AC +2
- Skimmer moving at 6+" AC +2
- Structures (p. 25) Always hit on 2+

## CRASH LANDING (p. 43 & 47)

- Units on ground under LZ 1x E10 hit on 4+
- Infantry unit centre under LZ D6 hits
- Structure <1/3 under LZ 1x E10 hit on a 4+
- Structure >1/3 under LZ Aircraft original Dp x E10 automatic hits



## STRUCTURE STAT SHEET

SIZE	DP	G	FLOORS	AREA
MICRO	2	0	-	-
TINY	4	3	3	4"²
SMALL	10	6	5	15"²
NORMAL *	20	9	7	25"²
LARGE *	40	12	10	40"²

WEAK (A) = 4

NORMAL (A) = 6

HARDENED (A) = 8

\* Cannot have Weak Armour (A)

## CQB (p. 32)

1. Calculate Dice: CQB x Squad's Dp remaining (rnd up)
2. Distribute dice evenly on enemy units (controller allocates left over dice)
3. Roll to hit on CQB table
4. Roll Passive CM and/or Dodge skill
5. Allocate Damage
6. Roll for Morale (if squad has less than ½ original Dp) and evacuate if failed

*NOTE: only squads in the building since the previous turn may participate in CQB*

## CQB DAMAGE TABLE

ENEMY ARMOUR (A) VALUE	1	2	3	4
ROLL REQUIRED TO DAMAGE	3+	4+	5+	6+

## DESTROYING STRUCTURES

- Vehicle and Infantry within 1" Killed on 2+
- Falling Masonry 1x E6 hit on random squad on 5+, or 4+ if Structure Dp <50%

## COHERENCY (p. 21)

- B2B (Base to Base) Base must touch the base of another Unit in the squad
- Standard 3" maximum distance between Unit centres
- Wide 6" maximum distance between Unit centres
- Open No coherency restriction

		WEAPON ENERGY (E)												
		1	2	3	4	5	6	7	8	9	10	11	12	13
TARGET ARMOUR (A)	1	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+	2+	2+	2+
	2	6+	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+	2+	2+
	3		6+	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+	2+
	4			6+	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+
	5				6+	5+	4+	3+	2+	2+	2+	2+	2+	2+
	6					6+	5+	4+	3+	2+	2+	2+	2+	2+
	7						6+	5+	4+	3+	2+	2+	2+	2+
	8							6+	5+	4+	3+	2+	2+	2+
	9								6+	5+	4+	3+	2+	2+
	10									6+	5+	4+	3+	2+

NOTE: if damage roll beaten by 2 or more inflict 2 Dg (p. 25)

DESTROYED AIRCRAFT TABLE			
D6	1-2	3-5	6
RESULT	<b>Emergency Landing:</b> The aircraft is forced to the ground and disabled, but any Units transported survive unharmed	<b>Crash Landing:</b> A messy and final return to Earth. Any Unit transported is destroyed on a roll of 4+	<b>Destroyed in the Air:</b> The aircraft is blown to smithereens! Any Units transported are destroyed instantly

DESTROYED GROUND TRANSPORT TABLE			
D6	1-2	3-5	6
RESULT	<b>Disabled:</b> The transport is for all intents and purposes destroyed, but the units inside survive unharmed	<b>Bad Damage:</b> The transport is a total wreck. Each unit inside is destroyed on a roll of 4+	<b>Explosion:</b> The transport is annihilated in a spectacular fireball! All units inside are destroyed instantly



Dropzone Commander Quick Reference Sheet v1.2

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<http://sixdsix.co.uk>

With thanks to Poulpox for inspiration in creating this reference sheet

SPECIALS (p. 39 & 40)	
TYPE	EFFECT
ALTERNATE FIRE WEAPONS (ALT-X)	Only one weapon with the same Alt number on the Weapons Stat Sheet may be fired by the same Unit each turn.
ARTICULATED MOUNT (ARTICULATED)	Line of sight may be measured from a point 1" above the hull of the Unit firing the Articulated weapon. Enemy Units may fire at this point, in which case the vehicle automatically counts as Hull Down until the Unit is next activated
CO-AXIAL WEAPONS (CA-X)	Weapons with the same CA number must fire in the same Firing Arc
DEMOLITION WEAPONS (DEMOLISHER-X)	Multiply weapon damage by this number when determining damage against Structures
FLAME WEAPONS (FLAME)	May target Infantry inside a building ignoring Soft and Body Cover. May not be used if own troops are inside the building or target is in CQB.
LIMITED WEAPONS (L-X)	May only fire as many times during the game as the number listed after the 'L'
REDUCE WEAPONS (RW-X)	Units shots are reduced by damage Shots = original Sh value - (Dp lost x RW value)
SMALL ARMS (SA-X)	May replace normal shots with a single AA shot with a range of 6" using the weapons normal Ac value. The Energy (E) of the shot is equal to the number after the 'SA'. May not be used if the Infantry below half original Dp
SHAPED CHARGE (SC)	Always cause 1 point of damage on a roll of 6+
SNIPER WEAPONS (SNIPER)	Sniper weapons ignore Soft Cover and Body Cover. Can only do a maximum of one point of damage per shot
SKIMMERS	Can move over Impassable and Tough ground at normal speed. May ignore all Features less than 1/4" high. Insubstantial Area Features over 1/4" high are Impassable. Weapons that fire at a Skimmer that moved 6" or more during its previous activation suffer a +2 modifier to their Ac, this does not apply to AA weapons
WALKERS	Walkers suffer no Mv penalty for moving over Tough terrain and may move through Substantial Area Features with a 50% Mv penalty (Round up to the nearest inch). Walkers may step over small Solid terrain Features (within reason). LoS to and from Walkers is measured from the main body

