

SLTC DATA CARD CONVERSIONS

Using Older Data Card with the *Strike Legion Tactical Rules Compendium*



Until available time permits the updating of unit Data Cards created for use with the *Strike Legion Main Rulebook* (and its attendant supplements) to the new standards and point values as found in the *Strike Legion Tactical Rules Compendium* (*SLTC*), players wishing to use the older Data Cards for their models can use the following modifications to the older units for use with the updated rules.

Special Rules

Some army lists contain additional rules, systems and/or Attributes that may or may not have been included in the *SLTC*.

- Rules contained within those lists that share the same name as a rule in the *SLTC* should use the *SLTC* version of that rule.
- Rules not found in the *SLTC* should be played as presented with each army list (if possible).

Usage Numbers

These systems and Attributes should be modified as follows:

- **Smoke Mortars 1** and **2** become **Smoke Mortars/6** and **/5+**, respectively
- **Chaff Pods** and **Countermeasures 1/2/3** become **6/5+/4+**, respectively
- **Smoke Grenades** become **Smoke Grenades/6**

Depletion Numbers

The number of missiles printed on a unit Data Card translate to a specific Depletion number for use with the *SLTC* as shown in the table to the right.

# Missiles	Depletion Number
1	D11
2	D9
3	D8
4	D7
5	D7 (Ample ammo)
6	D6
7	D5
8	D4
9	D3
10	D2
More than 10	D2 (Ample ammo)

Bays

All *Troop* and *Transport Bays* become *Transport Bays* with an equivalent 'x' value.

Turn Modes

Double any *Turn Mode* entry that is **3** or less.

Point Values

When exclusively using the older Data Cards, PV between different elements should be relatively valid for use in assembling one's force for a scenario or Campaign Game. If being fielded against a force comprised of elements taken from a newer (*SLTC*) list, reduce the PV of any element armed with Missiles and/or Torpedoes (of any type) by 10%.

Other Factors

Some game elements not presented here may require adjustment and/or clarification. If the reader has specific questions about one or more of these unaddressed items, please email Legionnaire Games (info@LegionnaireGames.com) for assistance.