




Legends of Kalidasia – Team Battle Rules

150 million years ago, the Surakari launched a surprise attack on the Heragul Empire. The Minex(pronounced Min – ix) system is the first major star system to come under attack from the Surakari. Home to over 3 billion Heragul, these seven planets provide critical fuel and material resources to this region of the Heragul Empire. A series of quick strikes by Surakari Frigates destroyed the atmospheric mining stations of Minex 7. Now, the Heragul are using the rings of the gas giant Minex 6 as a staging ground for ambushes against the Surakari invaders. They are trading warships for precious time in order to bolster the defense of Minex 3, the capital world of the system.

 <p>The Surakari are a mysterious insect like race. Very little information is known about their motives and history. Their warships favor light armor and powerful plasma weapons</p>	 <p>The Heragul are the most populous race in the Kalidasia universe. For 30,000 years their empire has stood against wars and insurrections. Heragul Warships are built around powerful engines loaded with weapons and armor.</p>
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Legends of Kalidasia is played in a series of turns. Each turn has a number of phases. During each step, usually only a single type of action is performed.

- 1) **Game Status Phase** – Warships equipped with *Active Armor* can restore a portion of their armor.
- 2) **Initiative Phase** – The team leaders each roll a d6 and add any bonuses. The team which rolled highest acts first in normal initiative order. The team which rolled lowest acts first in reverse initiative order.
- 3) **Warship Movement Phase** – In reverse initiative order, a team member moves all of their warships. Next, a member from the opposing team moves all of their warships. This process continues until all players have moved their warships.
- 4) **Tracking Phase** – In normal initiative order, the entire team performs all of their warship tracking movement.
- 5) **Fighter Movement Phase** – In reverse initiative order, a team member moves all of their fighter wings. Next, a member from the opposing team moves all of their fighter wings. This process is repeated until all fighter wings have moved.(Missiles will also move at the beginning of this phase).
- 6) **Sensor Phase** – In normal initiative order, the entire team places all of their sensor points on opposing targets.
- 7) **Fighter Attack Phase** – In normal initiative order, a team member attacks with all of their fighter wings. Next, a member of the opposing team attacks with all of their fighter wings. This process continues until all fighters have attacked. Both precision and normal attacks are made during this time. Damage does not take effect until the end of the phase.
- 8) **Warship Attack Phase** – In normal initiative order, a team member attacks with all of their warships. Next, a member of the opposing team attacks with all of their warships. All the weapons of a battery must target the same unit, but each battery may fire at a separate target. Critical hit rolls and damage effects occur at the end of the phase.
- 9) **End Phase** - This is a clean up phase. Remove all reactor and sensor tokens from status cards and from the game board.

Firing Arc	Details
F	Forward
A	Aft(rear)
T	Turret
D	Directional

Firing Arc Table

Attacker's Weapon System Status	Required Roll to Hit(On a Single D6)
Green	3+
Yellow	4+
Red	5+
Crippled	6+, All weapons lose their special abilities
Fighter Wing Attacking a Warship	3+

Attack Resolution Table

If the line of sight of the attack passes through the rear arc of the target warship, then add +1 to all of the battery's attack rolls.

In order to hit a fighter, the attack roll must equal or be greater then the weapon system's 'F' value.

