

**Albion Campaign Phase 2 -  
The Invasion of Cadre 4  
Legends of Kalidasia: Rise of the Surakari  
Kalidasia.com**

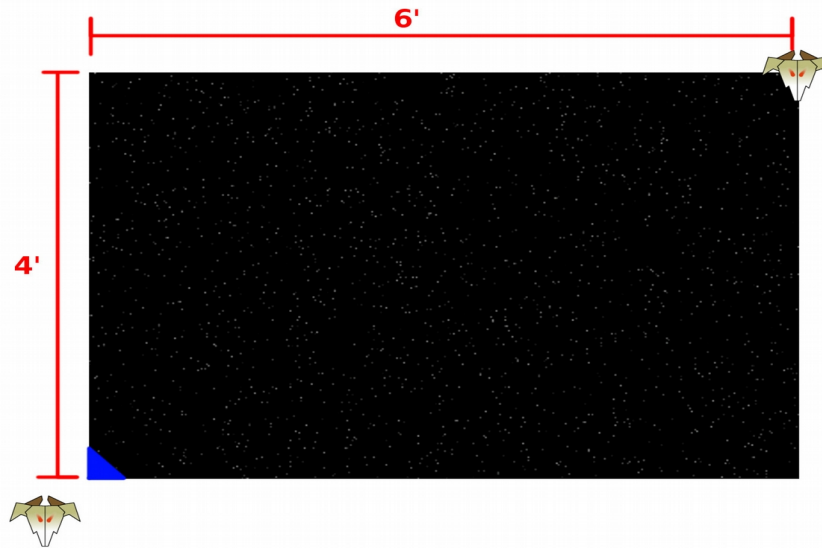
<b>Surakari Force</b>	<b>Heragul Force</b>
100 point Planetary Assault Fleet. If this fleet includes a Battle Cruiser, the Heragul will score an extra point.	150 point Planetary Assault Fleet. This Fleet may not contain a Battle Cruiser.
	Six Heragul Transports

### Victory Conditions

The Heragul Empire is trying to escort a group of six Heragul Transports across the battlefield. Before the battle, the Heragul player assigns a point value to each of the transports such that the total of the point values is 11. For example, the point values of the transports may be [3,2,2,2,1,1]. If a transport is destroyed or its engines are crippled, hand the transport to the Surakari player, but they may not look at its point value. Any transports that leave the battlefield within six inches of the exit point on the map below will be kept by the Heragul Player.

At the end of the battle, once there are no transports left on the battlefield, each player totals up the transports in their possession. The Heragul player scores an extra point if the Surakari fleet contained a Battle Cruiser. The player which holds the most points is the winner. In the event of a tie, the Surakari player is the winner.

### Battlefield Setup



The Heragul player first deploys all of their transports within six inches of the upper right corner that is marked with the Heragul Logo. All remaining Heragul warships and fighter wings must deploy within twelve inches of a transport. The Surakari fleet does not start on the board. Instead it deploys as

reinforcements during the first turn.

The transports must leave the board within six inches of the corner marked with the blue triangle. Leaving the board at any other spot counts as the transport being destroyed.

### **Game Play Additions**

**Surakari Reinforcements:** Any Surakari unit that enters as part of reinforcements is placed on the battlefield during the status phase of the turn it enters on as a reinforcement. Warships are placed such they are **fully aligned** to the edge of the map and their center point is at least 18” away from the center of a Heragul warship (but not transport). Surakari Fighter Wings must start fully aligned to the map edge as well and at least 18” from a Surakari warship, unless the fighter wing is deployed escorting a Surakari Warship. Though unlikely, it may be possible for the Heragul to prevent Surakari Reinforcements from entering the battle.

**Surakari Unit Destruction:** If a Surakari unit is destroyed, leaves the board, has its engines crippled, or has three critical systems/ armor banks crippled, it will be removed as a casualty at the end of the turn. When a Surakari Unit is removed as a casualty, it will be out of the battle for one turn, before re-entering the battle as a brand new reinforcement in the turn after the one it sits out.

**Transport Movement:** At the beginning of the warship movement phase, the Heragul player will move all of the transports and any fighter wings escorting them before the normal activations of the Warship movement phase take place.

The results of this scenario can be reported as part of the Albion Campaign at the following URL:

<http://www.kalidasia.com/the-albion-campaign/#submit>

Please include the score of the scenario in the Battle Report section of the form.

Thanks for playing  
-Jason