

Alpha to Corporate Wars/Loyalty and Vigilance Compatibility Sheet, Version 1.0 **February 11, 2014**

Greetings Commander! If you're reading this, it's because you have an Alpha deck – possibly more than one – and are interested in knowing if and how you can play it against the version 2.0 decks which come in Corporate Wars and Loyalty & Vigilance.

The short answer is yes, you can, though not without a few headaches. Based on player feedback, the original Hull Breach underwent a bit of a facelift and we changed the way some things work. The list of those significant changes is as follows:

- The names of some card types have changed.
- Several traits have been tweaked.
- We've introduced the concept of Initiative.
- All Events have acquired a nominal/critical effect roll.

We'll address those topics in order in this document, and show you what you need to do in order to make your Alpha cards work with Corp Wars and LnV. You won't need to know any of this if you're playing a 100% Alpha deck against a 100% Alpha deck – the rules are the same in that situation as they always were. But if you're intent on fitting them into a game against cards from the new box sets, read on.

NAMING CONVENTIONS

Because certain card terminology has changed, refer to the following rules:

1. In any instance of the term Module:Ship, instead substitute the term “Upgrade.”
2. In any instance of the term Module:Station, instead substitute the term “Module.”
3. In any instance of the term Module:Marine, instead substitute the term “Option.”
4. If playing against Alpha cards, a Commander may interpret the above statements in the reverse, in addition to their normal meaning. For example: the term “Module” is understood as referring to both Upgrade and Module:Station cards. Thus the card “Sabotage” in the Corporate Wars set will target Alpha Module:Station cards as intended.

TRAITS

Traits do not stack in the new box sets, and so if you're playing Alpha cards with 'stackable traits' (a trait with a +X value), you'll need to play them differently. A unit with a stackable trait such as Overload uses the trait at the printed X value only (exactly the number shown on the card), and this value cannot be increased. If multiple cards assign a +X value to the same trait on the same unit, use the highest of those two values.

Example: the Alpha card “Ambush” grants all your Ships and Marines Interceptor +3. Ships which do have Interceptor already, but less than 3, would gain Interceptor 3; if their Interceptor value is already 3 or higher, they gain nothing further. If a ship does not have Interceptor at all, it would gain Interceptor 3 as printed on “Ambush.”

If a card assigns a trait to a unit at an X value based on the attack value of the unit that is gaining that trait, play the card as printed. You may not use your Fearless attack value, if applicable, for this

calculation,.

Example: you attach “Electronic Countermeasures” to your Crow. Although the Crow can use the trait Fearless, you cannot base the Jammer value assigned by “Electronic Countermeasures” on your attack value while Fearless. Instead use its normal attack value, including bonuses from other cards, if applicable.

Specific trait changes:

Repair

This trait no longer has any numerical value associated with it. Repair simply allows the unit to repair one wound on its turn to volley fire (and all wounds at the beginning of the the Logistics Phase), while still being able to volley at the same time. Any card which grants Repair +X should be read as simply granting Repair.

Target Painter

A ship can only be Target Painted by one unit at a time; you cannot use two or more units to Target Paint the same opposing card.

Jammer

The same caveat as with Target Painter applies – only one Jamming unit can be directed against any one target.

Stoic

Stoic ships cannot be Hijacked, only Scuttled.

Fearless

You cannot use the attack and defense values determined by the 'Fearless swap' to calculate the value of traits which require an X+1 calculation (examples: Nike Sentry Batteries, Electronic Countermeasures).

CARD INITIATIVE

Initiative is an entirely new concept and must be assigned to Alpha cards retroactively. Use the following sections to determine the initiative value of Alpha cards.

Ship initiative values

Drones: While some units have the word “drone” in their name, Drones do not exist as a ship subtype in Alpha Hull Breach. Treat them as Fighters as the card directs.

Fighters: Initiative 2

Frigates: Initiative 3

Destroyers: Initiative 4

Cruisers: Initiative 5

Transports: Initiative 6

Battle Cruisers: Initiative 7

Battleships: Initiative 8

Capital Ships: Initiative 9

Marine initiative values

All Marine cards operating under these compatibility rules are assigned an initiative value of 3. Note

that this isn't a perfect solution; the only other way we could do this would be to list every Marine card and assign it its own value.

Marine-Character initiative values

All Marine-Character cards operating under these compatibility rules are assigned an initiative value of 5.

Station initiative values

Anaheim Production Platform – 9
Xeros Orbital Shipyards – 9
BotG Commercial Trade Center – 9
Skymarshall Mobile Fortress - 9
Independent Shipping Outfit - 9
Rattlesnake Confederation Outpost - 9
Marine Training Division – 9
Skyline Defense HQ – 10
Stellar Tax Gate Bureau - 11
Deepspace Colony – 12

TACTICS

Play all Alpha Tactic cards as printed unless specific rules mentioned elsewhere in this document apply.

EVENTS

Play all Alpha Event cards as printed unless specific rules mentioned elsewhere in this document apply. No Nominal/Critical roll is necessary since outcomes for both a Nominal and Critical result are not provided on most Alpha cards.

MODULE:STATION CARDS

First, refer to the section on naming conventions.

Defense values are not pooled with those of the Station; use the Attack, Wounds and Defense values printed on the individual Module:Station cards. Furthermore, add 7 to the printed defense values of all Module:Station cards. Roll volley dice from your Module:Station cards individually in combat, rather than all together. You may roll Attack dice either by individual Module and Station or all together from just the Station – it really doesn't matter. Note that the Station inherits any traits like Annihilate or Hunter from its Modules.

NOTABLE EXCEPTIONS

There are unfortunately a few cards which just don't work right under the new rules. That's unavoidable since the improvements made to the basic mechanics of the game were positive in every way, and rolling a few things back for the sake of a half-dozen or so cards is simply unfeasible. Here's a short list of the cards we know do not function properly under Corp Wars/LnV rules:

Joint Operations Center
Tactical Operations Center
Hawk
Eagle
Seize the Initiative
Retrograde Operation

We're open to suggestions on how to drag these forward into the new rule set. While we don't want to issue card-specific rules if it can be avoided, if you have ideas on what we can do with these, let us know! The easiest thing to do may be to just play the Hawk and Eagle, for example, as their CW/LnV sisters now play – but that's something for all Commanders playing a mixed game to agree to.