

## [Kalidasia Fleet Commander]

Kalidasia Media Productions LLC's name comes from the fact my company was founded on the idea of telling the story of the Kalidasia universe across a variety of mediums. While the first such medium was Legends of Kalidasia, a tabletop miniatures game, it was never planned to be the only game. Kalidasia Fleet Commander not only fulfills the company goal stated above, but it also opens the story up to a new audience and tells a new aspect of the story. A squadron level space combat game also has some practical limitations in terms of game size. At best, a game of Legends of Kalidasia can only capture a small piece of planetary scale battles that will take place in the Albion Prefecture. On other other hand, Fleet Commander can handle the wide range of unique scenarios and objectives that Legends of Kalidasia excels at. My goal is that players will enjoy the strengths of both games and combine their experience together to create a more complete picture of the Kalidasia Universe.

## [Big Picture of Game]

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### The Story So Far...

While evidence exists that the first encounter with the Surakari occurred several centuries ago, the first official contact occurred when the Heragul Destroyer, the Quartex Six, was destroyed patrolling the edges of the Shadow Brook system. Several hours after the destroyer failed to check in, a small search party encountered additional Surakari forces and withdrew from the system.

The full scale invasion of the Heragul Empire began the next day. First it was three planetary systems, then six that fell under attack. All six would fall within two weeks and the largest engagement thus far in the war would soon begin.

Minex was one of the most important planetary systems in the Sarlet district from both a political and industrial perspective. The siege of Minex lasted for nearly three months and it was only saved thanks to the tactics of Captain Zar-X-Let. His Sarlet command battle group, along with Minex's fleets, broke the back of the Surakari at Minex Four, but not before crippling damage was done to the mining and industrial centers of the system. Though this battle was a victory for the Heragul, this

planetary system was reduced to a shell of its former self.

Following this siege, the Surakari expanded their invasion conquering over a dozen more planetary systems. As the Verlanda system fell, the Surakari climbed onto the door step of the Albion Economic Prefecture.

### The Heragul Empire



Heragul history and violence go hand in hand. Records from before interstellar empire period exist, but they often lack details, and in some cases, the various sources conflict with each other.

Archaeological investigations have revealed that the Heragul were once four distinct breeds and that over a few thousand years, the breeds merged into a single one. What is known about this period is that it was a time of frequent wars and several horrific genocides. The effects of this period still linger to the modern era in the form of limited institutionalized discrimination.

Once the Heragul took to space and formed their Empire, civil wars became rare and were often put down quickly. Still, warfare didn't escape the Heragul in space. Early in the formation of Empire, the Heragul conquered the Krylan and the Thaylex.

In the thirty thousand years since the complete formation of the Empire, the Heragul have dealt with a variety of minor violent threats, but they have never dealt with anything like the Surakari since the days of the Krylan and Thaylex wars. The alien's military and its ability to act as a unified force is unlike anything any living Heragul has seen. These effective tactics have given the aliens an edge in the early war.

### **The Surakari**

The Surakari were completely unknown to the Heragul until the start of their invasion, despite living on a planet just outside of the borders of the Empire. A series of bureaucratic decisions on the part of the Heragul allowed the Surakari to exist without being threatened by the Empire and the Surakari were even capable of stealing several key technologies from their neighbors.

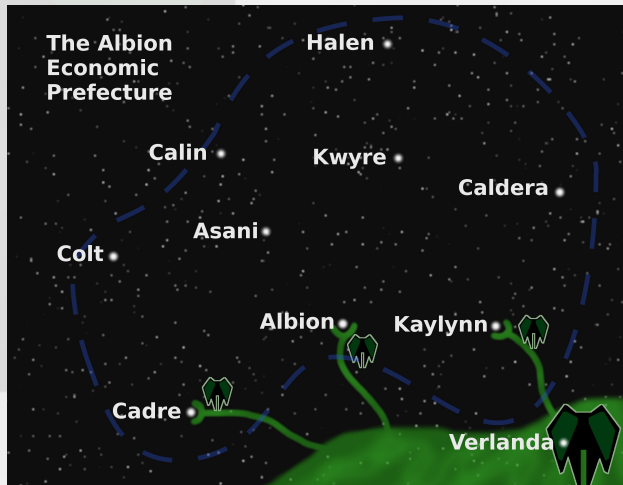
Even though the Surakari invasion has been occurring for six months, very little has been uncovered about the Surakari and their motives. Almost all of the information about the aliens come from several Krylan slaves who have been able to translate captured Surakari text. A handful of the invaders have been captured alive, but communication with them was not possible and lack of Surakari biological knowledge led to the captive's dying in Heragul custody.

Another big mystery related to the Surakari is the fate of the Heragul on conquered planets. Heragul military intelligence have yet to penetrate the shadow falling over the Sarlet district of the Empire. Only time will tell if the citizens left behind have been enslaved, imprisoned, or exterminated.

### **The Albion Economic Prefecture and Operation Octavius**

The Heragul Empire is divided into seven different political districts with each district having its own set of

laws. Within each district, individual planetary systems can them implement their own laws on top of the district and Empire laws. This has created a complex regulatory situation where it can be difficult for planet scale businesses to expand to other planetary systems.



One solution to this situation was the Albion Economic Prefecture. The prefecture is not a legal political entity as it is simply a contract between nine planetary systems to adopt the same set of economic laws. For several hundred years, this contract simply remained an economic one.

Then came the day when the Verlanda system was invaded by the Surakari. The Governors of the Albion Prefecture had watched the inability of the individual Heragul fleets to fend off the invaders and the limited response by the higher level governments to enter the war. In response, the Octavius plan was created. Octavius is a mutual defense pact between the planetary systems of the Albion Prefecture. Fleets from the systems further from the front line will come to the aid of the front line systems when one is attacked.

However, no plan ever survives contact with the enemy. A simultaneous invasion of Albion, Cadre, and Kaylynn has made it much more difficult to execute Operation Octavius. The siege of Albion has begun.

### How to Use These Rules

The rules for Kalidasia Fleet Commander and laid out to help you play through the game from start to finish. Various rules and unit stats are explained as their needed throughout the turn. Occasionally, one section of the rules will reference another section. When this happens, the section being referenced will be in *italic bold font*.

Some of these references will be followed by a page number where the term is defined(pg XX), but all of these terms can be found in the index at the back of the rulebook.

Light gray boxes will contain some suggestions on playing your first game. These boxes will recommend certain unit and card choices, as well as expectations for the first time player in order to get you into the game quickly.

Light blue boxes feature a concrete example how the rules are applied to a specific in game situation. Reading these boxes will help clarify the actual rule text.

The final piece of these rules are quotes by characters from the Kalidasia Universe.

*“These quotes are in bold italic and are used to justify the rules from a story perspective. The quotes themselves are not actually rules though.”*

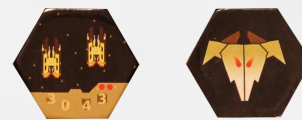
### Game Components

Kalidasia Fleet Commander contains a variety of different components in its box. These items are listed below, but the details of how they are used are explained as they are needed in the rules.

#### The Orbital Board

[Picture of Board]

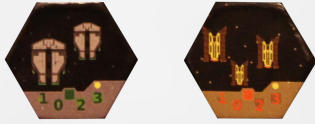
#### Heragul Unit Tokens[XX]



#### Surakari Unit Tokens[XX]



#### Convoy Tokens[XX Each]



**Decoy Units[XX Each]**



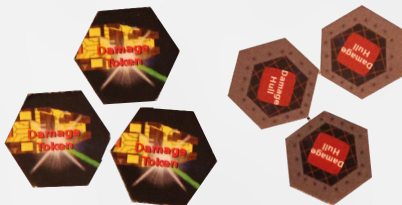
**Heragul Command Cards[XX]**



**Surakari Command Cards[XX]**



**Damage Tokens**



**Time Tokens**



**Retreat Tokens**

[Picture]

**Resource Tokens**



**Planet Cards**

[Picture]

**Planet Reference Cards**

[Picture]

**Quick Reference Cards**

[Picture]

**Dice**

[Picture]

**Double Sided Faction Token**

[Picture]

**Scoring Token**

[Picture]

**Setting up the Game**

To setup Kalidasia Fleet Commander, start by unfolding the orbital board and laying it out on the table. One player will take the role of playing the Surakari invaders

and the other player will take control of the Heragul defenders. If the players cannot agree on which role each one will take, one player will flip the **Double Sided Faction Token**(pg XX) to determine the role they will play.

### Using the Surakari as the Defenders

The current story of the Kalidasia Universe always has the Surakari as the attacking fleet and the selection of *Command Cards*(pg XX) available reflects this setup. However, the Surakari can be used in a defensive role if the players choose. If the players cannot decide who play will the defender after both players have selected their faction, flip the **Doubled Side Faction Token** to determine the defending faction.

For your first game, the Heragul fleet should be the defending fleet.

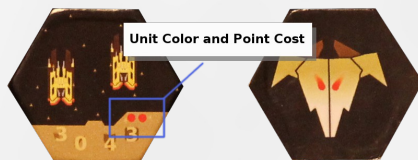
### Choosing a Planet

After selecting their roles, each player needs to decide on the planet being attacked. Place each of the available *Planet Reference Sheets*(pg XX) planet side down in a pile, shuffle the pile and draw the top reference sheet.

For your first game, use the planet Kaylynn Six as it does not have any special rules that affect game play.

### Building the Defending Fleet

The defending player needs to build their fleet. On the art work side of a unit token, there are a number of colored circles on the right hand side of the token. The number of circles indicates how many points that unit is worth and the color of the circles also indicates the color of the unit.



Each planet specifies the size of the defending fleet in terms of points.

[Show picture from Planet Reference Sheet]

The defending player selects a number of units such that the total of their points is equal to total indicated by the planet. The one exception is that the defending player may only have one unit with blue point circles. Blue units represent warships that command planetary fleets. **Convoy Units** are never included in a defending player's fleet. They are added to the battle as the game progresses.

For your first game on the planet Kaylynn Six, the defender should use the following units: See pg XX for unit identification.

1 Battlecruiser(2 Blue Points), 4 Destroyers(2 Red Points each), 1 Tiger Shark(2 Red Points), 1 Seeking Missile Destroyer(2 Yellow Points), 2 Anti-Fighter Frigates(1 Yellow Point each), 8 Hammerhead Frigates(1 Green Point each).

[Possible Image if room]

For every six points, rounded down, of the defender's fleet, the defender can include one **Decoy Token**.

### Building the Invading Fleet

The Invading Player does not build a fleet. Their units are added to the game as turns pass. However, an invading player can only use a single blue unit during a game.

### Planet Specific Rules

Some of the planets may have special rules which affect the standard rules for fleet building and game play. These planet rules override any conflicting rules in this book.

### Command Card Hands

Each player needs to build a hand of **Command Cards**(pg XX). From their entire collection, each player selects only eight of the cards. If a Command Card has an **Attribute**(pg XX) of Unique, only one copy of that card may be included in a player's hand.

[Example of the Unique Attribute]

For your first game, the Heragul Defender should take the following Command Cards:

Hunter Squadron x 2, Attack Cruiser Squadron, Retreat, Recon Probe, Armor Piercing, Burn the Fuel Reserves,

### Concentrate Fire

The Surakari invader should take the following Command Cards:  
Interceptor Squadron X 2, Scout Squadron, Retreat, Recon Probe, Overcharged Pulse Beams, Flank Attack, Strike Squadron

## Setting up the Orbital Board and Planet Reference Sheet

The *scoring marker* is placed on the start location of the planet reference sheet's scoring track and the defender places an unused face down unit token on each of the convoy spaces on the planet reference card. A resource token is placed on each of the empty resource locations.

[Picture of Completed Reference Card]

There are several steps to setting up the orbital board. The defending player locates the *planet card* matching the selected Planet Reference Sheet and places it in the center region of the board. This center region is called the *Planet Region* and is important during the *Scoring Phase(pg XX)*. The six regions around the edge of the board, with time counter icons, are *Jump Regions*. There are limitations to the types of *actions(pg XX)* that can be played in *Jump Regions*.

First the Invader can perform up to four *Reinforcement Actions(pg XX)*. The Defending player scores points as normal for these actions. See *Scoring(pg XX)* for details on how to record points. These squadrons will lose a time token as normal during the first turn.

Defending units and their *Decoys* are placed faction side up in the planet region and in the four adjacent regions.

[Picture of the Completed Board]

When a unit token is faction side, it is considered to be hidden. When the token is stat side face up, it is considered to be revealed. *Revealing* a unit token means flipping the token so its stat side is face up.

Some *Command Cards* have the *static(pg XX)* attribute. These cards are placed face up next to the board and their effects take place immediately.

[Example of the Stardocks Command Card]

The game is ready to start.

## Victory Conditions

In Fleet Commander, the invading player and defending player have different victory conditions.

The defender is attempting to score a number of points based on the planet being fought over. The invading player's goal is to blockade the planet and destroy all of the resource tokens on the planet reference sheet. The details of how these victory conditions are accomplished can be found in the *Scoring(pg XX)* rules.

It is important to note that neither player can win the game by destroying the enemy fleet. The defender does not have the fleet size to destroy the invader and the invader does not have the time to destroy the defender.

The invader will win if they are able to control the game, and the defending player will win if they can force the invader to fight unfavorable battles.

## Playing the Game

Kalidasia Fleet Commander is played in a series of turns. During each turn, players will alternate taking actions until each player has taken four options.

At the start of each turn, before either player takes an action, remove a *time token* from each *in transit(pg XX)* unit or squadron. If that unit or squadron no longer has any time tokens next to it, it is no longer *in transit*.

[Example of this process]

Throughout these rules, some of the rules may not make full sense until you have read further along in the rules.

Normally, the invading player takes the first action each turn. When a player takes an action, they choose only one of the actions listed below. A player may choose the same action more than once per turn.

During the explanation of these actions, the active player is the player performing the action.

## ACTION - Activate Region

The active player selects a region on the board. As long as the region contains no enemy units, all units revealed units that are not retreating become hidden and any units

friendly to the player in the region are immediately **rallied**. Afterward, that player can then move units into that region according to the **Movement** Rules.

### Rallying Units

When a unit is rallied, remove the **retreat token** affecting the unit. A unit that does not have a retreat token is not affected by a rally.

### Moving Units

When a region is activated, units in an adjacent or diagonal region, which are controlled by the active player may move into the active region. There are several restrictions to this movement as listed below

- Units that are **In Transit**(pg XX) may never move.
- Units that are **Retreating**(pg XX) may not move into a region containing enemy units.  
**Retreating Units** which belong to the **defender** can only move closer to the planet region, while **Retreating** invading units can only move closer to the nearest jump region. When an **Inbound Convoy Unit**(pg xx) retreats, it, along with up to three friendly units must move to a region that is further away from the planet region. If all legal retreat regions contain enemy units, the retreating units must move to the region with the fewest number of enemy units.
- Unless a **Jump Region**(pg XX) contains a friendly **Convoy Unit**(pg XX), defending units may not enter the region. Defending **Convoy Units** may always enter a **Jump Region** as long as the move does not violate the additional rules listed below.
- When a unit leaves a region containing an enemy unit, it cannot move into a region containing enemy unit.
- A unit cannot leave a region if the opposing player has more units in that region than the active player unless the opposing player allows the unit to leave.
- When moving units to the **active region**, they move one unit at a time instead of as group. This is important considering the restriction above.

[Movement Example]

### ACTION - Command Card Pickup

The active player selects a single **inactive Command Card**(pg XX) and adds it to their Command Card Hand.

### ACTION - Play a Command Card with the Action Attribute

Some **Command Cards**(pg XX) can provide an additional action option. See the rules section of **Command Cards** for the details on this process.

If you are using the suggested Command Cards for your first game, each player should have a Recon Probe Command Card. This card is an example of a command card that provides an additional action option.

### ACTION - Reinforcement Squadron – Invader Only

The attacker selects four points of units from their units and deploys the units as hidden unit to one of the **Jump Regions** on the board. A **Decoy Unit** may also be included with this squadron. Each **Jump Region** has a number of **Time Token Icons** in it. Place a number of **Time Tokens** next to the new squadron. This new squadron is **In Transit**. Each time the Invader Player takes this action, the defender will score one point. See **Scoring**(pg XX) for details. A reinforcement squadron cannot be placed in a **Jump Region** region already containing friendly units.

[Example of the Reinforcement Action]

During your first game, the invading player will quickly notice that this action may be the only valid action they can do on the first few turns. It is important to note that too many reinforcement squadrons early on can quickly rack up points for the defender.

### ACTION - Pass

A player can choose to pass and perform no action. This action is lost and it cannot be used later.

### ACTION - Call for an Inbound Convoy – Defender Only

**“The Surakari think they can cut us off from our Empire? We will break through their lines with the**

### ***might of the Heragul!”***

This action can only be made once per turn. The defending player has a limited number of reinforcement convoys that can be called in. The number of convoys available are represented by the face down unit tokens on the planet reference sheet. This action can not be taken on the first turn of the game.

[Picture of the Face Down Tokens]

In order to use this action, there must be at least one unused reinforcement token and an available friendly Convoy Unit token.

Remove the reinforcement token from the planet reference sheet. The defender builds a squadron consisting of a Convoy unit and three points of new units. A blue unit may not be part of one of these squadrons. A **Decoy** may also be included with this squadron.

Place this squadron in any *Jump Region* not containing and enemy unit. Ignore the normal time token value of that region and place two time tokens on the squadron. This squadron is *in transit*. In addition providing additional units, Convoys can score the defender additional points. See *Scoring(pg XX)* for details on the *Convoy Units*.

[Show Example of Deploying a Convoy]

### **ACTION - Launch Outbound Convoy – Defender Only**

***“Other planets are counting on our food production to keep from going hungry. We are not going to let some aliens get in the way.” ~Sy-Lee-Len, Owner of Cadre Four's Food Shipment Industry.***

Once per turn, as long as a friendly Convoy Unit Token is available, the defender can choose to launch an export convoy. This is a special type of action and it must be the first action performed during the turn. In addition, this action cannot be taken on the first turn.

The defender places a hidden Convoy token on the planet region of the board and places a single time token on it. This unit is *In Transit* to represent the convoy being assembled. Once it is no longer *In Transit*, the unit can act as normal. Outbound Convoys can score the defender additional points. See *Scoring(pg XX)* for details on *Convoy Units(pg XX)*.

[Example of Deploying an Outbound Convoy]

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After all actions are completed, any **retreating** defending units which are in the planet region are rallied. Any invading units in a jump region which are **retreating** are also rallied.

### **Combat**

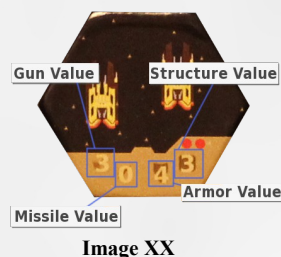
After each player has performed all of the actions, any active combats will need to be resolved. Combat will occur in any region containing both Invading and Defending Units. A separate combat will be fought for each region containing units from both players.

In the region where the battle is taking place, each player has four units.

Combat in Kalidasia Fleet Commander is probably the most difficult section of the game to grasp. Before starting your first game, it would be a good idea to take a few Heragul and Surakari units and run a few simulated battles to get a better understanding of combat tactics.

### **Unit Stats**

Combat is where the various numbers on a unit token come into play. Image XX(pg XX) shows the what the various numbers mean.



### **Unit Special Abilities**

Some of the units have special abilities which give them advantages in combat. Table XX(pg XX) shows the various special ability icons and their names. The details of each special ability is explained when it is used.

Anti – Missile[Image]

Anti-Fighter[Image]



Command[Image]	Convoy Unit[Image]
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Table XX

Each combat is resolved by following several steps.

First, all units in the region are revealed.

Next the players determine which units can participate in the battle. Units that are *In Transit* cannot participate in the combat. Units that are *Retreating* will only participate if both players agree that the *Retreating* units will be in the combat or if all the units belonging to one player in the region are *Retreating*. If *Retreating* Units are participating, *Rally(pg XX)* those units.

[Example of Revealing the Units]

Each player then selects their *Command Cards* with the *Combat attribute(pg XX)* to be used in the fight and places them face down. A player may always play a single *Command Card*. For each unit in the combat with the *Command Ability*, that player may select one additional *Command Card*. These cards are placed face down next to the battle. After both players have chosen their cards, all *Command Cards* are revealed at the same time. In general, two *Command Cards* with the same name cannot be played in a single battle, but see the section on *Command Cards(pg XX)* for details.

In this fight, the Surakari player selected the Interceptor Strike Squadron Command Card while the Heragul player selected the Armor Piercing and Attack Cruiser Squadron cards. The Tiger Shark has the Command Ability, allowing the Heragul player to play a Second Command Card

After the *Command Cards* are revealed, any unit with the *Anti-Fighter* special ability will be able to attack. Each player rolls a die for each *Anti-Fighter* unit in combat region. For each 4+ rolled, they may select an enemy *Command Card* with the *fighter* attribute and move it to that player's *Inactive Pile(pg XX)*. Units that make this attack, may still attack as normal later on in the combat.

Included with the Heragul fleet is an Anti-Fighter Frigate with the Anti-Fighter Ability. The Heragul player rolls a single die with a result of five. Since this roll is a success, the Surakari's Interceptor Strike Squadron card is moved to their inactive pile and does not have any further effect on the battle.

Starting with the Invading Player, each player attacks

with all of the units in the region. The player making the attack is the 'attacking player', while the player being attacked is the 'target player'. As attacks inflict damage, the target player builds a pool of damage tokens next to the combat region. Place these tokens such that the side which reads "Damage Token" is face up.

Attacks are made in two steps: Missile attacks followed by Gun Attacks.

The attacking player rolls a number of dice equal to the total of missile value of all of their units in the combat region. These dice are referred to as 'missile dice'. If the target player has an *anti-missile* unit in the combat, then for each 5+ rolled, the target player will suffer a point of damage. If the target player does not have an *anti-missile* unit in the combat, each 3+ rolled will inflict a point of damage against the target player.

The Heragul Fleet has a single missile attack. Its controller rolls a 3, scoring a point of damage on the Surakari fleet.

Next, the attacking player counts up the gun total of all of their ships in the combat region and rolls that many dice. For each 4+ rolled, the target player suffers a point of damage.

Adding up the totals of all their gun values, the Heragul fleet has seven gun dice. Rolling these dice, the Heragul player scores a 6,5,5,4,3,3,2. In addition, the Attack Cruiser Command Card gives the Heragul two special gun dice, which roll a 5 and 1. A total of five damage is inflicted on the Surakari.

Special situations, such as *Command Cards*, may allow a player to make additional missile and gun attacks. Once the invading player has made their attacks, the defending player becomes the attacking player and returns fire.

### Assigning Damage

After each player makes their attacks, they should have a pool of damage next to their units. This damage must be assigned to their units.

Each player assigns damage to their units in a series of *sequences(pg XX)*. Each Combat, the first time a unit is assigned damage, it will be assigned a number of points of damage equal to its structure value. If a unit is assigned damage more than once during a combat, it is only assigned one additional point of damage for each additional time it is assigned damage. For each point of damage assigned to a unit, move one damage token from

the damage pool and place it face down next to the unit.

### The Damage Sequence

During a damage sequence, units are assigned damage in the following order:

- 1) Green Unit
- 2) Green Unit
- 3) Red Unit
- 4) Green Unit
- 5) Green Unit
- 6) Red Unit
- 7) Blue Unit

The player selects a unit in the combat region of the indicated color and assigns damage to it. No unit can be assigned damage more than once during a given sequence. If damage remains after a sequence is completed, repeat the damage assignment process with a new sequence.

[Assigning Damage Example]

### Yellow Units

***“Keep the Missile Destroyers away from the Surakari warships! We need their support for as long as possible!”***

Yellow units have special rules for damage assignment. The player assigning damage may choose to assign damage to a yellow unit instead of another unit in the sequence above. Like other units, a yellow unit may not be assigned damage more than once during a sequence.

At the end of a sequence, if there are damage points left to assign, the opposing player(not the player assigning the damage) may assign damage to a single yellow unit of their choosing before a new sequence is started.

If a player's units in the combat region only consist of yellow units, treat these units as green units for purposes of damage assignment.

### Armor Rolls

After all damage assignment is complete, each unit assigned damage will make an armor roll. That unit rolls a number of dice equal to its **Armor Value(pg XX)**. For each five or six rolled, discard one face down damage token. Armor rolls cannot remove face up

damage tokens from a unit. Once a unit has made its armor roll, flip over all remaining face down damage tokens and place them on the unit.

[Armor Rolls Example]

### Critical Damage

Some special rules may cause critical damage to occur. If the player assigning damage has critical damage to assign, the first point of damage assigned will be one of the points of the critical. Additional damage to that warship during the sequence will be normal damage unless only critical damage remains. When critical damage is placed on a unit, the damage token is placed face up. **Armor Rolls(pg XX)** cannot reduce critical damage.

[Critical Damage Example]

### Unit Destruction

At the end of a combat action, if a unit has a number of face up damage tokens equal to or greater than its **Structure Value(pg XX)**, that unit is destroyed and removed from the game. Defending units that are destroyed and removed from and most will not return to the game. Destroyed invading units will return to the invader's unit pool and can return through future reinforcement actions.

[Unit Destruction Example]

In the scoring section, you will see why it is important for the Defender to engage in combat, but it is important for the Defender to only fight battles they can win. Throwing away units is generally not a good strategy for the defender.

### Retreating

After each player has removed their destroyed units from the battle, each player rolls a number of dice equal to the number of friendly units remaining in the combat region. Units with the **Convoy** special rule do not add a dice to this pool. A player's pool of dice is called their **Retreat Pool**. As a bonus, the player which destroyed more units add one additional die to their pool. Both players roll all of the dice in their **Retreat Pool**.

Consult Table XX(pg XX) to determine how many points the roll generates:

Roll	Points Generated
4 to 5	1
6	2

Table XX

If one player's point total is less than the other, then that player will retreat from the battle. If both player's point totals are equal, then no retreat will occur.

[Retreat Example]

### Defender Retreating

If the combat action occurred in the *Planet Region*, Defending units will never retreat. If the combat action occurred elsewhere, mark the defending units as **retreating** by placing a **retreat token** next to their tokens. Immediately move all of the defending units in the combat region one region closer to the *Planet Region*.

### Invader Retreating

If the invader retreats, place a **retreat token** next to the units that are retreating. Immediately move the attacking units one region closer to the nearest jump region. If the combat occurred in a jump region, the defender may choose to move their units into an adjacent region which does not contain invading units. If this option is chosen by the defender, the invading player's units are still marked as retreating.

At the end of the combat action, if the Invader retreats or all of their units are destroyed in the combat, the defending player scores a point. See **Scoring(pg XX)**. If either player destroyed an enemy **blue unit**, they also score a point.

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### Scoring

During your first game, you will notice that the defending player will likely rack up quite a few points during the first few turns of the game. As the invader, this may seem frustrating, but the rate of their point accumulation will significantly slow after the first few turns of the game.

Various events throughout the turn will cause players to accumulate points. Scoring is recorded on the track on the top of the *Planet Reference Sheet(pg XX)*.

For each point the defender earns, move the **score**

**tracker** one position to the right(clockwise on some reference sheets). For each point the invader scores, move the score tracker one position to the left(counter-clockwise on some reference sheets). If the defending player and invading player score a point at the same time, such as they both destroy a blue unit in one battle, apply the invading point first before applying the defending player's point.

### Defender Victory Conditions

If at any point, the score tracker reaches the victory position, the defender wins the game. They have held out long enough for a friendly reinforcement fleet to arrive.

### Invader Victory Conditions

If all of the planet's **Resource Tokens** are destroyed(pg XX), the invader wins the game.

### End of the Turn Scoring

In addition to events during the turn, points can also be earned at the end of the turn. Check for the following conditions and apply the points accordingly. Apply all points earned by the Invader before applying Defender points.

### Invader Scoring

For each **Convoy Unit destroyed** during the turn, the Invader scores two points.

### Blockading the Planet

***“The Surakari only have a partial blockade in place and we have already been forced into rationing food and water.” ~All-Ti-Lee, Planetary Governor of Albion 8.***

The main objective of the invader is to blockade the planet and degrade the military, economic, and political power of the Heragul. This is accomplished in two different ways.

### Uncontested Units

If the Invader has units in a region, but the Defender does not, those Invading units are uncontested.

### Controlling the Corridors

The orbital board is divided into four corridors, as

shown in Image XX. Each corridor is divided into an inside arc composed of one region and an outside arc composed of two regions. If the invader has uncontested units in either the inside region, or both of the outside regions, they are blockading that corridor.

For each corridor blockaded, the attacker scores one point.

[Example of Controlling a Corridor]

### Destroying Resource Tokens

Resource tokens can be destroyed in two different ways.

If the Invading player is blockading at least three corridors, a resource token is destroyed.

If at the end of the turn, if the Invading player has more units in the planet region than the Defender, a resource token is destroyed. In this case, the Invading player also scores a point.

Only one resource token per turn can be destroyed, regardless of the number of ways the invader is able to destroy one in a given turn.

When a resource token is destroyed, the defender selects a resource token on the planet reference sheet and discards it.

[Destroying Resource Token Example]

### Defender Scoring

- 1) The Defender always scores one point at the end of the turn
- 2) If an inbound **Convoy Unit** is in the **Planet Region**, and there are no Invading units in the planet region, the defender scores one point. Remove the **Convoy Unit**.
- 3) If an outbound **Convoy Unit** is in a jump region that contains no Invading units, the defender scores one point. Remove the **Convoy Unit**. In transit Invading Units are not considered for blocking the **Convoy Unit**.

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### End of the Turn

At the end of the turn, if neither player has completed their victory conditions, the game continues with a new turn using the rules on page XX.

### Command Cards



**Command Cards** are powerful abilities the players can use to swing the balance of the fight in their favor. The effects of each command card are described in the text of the **Command Card**. Many of these cards have rules which alter the main rules. In these cases, the **Command Card** rules override the rules found in this book.

For the most part, when a **Command Card** is played, it is moved from the player's hand to their inactive Command Pile. **Command Cards** in a player's inactive pile cannot be played until an action causes them to be returned to the player's hand.

**Command Cards** are played at a variety of different times during the game and between the card's text and **Attributes(pg XX)** to determine when the card can be played.

### Command Card Attributes

Below the text of the **Command Card** is a list of **Card Attributes**. These attributes tell when the card can be played and other information about the card. The details of the attributes can be found in Table XX(pg XX).

Attribute Name	Description
Combat	This command card can be played during a battle as described in the combat rules(pg XX)
Unique	When a player builds their Command Card Hand, only a single copy of each card with this attribute can be included in their hand. [Add Example]

Static	Static cards are revealed after the defender has finished deploying his units. These cards remain face up next to the orbital board for the entire game unless an event causes them to be removed from the game. Static cards are never placed in one's inactive pile regardless of how many times their effects are applied.
Action	This Command Card is played as one of the player's actions for the turn.
Multiple	During a battle, more than one command card with this card's name may be played. [Add Example]
Specific	This Command Card has to be played at a specific time as listed in its text.
Fragile	At the end of the turn, if the invading player has more units in the planet region then the

	defending player, this Command Card no longer has any effect on the game and it is discarded from the game.
One Time Use	When this Command Card is used, instead of placing it in the inactive pile, it is removed from the game all together.
Fighter	This Command Card is a fighter card can be affected by the anti fighter special ability.

Table XX

### Adjusting for Player Skill Level

If you find that one player is having difficulty winning the game on a certain planet, it is easy to make adjustments to the game balance. To give the defender an edge, start the score tracker at one or two points instead of zero. To adjust the game in favor of the invaders, make several of the initial reinforcement squadrons not score any points for the defender.