

Legends of Kalidasia

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Heroes of the Heragul



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What is new in Heroes of the Heragul

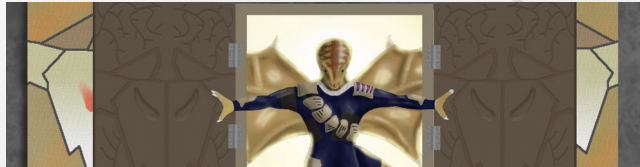
With Legends of Kalidasia: Heroes of Heragul, quite a bit has changed. Some core mechanics from first edition, such as sensor points, reactor points, and the basics of weapon fire remain, but warship movement and damage are all new.

The rules for fighters are a mix of old and new. Combat

works very similar as first edition, but the damage modeling is different to increase the life of fighters. Also, the fighter storm template is gone in favor of a simpler system that focuses on placing your fighters in tactical positions rather than measuring millimeters between the enemy fighters.

The Heragul

The Heragul Empire is considered to be the greatest achievement in the history of the Heragul. For 30,000 years, the Empire has brought the Heragul the longest period of relative peace. Before the interstellar empire, the Heragul's history is filled with violent conflict.



With the arrival of the Surakari and the Colayth Guard, this era of peace may have come to the end.

The Surakari

Officially unknown to the Heragul until the attack on the Quartex Six, this new alien race has taken a hostile stance on the Heragul Empire. Numerous planets have fallen to Surakari. Communication with the Surakari has seemingly not been possible. The battle lines are being drawn at the Albion Prefecture and the border of the Axixore district of the Heragul Empire.



The Colayth Guard

Unlike the Heragul, Krylan, Thaylex, and Surakari, the Colayth Guard are not from this region of the galaxy. An Heragul exploration fleet encountered this new alien race several weeks before the start of the Surakari war. While

multiple meetings between the Heragul and the Colayth Guard have occurred, these aliens choose to be elusive about their motives and end goal.

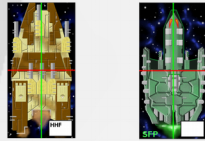


This is an Empire under siege - This is Kalidasia.

Game Components

Token Sheet

Many of the components listed below can be found on the token sheet. Using scissors or a hobby knife, carefully cut out each of the items from the token sheet. For these tokens, they can be glued to 3mm craft foam for better durability and handling.



Warship Tokens x 20

These large rectangular tokens represent the locations and direction of the warships on the battlefield. Each token has a three letter code which indicates the type of warship. The small white box in the corner of the token can be used to uniquely match that token with a specific warship stat card. Carefully cut out each of the warship tokens before playing your first game.



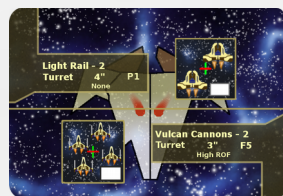
Fighter Tokens x 40

The small square tokens represent the location of fighter wings on the battlefield. Each fighter token has a small white box that player's can use to uniquely identify their fighters from other player's fighters. Carefully cut out each of the fighter tokens before playing your first game.



Warship Stat Cards x 10

Each warship token has a matching stat card. This stat card contains all the information needed to use that warship in combat and it is used to track the status of the warship during the battle. The details of the card will be explained as they are needed. Each card is double sided with a different warship on each side.



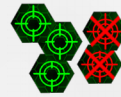
Fighter Stat Cards x 2

Each faction has a single fighter stat card that lists the weapons of the fighters. Each fighter token does not need its own stat card.



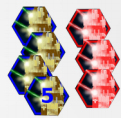
Reactor Tokens x 30

Reactor Tokens are used to keep track of warship's energy usage.



Sensor Tokens x 20

Sensor Tokens are used to track how warships are using their targeting systems.



Damage Tokens x 34

Damage tokens are used to track several types of damage as well the usage of various abilities. In general, the yellow side of the token is placed face up. The rules will explain when to place the red side face up.



Velocity tokens are used to track the speed of each warship. Use the image below to see how to cut out the velocity tokens so that they attach to the bottom of the warship stat cards.



To assemble the Velocity Token, cut along the dotted lines, but do not cut along the red line. Fold that section behind the warship stat card.



Javelin Missile Token x 14

Javelin Missile tokens track the location of Javelin missiles on the battlefield.



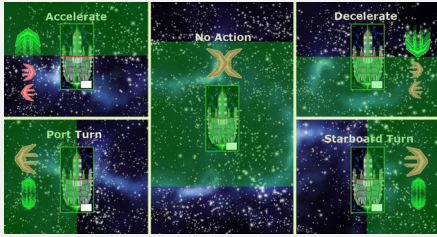
Damage Cards x 46

Damage cards are used to record the damage taken by warships to important systems.



Equipment / Crew Cards x 16

Equipment and crew cards give additional abilities and tactical options to warships. Some of these cards are always assigned to warships and others are optional equipment.



Maneuver Reference Cards x 2

Maneuver Reference cards contain the quick reference information for moving warships around the battlefield. Each player should take one.

Six Sided Dice x 8

Turning Template

The turning template is used to turn warships during movement.

Setting up a Battle

Legends of Kalidasia can be played in almost an unlimited number of ways. Most games will probably be a battle between a Surakari squadron and a Heragul squadron, but there is no reason to limit the game play to just that scenario, or even limiting battles to just two sides.

The first step in setting up a battle is to select the objective of the battle. This rule book contains several scenarios, starting on page 18, which demonstrate just several ways to play Legends of Kalidasia. However, feel free to experiment with creating your own unique scenarios as the Kalidasia universe offers all sorts of ways to play.

Once an objective has been selected, each player needs to create a squadron of warships and fighters. Fleets are built to a pre-selected point level. Each warship in the game costs a certain number of points, as listed on their stat card. Each fighter token costs one point to include in a list. The total of all of a player's units must be less than or equal to the preselected point level. For most games, each player will bring the same amount of points, but this is not a requirement.



If this is your first game, it would be best to start with the *Squadron Engagement Scenario*. Each player will start with a 34 point squadron. Two starter, but not technically legal squadrons, are listed below:



Faction Tokens x 10

Faction Tokens have no specific use in the rules, but they can be helpful for tracking which warships have activated in a given turn.

Required Items

Each player also needs have some sort of ruler which can measure up to 24" in a straight line. A thin, but semi-rigid, ruler such as a tape measure works best. In addition, a large flat playing surface is required. The ideal size for a playing surface is 6' x 4', but smaller sizes can work if the players agree to limit the speed of their warships.

Surakari – 34 points:
Draco Frigate x 2 (24 Points)
Interceptors x 10 (10 Points)

Heragul – 34 Points:
Hammerhead x 2 (22 Points)
Attack Cruisers x 4 (4 Points)
Hunters x 8 (8 Points)

Building a Squadron:

For most games, a player must choose which fleet list to use and they may only select units from that fleet list. Special scenarios, like re-creating the Encounter at Barin Se-Kar, may allow for a player to select units from multiple fleet lists. Each fleet list may have restrictions as to how many of a certain unit a player can take.

In the *squadron tables*, a notation similar to this can be found:

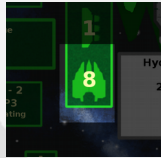
[0-75]: 1, [76-150]: 2, [151+]: U

This means that for squadrons in the range 0-75 points, one of that unit may be included. For 76-150 points, two of that unit may be included, and for squadrons from 151 and up, an unlimited number of that unit may be included.


Capacity:

Nearly every unit in the game either provides capacity or requires capacity. This represents warships carrying fighters and other small craft in battle.

Warships provide capacity to a squadron and this value is found on their stat card.



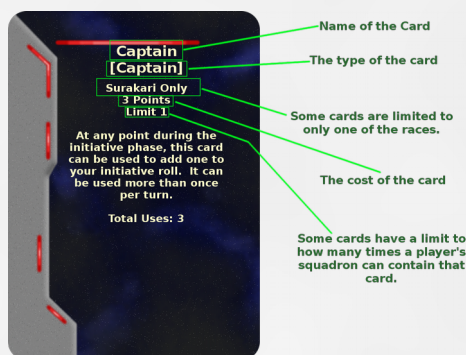
Each fighter token added to a squadron costs one capacity. Therefore, the total number of capacity provided by a squadron's warships must be greater than or equal to the number of fighter tokens in the squadron.

 Heragul Navy - Sarlet District	
Hammerhead Frigate(HHF)	Unlimited
Mackerel Frigate(HAF)	Unlimited
Pale Fox Destroyer(HDP)	Unlimited
Lynx Battle Cruiser(HBC)	[0-75]: 1, [76-150]: 2, [151+]: U
Hunter Token	Unlimited
Attack Cruiser Token	Unlimited

 Surakari Invasion Fleet	
Draco Frigate(SFP)	Unlimited
Delphinus Frigate(SAM)	Unlimited
Corona Destroyer(SDP)	Unlimited
Hydrus Battle Cruiser(SBC)	[0-75]: 1, [76-150]: 2, [151+]: U
Interceptor Token	Unlimited
Scout Token	Unlimited

Upgrade (Equipment / Crew) Cards

Equipment / Crew upgrade cards are additional cards that may be assigned to a warship when a squadron is being built. Each upgrade card has a cost in points and a type. The cost of an assigned upgrade must be included in the total cost of a squadron. A warship can only be assigned a max of two optional upgrade cards and a warship cannot be assigned two upgrade cards of the same type.



Free Equipment Cards

Several warships have special abilities which give them free equipment cards. These upgrade cards do not count towards the maximum of two that a warship can be assigned. These equipment cards also do not have a point value and cannot be assigned to warships which do not have the special ability, nor do they count for two of the same type rule.



Reinforced SI - Warships with the icon above receive one free Reinforced SI card.



Engine Shielding - Warships with the icon above receive one free Engine Shielding Card.

Using Upgrade Cards

Many of the upgrade cards give the warship's additional abilities that can be used throughout the battle. The upgrade card will indicate when the card can be used. Some cards require *reactor points* to be spent. Others have a limit to the number of times they can be used during a game. Finally, a few are either discarded or flipped when used. A flipped upgrade card cannot be used again until it is flipped face up at the end of the current turn.

Deploying the Squadrons

Once each player has constructed their squadron, it is time to start the battle. The rules of the scenario should contain the instructions for deploying the squadrons.

If it does not, each player should choose a deploy point on opposite sides of the battlefield that about four feet apart. Each player then rolls a die and the player with the lowest roll will place a warship within 12 inches of their deploy point. The next player in order from lowest to highest will place a warship and this process continues until all models have been deployed. Once all of a player's warship's are deployed, the player will deploy all of their fighter wings the next time they are required to deploy a warship. If a player runs out of models to deploy, then skip their deployment until all models have been deployed.

Setting up the Warship stat cards

Once all of the warships are deployed, each corresponding stat card for the warship needs to be setup. Locate the stat card for the warship and place it off to the side of the battlefield.

For each warship, locate a velocity tracker token and attach it to the bottom of the warship's stat card. Set the

velocity of the warship to any value as desired by the player controlling the warship.

If this is your first game, set the velocity of each of you warships to the 10-12 slot. That is a fairly safe starting speed.



Here is a completely setup Surakari Hydrus with an additional upgrade card - the Surakari only Captain. Finally, locate any upgrade cards assigned to that warship and place their matching card next to the warship's stat card. Some warships have upgrade cards included by default, so do not forget these cards.

Game play now begins with the first turn.

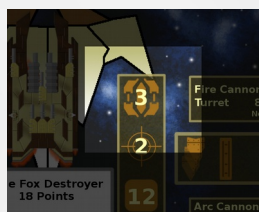
Playing a Battle

General Terms

Before game play can be described, there are a few general terms that are used throughout the rules. It is important to understand these few terms first.

Reactor Points

Each warship generates reactor points each turn equal to its reactor value.



Any reactor points not used in a turn are lost and are not carried over from turn to turn.

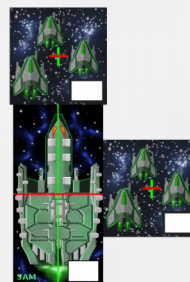
Various actions require a warship to spend a reactor point. Each time a warship spends a reactor point, place a reactor token "point" side up on its stat card. If spending a reactor point would cause the warship's stat card to have more reactor tokens than its reactor value, the reactor point cannot be spent and the action requiring the reactor point cannot be performed.



"Point Side" vs "Damaged Side"

Critical Damage can cause a warship to decrease its reactor value. Each time a warship loses a reactor point to damage, place a reactor token "damaged" side up on the warship's stat card. This damaged token reduces the warship's reactor value by one. A warship's reactor value can never be reduced below zero.

Fully Aligned



Both Fighters are Fully Aligned to the Frigate

Some situations require one token to be fully aligned with another token. This requirement is often in place to limit the number of smaller tokens that can be in contact with a larger one.

Two tokens are fully aligned if one edge of either token is completely in contact with a single edge of another token.

Re-Rolls

A variety of rules and special abilities can cause one or more dice to be re-rolled. Any die can only be re-rolled once for each type of rule causing the re-roll.

For example, *Sensor Points* can cause a missed die to be

re-rolled. Any single die can be only be re-rolled once because of sensor points, but if a different rule was available that allowed an additional re-roll, that die could be potentially re-rolled a second time.

Sometimes, two or more rules will combine to allow for failed dice to be rolled and force the re-roll of successful dice. When this occurs, the re-roll of failed dice occurs first followed by any forced re-rolls of successful dice.

The Turn

A game of Legends of Kalidasia is played in several turns and each turn consists of several phases. Each phase is completed before moving onto the next phase. The phases of each turn are:

1. Initiative Phase
2. Status Phase
3. Action Phase
4. End Phase

Initiative Phase

The first phase of each turn is the initiative phase. Each player in the battle rolls a d6 and applies any bonuses or penalties from either the scenario rules or upgrade cards assigned to their squadron. Any re-rolls between two or more players are re-rolled. When determining how to apply bonuses, the player which rolled the lowest chooses to apply any bonuses first and go from there until all players are satisfied with the results of the initiative phase.

The initiative phase is used to determine the order of play throughout the remaining phases. Two types of order of play are used in Legends of Kalidasia. Initiative Order means the play will start with the player whose initiative total was the highest and work down towards the player which had the lowest total. Reverse initiative order is the opposite. Play will start with the player which had the lowest total and works up towards the player with the highest total.

The Surakari player rolls 4 for their initiative, while the Heragul Empire player rolls a 5. The Surakari player really wants to win the initiative this turn and uses their captain upgrade card to add two to the initiative roll. Now, with a total of six, the Surakari player has won the initiative.

Status Phase

The Status Phase is the part of the turn in which various game maintenance items can occur.

Fighter Regrouping - Re-deployment

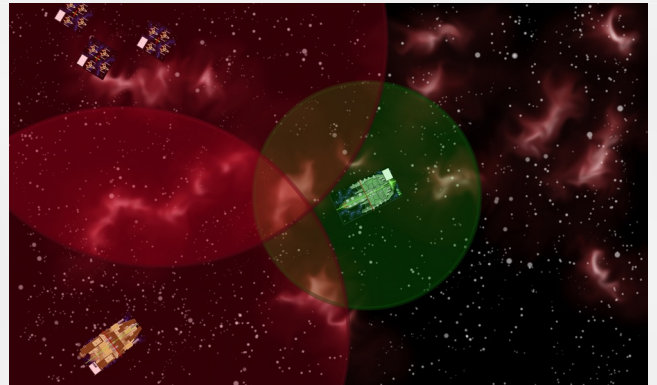
Starting with the second turn of the game, fighter tokens removed from the battlefield may be able to re-deploy according to the rules below:

First, roll a die for each fighter token in the *yellow damage pile*. For each die which rolled a 1 or 2, discard that token from the game.

Then, for the *red damage pile*, roll a die for each token and discard a token on a result of 1 to 4.

In reverse initiative order, each player deploys all of their non-discarded fighter tokens back to the game board such that they are within six inches of a friendly warship and at least 12 inches from enemy warship/fighter tokens. These fighters cannot escort a warship this turn.

If a fighter cannot be legally deployed because of enemy units, the fighter token must wait for a future status phase to be deployed, but it's no longer in either damage pile.



In the above image, the Surakari can deploy fighter tokens within the green circle around the Draco. However, Heragul units block portions of the circle because those parts are within 12" of the unit.

Fighter Escorting

Fighters have the ability to escort warships. However, during the status phase, each player, in reverse initiative order, will decide if each of their fighter tokens that are eligible to escort a warship will continue to do so.

If a fighter token is no longer going to escort a warship, move the token one inch away from the warship to indicate this decision. This short movement does not affect the fighter's ability to activate normally during the turn.

Action Phase

At the start of the action phase, the player which won the initiative will decide if the action phase will occur in either initiative order or reverse initiative order. Players will then start taking actions in the selected order.

When it is time for a player to activate a unit, they will activate a single unit. In larger games with 100 point squadron's or larger, the players may agree to activate two or more units each time it is their turn to activate a unit.

A single unit is a Warship and its *escorting fighters* or eight fighter tokens. If a player has less than eight fighter tokens left to activate, they can activate all remaining non-escorting fighters as an action. Once the player has finished activating the unit, the next player in the chosen order will activate a unit. If a player has no more units to

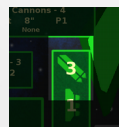
activate, then skip that player until all players have activated all of their units. Once all players have activated all of their units, move to the end phase of the turn.

Each unit can only activate once per turn and every unit must activate each turn.



Sensor Side vs Damaged Side

2) Allocate Engine Points



A warship has a number of engine points to spend in order to affect its movement during the turn.

Critical damage can cause a Warship's number of engine points to be reduced and even eliminated all together.

A warship must spend between zero and its maximum available engine points. These points can be allocated on a single velocity maneuver and/or a single turning maneuver.

There are five possible maneuver actions. Two are velocity maneuvers and two are turning maneuvers. Cruise is a special case that occurs if the warship does not spend any engine points or is unable to spend engine points.

Maneuver Name	Icon	Maneuver Type
Accelerate		Velocity
Decelerate		Velocity
Starboard Turn		Turn
Port Turn		Turn
Cruise	None	None

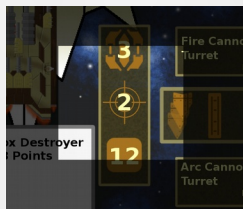
Activating a Warship

This part of the rules will appear to be the most complex section of the rules. It is a really just a series of small steps. An example of this process is given at the end of this section and that will help make this section much clearer.

The steps to activating a warship are:

1) Generate and Allocate Sensor Points

At the beginning of its activation, a warship generates a number of sensor points equal to its sensor stat. *Critical Damage* can reduce the amount of sensor points a warship generates.



Each sensor point generated can be placed "sensor" side face up on any enemy warship currently on the battlefield. As warships move around the battlefield, be sure to move any attached sensors along with them.

A sensor point can be spent later in the turn by any friendly warship to re-roll a single gun die against that warship.

Three Sensor Tokens placed next to a Mackerel



3) Identify Primary Maneuver

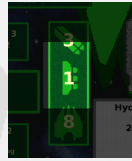
The maneuver with the largest amount of allocated engine points becomes the primary maneuver. The primary maneuver determines the warships *combat arc* for its activation and thus the direction that a majority of its guns are pointed.

If two maneuvers have the same amount of allocated engine points, either maneuver can be chosen as the primary.

4) Activate Vector Thrusters, if desired.

All Kalidasia Warships are equipped with Vectored Thrusters. A reactor point can be spent to activate a warship's vectored thrusters. This grants the warship several special engine points which can be allocated to

any of the four maneuvers, regardless of the engine points that were allocated to it step 2.



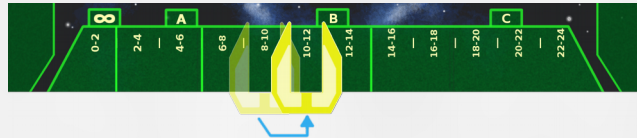
Damage to the warship can reduce the number of generated thruster points or limit what can be done with thrusters.

Vectored Thrusters can be used if a Cruise Maneuver is selected. The purpose for these maneuvers will become clearer once the concept of *Combat Arcs* is Explained.

5) Alter Velocity

The warship must spend its allocated engine points at this time to alter its velocity.

Accelerate:



Each point spent on accelerate moves the warship's velocity tracker token one spot to the right. A warship's velocity can never be more than 24.

Decelerate:



Each point spent on decelerate moves the warship's velocity token one spot to the left. A warship's velocity can never be less than zero.

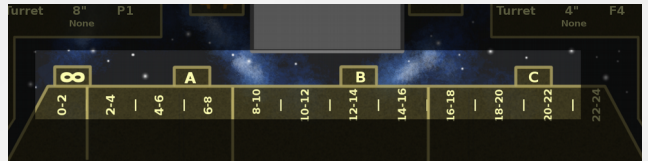
6) Move the Warship

The warship will move forward a distance between the smallest distance and largest distance of the warship's current velocity. The exact distance can be chosen at the end of the move. During this movement, a warship can fire its weapons at other warships and fighters.

During the forward movement, the warship may make up to two turns to change its direction of movement. Exactly when these turns are made depends on the warship's current turn ability. However, all engine/thruster points allocated to turn maneuvers must be spent by the end of the forward movement.

During each of the turns, up to half of the warship's maximum engines points, rounded up, can be used. Note that the maximum is the warship's engine point value and not the number of engine points allocated to a turn maneuver. Any number of allocated thruster points can be spent on a single turn as well.

The turn ability of a warship can be found based on the letters above the velocity track.



Infinite Turning Ability:

With this turning velocity, a warship can spend a single engine point to face any direction. This turn can be made at either the start or end of the move and it does not require the use of the turning template. Simply rotate the warship to a new direction.

'A' Turning Ability:

With this turning ability, a turn can be made can be made at any point after 2" of movement. Two inches of movement must be made between the two turns.

'B' Turning Ability

With this turning ability, a turn can be made can be made at any point after 4" of movement. Four inches of movement must be made between turns.

'C' Turning Ability

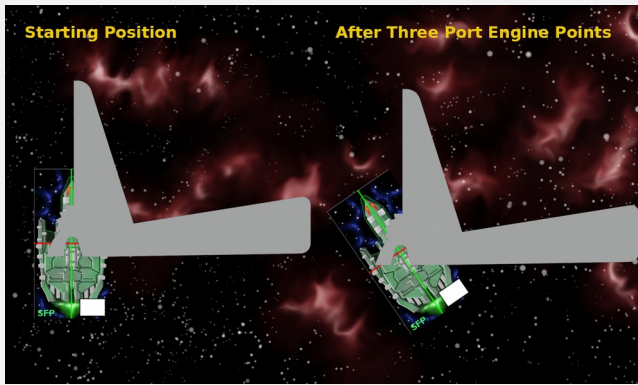
With this turning ability, a turn can be made can be made at any point after 6" of movement. Six inches of movement must be made between turns.

Executing a turn

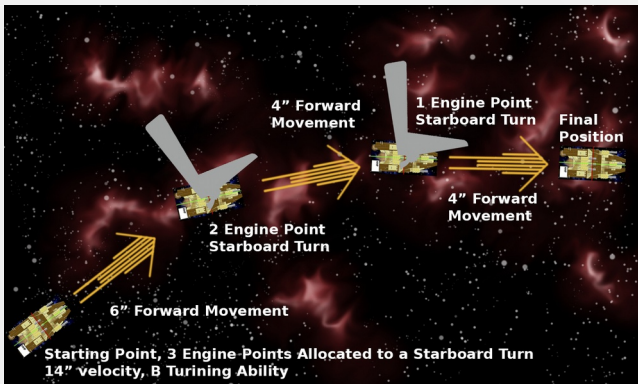
When a warship turns, align the center of the *turning tool* with the green center line of the warship's token. For each engine point spent on a turn, rotate the green center line by one notch on the turning tool.

Starboard engine points turn the warship to the right, while Port engine points turn the warship to the left.

The turn tool can be found at the end of this document and a STL file of the tool can be found at Kalidasia.com.



Example of a Complete Movement



“Impossible Turns”

There will be cases with some warships where it may not be possible to make two turns because they do not have enough velocity for the required distance between the turns. In these cases, the warship must make its first turn as early as possible as allowed by the turning ability. The second turn will then be made at the end of the warship's movement, regardless of how much distance separated the two turns.

Overlapping Tokens

As a game of Legends of Kalidasia plays out, it is quite possible that two tokens will want to occupy the same space.

If one of the tokens is a warship and the other token is a fighter or a missile, the warship has the priority. Move the other token the shortest amount of distance so that it does not overlap the warship.

If both tokens are warships, then the warship which moved onto the other warship will need to be moved the smallest distance possible to prevent it from overlapping.

Since space is 3D, overlapping tokens are a side effect of transferring space combat to a 2D Surface. As a result, overlapping is not intended to imply a collision between

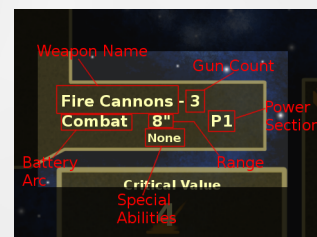
the two units.

Warship Combat

Every Kalidasia Warship is equipped with one or more weapon batteries. The weapon batteries a warship carries are listed around the warship's stat card with the most powerful ones being the in the lower left corner of the stat card.



At any point during a warship's movement, a warship may fire a battery. Each battery can only fire once during a warship's activation.



There are three types of weapon batteries in Kalidasia and the type of battery can be determined by looking at the letter in the power section of the battery details.

A 'P' weapon is a power weapon which can only be fired at other warships.

A 'F' weapon is anti-fighter weapon that can only be fired at *fighter tokens* and *missile tokens*.

A 'M' weapon is a *missile* that has some sort of intelligent flight control system.

Combat Arc vs Turret Arc

Unlike naval warships, the bow(front) of a starship does not need to face its direction of travel. Since the engines of a starship are usually opposite its bow, the direction of the bow will depend on the maneuver being performed.

All weapon batteries are either mounted in a “Combat Arc” or a Turret. The facing of a warship's token on the battlefield does not represent the facing of the bow of the warship. Instead it represents the direction in which the warship is moving.

Each maneuver has a combat arc facing chart. One of these charts is shown below.



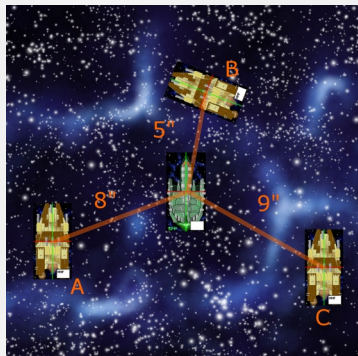
The green shaded box shows which side of the token is the warship's combat arc for that activation. Exactly what the combat and turret arc are used for is explained below.

Range and Arc

Power Weapons and Anti-Fighter weapons require a target to be in the arc of the weapon and to be in range of the weapon.

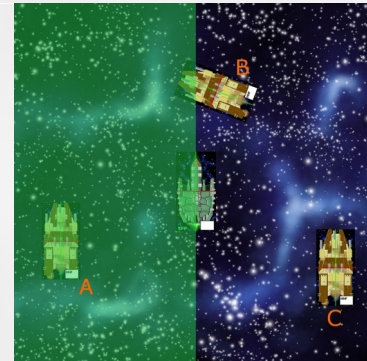
Measure the distance between the center of the attacker and the center of the target. If this distance is less than or equal to the range of the battery making the attack, the target is in range and the attack can be made. If the target is out of range, the attack cannot be made, but the weapon battery is not considered to have used it attack for this activation.

If the target is in range, then the target must also be in the arc of weapon. If the battery making the attack is mounted in a turret arc, then the target is always in arc and the attack may proceed.



Heragul Frigates A and B are in range of the Frigate's Plasma Cannons

With weapon's mounted in a combat arc, the target must lie in the attacker's combat arc. Most of the time, a combat arc effectively divides the battlefield in half along either the green or red middle lines of the attacker's token. If center of the target's token lies within the half of the battlefield shaded green by the attacker's combat arc, the target is in arc and the attack may proceed.



Only Heragul Frigate 'A' is in the current combat arc of the Surakari Frigate, but all warships are in the Surakari's turret arc.

If the attacking warship selected the No Action Maneuver, then the entire battlefield is in its combat arc.

Resolving the Attack

If the attack is allowed to proceed, then it is time to resolve the attack. Power weapon batteries roll a number of dice equal to the gun count in the weapon battery. Use the table below to determine how many weapons hit the target:

Battery Status	Required to Hit	Required for Solid Hit
Undamaged	3 - 4	5 - 6
Damaged	5	6

Destroyed weapon batteries cannot attack. How a weapon battery gets damaged, is explained in *critical damage*.

For each hit or solid hit, one gun in the battery hits the target. Solid hits are used by some weapons to trigger *weapon special effects*.

Sensor Points

If the target of the attack has one or more sensor points assigned to it, a sensor point can be spent to re-roll one of the gun dice which did not hit. Any number of sensor points can be spent to re-roll dice, but no die can be re-rolled more than once. Once a sensor point is spent, remove it from the target warship.

A Surakari Frigate attacks with a battery of two Med. Pulse beams rolling a 2 and 3. There are two sensor points on the target, so the attacker spends one and re-rolls the 2 and gets a 5. Therefore, the result of this attack is one hit and one solid hit and the target still has one sensor point assigned to it.

Critical Damage

Each power gun that hits generates a number of power dice equal to the numerical portion of the battery's power

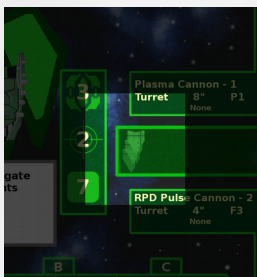
value.

The power dice are all combined into a single roll.

A battery consisting of two Medium Plasma Pulse Beams inflicts two hits for a total of four power dice. If one had scored a solid hit, it would have generated five power dice. See *Weapon Special Abilities*. Two solid hits would have generated six power dice.

Overcharging armor

Warships with the active armor ability can overcharge their armor. Before rolling the power dice, the target of the attack may choose to overcharge its armor. The target of the attack spends a reactor point and divides total number of power dice in half, rounded up.

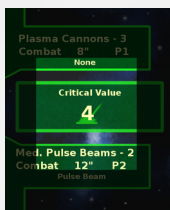


Warships with this icon have Active Armor

A Heragul warship is hit by a battery which generated five power dice. The warship decides to overcharge its armor by spending a reactor point. The number of power dice is reduced to 3. $5 / 2 = 2.5$, which is rounded up to 3.

Resolving Critical Hits

At this point, the attacker rolls all of the power dice. For each die rolled which is greater than or equal to the target's critical value, a critical hit will be generated.



However, the total number of critical hits inflicted by a weapon battery cannot exceed the number of guns that hit the target.

For each critical hit inflicted, the target warship suffers a point of hull damage and a *critical hit card* is drawn and applied to the warship. Place a Damage Token on the warship for each point of hull damage suffered. Once the number of hull damage suffered equals the hull value of the warship, additional damage tokens placed on the warship are placed red side up.



Warship Destruction

Every time a power weapon battery inflicts one or more points of hull damage to a warship, that warship might need to make a destruction check. For each red face damage token, the warship controller rolls a die. If any die result is a one or two, that warship is destroyed. Immediately remove the warship from the battlefield. Any escorting fighters remain on the battlefield.

A Surakari Frigate has seven hull points. For the first seven points of hull damage it receives, place the tokens with the yellow side face up. Any additional damage tokens it receives are placed with the red side face up.

After a power weapon battery hit, the frigate has suffered a total of eight points of hull damage (7 yellow, 1 red). It must make a destruction check with one die, rolling a 3. The next power battery that strikes the warship inflicts two points of hull damage, giving the frigate a total of 3 red tokens. This time it rolls a 4, 5, and 1, destroying the frigate.

Critical Damage Cards

Critical Damage is a type of damage which reduces the performance of a warship. When a warship takes a critical hit from a power weapon or a missile, the player inflicting the damage draws the top card from the critical hit deck and places it next to the target warship. If the critical hit deck runs out of cards, shuffle the cards in the discard pile to replenish the deck.



Return to Deck Cards



These critical hit cards apply some sort of affect which is tracked with tokens. Apply that effect and then discard the card.

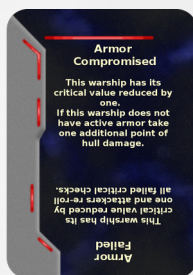
Hull Damage - This card inflicts an additional point of hull damage to the target warship.

Sensor Damage - These cards destroy either one or two sensor points. For each sensor destroyed, place a sensor token "damaged" side up on the warship's stat card to indicate it now generates one less sensor point. A warship's sensor value can never be reduced below zero.

Reactor Damage - These cards destroy either one or two points of reactor. When applying reactor damage, first flip over any reactor tokens on the warship's stat card before placing new damaged reactor tokens on the warship's stat card.

Dual Status Cards

Dual Status Critical hit cards have text facing towards the top and bottom of the card. The first time this card is applied to a warship, place it so that the red bar text side is readable. If this critical hit card is applied to a warship a second time, rotate the original card so that the non-red card side is readable. Discard the second card. If a dual status card is drawn additional times, simply ignore the card. The Weapon Damaged card has some additional special rules and can potentially be applied twice to every weapon battery on a warship.



Armor Damaged / Destroyed - These cards reduce the ability for a warship to overcharge its armor.

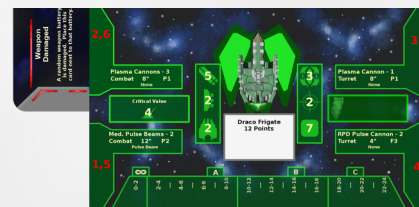
Armor Compromised / Failed - This card makes it easier for a warship to take future critical hits.

Thrusters Damaged / Destroyed - These cards reduce the effectiveness of a warship's vectored thrusters.

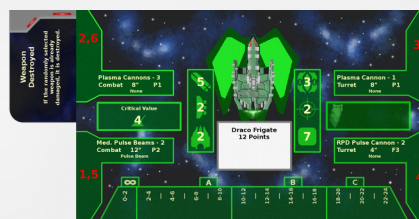
Engines Damaged / Destroyed - These cards reduce the effectiveness of a warship's main engines.

Weapon Damaged / Destroyed - When this card is drawn, the player who drew the card rolls a die. Starting with the weapon battery in the lower left hand corner of the card, count the batteries clockwise around the card, ignoring destroyed batteries, until the value shown on the die is reached. If required, jump back to lower left hand corner of the card. Place the weapon damaged card under the battery such that the weapon damaged text is readable. If that battery was already damaged, rotate its weapon damaged card to read weapon destroyed. That battery is now destroyed and discard the drawn critical hit card.

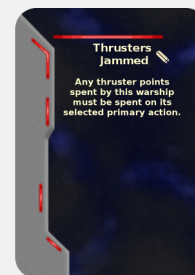
A Surakari Draco suffers a weapon damaged critical hit and a value of six is rolled on the die. Counting up to six requires a second lap around the card, resulting its combat arc plasma cannons being damaged. The weapon damaged card is placed next to that battery.



Later, it suffers a weapon damaged result again. This time, a two is rolled, which is the same battery. The weapon damaged card next to that battery is flipped to weapon destroyed and the critical hit card that was just drawn is discarded.



Permanent Cards



Permanent cards are critical hit cards that are applied once and if that same card is applied to the warship again, discard that critical hit. Permanent cards are placed next to the warship's stat card when they are applied.

Thrusters Jammed - When this card affects a warship, that warship's vectored thruster points can only be spent on its chosen primary action.

Engine Damage Cards



Several critical damage cards have the Engines Icon. These cards count as engine critical damage cards for purposes of the Surakari's Reinforced Engines Upgrade Card.

Critical Damage and Warship Destruction

When a warship is destroyed, all critical damage cards assigned to that warship are discarded.

Critical Damage and Upgrade Cards

Several Upgrade Cards can reduce the impact of Critical Damage such as Reinforced Armor and Reinforced SI. There are some details as to how these cards interact with attacks that inflict multiple critical hits. For the Reinforced Armor card, the very first critical damage card drawn is ignored regardless of how many critical hits the battery inflicted. For the Reinforced SI card, all critical damage cards inflicted by the battery are drawn before the defender has to choose if they wish to use the Reinforced SI card.

Anti-Fighter Weapons

Resolving anti-fighter attacks shares some similarities to attacking warships.

A single enemy fighter token or missile token can be the target of an anti-fighter weapon. The target must be in range of the weapon and be in the arc of the weapon, just like targeting a warship.

The attack roll is different though. Roll a number of dice equal to the gun count of the weapon battery. For each six rolled, a target fighter token will be destroyed and for each other roll that is not a six, but equal to or greater than the power of the battery, will cause *fighter disruption*.



Damaged Anti-Fighter Weapon Batteries must re-roll all successful dice. If the re-roll results in a kill or a disruption, then the result of the original roll stands. If not, treat the die as having no effect.

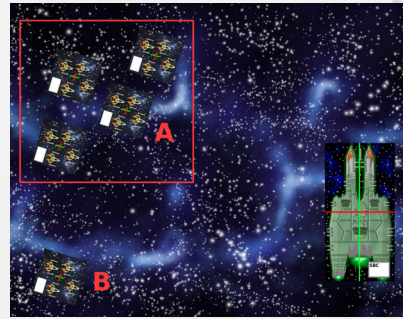
Applying Damage from Anti-Fighter Weapons

The results of the attack roll can be applied to not only the enemy fighter targeted, but also to enemy fighter tokens that are within 3", measured center to center, from the

targeted enemy fighter. These fighters do not have to be in range or in arc of the original attack. Only the initial target must meet this requirement.

For each six rolled, the attacker can remove an enemy fighter token.

Then for each disruption roll, the attacker may place a damage token on an enemy fighter. All possible enemy fighter tokens must have one damage token before any fighter can be given a second damage token. If a fighter token ever has two damage tokens, it is destroyed and removed from the battle.



Heragul Hunter A is targeted by a Surakari Hydrus's pulse cannons. The Surakari player rolls their dice, scoring one kill and two disruptions. The Surakari player first removes one fighter from the group circled because those Hunters are within 3" of 'A'. Afterward, a damage token is placed by the Surakari on two of the circled hunters due to the two disrupted results.

Hunter 'B' is more than 3" from Hunter A and cannot be affected by the attack.

Missile Weapons

Weapon batteries which have a power value that starts with 'M' are missile weapons. These weapons follow different rules for combat than either power weapons or anti-fighter weapons.

Attacking with Missile Weapons

When an attack is made with a missile weapon that is not damaged or destroyed, no dice are rolled. Instead, place a number of the matching missile tokens on the battlefield equal to the gun count of the battery. Place these tokens fully aligned to the warship making the attack. If it is not possible to place the missile in contact with the warship, place it as close to the warship as possible.

If a missile weapon battery is damaged, roll a die for each "gun" in the battery when the battery makes an attack. For each 4+ rolled, place a missile token on the battlefield as described above.

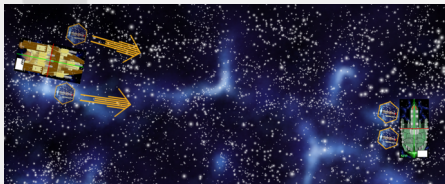
Missile Movement

At the end of the Action Phase, after all units have moved, missiles are moved. The team which lost the initiative moves all of their missiles first and then the next player in

reverse initiative order performs the same action.

Each missile on the battlefield must move and it must move 24" straight towards an enemy warship. It does not have to move toward the closest enemy warship, but it has to move towards one. It may only stop short of 24" if it contacts an enemy warship or *fighter wings escorting a warship*. Missiles cannot affect fighter wings, but any missile in contact with a fighter wing escorting a warship counts as striking the warship.

The Heragul Hammerhead has a gun count of two for its Javelin missile batteries. When they are fired, place two javelin missile tokens adjacent to the Hammerhead. At the end of the turn, both missiles fly straight towards a Surakari Draco.



Missile Damage

When a warship begins the movement portion of its activation (Step 6) and it has one or more enemy missiles in contact with it, that warship may attempt to the *shoot down the missiles* with either its Anti-Fighter Weapons and with any fighter wings escorting that warship. Any missiles which are not shot down will strike the warship and do damage. A roll to hit for missiles when they strike a warship is not required.

Each missile generates a number of power dice equal to the numeric portion of its power stat of the weapon battery which fired it. Please note that all missile batteries of the same type have the same power stat. Unlike standard power weapons, each missile counts as a separate battery for purposes of overcharging armor. Therefore, overcharging armor against M1 Javelins does not have any effect, but it may help against more powerful missiles.

However, all of the power dice are rolled at once and any damage takes effect after this roll.

Missiles and Engine Damage

It is possible for missiles at the start of the a warship's movement to cause critical damage to a warship's engine or vectored thrusters. If this happens, that damage does not apply to this turn since all engine and vectored thruster points have already been allocated. Other forms of critical damage, including warship destruction, do occur immediately though.

Shooting Down Missiles

Missiles are targeted just like fighters, but missiles are only destroyed on a roll of a six (except for anti-missile weapons). No other result will affect the missiles and

missiles cannot be disrupted like fighters. However, unlike normal anti-fighter attacks, attacks against missiles which are re-rolled, such as the Hunter's weapon, can still kill a missile on a six. Missiles within 3" of the original target can be destroyed as well by the attack.

A Surakari Draco has four Javelins in contact with it. As it starts its movement, it fires its rapid pulse cannons at the missiles, rolling one six. Therefore, three of the missiles strike the Draco with a total of three power dice. Damage is resolved just like power weapons.

Fighters and Other Small Craft Activation

When a group of eight fighter wings is activated, each fighter will perform two movements and each fighter may make one attack during its activation. The attack may be made before or after either of its movements, but unlike warships, it may not make an attack during one of its movement.

During each of a fighter's movement, it can move up to 12". Before any of the activated fighters take their first movement, attacks can be made. Then, each of the fighters will make their first movement of the activation, moving up to 12". After this first movement, attacks can also be made, but all of the first movements must be completed before any attacks are made. Once all attacks are complete, each fighter wing may make its second movement up to 12". If any fighter wing has not attacked at this point, it may make its attack after it completes its second movement.

Fighter movement is not restricted like warships. They can move up to 12" in any direction and the facing of the fighter token does not matter.

Fighter Combat

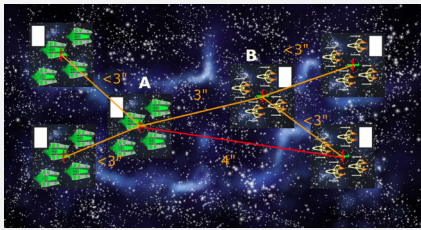
Most fighter tokens carry an anti-fighter weapon and follow the rules for *Anti-Fighter Weapons*.

Dogfighting

When a fighter declares an attack, other friendly fighters within 3" of the fighter making the attack may attack as well, targeting the same fighter wing as the original attacker. These supporting fighters do not need to have range to the target.

When a fighter is targeted by an attack from an enemy fighter, the targeted fighter and all friendly fighters within 3" of the targeted fighter may return fire against the attacker.

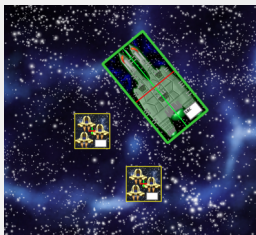
All these attacks are treated as a single attack roll and occur at the same time before damage is applied to either side. Please note that a fighter can still only attack once per turn. A fighter that has attacked earlier in the turn cannot participate in a dogfight, and a fighter that participates in a dogfight cannot attack later in the turn.



Surakari Interceptor A declares an attack against Hunter B. The two additional Interceptors will join the attack as will the additional two Hunters. Each side will therefore roll six dice in this battle and both sides will roll their attack dice before removing fighters as casualties.

Bombers

Some fighters do not carry anti-fighter weapons, but carry power weapons. These fighters cannot attack other fighters, but can attack warships just like *warship power weapons*.



Bomber Cover

Non-Bomber Fighter Wings can fly cover for bombers. Once per turn, when a bomber is destroyed or disrupted, a friendly non-bomber fighter wing in contact with the bomber can have the effect applied to them instead.

Precision Attack

Some of the weapon batteries carried by fighters have the precise *weapon special ability*. These weapons can make precision attacks against warships. A precision attack replaces the fighter token's normal attack for the turn.

In order to make a precision attack against a warship, the fighter wing must be fully aligned with the target warship. Before the precision attack is resolved, the target warship may engage the attacking fighter wings with any anti-fighter weapons the warship carries if those weapons have not yet attacked this turn.

If the attacking fighter wings survive the warship's defensive fire and were not disrupted, each attacking fighter wing rolls a single die. For each 5+ rolled, a precision hit is inflicted. Each precision hit is resolved one at a time.

To resolve a precision hit, the attacker keeps drawing *critical hits cards* until they have two unique cards. For this purpose, critical hit cards which damage the same system, but at different values, such as Sensor Damage cards, count as the same card. Keep the more powerful

card and keep drawing. Once two unique cards have been drawn, the attacker assigns one card to the warship attacked and discards the other one. If a weapon damaged card was selected, the attacker chooses which weapon battery gets damaged instead of randomly determining one.

Precision attacks do not inflict hull damage unless that card is selected by the attacker.

Four Heragul Hunters launch a precision attack against a Surakari Delphinus. The Delphinus attacks with its anti-fighter battery, disrupting one hunter.



Three Hunters execute their attacks, rolling a 5,6, and a 3.

Two precision hits are inflicted.

For the first hit, the Heragul player draws Engines Damaged and Armor Damaged, applying Engines Damaged to the Frigate.

For the second hit, Reactor Damage x 1 is drawn followed by Reactor Damage x 2. The first Reactor Damage card is discarded and Weapon Damaged is drawn. The Weapon Damaged Card is applied to the warship and the Heragul player selects the Phalanx battery to be damaged.

Fighter Disruption

Damage to fighter tokens can cause them to become disrupted. When a fighter token is disrupted, place a damage token on the fighter token. If a disrupted fighter token becomes disrupted again, it is destroyed. Remove it from the battlefield. While a fighter wing is disrupted, it has the following restrictions:

- During its activation, it only has one movement step of 6".
- When attacking, only one die is rolled.
- It cannot make precision attacks. If the fighter wing becomes disrupted by the defensive fire of the targeted warship, that fighter wing will not participate in that attack.
- It cannot *escort warships*.
- At the end of a fighter's activation, if it did not

attack and is more than six inches away from an enemy unit, remove the damage token. It is no longer disrupted.

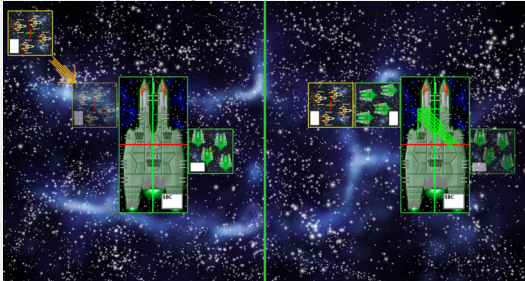
- If a fighter wing is disrupted during its own activation, then its activation immediately ends after the action which caused the disruption is resolved.

Warship Escorting

Any fighter wing which begins a game turn fully aligned with a friendly warship may escort that warship that turn. Escorting fighter wings do not activate individually. Instead, when the warship is activated, the escorting fighter wings will move along with the warship. Each fighter wing may attack according to normal rules once during the warship's activation. These attacks can be made at any point during the warship's movement. However, the escorting fighters are assumed to never leave the side of the warship. Therefore, they cannot make precision attacks while escorting.

If an enemy fighter wing tries to fully align with a warship that has an escorting fighter, immediately move one of the escorting fighter tokens and place it between the warship and the enemy fighter wing while keeping the escorting fighter fully aligned with the warship. This movement can be performed once per turn by each escorting fighter and it prevents the enemy fighter from making contact with the warship being escorted. This prevents precision attacks.

A Surakari Hydrus has one escorting Interceptor. A Heragul Hunter attempts to fully align with the Hydrus. Immediately move the Interceptor to prevent the Hunter from contacting the Hydrus.



Fighter Regrouping - Destruction Piles

As fighter tokens are removed from the game, each player places them into two piles based on how they were removed. One pile is for fighter tokens that were removed because they received two yellow damage tokens. The other pile is for fighter tokens which were removed because they received a red damage token.

The piles of destroyed fighters will play a role in the *status phase*.

Weapon Special Abilities



A Weapon battery may have one or more special abilities. These abilities affect how the weapon functions are listed below.

Anti-Missile - When this battery is targeting missiles, it destroys the missiles on a 4 or more instead of a 6.

Armor Piercing - When a gun in this battery scores a solid hit, it automatically inflicts a critical hit. When this happens, do not include this gun's power dice in the critical check and this gun cannot inflict a normal critical hit.

A Pale Fox Destroyer rolls a 3 and 5 for its Fire Rails. Due to Armor Piercing, the 5 automatically inflicts a critical hit. The Heragul player only rolls four power dice to check for critical hits and can only inflict a single critical hit instead of 2.

Blast - When this anti-fighter weapon rolls a '6', an extra gun die may be added to attack. This bonus only applies to the original dice.

High ROF - This weapon can always re-roll its anti-fighter attacks which miss. However, a six on a re-roll is only a disruption and not a kill unless the target is a missile.

Precise - This weapon can make *Precision Attacks*

Pulse Beam - When a gun in this battery scores a solid hit, increase its power value by one for this attack.

Scout - Once per turn, a Fighter equipped with this weapon can place a sensor token on a warship when it moves over that warship.

"Devastating" - Some Surakari Hydrus Cards will include this special ability on its Heavy Pulse Beam Battery. However, this special ability has no effect on the game. Devastating was a special ability being tested during the early development of the game, but it was removed before Heroes of the Heragul was released. Not all cards got this ability removed though.

End Phase

The end phase is the last phase of the game turn. During this phase, remove all unused sensor tokens from the board and remove all reactor point tokens for all warships. Any face down upgrade cards can be flipped face up again. Some scenarios may have special rules which occur during the end phase and then check for the scenario's victory condition. If either side has claimed victory, the game is over.

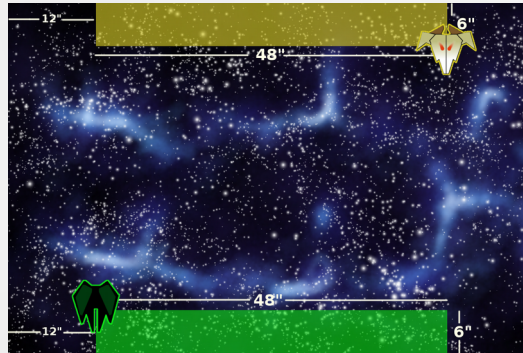
Otherwise, Shuffle any discarded Critical damage cards

back into the critical damage deck and start another turn with the initiative phase.



Scenario 1 - Squadron Engagement

This scenario is the standard game for Legends of Kalidasia. It is an engagement between two equally sized squadrons. While most games will be played as Surakari vs Heragul, battles between the same fleets can make interesting games as well.



Scenario Setup - Each player *builds a squadron* to a point value chosen by the players. With the Heroes of the Heragul starter set, 35 to 50 points is a good limit, but each side can deploy up to a 75 point squadron. While Legends of Kalidasia can be played at any points level, the game works best with five or fewer warships per player. The battlefield is a six foot by four foot battlefield with players deploying along the six foot edges.

After the squadrons are built, each player rolls a die. The player which rolled the lowest deploys one of their warships and its escorting fighters in their deployment zone as shown above. Then, the players alternate deploying their warships and escorting fighters. Once a player has deployed all of their warships, the next deployment they will make is all of their remaining fighter tokens. When a warship is deployed, the player will also set the initial speed of the warship. The initial speed of the warship can be set to any step on the *velocity track*. After both players have deployed their squadrons, the game begins.

Victory Conditions - The game will end when either one player concedes, has all of their warships destroyed, or a

fixed number of turns have passed. Normally a game will be played for six turns.

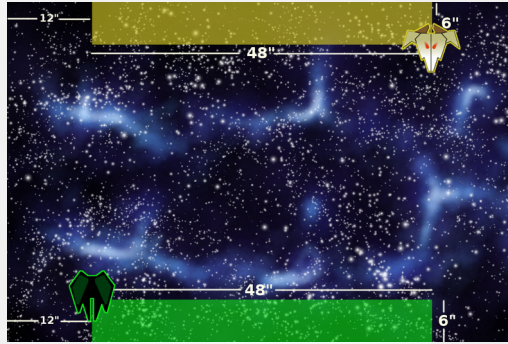
If a fixed number of turns has been completed, the winner is determined by calculating their game score.

For each enemy warship destroyed, a player earns a number of points equal to the cost of that warship including any upgrades. Each enemy fighter token destroyed scores a player one point. For each friendly fighter token alive at the end of the battle scores the player a point.

If a warship has taken between zero points of hull damage and half its hull value, the controller of that warship scores its value in points, including upgrades. If a warship has taken more than half its hull value in damage, but is not destroyed, divide its point value between both players. If this warship has an odd point value, the controller of the warship rounds their half up, while the other player rounds their half down.

The player with the most points wins the game.

Scenario 2 - Escalation Battle



Scenario Setup - Each player builds a squadron consisting of two frigates and eight fighter tokens. Deploy these units on the board following the setup for Scenario 1.

The battlefield is a six foot by four foot battlefield with players deploying along the six foot edges. After deployment, the game begins.

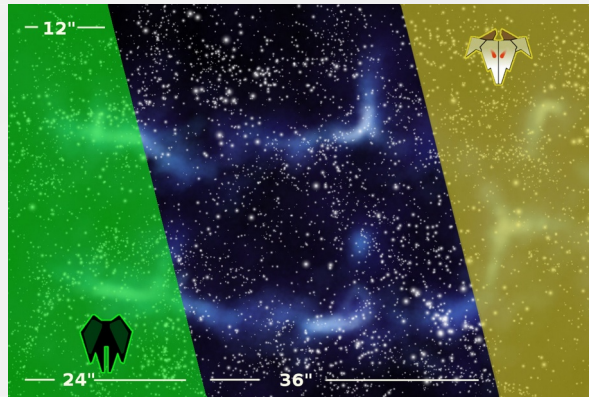
Special Rules - When a warship is destroyed, the player who controlled the warship can deploy a new warship in their deployment zone during the End Phase of this turn.

If a Frigate is destroyed, a player can replace it with a Destroyer if one is available. If a Destroyer is destroyed, it can be replaced with a Battle Cruiser if one is available.

When a replacement warship is deployed, four escorting fighter tokens are deployed with it.

Victory Conditions - The first player to inflict 30 points of hull damage to the opposing player will win the game. Destroying fighter wings does not score either player any points.

Scenario 3 - Orbital Contain



Scenario Setup - Each player builds a squadron totaling 75 points.

Victory Conditions - The player which scores the most points will win the game. A player scores one point for each enemy warship that is crippled.

In addition, scoring for battlefield control occurs during the end phase of turns 3, 5 and 6.

Battlefield Control:

Each player totals the number of non-crippled warships in each of the deployment zones. The player which has more fighter tokens in the zone adds one to their warship count. If one player has a larger count of warships, then they score a point.

Game Turn Limit:

The game will end after six turns.

If the score is tied, each player will total the point value of their remaining non-crippled warships and fighter tokens that are still on the battlefield. The player with the larger total will win. Otherwise, the game is tie.

A crippled warship is a warship which

1) has received at least one red damage token

-or-

2) is unable to generate any engine points/vectored thruster points

-or-

3) has had all of weapon batteries damaged or destroyed.

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