

Legends of Kalidasia: Exterion Fleets Assembly Instructions

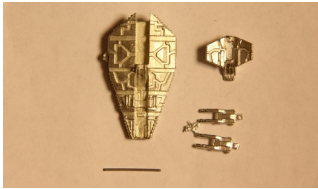
Box Contents

- One Argyle Hull, One Spire, One Sensor Wire, and Two Gun Turrets
- One 1" Flight Peg, Base and Flight Peg Topper

Assembly Instructions

Be sure to use proper safety equipment when assembling these figures such as safety goggles. Required tools include clippers, a file, hobby knife, and cyanoacrylate glue.

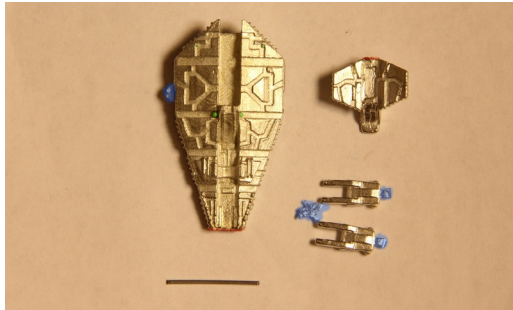
Step 1 – Verify Argyle Components



Step 2 – Clean and Prepare the Parts

The Argyle miniature should be washed in water and then flashing needs to be removed. In the image below, areas highlighted in blue represent common types of flashing. Sides of the miniature marked with a red line need to be filed smooth. The green areas are casting artifacts that can be removed with a sturdy flat metal tool such as tweezers. Do not use a hobby knife for this step as its blade is too fragile.

The gun barrels may need to be filed to ensure they are of equal diameter.



Step 3 – Assemble the Miniature

Assemble the miniature as shown in the image. To create the Sensor Spines, cut the sensor wire in half and use a pin vise to drill small holes into the front of the miniature. In a pin vise is not available, two part epoxy putty can be used to attach the sensor spines.

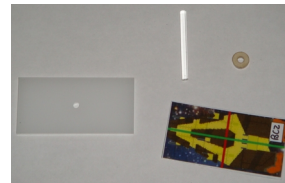


Base Assembly Instructions

Once the figure has been assembled and painted, they need to be attached to their flight base. It should be noted that depending on your method of figure storage, it may be recommended to not glue the figure to the flight base.

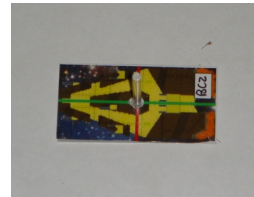
Assembling the Flight Bases

Each flight base contains a base, a flight peg, and a flight peg topper. The warship tokens are not included in this pack and can be found in the Exterion Fleets. The size of the bases will match the size of the game tokens. Battle Cruisers use the 1.5" flight peg and all other ships use the 1" flight peg. (Please note that figure images used here may not match the included figures)



Trim the token down to the size of the base and glue the token to the top of the base.

Punch a hole through the token so that the flight peg can be inserted into the base. The base of the flight peg might need to be filed a little bit in order to fit.



Slide the flight peg topper down the flight peg, but do not glue it in place.



If desired, glue the warship to the top of the flight peg.

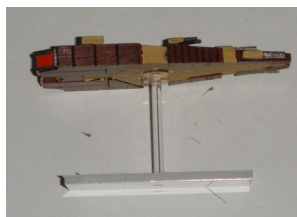


If the warship was glued to the flight peg, apply some glue to the warship around the flight peg and slide the flight peg topper up against the warship.

Contact Information

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An Argyle painted in the standard colors of the main line Colayth Guard Military.

Warships that are members of the *Arbiters of Justice* often have several of the armor panels painted in white shaded with a brown or copper color. The patterns of these stripes indicate the squadron to which the warship belongs.

Using the Sensor Spine Upgrade – Heroic Upgrade

Any Colayth Guard Argyle Attack Frigate can be upgraded with Gravitational Sensor Spines for three points. This allows Argyle's to call in precision FTL jumps as in the introduction story of the Exterior Fleets. Since this is Heroic Gear, all players must agree to its use before the game starts.

When using the Sensor Spines, one or more of the Colayth Guard warships start off the game board. During the Status phase, the Argyle can call in one or more of the Colayth Guard warships which are currently off the game board. Place an upside down token on the game board for each warship that will enter the battle that turn. This warship will enter the battle at the token's location at the end of the turn.

If all of the Argyles with the Sensor Spines are destroyed, any Colyath Guard warships that are still off the board or have upside down tokens can no longer enter the battle.

During the end phase, roll two dice for each token. The first die is the distance in inches the location will move and the second die is the direction the token will move. Consult the table below to determine which direction to the token will move.

Roll	Direction
1	Move the token directly away from an Argyle's current position
2	Move the token directly towards an Argyle's current position
3	Move the token to the right along a line perpendicular to the line from an Argyle to the token.
4	Move the token to the left along a line perpendicular to the line from an Argyle to the token.
5 - 6	Do not move the token at all.

After the token has been moved, replace the token with the warship's game token or miniature. The warship can be placed facing any direction and during the next turn it can act as normal.