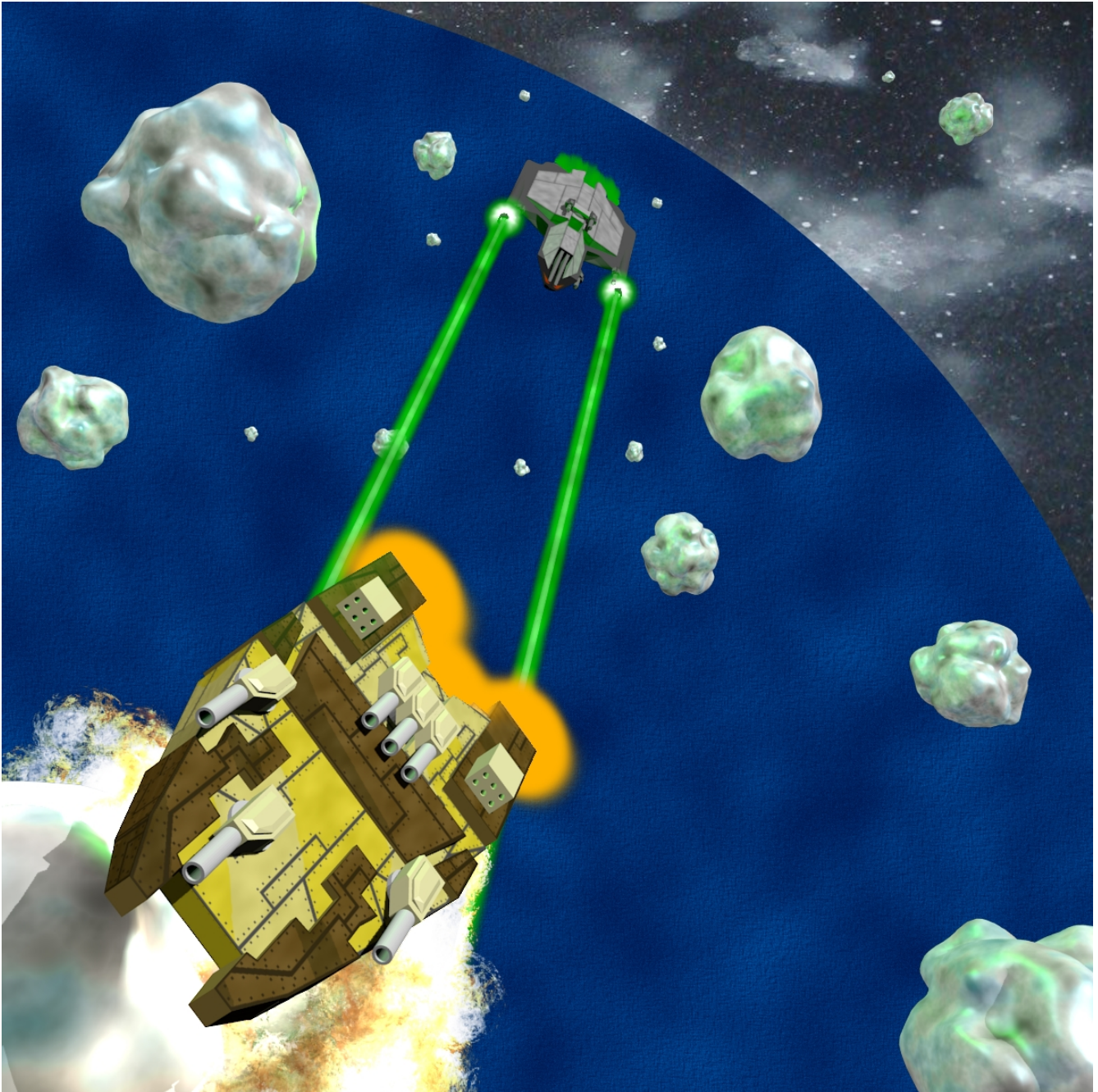


Legends of Kalidasia: The Battle for Minex Six.



150 million years ago, the Surakari launched a war against the Heragul Empire. In the battle for Minex Six, small squadrons of warships engaged each other throughout the confines of the densely packed rings of this gas giant. This pack recreates one of those small battles using a starter edition of the Legends of Kalidasia: Rise of the Surakari rule set and the Admiral Rules Pack.

Contents of the Legends of Kalidasia Quick Start Rules:

2 Surakari Frigates and matching stat cards
1 Surakari Destroyer and matching stat card
8 Surakari Interceptors
2 Heragul Frigates and matching stat cards
1 Heragul Destroyer and matching stat card
8 Heragul Hunters
Three Asteroid Cards

What is a Miniatures Game?

A miniatures game is a type of tabletop game which is related to a board game, but with one significant difference: There is no board. Instead of moving along squares or hexes, movement and ranges are measured in inches using tape measures. To play Legends of Kalidasia, you need this kit, a tape measure and several six sided dice. Throughout this rule book, a six sided die is often referred to as a d6.

In the Shadow of Minex Six

“Captain, radiation is scrambling sensor data. I simply can't see where the Surakari ships are hiding.”

“We lost them!” Captain Sla-Sky snarled, “We just had their engines on thermals.”

“They ducked behind one of the large ice rocks and that blocked all thermal readings.”

“How does Zar-X-Let expect us to fight around this planet?” Captain Sla-Sky commented out loud, “Every time an ambush begins, the Surakari break off and we find ourselves vulnerable to an ambush.”

Furiously tapping the touch screen interface attached to her command chair, Sla-Sky initiated a detailed video scan. Any slight anomaly picked up by the Destroyer's many external video cameras would immediately be directed her way.

“Minexana 179, this Captain Sla-Sky. What is your status?”

Several seconds passed by with no response.

“Captain, Minexana 179 is not broadcasting any form of identification,” the sensor officer informed.

“How is that possible, they were under direct orders to maintain line of sight with us and stay within one

hundred kilometers. Bring up their last known position on the thermal cameras.”

“Yes Sir,” the sensor officer replied.

The main screen of the bridge faded from a tactical screen to an image of oranges and reds. Deeper colors indicated sources of heat while cool temperatures faded to black. Three frigate engines glowed orange, and six fire cannon barrels still burned red with heat.

“Captain, their engines are clearly not functional, they definitely fired their cannons recently, and I'm not sure if Minexana 179 is even still intact.”

“The Surakari must have ambushed them,” Sla-Sky calmly stated the obvious.

As the thermal camera panned out, Minexana 179 grew smaller and smaller. Multiple new heat sources flared up from beyond a large ice rock. Automatically grouping the heat sources based on position and movement, the computer labeled the targets as two Surakari Frigates and a Destroyer.

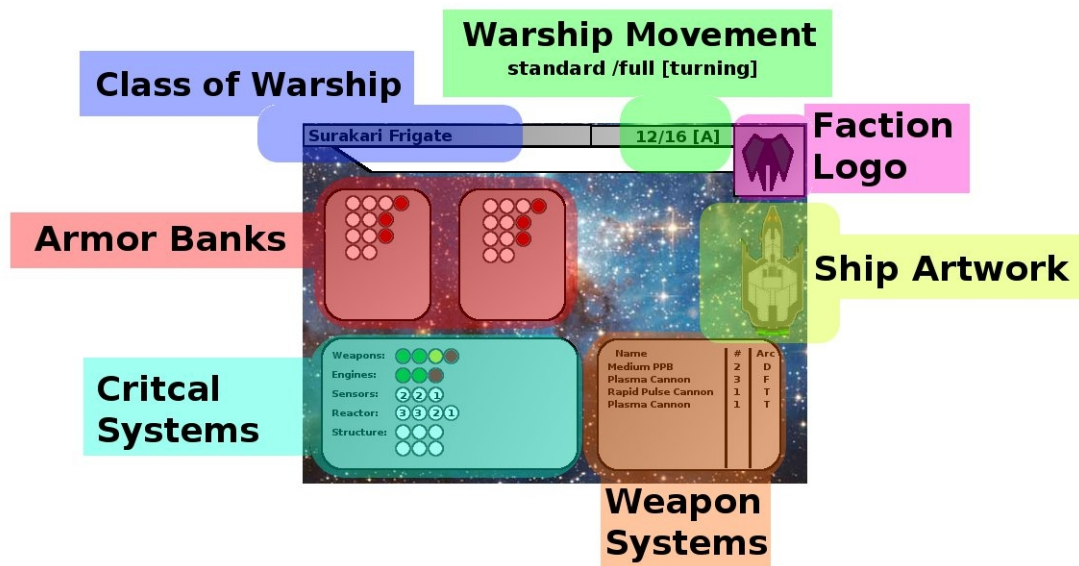
Firing off a general broadcast to her escorting Frigates, Captain Sla-Sky ordered, “Incoming Surakari warships! Turn about to face the attackers and all warships, fire at will!”

Legends of Kalidasia is an abstract space combat miniatures game. The focus of the game is on large scale tactical choices then on the details of how a warship functions. The story behind the game is an original universe created by Jason Rutherford. More information about the game and the universe can be found at the game's website www.kalidasia.com.



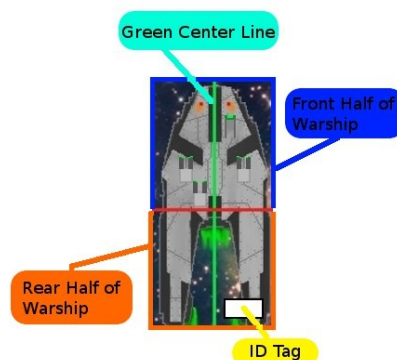
Reading the Stat cards:

Each of the warships in this pack has a corresponding stat card. The diagram below labels each of the sections of the stat cards. A detailed explanation of each section of the card can be found in the rules where the sections are used.



Reading the Warship tokens

The location of warships and fighter wings are marked with tokens. Warship tokens are rectangular, while the fighter wing tokens are square. Each token has a picture of the warship/fighter wing on it, but they also contain other important information. The image below highlights some of the important regions of a warship token. Surakari units have a gray/black color scheme while Heragul units have a tan/brown color scheme.



For game purposes, fighter wing tokens do not have a defined front or back. The ID tag of a token can be used to add a unique number or symbol to match that token with a particular stat card.

Reactor Tokens



Throughout a turn, various actions performed by warships require the use of reactor points. For each reactor point expended by a warship, place a reactor token (shown to the left) on the warship's card. At the end of the turn, remove all of the reactor tokens off every warship. Consult the reactor system under the warship's critical systems section. The largest number not crossed off indicates how many reactor points the warship can use in a single turn. If the placement of a reactor token would cause too many tokens to be on the warship card, then the action which required the token cannot be performed.

Sensor Tokens



Prior to attacking, all warships network their targeting computers to increase their weapon accuracy. Sensor tokens (depicted to the left) are placed on the battlefield to represent this networking. The details of how these tokens are used is explained later in the rules.

Damage Tokens



Damage tokens (pictured to the left) are used to track hits to fighter wings and record the critical hits suffered by warships. Details of their use will follow later in the rules.

Setting up the Battlefield

Layout a battlefield 3 feet by 3 feet. While a cool looking space map (like the ones Kalidasia Media Productions sells) is a nice addition, any flat surface will work fine. Place the three asteroid cards on the board such that no two tokens are within six inches of the edge of the board or within six inches of each other. Each of the players rolls a d6 and the player which rolls the lowest deploys their warships and fighter wings within six inches of one of the board edges, placing all of their tokens on the battlefield. The opposing player then deploys their warships and fighter wings within six inches of the opposite board edge.



Playing the Game

It's time to get started playing the battle. Legends of Kalidasia is played in a series of turns. Each turn follows a series of steps. The steps and their respective descriptions are listed below. Only move onto the next step, once all units which can act during that step have completed their actions or have decided not to act.

Roll for Initiative

Each player rolls a d6. The player who has the highest roll wins the initiative, while the other player has lost the initiative.

Move Warships

Beginning with the player who lost the initiative, each player moves a warship and then the other player moves a warship. This process continues until all of the warships have moved.

To move a warship, first consult the **Warship Movement** Section of the warship's Stat Card. This section of the card contains two numbers and a letter. The smaller number is the warship's standard movement. The larger number is the warship's full movement, and the letter is the warship's 'Turning Profile'.

When a warship moves, it moves in a straight line between 2" and the warship's standard movement. If a warship does not want to move, or if it wants up to its full movement, it must spend a reactor point. Also, be sure to check the status of a warship's engines by checking the **Critical Systems** Section of their stat card. If the engine system only has red circles not crossed off, then it can only move at standard speed. For these rules, if all the circles of the engine system are crossed off, then the ship cannot move or turn.

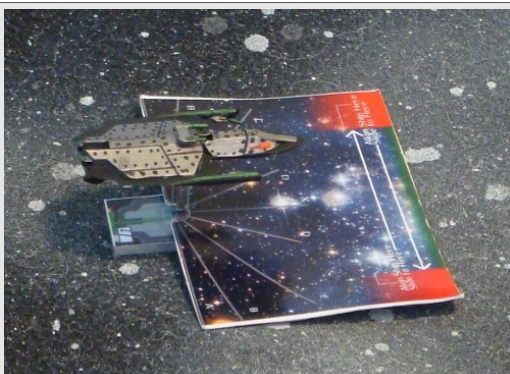
At any one point during a warship's movement, the warship may choose to turn. Using the turn card, align the line marked with an 'X' with the warship's green center line. Then, rotate the warship around its center point until the green center line matches the line on the turning card marked with the 'Turning Profile' of the warship. Please note that a warship does not have to turn its full distance, but it can only make one turn per movement phase. Once a warship has finished its turn, the warship can continue to move forward. The opposite side of the turning card, is not used in these quick start rules.



A Surakari Frigate begins its movement by moving 8 inches forward.



After turning, the Frigate continues moving forward 4 more inches.



A Surakari Frigate before turning.



A Surakari Frigate after turning.

may not end its movement on top of another warship or asteroid. If it ends its movement on top of a fighter wing or missile, the fighter wing or missile is placed against the side of the warship.

Tracking Phase

Beginning with the player who won the initiative, all of their ships may make one additional turn, as described in the warship movement phase. To execute this turn, the warship must spend a reactor point.

Move Missiles

If the Heragul player has Javelin Missile tokens on the board, then all of the missiles will move at this point. A Javelin missile must move 15 inches straight towards an enemy warship. The missile may only stop short if it contacts an enemy warship, or if its final position overlaps another warship, fighter wing, missile, or asteroid.

Fighter Movement Phase

The player who lost the initiative moves all of their fighter wings and then the player who won the initiative will move all of their fighter wings. Both the Surakari Interceptor and the Heragul Hunter may move up to 16 inches. Simply pick the fighter wing up from its current position and place it any where within 16 inches of its original position.



A Heragul Fighter Wing Moving

Fighter wing facing does not matter. If a fighter wing wishes to engage another fighter wing, it must be within six inches, measured center to center, of the target. If a fighter wing wishes to attack a warship it must be fully aligned to the warship.

Fully aligned means that one side of the fighter wing token is completely in contact with the warship or one side of the warship token is completely in contact with the fighter wing token. This means that only a limited number of fighter wings can attack a warship per turn.

A Warship may move through other tokens, but it



In this image, both of the Surakari Interceptors are Fully Aligned to the Heragul Destroyer.

Place Sensor Tokens

Each warship has a sensor system which can improve its accuracy and it will place sensor tokens at this time. Consult the sensor system under the warship's **Critical Systems** section to determine how many sensor points it has. The warship will receive a number of sensor points equal to the largest number in the warship's sensor system which is not crossed off. These sensor tokens can be placed on any enemy warship on the battle field.

Resolve Fighter Attacks

The player which won the initiative will have all of their fighters attack first. Please note that damage does not take effect until all fighters on both sides have attacked. Each fighter wing may either attack an enemy fighter wing or a warship to which it is fully aligned.

To attack an enemy fighter wing, the target must be within six inches(measured center to center) and the imaginary line between the attacker and the target must not cross an asteroid card. To resolve the attack, roll 2d6 if the attacker is undamaged and 1d6 if the attacker is damaged. Compare the results of each die to the table 1 determine if

the attack hits. Each hit inflicts on point of damage.

Fighter Type	Roll Required to Hit
Surakari Interceptor	4 or higher
Heragul Hunter	5 or higher, but the first miss may be re-rolled.

Table 1

If the fighter is attacking an enemy warship, roll 1d6 regardless of how much damage the fighter wing has taken. Consult table 2 to determine the result of the attack.

Die Roll	Results
5 or 6	Attack succeeds. Apply one point of damage to the warship's armor bank(See Resolve Warship Attacks) and apply a point of damage to the either the target's weapons, engines, sensors, or reactor. The attacker chooses which system takes the point of damage.
2, 3 or 4	Nothing Happens
1	The attacker takes a point of damage.

Table 2

Anti-Fighter Weapons Attack

When a player attacks with their fighter wings, they may also attack with any anti-fighter weapons mounted on their warships. The attacks that each warship can make are listed in table 3.

Warship Class	Weapon Type	Range	Dice	Target
Surakari Frigate	Rapid Pulse Cannon	6"	2	3 or higher
Surakari Destroyer	Pulse Cannon	18"	4	5 or Higher
Heragul Frigate	Fire Spread	6"	2	4 or Higher
Heragul Destroyer	Arc Cannon	30"	3	5 or Higher

Table 3

To attack a fighter wing, the warship first selects a single target. If the range between the attacker and target, measured center to center, is less then or equal to the range on table 3, the attack can continue. Also, the imaginary line drawn between the attacker's center and the target's center must not cross an asteroid token.

The warship rolls a number of dice equal to the

dice column in table 3 and for each die which matches the criteria in the target column will inflict one point of damage on the target fighter wing.

Missiles can be targeted in the same way as fighter wings except that all weapons need to roll a 6 to hit the missile and missiles are destroyed only after a single point of damage. Fighter wings may also target missiles.

Applying Damage

Once all fighter attacks have been made, all damage to the fighters and warships takes effect. For each point of damage inflicted on a fighter wing, place a damage token on it. If a fighter wing has suffered two or more points of damage, it has been destroyed and it is removed from the board.

An undamaged Surakari Interceptor attacks a Heragul Hunter and rolls 2d6. The results of the roll are a 5 and a 2. This inflicts one point of damage on the Hunter. A Surakari Frigate then attacks the same target and rolls a 3 and 6. This inflicts two more points of damage, which is more than enough to destroy the Hunter.

Missile Explosion Phase

At this point, if any Javelin Missiles are in contact with a Surakari Warship, those missiles will explode. Each missile inflicts a single point of damage to the target warship. See the section on warship damage to determine how to apply this damage.

Warship Attack Phase

Beginning with the player which won the initiative, all of their warships will attack. Once all of their attacks have completed, the player which lost the initiative will attack. As with the previous phase, no damage takes effect until all attacks have been made. Also, since anti-fighter weapons were fired during the fighter attack phase, they may not be fired again during this phase.

Each warship stat card has a **Weapon Systems** section. Each row of this table corresponds to a battery of weapons. Each battery will contain one or more weapons. The number of weapons in that battery is indicated by column marked with '#'. When attacking, an entire battery must be fired at the same target, but each battery carried by the warship may be fired at different targets.

To resolve an attack by a weapon battery, follow these steps:

1) Consult the table 4 to determine the stats about the weapon.

Weapon Name	Range	Damage	Special Abilities
Medium PPB	24	2	Pulse Beam
Heavy PPB	30	3	Pulse Beam
Plasma Cannon	18	1	None
Fire Torpedo	24	4	Armor Piercing
Fire Cannon	18	1	None
Javelin Missile	15	1	Missile

Table 4

2) Check Range to the Target

Measure an imaginary straight line between the center of the attacker and the center of the target. This line's length must be less than or equal to the range of the weapon being used and it must not cross an asteroid.

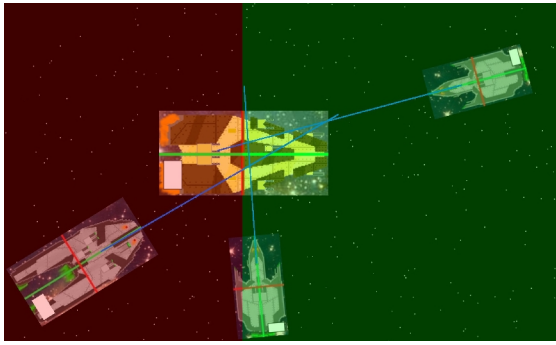
3) Check the Firing Arc

Weapon batteries on the warships are mounted such that they point only in certain directions. Therefore, in order to fire on a target, the guns must actually be pointed at the target. The third column of the warship's weapon systems table states which arc each battery is facing. Table 5 lists the various weapon arcs.

Column Entry	Weapon Arc
F	Forward
T	Turret
D	Directional

Table 5

If the battery is mounted in the forward direction, then the imaginary line drawn between the attacker and the target must pass through the front half of the attacker's token. If the battery is a turret battery, then it can fire at any target, regardless of angle of the line between the attacker and target. For directional weapons, extend the green center line of the attacker's token. This line must cross the token of the target in order for the directional weapons to be fired at the target. Consult the image on the next page for several examples of this step.



In the image below, the Heragul Battle Cruiser(The big ship in the middle), could fire its forward guns at the two frigates which lie in the the green shaded region. It could fire its turret weapons at either the frigates or the destroyer.

Each of the Surakari warships have directional mounted weapons. If their green center lines are extended, then each crosses the Battle Cruiser's token. Therefore, each warship may fire its directional mounted guns at the Battle Cruiser.

4) Roll to Hit

Prior to making an attack roll, consult the status of the attacker's weapon system in the ***Critical Systems*** section of the attacker's stat card. If green circles remain uncrossed off, then the target for the attack is a 3 or better. If only yellow and red circles remain, then the target is a 4 or better. If only red circles remain, then the target is a 5 or better. If all of the attacker's weapon circles are crossed off, then the warship must roll a six to hit and all weapon special abilities are lost.

For each gun in the battery, roll a single d6. For each of the dice which roll equal to or higher then the target value, the attack hits. If the imaginary line between the attacker and the target crosses the rear half of the target, then add one to each roll. A warship may choose remove a sensor token on the target to re-roll a single attack die that missed. Any warship can use the sensor tokens placed on an enemy target. However, any one attack die can only be re-rolled once.

5) Record Attack Damage

Calculate the damage inflicted by the battery by adding up the damage of the guns which hit. Be sure to include any bonuses from the special abilities in table 6. The target of the attack will record the damage on their warship's damage card. If this is the first time the target has been attacked by the attacker this turn, the target may choose to apply the damage to either of its armor banks. All of the damage from the battery must be applied to the same bank.

Starting with the top row in the armor bank, cross off one circle for each point of damage. Cross off circles left to right, including any red circles. Once an entire row has been crossed off, continue marking damage on the next row down. If an entire armor bank is crossed off and there is still damage to apply, cross off one circle off the ship's structure and place a damage token on the warship's card for each point of damage remaining. For each red circle

crossed off, place two damage tokens on the warship's stat card.

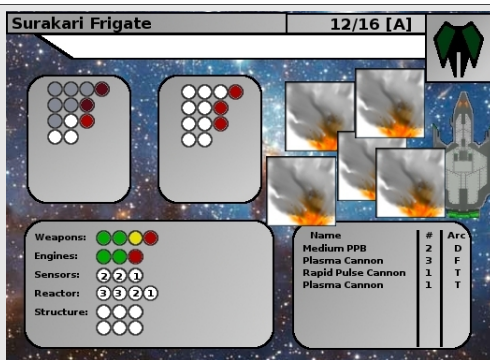
During the same turn, if the attacker chooses to fire a second battery of guns at the target, the target has two options. The target may choose to take the damage on the same armor bank as the previous battery or transfer the damage to another armor bank. If the target chooses to transfer the damage, then it must spend a reactor point to do so. After transferring the damage, any further attacks from the attacker during that turn will be applied to the new bank, unless more reactor power is spent to transfer the damage elsewhere.

Weapon Special Abilities

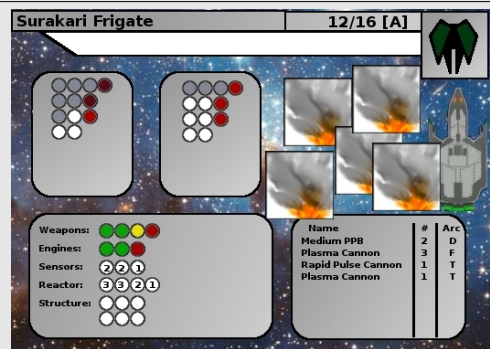
Some weapons have special abilities. These abilities are listed below in table 6.

Weapon Special Ability	Description
Pulse Beam	If the natural roll of the attack roll is a 5 or a 6, add one to the weapon's damage.
Armor Piercing	If the natural roll of the attack is a 5 or a 6, place one additional damage token on the target warship's stat card.
Missile	Missile weapons follow the rule for missiles(see below).

Table 6



A Heragul Destroyer attacks a Surakari Frigate with two Fire Torpedoes. The attacker rolls a 2 and 4 for one hit and one miss. The attacker then spends a sensor token which was placed on the target to re-roll the miss and rolls a 5. Therefore, a total of eight points of damage is assigned to the Surakari's first armor bank. Since two red circles were crossed off, four damage tokens were placed on the Frigate's card. Also, because the attack roll for the Fire Torpedo was a 5, an additional damage token is placed on the card.



The Destroyer then fires a battery of three fire cannons at the Frigate scoring three hits. The Frigate spends a reactor point to transfer the damage to its other armor bank. Since no more red circles were crossed off, no additional damage tokens are placed on the card.

number of damage tokens on the warship card, then the extra damage token will be in a group by itself. Roll one die for each group, consult table 7 for the system damaged, and cross off one circle of that system for each damage token in the group. Circles are crossed off from left to right.

Die Roll	System Damaged
1	Weapons
2	Engines
3	Sensors
4	Reactor
5 or 6	Structure

Table 7

If all the circles of a system are crossed off, then apply any damage to that system to the critical system below it.

Warship Destruction

For these basic rules, a warship is destroyed when either all the structure of a warship is crossed off, or any two other systems are completely crossed off. Remove the token of a destroyed warship from the board.

Victory

Once all the warships belonging to a player are destroyed, then that player loses. The renaming player is declared the winner of the battle.

Once all damage has been applied, continue the game with a new turn starting with **Rolling for Initiative**.

Appendix A – Token Assembly

If this book was downloaded off the Internet, the best way to assemble the tokens is to take the book to a local print shop and print the tokens directly onto card stock.

If this option is not practical, then print each of the token sheets onto a separate sheet of paper and affix the tokens to a piece of tag board using spray adhesive.

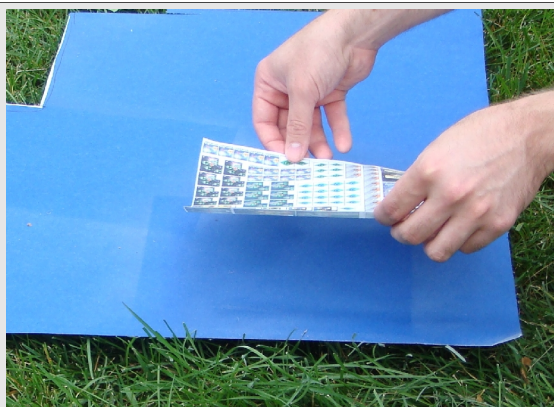
Spray adhesive is the best way to ensure a solid attachment without distorting the appearance of the tokens. Glue sticks don't tend to distort the appearance of tokens, but they do not hold as well as spray adhesive. PVA(white) glues and rubber cements tend to distort the appearance of tokens and they usually are messy to apply.

Missile Weapons

Missile Weapons follow a special set of rules for attacking. Instead of rolling to attack for missile weapons, simply place a missile token within 15 inches of the warship. The missile must be placed such that it is in the front firing arc of the warship. In subsequent turns, the missile will move as described in the section prior to the fighter movement phase. If all the circles for a warship's weapon system is crossed off, then the warship may not use missile weapons.

Apply All Critical Hits

After every warship has finished their attacks, it is time to roll for critical hits. Group the damage tokens on a warship's stat card into groups of two. If there is an odd



For the details of spray adhesive use and for safety information, please consult the instructions which came with your can of spray adhesive.

Legal Information

Legends of Kalidasia and the Kalidasia universe were created by Jason Rutherford. Alien race names and character names are fictional and any similarity to real people or entities is purely coincidental.

Acknowledgments and Dedications

This game is dedicated the following people, organizations and entities:

- To NASA[Thanks for the Hubble Star Field Image], the ESA, and all the astronomers all over the world. Thanks for showing us how beautiful and awesome our universe is and for giving us something to dream about.
- To the crew of the Tabletop Battlefield. Thanks for all the years of help. I hope you had as much fun as I did.
- To all the fans of the Tabletop Battlefield (especially the ones who wrote into the show). Thanks for sticking with us while I figured everything out. I wouldn't have kept making the show if I didn't believe people were watching.
- Last, but certainly not least, I want to thank God for giving me the skills to make this game. I pray that it will help bring people together in a world which constantly seeks to pull us apart and that maybe we can learn a little about why we do what we do.

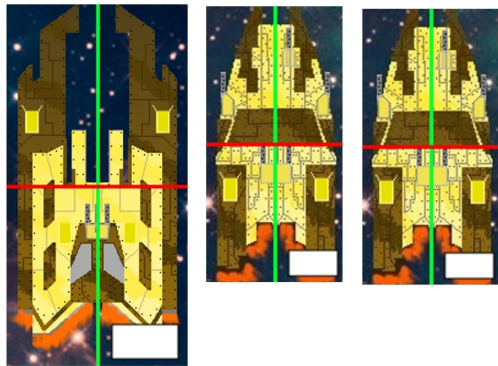
Rules and Artwork for Legends of Kalidasia are copyright Jason Rutherford 2010. The star field image is from the STScI team and was released into the public domain.

The contents of this document are released under a Creative Commons Attribution, Non-commercial, No-Derivatives 3.0 License. Please share it with your friends.



The entire product line for Legends of Kalidasia, including start sets, expansions, figures and space battle maps is for sale at www.kalidasia.com

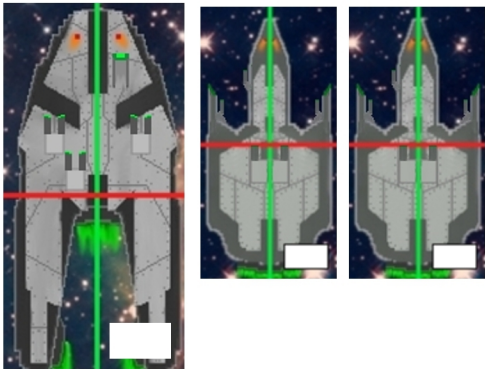
Heragul Warships



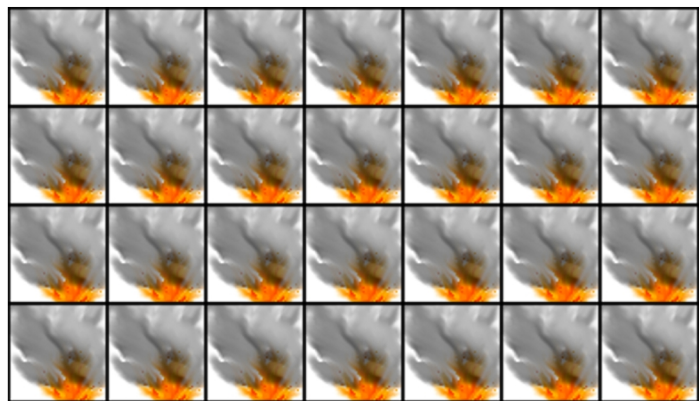
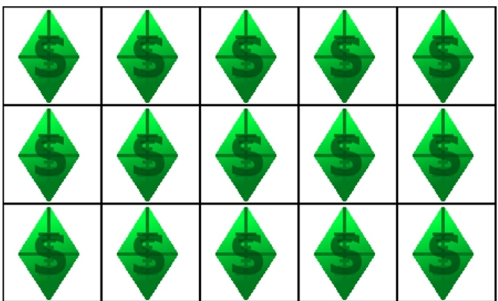
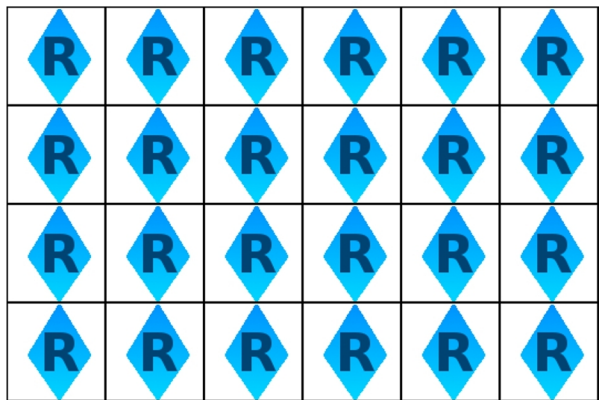
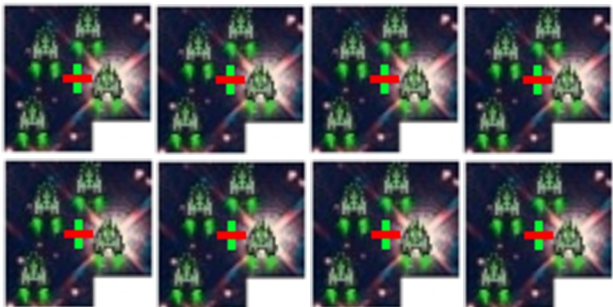
Heragul Hunters

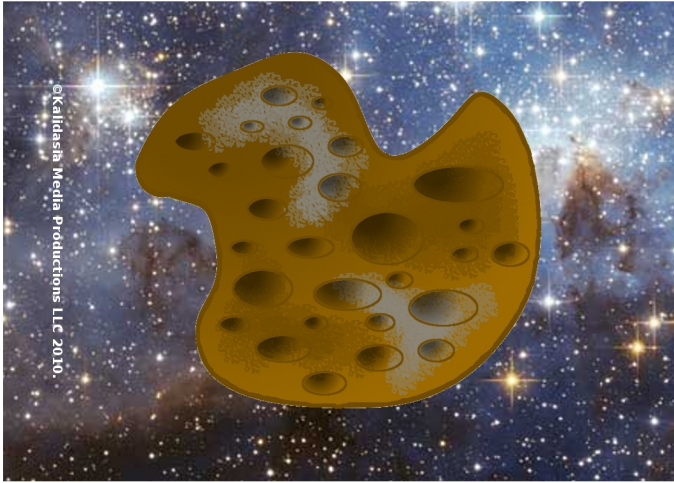


Surakari Warships

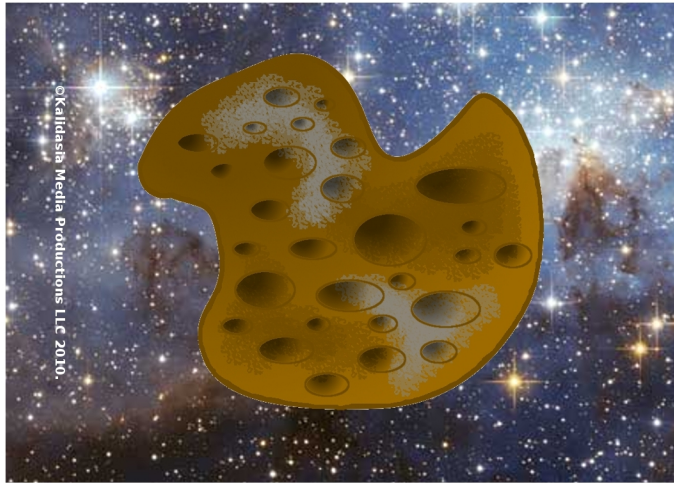
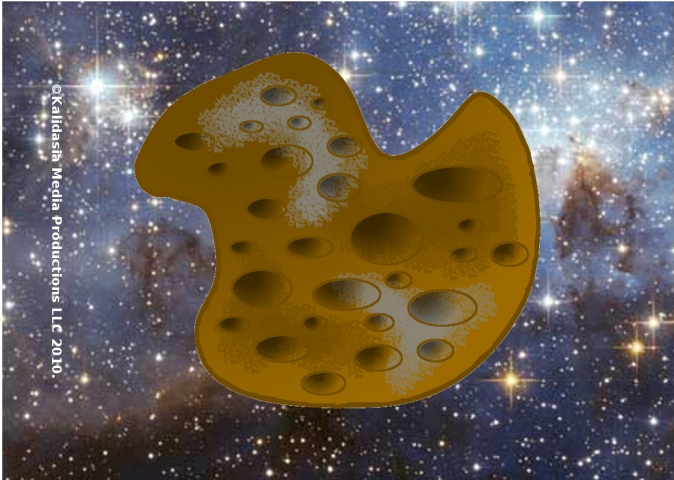


Surakari Interceptors





Asteroid Tokens



Turning Card



Turning Card



