

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024



Welcome Commanders!

This document provides the information that you need to participate in the Victory Gamers Dropverse Campaign 2024. Campaign 2024 is intended to be the first of several year-long club campaigns, although it is not necessary to commit to a full year to participate.

Each year-long Campaign is divided into two Seasons: a winter/spring Season from January through April, and a summer/fall Season from June through November. Each Season is divided into two Phases of two months each for the winter/spring season and three months each for the summer/fall season. Each Season and Phase will feature different time periods and battle zones in the attempt of humanity to reconquer Earth from the occupying Scourge forces. There is a one-month period in May and December to sign up for the next Season and to prepare fleets/armies.

Players in the Campaign are called "Participants." Participants can elect to play Dropfleet Commander (ships in space) or Dropzone Commander (troops on the ground) or both. The commitment for Participants is to play two games per Season, or roughly two games every 4-6 months, per fleet or army that a Participant signs up to play. Dropfleet battles in space will affect the Dropzone battles on the ground, and vice versa.

The Campaign is meant to be narrative in nature, but with minimal record keeping requirements. Players need not commit to a single fleet or army per season of the Campaign, and there may be rules that allow deviations from the default army/fleet building rules. Individual matches will influence the overall narrative for the following Season, but they are also self-contained games. In addition to individual matches, it is intended to have events and tournaments at gaming stores (Huzzah and Your Hobby Place) and conventions (Richmond Open and NOVA Open) that tie into the Campaign. There will also be efforts to make it easy for new players to participate and get into the games.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

Background

Campaign 2024 starts in the year 2673 C.E. in the Dropverse setting. It has been three months since the launch of the reconquest of Earth on 01 October 2672. The Triumvirate powers of the United Colonies of Man (UCM), the Resistance (the Kalium Kabal and the loyal Resistance), and the Post-Human Republic (PHR) have established bridgeheads on most continents of Earth, but these fingerholds are barely held against the innumerable Scourge occupiers. In addition to the Triumvirate and the Scourge, the inscrutable forces of the alien Shaltari and the pugilistic tribes of human feral Resistance serve their own ends, helping or hindering the Triumvirate or the Scourge as their own interests dictate (together, the Shaltari and feral Resistance are known as the “Spoilers”).

Above, in Earth’s orbit, remnants of the initial Triumvirate invasion fleet frantically attempt to drop reinforcements to ground troops below, their efforts often hindered by fierce Scourge counterattacks, Shaltari interference, and feral Resistance opposition. In addition, the Triumvirate is at best a fragile alliance of convenience, which is often broken when interests diverge and opportunity for individual gain presents itself. Fortunately for the Triumvirate, the animosity between the Scourge and the Spoilers prevents any sort of coordinated action on their part, other than the briefest aligning of interests.

It is in this setting that Campaign 2024 will tell the stories of the first full year of the Battle for Earth.

Campaign Briefing

The Victory Gamers Campaign 2024 will commence on 01 January 2024 and run for the calendar year. It will be broken into two Seasons: Winter/Spring Season, commencing 01 January and lasting until 30 April 2024; and Summer/Fall Season, commencing 01 June 2024 and ending no later than 30 November 2024. In turn, each Season will consist of two Phases. As such, the calendar for the Campaign 2024 is as follows:

Campaign: 2024	Winter/Spring Season		Summer/Fall Season	
	Phase 1	Phase 2	Phase 1	Phase 2
Start Date	01 January	01 March	01 June	01 September
End Date	28 February	30 April	30 August	30 November

Participants can sign up for the Winter/Spring Season during the month of December. Participants can sign up for the Summer/Fall Season during the month of May.

Each Season has two separate, but intertwined components: an orbital component (Dropfleet Commander) and a ground component (Dropzone Commander). Participants can sign up for either, or both, of the Season components. Signups can be done through this link, using Sign Up Genius:

<https://www.signupgenius.com/go/10C0E4DA8A72EA4FA7-46774920-victory>.

Each Participant must commit to playing at least two games per Season, per component chosen (that is, two games of Dropfleet Commander or Dropzone Commander in a six-month period).

At the highest level, the Campaign will track the battle between the Triumvirate versus the Scourge. The Spoilers are wild-card factions that can aid or hinder either the Triumvirate or the Scourge. At lower

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

levels, the Campaign will track the success or failure of each Participant. For example, the factions of the Triumvirate have a collective objective of common victory against the Scourge, but each Participant will also be seeking individual objectives that may bring that Participant into conflict with other Participants in their own faction.

The method of tracking battles and objectives will be described in detail later in this document.

At the end of each Season, battles and objectives will be tallied and reported during the month interval between Seasons. The successes and failures of the previous Season will be worked into the battles and objectives of the following Season.

A page on the Victory Gamers website (www.victorygamers.org) will be created to post information about the Campaign and tallies and reports from each Season.

Campaign 2024 - Winter/Spring Season

The Winter/Spring Season for 2024 corresponds to winter and spring in the northern hemisphere of Earth during the year 2673 C.E. of the reconquest campaign. The strategic theme of the Winter/Spring Season is the Triumvirate's attempts to reinforce their troops on Earth. They need to do this by knocking out the Scourge defenses that threaten the safety of their ships in orbit and their ability to deliver reinforcements to the ground (for example, space stations in orbit or orbital guns and defense batteries on the surface). Scourge will seek to thwart these attempts and to destroy as many of the Triumvirate forces as possible, while also reinforcing their own troops. Shaltari and feral Resistance happily frustrate both sides and can win missions either way.

Campaign Points. Each victory by a Participant in either a Dropfleet or Dropzone Commander game earns a Campaign Point (CP) for the Participant's faction (Triumvirate, Scourge, or Spoilers). CP will be totaled at the end of the Winter/Spring Season to determine the standing of the factions.

Player Points. In addition, each Participant earns a Player Point (PP) for each victory, as well as additional PPs for obtaining individual objectives set forth in individual missions or as a result of achieving other personal objectives set forth in the Campaign. The Participant with the most PP at the end of the Winter/Spring Season will be rewarded for this achievement.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024



Theaters of Operation. In the Winter/Spring Season, four theaters of operation are in play for both the orbital and ground components of the campaign: two initial theaters in Phase 1, with two additional theaters coming into play during Phase 2. Games will be played above these theaters in Dropfleet Commander and in these theaters in Dropzone Commander.

- Phases 1 & 2: Baltimore Urban Abandoned Zone (East Coast North America Continent). The old city of Baltimore was destroyed during the global and civil wars of 22nd century and, as a result, was depopulated and ruined, with reconstruction not completed until 2225 C.E. After reconstruction, Baltimore became amalgamated into the urban megapolis that extended between Washington, DC, and Boston. Much of the old architecture of the former city of Baltimore was preserved during the reconstruction, and the open green areas incorporated into the reconstructed design resulted in Baltimore becoming highly desired as a residential area. After the Scourge occupation in 2507 C.E., its population was completely consumed or harvested for host bodies, with the city becoming again a depopulated wasteland, with a few districts occupied by Scourge elites. In 2673 C.E. the Baltimore area remains in ruins, with the harbor nothing more than a dry meadow because of the drop in water levels caused by Scourge draining of the oceans. A limited human presence remains in the area, but it is divided between small cells of loyal underground resistance that cooperates with UCM reconnaissance teams and larger gangs of feral resistance that seeks to take over the area with the attention of the Scourge focused elsewhere. Baltimore has been selected by the Triumvirate as a staging ground for operations on the East Coast of the North American Continent, including attempts to seize Washington, DC and securing ground for the eventual siege of the Scourge stronghold in New York. Before that can happen, the orbital guns and defense batteries located among the ruins must be destroyed, ideally with the assistance of the loyal human resistance. If necessary, Triumvirate planners are resigned to destruction of the entire city and its population, if that is what it takes to seize control of the territory.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

- Phases 1 & 2: New Kenzania Industrial Complexes (East Coast African Continent). Most of the large manufacturing facilities on the east coast of Africa remain intact, although the major metropolis of Nairobi was vaporized in December 2672 C.E. by the impact of the UCMF dreadnought *Firelord* after it suffered orbital decay and plunged into the Earth's atmosphere during the initial naval battles in low-Earth orbit. The manufacturing facilities, however, remain controlled by the Scourge, although some have been abandoned or seized by opportunist raiders of the Triumvirate forces or the Spoilers. All Triumvirate factions would like to control the manufacturing resources of the area, which would be useful in the local production and repair of weapons and vehicles. The PHR and Kalium have shown particular interest in the area. Although the Scourge maintained the western African continent as a verdant agriculture zone, as it was prior to the Scourge invasion, the eastern portion of the continent dried out because of the Scourge intensive water consumption and is barren and rocky scrubland.
- Phase 2: Tokyo Strip (Asian Insular Zone). Asia was the most populous continent prior to the Scourge invasion, and it became a prize possession of the invaders, supplying a vast well of host bodies. The population also became used as a source of food for the Scourge invaders, as the Scourge had no qualms about maintaining their host bodies through cannibalism. Tokyo Strip is an enclosed zone where the Scourge permit humans to live with minimal Scourge oversight. The Scourge form the local administration, but humans form most of the policing force in the zone, with Scourge armor and troops intervening only periodically to put down any significant subversive activities. Once per year, there is a major culling of a portion of the human population in the zone to be processed into food or hosts for the Scourge overlords. Thus, the Tokyo Strip can be viewed as a kind of "free range" habitat for the Scourge's food and host supply. As such, it is one of the largest concentrations of humanity on Earth. Within the Strip are resistance groups seeking to escape or overthrow the Strip's Scourge administration. Also within the Strip are resistance groups that form organized crime syndicates or that ally with the Scourge administration in return for exemption from the yearly culling or other favored treatment. The Triumvirate would like to liberate the population of the Tokyo Strip, so destruction through orbital bombardment is prohibited. Instead, the Triumvirate seeks to land troops inside the Strip to team up with loyal resistance groups to expel the Scourge administration and support troops. Aware of the Triumvirate's prohibition on orbital bombardment, the Scourge have positioned many orbital defense guns in the Strip, using the population as human shields.
- Phase 2: Scourge Water Extraction Plant (Indian Oceanic Zone). Water is a precious commodity for the Scourge, and a wet environment appears optimal for their comfort and survival. This is true both on the surface of the Earth and in space. In order to provide the requisite moisture in Scourge spacecraft, the Scourge use massive pumping stations to extract water from the Earth's oceans and transfer it to massive storage space stations that provide the water to Scourge vessels in low earth orbit. The Triumvirate seek to control or destroy these pumping stations

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

and storage stations to weaken their Scourge foes. Knowing this, the Scourge heavily defends these assets on the ground and in orbit.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

Orbital Component (Dropfleet Commander)

A Participant in the orbital component of the Winter/Spring Season must choose at least one faction and one fleet. A Participant can choose more than one fleet and does not have to choose the same faction for all fleets. For example, a Participant can choose a Scourge fleet and a UCM fleet for the orbital component, even though Scourge and UCM are enemies in the Campaign. In this case, the Participant will play both sides of the Campaign, but commits to playing four games per Season (two games with Scourge and two games with UCM).

The missions in the Winter/Spring Season will focus on reinforcing troops on the ground and trying to destroy orbital guns and defense batteries through bombardment and ground combat. Participants should keep that in mind when selecting ships for their fleets. For example, it may be advantageous to include a larger number of dropships and troopships in a list than the Participant might otherwise be inclined to take.

It is highly recommended that Participants build their fleets using the free Dropfleet Commander Fleet Builder (www.dropfleetcommander.com). Scourge players are also encouraged to take space stations as part of their fleets per the Fleet Space Station rules on the TCombat Resources site: https://cdn.shopify.com/s/files/1/0965/1274/files/Space_Stations_230609.pdf?v=1686136755.

For the Winter/Spring campaign, the following special list building rules are in effect for the orbital component:

Phase 1

- For Phase 1, the point limit for all Dropfleet Commander games is 1000 points.
- *Small But Fierce.* At this early stage of the Battle of Earth, the heaviest ships in each faction's fleets were destroyed during the initial invasion, and replacements have not yet arrived. Accordingly, no Heavy or Super-Heavy ships may be taken in Phase 1 of the Winter/Spring Season. If such ships are required to be taken as part of a particular battlegroup, then that battlegroup cannot be taken in a list (that is, no Vanguard or Flag battlegroups can be taken during Phase 1 of the Winter/Spring Season). Each list, however, can take up to four Pathfinder Battlegroups, instead of the usual limit of two, during Phase 1 of the Winter/Spring Season (ignore any error message in the list builder that too many Pathfinder battlegroups have been selected).
- *People Are Our Greatest Resource.*
 - An Admiral at level 2 can be taken free of cost in each list (ignore any error message in the list builder for going over points due to the points taken for the Admiral). No more than one Admiral can be taken per game, however, per the standard game rules.
 - If the ship on which the Admiral is deployed is destroyed during a game, roll a D6 at the end of the game: on a 5+, the Admiral is not killed, and an Admiral at one level higher can be taken free of cost during the next game played.
 - If the Admiral's ship is not destroyed during a game, an Admiral at one level higher can automatically be taken free of cost during the next game played.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

- This rule is in effect every game during the Winter/Spring Season until either the Admiral is killed (at which point, start over with an Admiral at level 2) or the Admiral reaches level 5 (at which point the Admiral is maxed out).



Phase 2

- For Phase 2, the point limit for all Dropfleet Commander games is 1250 points.
- *Small But Fierce (Adjusted)*. At this early stage of the Battle of Earth, the heaviest ships in each faction's fleets were destroyed during the initial invasion, but replacements are beginning to arrive. Accordingly, Heavy ships (but no Super-Heavy ships) may be taken in Phase 2 of the Winter/Spring Season. If Super-Heavy ships are required to be taken as part of a particular battlegroup, then that battlegroup cannot be taken in a list (that is, no Flag battlegroups can be taken during Phase 1 of the Winter/Spring Season). Each list can take up to three Pathfinder Battlegroups, instead of the usual limit of two, during Phase 2 of the Winter/Spring Season (ignore any error message in the list builder that too many Pathfinder battlegroups have been selected).
- *People Are Our Greatest Resource (Continued)*. Continue forward from Phase 1.
 - An Admiral at level 2 can be taken free of cost in each list (ignore any error message in the list builder for going over points due to the points taken for the Admiral). No more than one Admiral can be taken per game, however, per the standard game rules.
 - If the ship on which the Admiral is deployed is destroyed during a game, roll a D6 at the end of the game: on a 5+, the Admiral is not killed, and an Admiral at one level higher can be taken free of cost during the next game played.
 - If the Admiral's ship is not destroyed during a game, an Admiral at one level higher can automatically be taken free of cost during the next game played, or another Admiral at

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

level 2 can be taken. This additional Admiral can level up (or die) in the same way as the first Admiral.

- This rule is in effect every game during the Winter/Spring Season until either the Admiral is killed (at which point, start over with an Admiral at level 2) or the Admiral reaches level 5 (at which point the Admiral is maxed out).

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

Missions for Dropfleet Commander

Phase 1

1. Moonwreck
2. Baltimore
3. New Kenzania
4. Scourge Stations

Phase 2

1. Moonwreck
2. Baltimore
3. New Kenzania
4. Scourge Stations
5. Tokyo Strip
6. Scourge Water Refueling Station

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

Dropfleet Mission 1 – Moonwreck

In the aftermath of the initial invasion, debris circles the Moon. Your fleet is to traverse its orbit and reclaim the heavily armed space stations that were abandoned during the engagement. As valuable assets, the enemy will surely want to do the same.

Board – Standard (48" x 48"); four Space Stations; 1 Moon

Players – 2

Fleet List – Standard

Suggested Approach – Distant (opposing edges shown in blue)

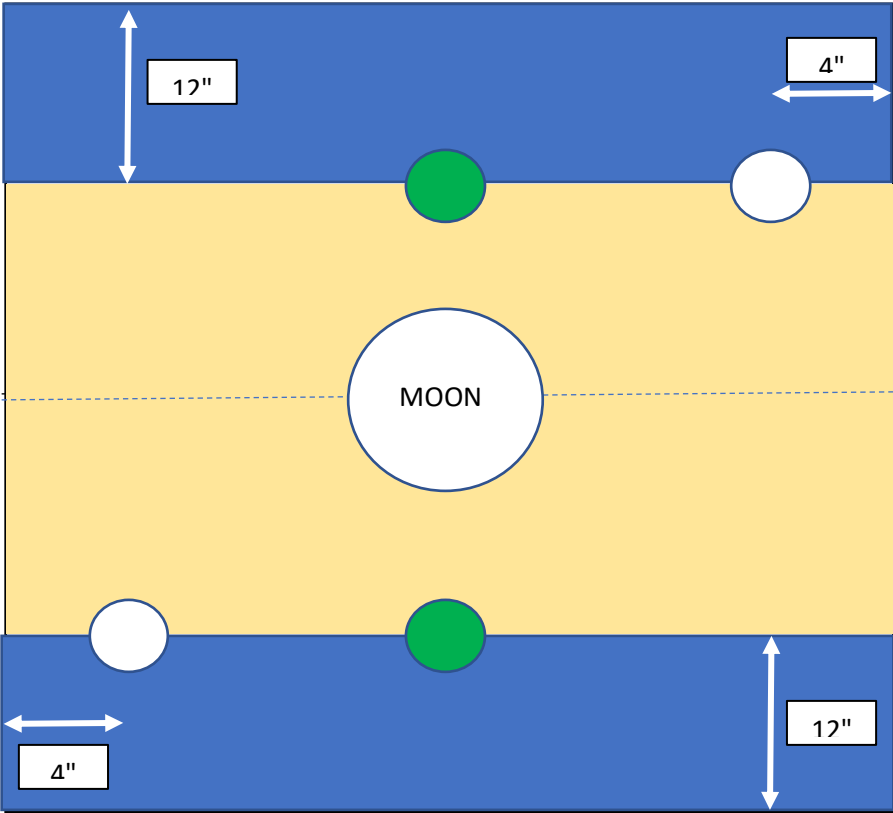
Duration – 6 turns

Orbital Debris – Debris fields (4-7 Fine, 7-9 Dense). All debris fields should be distributed evenly in the middle 24" zone (shown in yellow).

Victory Conditions – Space Stations score as Medium clusters. Destroying a highlighted station (shown in green) on opponent's half scores 4 VP. All stations are Critical Locations. All space stations are armed with Mass Driver Armament and Laser Armament.

Special Rule: Headhunter – Participants gain 1 Player Point (PP) (in addition to 1 PP for victory) if the ship with the opponent's Admiral is destroyed by the end of the game.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024



VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

Dropfleet Mission 2 – Baltimore

Amid the assault on Baltimore, your fleet has been tasked with providing reconnaissance support and desperately needed reinforcements to the ground forces already in place. As and when large surface engagements erupt, you are to secure the voidspace above. Be advised the Scourge holds the ground and is rushing to provide equal support for their troops!

Board – Standard (48" x 48"); 10 x two sector clusters; 1 x four sector cluster (Brown = Military; Blue = Commercial; Yellow = Industrial; Green = Orbital Defense)

Players – 2

Fleet List – Standard

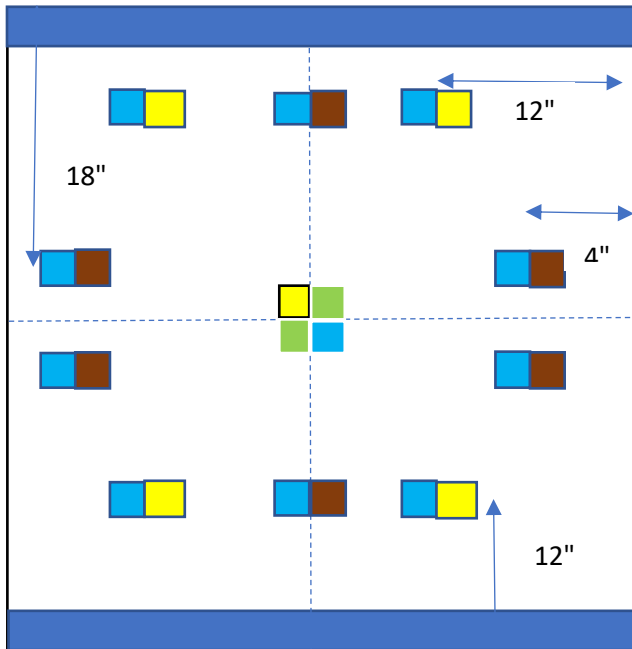
Suggested Approach – Distant (opposing edges shown in blue)

Duration – 6 turns

Orbital Debris – Debris fields (2-5 Fine, 4-6 Dense).

Victory Conditions – Clusters (Surveying/Critical Locations)

Special Rules: Death from Above. Participants gain 1 Player Point (PP) (in addition to 1 PP for victory) if they destroy any opponent ground forces through orbital bombardment. Triumvirate and Spoilers gain 1 Player Point (PP) (in addition to 1 PP for victory) if, at end of game, they destroy or control at least one Military sector or 2 PP if they destroy or control at least one Orbital Defense sector.



Notes - nuclear weapons cannot be used in this Mission by Triumvirate participants. Keep track of and report all ground forces (Infantry and Armor) still in play for each Participant at end of game. Scourge

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

players can fire 1 Defense Weapon or Orbital Gun of their choice per turn in addition to any they control.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

Dropfleet Mission 3 – New Kenzania

To seize the industrial capacity of the factories of New Kenzania, the first task is to silence the Scourge guns that protect it. This includes the automated Scourge space station that guards the voidspace above it.

Board – Standard (48" x 48"); 10 x two sector clusters; 1 x four sector cluster (Brown = Military; Blue = Commercial; Yellow = Industrial; Green = Orbital Defense)

Players – 2

Fleet List – Standard

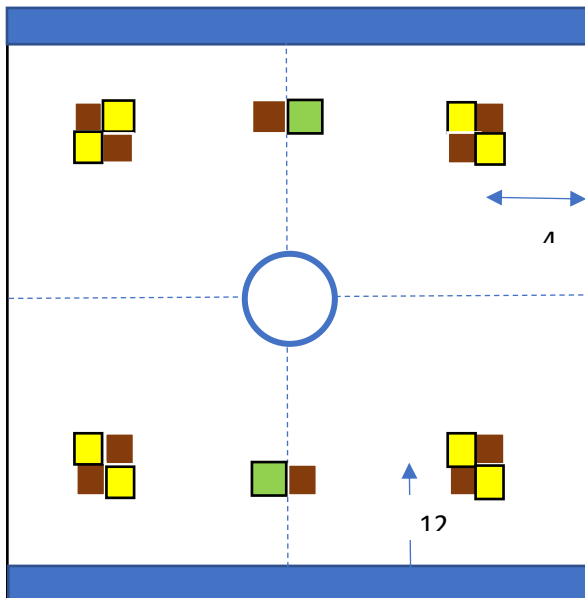
Suggested Approach – Column (opposing edges shown in blue)

Duration – 6 turns

Orbital Debris – Debris fields (2-5 Fine, 4-6 Dense)

Victory Conditions – Space Station scores as a Medium Cluster. Each Sector on the opponent's half of the board that is destroyed scores 1 VP. The Space Station and all Clusters are Critical Locations.

Special Rules: Death from Above. Participants gain 1 Player Point (PP) (in addition to 1 PP for victory) if they destroy any opponent ground forces through orbital bombardment. Triumvirate and Spoilers gain 1 Player Point (PP) (in addition to 1 PP for victory) if, at end of game, they destroy or control a Military or Orbital Defense sector.



Notes - Keep track of and report all ground forces (Infantry and Armor) still in play for each Participant at end of game. Scourge players can fire 1 Defense Weapon or Orbital Gun of their choice per turn in addition to any they control.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

Dropfleet Mission 4 – Scourge Stations

Earth sports a highly complex and deadly set of orbital defenses that are ready to be turned against the enemy. Seize them and put their fearful weaponry to good use against the oncoming foe before they can do the same!

Board – Standard (48" x 48"); five Space Stations; Players edges are on opposite corners (in blue), with the leg of each corner being 12" long and 4" deep.

Players – 2

Fleet List – Standard

Suggested Approach – Battleline

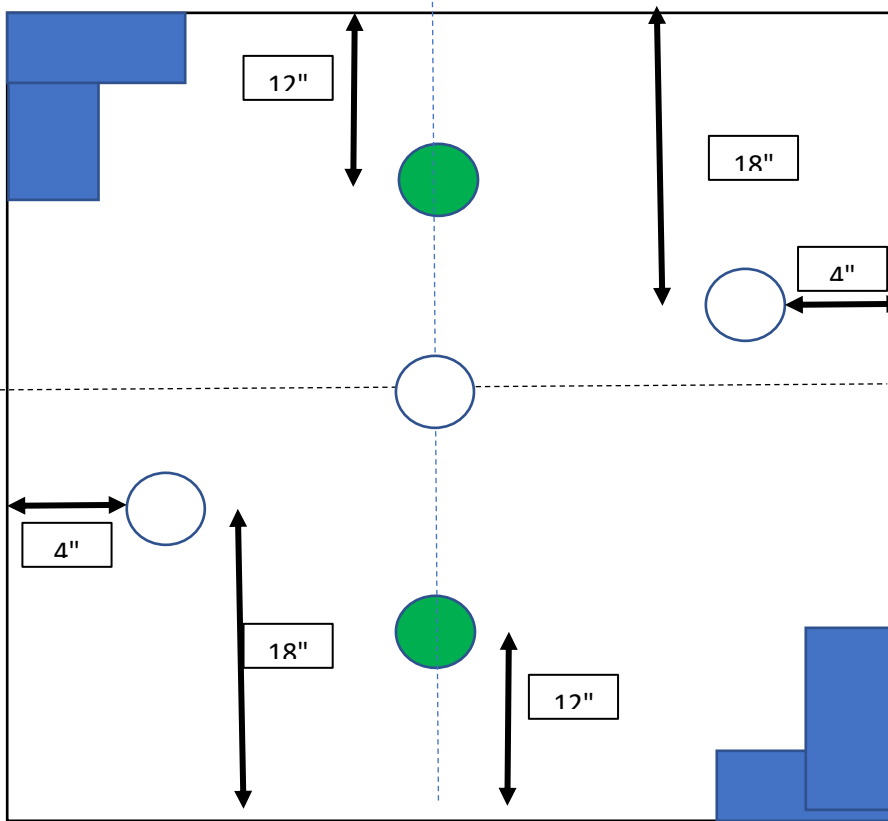
Duration – 6 turns

Orbital Debris – Debris fields (2-5 Fine, 4-6 Dense).

Victory Conditions – Space Stations score as Medium clusters. Green space stations score as Medium Clusters and Critical Locations. Destroying highlighted stations (shown in green) on opponent's half scores 4 VP. All stations are critical locations. All space stations are armed with Mass Driver Armament and Close Action armament. Green space stations are also armed with a Burnthrough Armament, in addition to the Mass Driver Armament and Close Action armament.

Special Rule: Bloody Vengeance – Participants gain 1 Player Point (PP) (in addition to 1 PP for victory) if 50% or more of their opponent's fleet is destroyed by the end of the game.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024



Dropfleet Mission 5 – Tokyo Strip

The densely populated urban area of the Tokyo Strip contains a large number of resources, including valuable power plants among the hostage population. Holding these power plants is necessary to the Scourge and the Triumvirant, both to supply their own forces and to deny these resources to the other side.

Board – Standard (48" x 48"); 3 x three sector clusters; 2 x four sector cluster (Brown = Military; Blue = Commercial; Yellow = Industrial; Orange = Power Plant); Players edges are on opposite corners (in blue), with the leg of each corner being 12" long.

Players – 2

Fleet List – Standard

Suggested Approach – Column

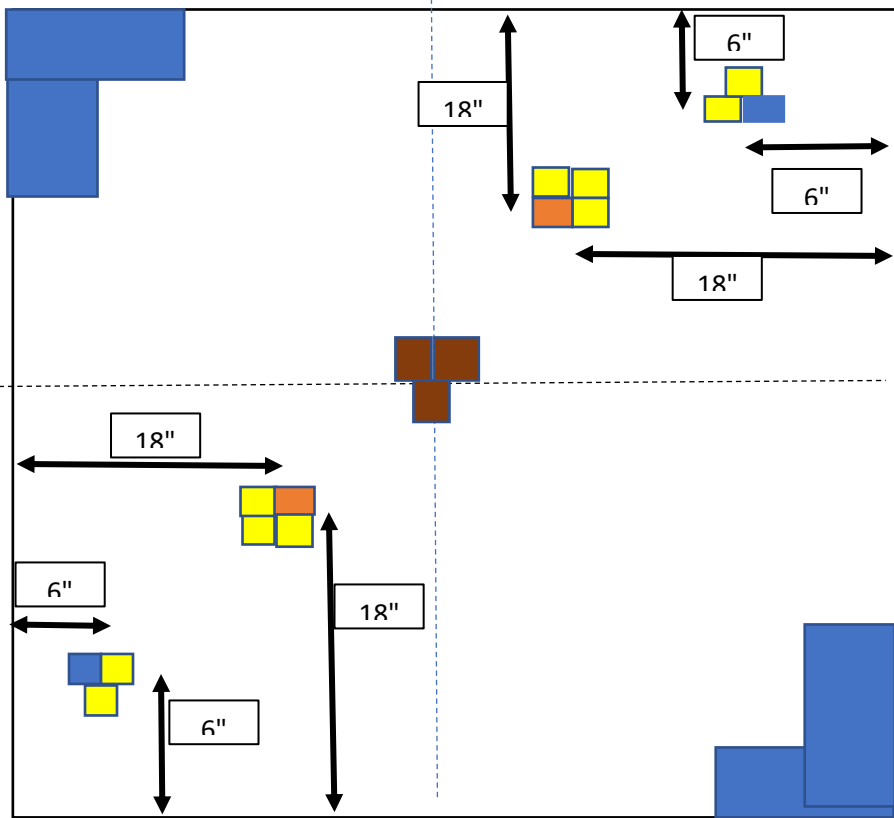
Duration – 6 turns

Orbital Debris – Debris fields (2-8 Fine, 6-10 Dense).

Victory Conditions – Clusers (Standard Scoring, Critical Locations). Clusters containing Power Plants are worth double Victory Points but are worth nothing if Destroyed. Orbital bombardment is not allowed for Triumvirate Participants.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

Special Rule: Bloody Vengeance – Participants gain 1 Player Point (PP) (in addition to 1 PP for victory) if 50% or more of their opponent's fleet is destroyed by the end of the game.



VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

Dropfleet Mission 6 – Scourge Water Refueling Station

The Scourge keep massive water-refueling stations in low orbit above their water extraction sites. These disc-like stations are lightly armed, but often have a large number of Scourge vessels moored underneath them, refilling with precious water from the station. Dropping troops onto these water-refueling stations is a key objective of the Scourge's opponents, for the stations are too large to be destroyed by ship's weapons and must be seized from within.

Board – Standard (48" x 48"); 1 Scourge Water Refueling Station (11" diameter) (brown dots are Docking Bays (see below)

Players – 2

Fleet List – Standard

Suggested Approach – Column (non-Scourge from any table side; Scourge from Water refueling station or any table side); All vessels must enter and remain in low orbit (atmosphere and high orbit are not used). Vessels may not move on or through, or shoot through, the Water Refueling Station.

Duration – 6 turns

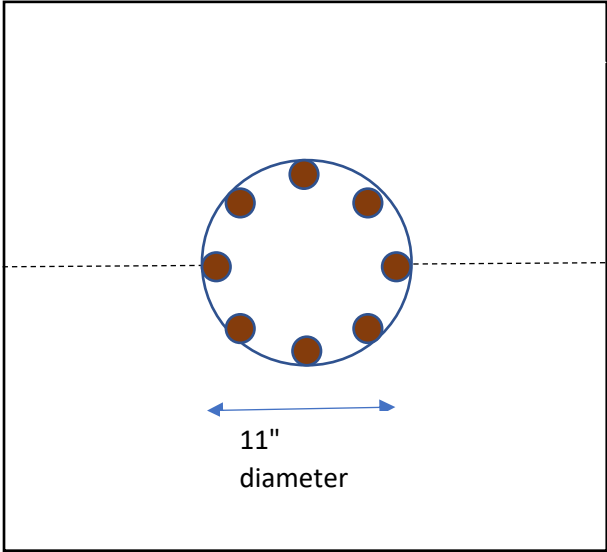
Orbital Debris – None

Victory Conditions – There are 8 Docking Bays that can be used as points to drop troops and armor into the Station for non-Scourge Participants. These Docking Bays count as Military Sectors and can be controlled and scored in the same manner as Sectors. Scourge cannot bombard Docking Bays and can only attempt to drop ground assets to a Docking Bay if there are opposing ground assets in the Docking Bay. Scourge players win if their opponent controls less than half of the Docking Bays (and vice versa). Otherwise, the player controlling the greater number of Docking Bay wins.

Special Rule: Bloody Vengeance – Participants gain 1 Player Point (PP) (in addition to 1 PP for victory) if 50% or more of their opponent's fleet is destroyed by the end of the game.

Notes - Scourge players can fire 1 Defense Weapon of their choice per turn from a Docking Bay that is not controlled by the opponent. Players cannot deliver Defense Batteries to a Docking Bay.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024



VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

Ground Component (Dropzone Commander)

A Participant in the ground component of the Winter/Spring Season must choose at least one faction and one force. A Participant can choose more than one force and does not have to choose the same faction for all forces. For example, a Participant can choose a Scourge force and a UCM force for the ground component, even though Scourge and UCM are enemies in the Campaign. In this case, the Participant will play both sides of the Campaign, but commits to playing four games per Season (2 games with Scourge and 2 games with UCM).

The missions in the Winter/Spring Season will focus on trying to seize control of or destroy orbital guns and defense batteries. Participants should keep that in mind when selecting units for their forces. For example, it may be advantageous to include a larger number of troops in a list than the Participant might otherwise be inclined to take.

It is highly recommended that Participants build their forces using the free Dropzone Commander force Builder (<https://dropzonecommander.com/forcebuilder>).

For the Winter/Spring campaign, the following special list building rules are in effect for the ground component:

Phase 1

- For Phase 1, the point limit for all Dropzone Commander games is 1000 points.
- *Environmental Conditions.* The following environmental conditions are present for the theaters during Phase 1:
 - Baltimore. Roll a dice at the start of the game to determine the weather conditions.
 - 1-2: Snowstorms. At the start of every turn, roll a dice and on a roll of 4+ a storm of dangerous level is present that turn. All air units must land and cannot take off that turn. All units are +1 to find open objectives that turn (to a maximum of 6+). All ranged weapons subtract 2" due to the storm that turn. All tracked and wheeled units subtract 1" from all moves due to the snowy conditions that turn and for the remainder of the game.
 - 3-4: Cloudy weather. No special weather effects.
 - 5-6: Rainstorms. At the start of every turn, roll a dice and on a roll of 4+ a storm of dangerous level is present that turn. All units are +1 to find open objectives that turn (to a maximum of 6+). All ranged weapons subtract 1" due to the storm that turn. All tracked and wheeled units subtract 1" from all moves due to the muddy conditions that turn and for the remainder of the game.
 - New Kenzania. There are no special weather effects in New Kenzania during Phase 1.
- *Small But Fierce.* No Behemoths or Light Behemoths can be taken. As such, no War Engine Battlegroups can be taken. Each list can take up to four Frontline battlegroups, instead of the usual limit of two, during Phase 1 of the Winter/Spring Season (ignore any error message in the list builder that too many Frontline battlegroups have been selected).
- *People Are Our Greatest Resource.* No famous Commanders can be used.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

- During the first game played, a Commander at level 2 can be taken free of cost in each list (ignore any error message in the list builder for going over points due to the points taken for the Commander).
- If the unit in which the Commander is deployed is destroyed during a game, roll a D6 at the end of the game: on a 5+, the Commander is not killed, and a Commander at one level higher can be taken free of cost during the next game played.
- If the Commander's unit is not destroyed during a game, a Commander at one level higher can automatically be taken free of cost during the next game played.
- This rule is in effect every game during the Winter/Spring Season until either the Commander is killed (at which point, start over with a free Commander at level 2) or the Commander reaches level 6 (at which point the Commander is maxed out).

Phase 2

- For Phase 2, the point limit for all Dropzone Commander games is 1250 points.
- *Environmental Conditions*. The following environmental conditions are present for all theaters during Phase 2:
 - Roll a dice at the start of the game to determine the weather conditions.
 - 1-3: Cloudy weather. No special weather effects.
 - 4-5: Rainstorms. At the start of every turn, roll a dice and on a roll of 4+ a storm of dangerous level is present that turn. All units are +1 to find open objectives that turn (to a maximum of 6+). All ranged weapons subtract 1" due to the storm that turn. All tracked and wheeled units subtract 1" from all moves due to the muddy conditions that turn and for the remainder of the game.
 - 6: Snowstorms (Baltimore and Tokyo Strip only; convert to Rainstorms for New Kenzania or Scourge Water Extraction Plant). At the start of every turn, roll a dice and on a roll of 4+ a storm of dangerous level is present that turn. All air units must land and cannot take off that turn. All units are +1 to find open objectives that turn (to a maximum of 6+). All ranged weapons subtract 2" due to the storm that turn. All tracked and wheeled units subtract 1" from all moves due to the snowy conditions that turn and for the remainder of the game.
- *Small But Fierce (Adjusted)*. No Behemoths can be taken. Each list can take up to three Frontline battlegroups, instead of the usual limit of two, during Phase 2 of the Winter/Spring Season (ignore any error message in the list builder that too many Frontline battlegroups have been selected).
- *People Are Our Greatest Resource (Continued)*. Continue forward from Phase 1. No famous Commanders can be used.
 - During the first game played, a Commander at level 2 can be taken free of cost in each list (ignore any error message in the list builder for going over points due to the points taken for the Commander).
 - If the unit in which the Commander is deployed is destroyed during a game, roll a D6 at the end of the game: on a 5+, the Commander is not killed, and a Commander at one level higher can be taken free of cost during the next game played.

VICTORY GAMERS
BATTLE FOR EARTH
CAMPAIGN: 2024

- If the Commander's unit is not destroyed during a game, a Commander at one level higher can automatically be taken free of cost during the next game played, or an additional Commander at level 2 can be taken. This additional Commander can level up (or die) in the same way as the first Commander.
- In Dropzone Commander, more than one Commander can be fielded per game. If that occurs, treat each Commander separately at the end of the game, as above.
- This rule is in effect every game during the Winter/Spring Season until either the Commander is killed (at which point, start over with a Commander at level 2) or the Commander reaches level 6 (at which point the Commander is maxed out).



Scenarios for Dropzone Commander

Phase 1 – tbp

Phase 2 - tbp