Legends of Kalidasia – Flank Distraction

Heragul Squadron	Surakari Squadron
75 Point Planetary Defense Fleet	100 Point Planetary Attack Fleet

Deployment

[Image Goes Here]

The Surakari squadron deploys along the 72" side of the battlefield and they must spread out there warships as evenly as possible. Fighter wings are then distributed as evenly as possible between their warships and each one deploys within six inches of a warship.

The Heragul Squadron deploys at least 24" away from the nearest Surakari warship and the entire squadron must deploy within 12" of the first warship deployed.

Victory Conditions

At the end of the turn, the Surakari player will roll 2d6. If the total of the dice roll is less than the current turn plus the number of Surakari warships that have been destroyed, the Heragul squadron has claimed victory. If all of the Heragul Warships are either destroyed or retreating, then the Surakari player claims victory.

For each Heragul Warship destroyed, the Surakari earn a re-roll point. Re-Roll points can be used to re-roll either one or both of the dice from the check described above. These dice can be re-rolled as many times as the Surakari have Re-Roll points. Once a re-roll point has been spent, it cannot be used again.

Game play

This scenario follows the standard gameplay rules until the victory conditions above are met, with one addition:

Heragul Forced Retreat

Heragul warships that have had three systems crippled are considered to be retreating. For the purpose of this rule, an armor bank with all of its damage circles lost is considered to be a crippled system. Crippled critical systems also count as normal. During the movement phase and tracking phase, any retreating Heragul warship must move towards the Heragul board edge as fast as possible. The Heragul board edge is defined with the dashed beige line in the map above.