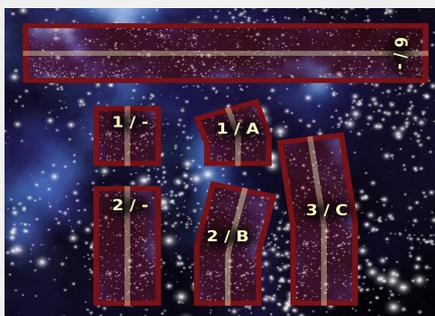


Template Movement Rules

Legends of Kalidasia: Heroes of the Heragul Supplement – 5/25/2017

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

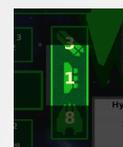
Except for the Cruise Maneuver, which has no primary or secondary action, each maneuver has an associated primary action and two secondary actions. During a warship's activation, it will spend engine points on its primary action

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.



