

# 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](mailto:info@LegionnaireGames.com)) for assistance.