



## Legends of Kalidasia: Rise of the Surakari / Admiral Rules Pack / Exterion Fleets Errata and Frequently Asked Questions

Last Updated: December 4<sup>th</sup> 2015

New changes are highlighted in blue:

1. Rise of the Surakari with Admiral Rules Pack Turn Order Breakdown
2. Change to the Point Value of the Colayth Guard Dryden Heavy Destroyer

### Turn Order Break Down

With the combination of Rise of the Surakari and the Admiral Rules pack, the following section breaks down the turn order and which of the two rulebooks contain the sections currently used in the main sequence rules.

**Status Phase:** *Rise of the Surakari* - Pg. 15

**Initiative Phase:** *Rise of the Surakari* – Pg. 16

**Warship Movement Phase:** *Admiral Rules Pack* – Pg. 6

**Tracking Phase:** *Rise of the Surakari* – Pg. 17

**Fighter Movement Phase:**

*Admiral Rules Pack* – Pg. 7 contains the number of fighters to move at a time

*Rise of the Surakari* - Pg. 17 has the rules for movement

**Sensor Phase:** *Rise of the Surakari* – Pg. 17

**Fighter Attack Phase:**

*Rise of the Surakari* Pg.21 has the rules for fighter combat

*Admiral Rules Pack* Pg. 8 has the rules for optional Fighter Storm Attack resolving large dogfights.

**Warship Attack Phase:**

*Rise of the Surakari* pg. 18 to 20 has the rules for warship combat

*Admiral Rules Pack* pg.8 has new rules for handling certain aspects of critical hits and warship destruction.

**End Phase:** *Rise of the Surakari* Pg. 22

### Important Stat Card Changes

The first printing of the Heragul Fleet Packs contained an error on the Heragul Destroyer Stat Card. These cards have the last two circles of the destroyer's sensor systems as green. This last two circles should be red.

Early printings of the Rise of the Surakari Stat Cards contained the incorrect firing arcs for the Heragul Frigate. The firing arcs should read:

Fire Cannon	F
Fire Cannon	T
Javelin Missile	F

Fire Spread	T
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Under the Admiral Rules Pack, the text of the **Damage Control Team** should read:

“During the Status Phase, this warship can remove a single point of damage from any one of its armor banks”

Under the Admiral Rules Pack, the text of the **Damage Response Team** should read:

“During the Status Phase, this warship may remove a single point of damage from any one of its armor banks. In addition, once per turn, after rolling a critical hit result, this warship may choose to apply the critical hit to the warship's structure instead of the result shown on the die.”

### Updated Point Values

The following warships have had their point values changed

Heragul Destroyer	19
Surakari Battle Cruiser	28
Colayth Guard Dryden	26

### Altered Rules

#### Fighter Shield(pg 21 Rise of the Surakari 2011)

Replace the existing rule text with the following text:

The first time a fighter wing is attacked during the turn, they may nominate a single friendly fighter to which it is fully aligned as a 'Fighter Shield' any damage to the fighter wing will first be applied to the 'Fighter Shield'. If the 'Fighter Shield' is destroyed by the attack, then any excess damage is applied to the original target. A fighter wing may only have one fighter shield per turn.

### New Rules

#### Heroic Crew Cards

Heroic Crew Cards represent famous characters from the Kalidasia Universe. These cards are designed to reflect the abilities and attributes of the characters as they are described in the fiction behind the game. As a result, they are not necessarily intended to be balanced and fair. Heroic Crew Cards can only be used in games if all the players agree on their use.

#### Fighter Escort

When a warship moves during the warship movement phase, any friendly fighter wing which is fully aligned with the warship at the start of its move may perform an escort move as long as the distance that the warship moves is less than or equal to the movement value of the fighter wing. After the warship finishes its movement, place all escorting fighter wings fully aligned to the warship.

During the fighter movement phase, if an enemy fighter attempts to fully align itself with a warship being escorted, an escorting fighter wing may make a free move to position itself between the enemy fighter wing and the target warship. The escorting fighter will remain fully aligned to the warship and the enemy fighter wing will be fully aligned to the escorting fighter wing such that it is not in contact with the warship. Each escorting fighter wing may only make one free

move per turn. If a fighter escorts a friendly warship, it may not make a normal movement during the fighter movement phase.

If a missile has sufficient movement to reach a warship, but there is not enough room to fully align the missile because an escorting fighter wing is in the way, fully align the missile to the side of the fighter wing which is opposite the side in contact with the warship. The missile will still explode and damage the target warship as if was fully aligned to the side of the warship to which the escorting fighter is fully aligned.

### **Changes to Missiles**

To simplify missile movement, the following change has been made to the missile movement rules: After the missile contacts its target, it must fully align (Rise of the Surakari: pg 21) to the side of the target that it first contacted. If the missile contacted the corner of a target, then it may fully align to either side of the target which contacts that corner. If the missile cannot fully align to the target because there is not enough room to do so, then the missile may not strike that target. It must choose another target. If no other legal target exists, the missile flies past the target until it has moved its full distance.

Only weapons with a damage value of 'F' may target missiles. When missiles damage a target, missiles which are in contact with the same side of a target warship will be grouped into a single weapon battery for damage application purposes. The target may choose to assign the damage from each group to a separate armor bank.

### **Rapid Fire Special Ability**

The Rise of Surakari rules state that a warship with a crippled weapon system loses all their weapon special abilities. The one exception should be the Rapid Fire special ability. Weapons retain this special ability even if their weapon system is crippled.

## **Rule Notes and Clarifications**

### **What happens if the compulsory movement from the Gravity Mine causes a warship to end its movement over an Asteroid?**

When resolving this movement, treat all asteroids as other warships. Therefore, the warship being moved will stop when in contact with the asteroid and it will not be destroyed.

### **If the Surakari Captain card is used to force a re-roll of the initiative dice, does the bonus apply to the re-roll?**

No, the bonus applies only to the roll on which it was used.

### **Can the Surakari Captain card be used after I roll my initiative dice?**

Yes, you can use the captain card at any point during the initiative roll, even after your opponent rolls. However, a decision to alter an initiative die roll must be used before any player re-rolls their initiative dice for any reason.

### **Can I use the Surakari Captain card more than once per turn?**

Yes, but each use during the turn will give the card a damage token.

### **If a Fighter Wing is in Contact with a Warship that is Using an Asteroid for Cover, then is that Fighter Wing in Cover as Well?**

Yes. That fighter wing is in cover as well regardless if the warship is a friend or an enemy.

## **How is damaged resolved if a Dryden fires its Disruptors at another Colayth Guard warship?**

Prior to rolling a hit location for each disruptor, roll for the reactive bonus damage for each disruptor individually. Only once the total damage of each disruptor has been calculated, then roll for the hit locations.