Star Wars CCG Hyperdrive v2.0 Rules

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Overview

Inspired by the MTG Jumpstart playstyle - Hyperdrive is a reimagining of hundreds of classic Star Wars CCG cards and the introduction of many new cards in order to create a replayable environment where almost no deckbuilding is needed. Each player selects two Hyperdrive Theme Packs to make a deck. Shuffle your cards together and you're ready to play!

Each theme pack is a curated collection of 27 cards focused around a certain theme. Created with a purposeful mix and balance of card types and power levels, each theme pack is relatively balanced with any other.

While many of the cards in Hyperdrive appear at first glance to be the same original Decipher cards that we all know and love - the values and gametext have been modified to make the cards relevant and balanced for this format.

Why

I have a great group of friends that are interested in games of all sorts - and are certainly willing to learn and play SWCCG - however the weight and time commitment that would be required for them to consume all of the possible cards and make their own decks isn't feasible for most of them. We have spent years playing some of my personal favorite classic constructed decks, and I have made a few series of new paired decks to give us different experiences - but there feels like both a limit to the joy of this pattern, as well as a fairly steep strategy curve for each deck.

I was wishing there was a SWCCG format equivalent to the MTG Jumpstart format... the strategies would be simplified compared to the deep possibilities of classic SWCCG, but the lack of need for a big preparation commitment would be well worth it.

After some more consideration, I decided to try to make something that approximates that "shuffle and play" experience.

Goals

My goal in creating this format is to enable quick play with variety, while avoiding all time commitment or stress of deckbuilding. Additionally - the structure and rule changes below outline what I believe creates a ruleset

that captures 80% of the value of the nostalgic SWCCG experience, while removing 80% of the complexity of lesser used mechanics and edge cases.

The focus of the ruleset is to reduce complexity and ambiguity, and focus the gameplay and strategy on battling first, with Force drains as a more limited secondary option.

Additionally, I wanted to streamline the card types, remove some of the less-used rules to make teaching the game to new players easier, and make weapon cards a staple in the format.

Hyperdrive Pack Composition Notes

2 packs of 27 cards = 54 card deck

Each 27 card pack contains:
-1 System
-1 Site
-1 Effect that can be started
-24 other theme-coupled cards
   -10 (±1) characters and vehicles
   -5 (±1) starships
   -3 (±1) weapons
   -6 (±1) interrupts

Playtesting Lessons Learned

One of the main lessons learned in playtesting version 1 was that it is almost impossible to make perfectly balanced packs. Unless I was willing to completely alter the scope and feel of many cards - then getting a pack with a Darth Vader is inherently better than a pack without Darth Vader. Such is a lesson I have accepted - however I have gone through multiple iterations to get the packers "close" to balanced.

Additionally, you will notice that each of the starting effects follow a general formula: Allow you to pull some type of card from your deck - and there are typically 3 to 5 cards in the same pack that are pullable. Then, some sort of ongoing bonus or one-time bonus effect, depending on how powerful or plentiful the pulling ability felt.

Finally, I tried my best to balance the range of ability values present on the actors (characters, vehicles, and starships) in each pack. They are not all exactly the same, but each pack has a few cards with ability = 1, 2, 3, and 4+.

Vocabulary Note

"Actor" = Character, Vehicle, or Starship

Core Rule Changes

For players familiar with the original Star Wars CCG by Decipher, the following core rules are different.

Game Setup - Starting Locations and Starting Effect

1. Each player must select two starting locations - one system and one related site - from the same pack.
2. Each player must deploy the effect from the same pack as their starting system and dite

Turn Phases

1. Activate

Same
Note - Every location generates 1 Force for both sides.

2. Control

Same
Note - Every location generates 1 Force for both sides, so each side may Force drain for 1 at every location.
Note 2 - Force drains can be increased by playing additional copies of any location. See details under "Location Changes" below.

3. Redeploy

You may redeploy any of your Actors (characters, vehicles, or starships) that are already on table by using X Force, where X = their deploy cost (to the new location) + 2. Any deploy cost modifiers to the new location due to gametext are applied as though you are deploying the cards normally.

Redeploying Starships or Enclosed Vehicles
When redeploying a starship or enclosed vehicle - you **must** be able to also pay to redeploy any other actor cards aboard (characters, pilots or passengers, as well as any vehicles or starfighters aboard capital starships) at the same time. If you cannot use enough Force to redeploy all of those actor cards at the same time (deploy cost + 2 for ***each***), then you **cannot** redeploy the containing vessel.

Clarification

You **may** redeploy an actor (character, starfighter or vehicle) that is currently aboard another actor (ex: a capital starship) by itself - leaving the ship or vehicle it was aboard behind.

Redeploying Items with their Host
Any items (weapons or devices) that are already on a host actor may be redeployed with their host for free.

Redeploying Items to a different Host
You may redeploy items from one host to another by paying their deploy cost + 2.

4. Deploy

Same

5. Battle

Same

6. Move

Each of your actors on table may spend 1 Force to make a standard move action. Standard move actions include:
- Moving to an adjacent related location
- Starfighters may move from an exterior site up to the related system (or vice-versa).
- Starships with a hyperdrive may move between systems
- Characters may shuttle up to (or down from) capital starships.
- Characters may move between starships that have ship-docking capability.

Hire Transportation

"Docking Bay Transit" from the original Decipher rules does not exist in Hyperdrive. Instead - any actors may "Hire Transportation" from their current site to any site at a different system by paying 2 Force. Much like Docking Bay Transit - any number of your Actors may move together using one Hire Transportation move.

Moving Weapons

During your Move phase, you may move weapons between two valid host actors at the same site by using Force equal to whatever the deploy cost of that weapon would be on the new host.

7. Draw

same

Location Changes

Locations Only Have Gametext For Their Owner's Side

Location design has been updated such that there is only one title-box and gametext-box on the card - and it is for the owner's player side. So - light side Tatooine only has gametext for the Light player, while dark Tatooine only has gametext for the Dark player.

All Locations Generate 1 Force for Each Side

While the card design for locations has been updated to only show the title box and gametext on the owner's side - the location still generates 1 Force for both sides. This means if there are 7 total locations in play, then each player will activate 8 Force (1 for each location, and 1 for themselves). This also means, that each player can Force drain their opponent for 1 at every location.

Multiple Copies of the Same Location

Multiple cards of the same named location may be played (even by the same player). Instead of completely covering an existing location with the new copy of it - place the new copy under the existing copy so the name and gametext on your side of the location is sticking out - still visible - on your side. This location is now worth 2 Force for both activation and for drains.

If a player decides to add a third copy of the same location, repeat the process above again, and now the location is worth 3 Force - both for activation and drains. Etc...

There are No Parsec Numbers

Systems do not have parsec numbers. If a starship has a hyperdrive, it can move from any starting system to any other system in one normal move.

There is no concept of Interior locations

All sites are simply "sites", with no concept of interior. Functionally, this means that every site is treated like an "exterior" site from the core Decipher rules - meaning vehicles can be present at any site, starships can land and take off from any site, capital ships can "shuttle" to and from any related site, etc.

Hyperdrive is a boolean (true/false) for Starships, not a Hyperspeed value

All starships that have a hyperdrive may move from any system to any other system during a standard move action (systems do not have parsec numbers in Hyperdrive). Having a hyperdrive is indicated by the astromech icon.

All Vehicles have Landspeed = 1

Vehicles no longer have a "Landspeed" stat - all regular moves are only to adjacent sites.

Weapons

Weapons have printed deploy and forfeit values

-Items can be forfeited to pay for attrition or battle damage just like actors.

Weapons are Used if they are not forfeited when their host is lost

If the user of a weapon (a character, starship, or vehicle) is lost from the table, but you didn't explicitly lose or forfeit the item, then that item is placed in your Used Pile.

All Starships and Vehicles have a permanent pilot and a printed Ability stat

Starships and Vehicles use the second middle stat box to host the Ability value of their permanent pilots and the Armor or Maneuver value is in the third/right box.

Every vehicle and starship has a permanent pilot aboard, and therefore at least an ability value of 1.

Many vehicles and starships have gametext that says the permanent pilot can be suspended - ex: "May add 1 pilot (suspends permanent pilot)". While a vehicle or starship's permanent pilot is suspended, the printed ability value on the vehicle or starship is ignored, and does not count toward having ability for battle destiny.

Everything is Cumulative

Multiple copies of the same gametext from cards with the same title all apply (the effects "stack"). In original Decipher rulings, the gametext would need to include the word "cumulatively" in order for the effect to stack, however given the structure of Hyperdrive, everything is cumulative automatically. So, if you get two copies of the same card, and are able to have them both in-play at once, they both apply.

Additional Changes

Several concepts have been removed to streamline gameplay:
-There are no effects outside of the single effect included in each pack

-The effect you don't choose to start with gets shuffled into your deck, and may be played during your deploy phase during the game if you get it in hand.

-There is no ship docking
-There are no scomp links
-There are no devices
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