



Legends of Kalidasia: Heroes of the Heragul Errata and Clarifications

Current Game Version 2.1.2

New for January 2019

Important Rule Correction – Heroes of the Heragul pg. 19 - Near the bottom of the first column, the following line reads: “For each die rolled which is greater than the target’s critical value, a critical hit is generated.” This is incorrect as seen in most of my how to play videos. Any die which is greater than or equal to the target’s critical value will generate a critical hit.

Starting with June 2017, Legends of Kalidasia will be assigned a current game version number. This version number will increment based on changes to the game. The version number has three parts to it: A Major Version, A Supplement Version, and a balance version. The Major version increments when a brand new edition of the game is released. The second number, which is the supplement version will increment when a non-edition large scale change is made to the game. This will most often be the release of a new expansion. Finally, the last number will increment if a balance change was made or a minor addition was made to the rules.

Version Number	Date	Details
2.1.2	January 2019	Fixing an incorrect rule as written in the main rulebook.
2.1.1	April 2018	This update clarifies how certain damage situations are resolved.
2.1.0	May 2017	The new movement template rules were released. These rules replace those found in Heroes of the Heragul
2.0.2	March 2017	The decision about when fighter escorting must be declared was added to the initiative phase
2.0.1	January 2017	Devastating was removed from the Hydrus Stat Card
2.0.0	January 2017	Legends of Kalidasia: Heroes of the Heragul

During a Warship’s activation, if an escorting fighter becomes disrupted, usually because it took damage in a dogfight, the fighter is left at the point where it became disrupted. It does not complete its movement along with the Warship

Rulebook Updates

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On Pages 26 and 27 of Heroes of the Heragul, the scenarios do not state the exact size of the maps. Each of these maps is six feet by four feet. The squadrons deploy along the six foot edges.

The Heroes of the Heragul rulebook does not specifically when a fighter must decide if it is escorting a warship. At the end of the initiative phase, in reverse initiative order, each player will decide which fighters are escorting warships. If a fighter is contact with a friendly warship and it is not going to escort that warship this turn, move that fighter One inch away from the warship.

Rules Clarifications

Batteries that Cause Multiple Critical Hits and Damage Mitigation Upgrade Cards:

This entry clarifies how the Reinforced Armor and Reinforced SI upgrade cards interact with critical hits. For the Reinforced Armor card, the very first critical damage card drawn is ignored regardless of how many critical hits the battery inflicted. For the Reinforced SI card, all critical damage cards inflicted by the battery are drawn before the defender has to choose if they wish to use the Reinforced SI card.

Missiles and Engine/Thruster Points:

With the addition of the movement templates to Heroes of the Heragul, a strange situation can occur if a missile damage inflicts engine or thruster damage. To keep things simple, any engine or thruster critical damage inflicted by missiles at the start of a warship's movement will not affect this warship this turn. Other critical damage, including warship destruction, will take effect immediately though.

Unit Stat Card Updates

The Heavy Plasma Pulse Beam Battery for the Surakari Hydrus has the special ability of Devastating. What does it do?

Unfortunately, it does nothing. Devastating was a special ability that was used in early versions of Heroes of the Heragul, but it was removed before the game was released. This special ability should have been removed from the Hydrus stat card. As a bonus, there are only a small number of cards with this typo...consider it a collector's item.