



Legends of Kalidasia – The Encounter at Barin Se-Kar

Episode 1 – The Right Flank

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“My Captain demands to know what is going on!” The Krylan directed his electronically amplified voice at the Colayth Guard Ambassador.

The Heragul Captain towered over his Krylan representative, dressed in his full ceremonial uniform. His wing tips ever so slightly flapped as if being pushed by a gentle breeze.

“Tell you Captain that I am trying to figure out the reason for the fleet wide alert,” the Colayth Guard Ambassador snapped back.

The ambassador walked away from the Krylan and the Heragul Captain. He strolled over to a pair of Colayth Guard marines. Each one stood as still as a statue. Their head and body was hid beneath several layers of metallic looking armor.

Leaning to his Krylan representative, the Captain spoke in his native tongue, “I have no communication with our ships. It may be possible they are jamming our communication.”

“I have no communication either,” the Krylan answered, “The ambassador is speaking in a Colayth Guard language to someone, but I do not fully understand this modern dialect. It sounds like he said 'historic enemy'”.

“Historic enemy?” the Captain asked.

“The Surakari!” the Krylan tried to hide his exclamation.

The Colayth Guard Ambassador spun on his feet and faced the Heragul delegation.

“We are under attack Captain. The Surakari are striking at our flanks.”

“My Captain wishes to return to his ship,” the Krylan stated, acting as translator.

“That won't possible. The attack has already begun.”

The Heragul Captain followed the hand of the Ambassador towards the window. Twinkling stars revealed the distant maneuvering of warships. Green Surakari beams stabbed at the darkness. Bright Heragul shells and blue Colayth Guard blasts answered the attacks. Explosions flashed from hits as if they were watching a crowd at a stadium taking pictures.

“How did they find us?” the Heragul captain muttered to himself.

Two weeks before the Surakari Invasion, A secretive branch of the Heragul military, called the Exterior Fleets, encountered a new alien race calling themselves the Colayth Guard. One encounter between the two races already turned violent. In order to prevent a two front war, the Heragul agreed to meet the Colayth Guard at a system they called Barin Se-Kar to discuss a peace treaty. However, the Surakari have learned about this meeting and intend to prevent it from being productive.

Starting Heragul / Colayth Guard Fleet

Heragul Frigate x 2 – 20 points

Heragul Tiger Shark x 1 – 11 Points

Colayth Guard Argyle Frigate x 1 – 12 points

Heragul Hunter Squadron x 3 – 9 points

Colayth Guard Larkin Squadron x 1 – 3 points
Warship Upgrade cards – 6 points

Total: 61 Points

Starting Surakari Forces

Surakari Frigate x 3 – 30 Points
Surakari Gun Boat x 1 – 14 Points
Surakari Interceptor Squadron x 4 – 12 points
Warship Upgrade Cards – 5 Points

Total : 61 Points

Objectives:

The winner is the first fleet to reach seven points or is the fleet with the most amount of points when the time limit is reached.

A point is scored for each warship destroyed or for every 12 fighter tokens destroyed.

Special Rules:

Escalating Respawn – This battle is only part of a much larger military action. When a warship is destroyed, a new warship, one class larger, will enter the battle on the following turn. See the chart below for the progression of this respawning. If the largest class is warship is destroyed, then it will not be replaced. When a new warship enters the battle, it will be escorted by four of its own fighter wings.

Surakari Progression

Frigate / Gun Boat => Destroyer => Battle Cruiser

When a Surakari Battle Cruiser enters the battle, it is escorted by a Pulsar as well as fighters. This extra warship is to offset the higher point costs of the Colayth Guard Reinforcements. Destroying the Pulsar does not earn the opposing player any points and it will not spawn a new warship.

Heragul Progression

Frigate / Tiger Shark => Destroyer => Battle Cruiser

Colayth Guard Progression

Argyle => Dryden => Oscoda