

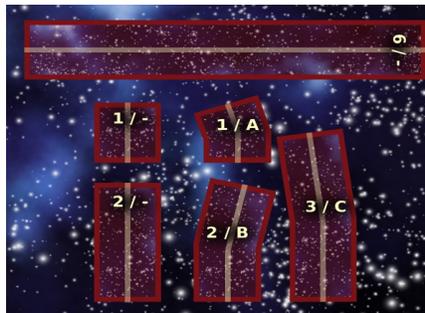
Legends of Kalidasia: Competitive Beta 2

The Goal of the Competitive Pack is to introduce objectives and alternative rules to facilitate tournament play for Legends of Kalidasia, Heroes of the Heragul.

Movement Template Rules

These rules replace the movement rules on page 14 to page 17 of Heroes of the Heragul. Both players of the game will need to use these movement rules as they produce slightly different results than the ones found in the Heroes of the Heragul rule book.

These movement rules use a series of six different templates to plot the movement of warships. Fighters and missiles still use the system of movement as described in Heroes of the Heragul. Three of the templates are just straight templates in different measurements. Each of the three other templates correspond to the three different turning capabilities of warships and are labeled, A, B, or C. The infinite turn capability does not use a template as it still allows the warship to turn to face any direction.



Warship Activation

When a warship activates, it will select one of the five available maneuvers.

| Maneuver Name | Primary Action | Secondary Actions |
|----------------|----------------|----------------------------|
| Accelerate | Accelerate | Starboard Turn / Port Turn |
| Decelerate | Decelerate | Starboard Turn / Port Turn |
| Starboard Turn | Starboard Turn | Accelerate / Decelerate |
| Port Turn | Port Turn | Accelerate / Decelerate |
| Cruise | None | None |

Except for the Cruise Maneuver, which has no primary or secondary action, each maneuver has an associated primary action and two secondary actions. During a warship's activation, it will spend engine points on its primary action and one of its

secondary action. Each warship generates a set number of engine points during each activation equal to its engine value as shown in the image below.



During the activation, a warship cannot spend more engine points on its secondary action than on its primary action. It can spend an equal amount of points on each action though. When a Cruise action is selected, the warship cannot spend engine points.

A warship can choose to activate its vectored thrusters to increase its agility. Activating Vector Thrusters costs one reactor point and generates a number of special engine points equal to the warship's thruster value as shown in the image below



These special engine points can be spent on any action, regardless of the primary or secondary action of the warship's selected maneuver. They can be spent during any of the activation steps as described below, regardless if the warship could normally spend engine points during that step. In addition, these engine points are not factored into the balance between engine points spent on the primary action vs secondary action as described above.

A series of steps is followed to complete a warship's activation. These steps are 1) Adjust Velocity between movement, 2) Warship Movement, 3) Adjust Velocity after Movement.

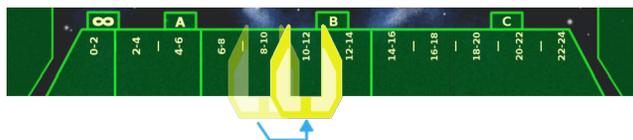
1. Adjust Velocity Before Movement

If a warship's primary action is to accelerate or decelerate, it may spend engine points to adjust its velocity. For each engine point spent to accelerate, move the warship's velocity tracker one slot to the right and move the velocity tracker one token to the left for each point spent on deceleration. Thruster points can always be spent at this step to adjust velocity.

Spending an Engine Point to Accelerate



Spending an Engine Point to Decelerate



2. Warship Movement

The controller of a warship will build a path for the warship using the templates such that the total of the numeric values on the template will be equal to or greater than the lower number of the warship's current velocity and less than or equal to the larger number of the warship's current velocity.

During the assembly of the path, engine or thruster points can be spent on turning regardless if the warship's turn action is a primary action or a secondary action. For each engine point spent on a turn, a turn template can be added to the warship's path as long as the numeric total of the path meets the requirements described above. Starboard turns are angled to the right. Port turns are angled to the left.



A warship's turning capability depends on its current velocity

Unlike previous versions of the rules, there is no minimum distance required between turns. This has been replaced by the fact that A turns are one inch long, B turns are two inches, and C turns are three inches. Since infinite turns do not use templates, a warship making an infinite turn must make the turn either at the start of its path before any templates are placed down or at the end of its path, after it completes its movement.

It is possible that a warship's current velocity will not allow it to use all of its engine points on turning. This is a situation that players need to plan around, but it will not occur that often.



In this example, a Surakari Draco has a velocity of 12 – 14 and is making a starboard turn. It spends three engine points during the movement to place three 'B' turn templates.



In this example, the Surakari Frigate spends two thruster points to add two 'B' port turn templates before spending three engine points to add three starboard turn templates. This allows it to engage the Heragul Frigate while still circling around it for an engagement on a future turn.

Once the path is complete and locked in, the controlling warship moves the warship along the path such that the center line of the warship follows along the center line of the movement templates. As a warship moves along the path, the warship and its escorting fighters can pause the movement to make attacks as described in Combat, pg 17 of Heroes of the Heragul. When a warship pauses its movement, the fighters escorting it can arrange themselves around the warship. If a fighter is disrupted as the result of the combat, it will not follow the warship to the end of the path and it will remain at the place where it was disrupted.

Once the front of the warship has reached the end of the path, the warship has completed its movement. Remove all of the movement templates, including the one currently underneath the warship.

Step 3 – Adjust Velocity After Movement

After the warship has completed its movement, it may be able to spend engine points to alter its velocity after movement. A warship that chose a port or starboard turn may spend any unused engine points to alter their velocity at this time. In addition, remaining thruster points can be used to also alter a warship's velocity at this time.

With the conclusion of Step 3, a warship has completed its activation.

Objective Key Terms

Mission Kill – A Warship is considered Mission Killed when one of the following situations occur:

- 1) It is destroyed
- 2) It leaves the battlefield
- 3) It has at least one red hull damage token
- 4) It has zero engine points and it cannot generate thruster points. This can be the case because the thrusters are destroyed or some other situation, such as reactor destruction, is preventing the warship from using their thrusters.

Control Value – All warships have a control value equal to their points value, including upgrades, divided by five, rounded down. This value is used by the various primary objectives. Depending on the objective, warship damage can reduce the control value of a warship.

Controlling a Region – Primary objectives often require controlling a region. To check for control of a region, each player counts up the control value of all their warships whose center point is in that region. Then, the player with the most fighter tokens in the region adds one to the total control value. The player with the largest value controls the region. In the event of a tie, neither player controls the region.

Contesting a Region – A player is contesting a region if their total control value is at least half, rounded up, of the total control value of their opponent.

Deployment

The Competitive rules use two different types of deployment: Standard and Echelon. Standard will be explained in a future beta. This pack currently only uses Echelon. Each scenario is played on a 6' by 4' Battlefield.

Echelon Deployment

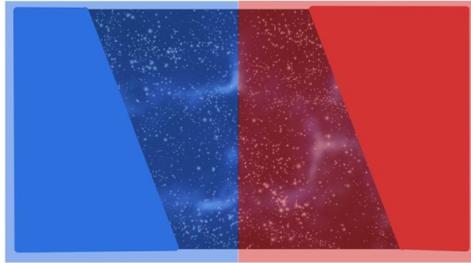


Follow standard deployment rules on page 26 of the Heroes of the Heragul Rulebook

Orbital Contain Mission Objective

The Orbital contain the invading fleet trying to push the defenders closer to the planet while the defenders are trying to force the invaders back. For story purposes, you can select one player to be the invader, but each player is trying to accomplish the same objective. This primary objective uses the Echelon Deployment.

The battlefield is divided into two 3 foot by 4 foot regions. The region that contains the player's deployment zone is their home region and the other region is the enemy region.



At the end of each turn, players score containment points as follow:

If a player controls their home region, they score one containment point.

If a player controls the enemy region and contests or controls their home region, they score two points.

Warship Damage:

If a warship has taken more than half its hull value in damage, its control value is reduced by one and a warship that has been mission killed has a control value of zero.

The game ends after six turns. Five points will be divided between the two players based on the number of containment points earned.

| Orbital Contain Result | Score Assigned |
|--|----------------|
| Player A has more containment points than B | A: 3 – B: 2 |
| Player B has at least two containment points and has twice as many containment points as B | A: 4 – B: 1 |
| Player A has at least three containment points and has three times as many containment points as B | A:5 – B: 0 |

If the number of number of orbital containment points is the same, resolve the tie breaker in the following order:

- 1) The player with the most control points in the enemy region.
- 2) The player with the largest remaining control value of all their warships.
- 3) The player with the most number of warships.
- 4) A die roll.

Secondary Objective: Mission Kills

At the end of the game, three points will be divided between the two players based on the number of enemy warships that were mission killed.

| Mission Kills | Score Assigned |
|---|----------------|
| Player A has more Mission Kills than B | A:2 – B:1 |
| Player A has twice the Mission Kills of B | A:3 – B:0 |

If each player killed the same amount of warships, resolve the tie breaker in the following order:

- 1) The player with the squadron which started with the largest number of warships.
- 2) The total point value of destroyed warships, including upgrades
- 3) Roll a Die.

Secondary Objective: Orbital Control

At the end of the game, three points will be divided between the two players based on the number of non-mission killed warships that they control.

| Warships controlled | Score Assigned |
|--|----------------|
| Player A has more warships than B | A:2 – B:1 |
| Player A has twice as many warships than B | A:3 – B:0 |

If each player has the same number of warships as the other player, resolve the tie breaker in the following order:

- 1) The squadron which initially had the fewest number of warships
- 2) The squadron with the highest point total of non-mission killed warships, including warships.
- 3) Roll a Die

Game Total

At the end of the six turn game, total up the points each player received from the primary objective and the two secondary objectives. The player with the most points wins the game.



