



Legends of Kalidasia Version 1.1 Update

Legends of Kalidasia: Rise of the Surakari was released on August 13th 2010 and since then, I have received quite a bit of feedback on the game. Fortunately, most of the feedback has been very positive. The only real recommendation I have received is to make the game more destructive and violent. As a result, I play tested a number of small changes to the rules to make Legends of Kalidasia more devastating and faster playing. I've compiled the accepted rule changes as well as the explanation for the changes in this document.

1) Remove the Section About Active Armor Restoration During the Status Phase

During the initial development of Legends of Kalidasia. Active armor served two different purposes. In some of the play tests it allowed armor banks to be restored. In other versions it allowed damaged to be transferred between banks. Obviously, the final rules contained the restoration version. The problem was that if a player used different tactics then the play test group, the game could really be drawn out. As a result, the role of Active Armor has been changed. It is explained in the next section under Warship Damage.

2) Replace the Section 'Attacking Warships' on Page 19 with the Following Two Sections:

Attacking Warships

Any weapon with a numeric damage value can damage a warship. Weapons with a damage value of 'F' are too weak to affect warships. The first time each turn that a unit attacks a warship, the target warship selects which armor bank will take the damage. The attacker rolls the attack dice for the weapon battery and sums of the damage of each attack that hit. Consult Table 2(pg 20) to determine which attacks hit. Apply any additional damage bonuses to the attack(such as weapon type bonuses). Cross off one circle from from the target's armor bank for each point of damage inflicted. Cross off the circles in a left to right, top to bottom fashion. If all the circles in an armor bank have been crossed off, then each additional point of damage will inflict a critical hit(pg 20). An armor bank can never have its value reduced below zero. Every time a red circle of an armor bank row is crossed off, the ship will suffer a critical hit(pg 20). If a unit fires multiple batteries at a single target in a one turn, all of the damage will be applied to the same armor bank that the target originally chose for the first battery. If a different unit fires at the target, then the controller may choose a new armor bank to take the damage.

Active Armor

All warships in Legends of Kalidasia have active armor. Prior to rolling an attack roll, the target of the attack may spend a reactor point to apply the damage to a different armor bank then the one that was originally selected. Any additional attacks from the attacker this turn will be applied to the new armor bank. This ability can be used multiple times in one turn.

These two changes bring back the alternate method of Active Armor that was used in the development of Legends of Kalidasia. The reason for this change was to make ships be more fragile.

3) Add the Following Section to Page 21:

Fighter Shield

When a fighter wing takes damage from an enemy attack action, a friendly fighter wing which is in contact with the targeted fighter may take the damage instead. If the substituted fighter wing is destroyed by the attack, any excess damage must be applied to the original target.

The Heragul Attack Cruisers have always seemed to be a little weak. This ability will help make them a little stronger. It will also improve the performance of any future “Bomber” class fighters.

4) Replace the Section About Precision Attacks on Page 21 with this Text:

Precision Attacks

Some Fighter weapons have the ability to make precision attacks. Precision attacks are a way for fighters to be a threat to warships. Using their maneuverability, they dive in close to the hulls of warships and target critical components like weapons, engines, and electrical conduits. In order to make a precision attack, the fighter must be fully aligned to the target warship. A fully aligned fighter wing either has one of it's sides completely in contact with an enemy unit or one of the side's of the enemy unit is completely in contact with the fighter wing.

If a fighter wing makes a precision attack, then it may not make any other attacks this turn. The entire wing must participate in the precision attack. Roll a single die for the attacking wing and consult Table 4(pg 21) for the result.

Success Result	Fail Result	Armor Damage
5+	1	1

Table 4

If the roll of the die is greater than or equal to the Success Result, then the precision attack has succeeded. Choose a non-structure critical system on the target warship which has at least one damage circle not crossed off and apply one damage to that system. Also, as a result of the success, the target warship must take damage to one of its armor banks equal to the Armor Damage value of the attack. This armor damage could potentially cause additional normal critical hits.

If the roll of the die is less than or equal to the Fail Result, then the fighter wing involved in the attack takes one point of damage from the warship's point defense systems. No damage is applied to the target in this case.

Any other roll of the die results in no effect on either the attackers or the target.

Precision attacks were a tricky subject for play testing. First, they were too powerful and then they were too weak. The small changes above make Precision attacks more powerful and more useful. One important note is that you simply cannot stop a precision attack by basing an enemy fighter. The only way to stop them now is to use the Escort Rule below.

5) Fighters Can Now Escort Capital Warships

When a warship moves during the warship movement phase, any friendly fighter wing which is fully aligned with the warship at the start of its move may perform an escort move as long as the distance that the warship moves is less then or equal to the movement value of the fighter wing. After the warship finishes its movement, place all escorting fighter wings fully aligned to the warship.

During the fighter movement phase, if an enemy fighter attempts to fully align itself with a warship being escorted, an escorting fighter wing may make a free move to position itself between the enemy fighter wing and the target warship.

The escorting fighter will remain fully aligned to the warship and the enemy fighter wing will be fully aligned to the escorting fighter wing such that it is not in contact with the warship. Each escorting fighter wing may only make one free move per turn.

If a missile has sufficient movement to reach a warship, but there is not enough room to fully align the missile because an escorting fighter wing is in the way, fully align the missile to the side of the fighter wing which is opposite the side in contact with the warship. The missile will still explode and damage the target warship as if was fully aligned to the side of the warship to which the escorting fighter is fully aligned.

This rule was introduced to add more tactical choice into the game. Also, with precision attacks be made slightly more powerful, there needed to be some way that they could be countered.

6) Replace the Attack Phase Sections on Page 22 with the following two sections:

Fighter Attack Phase

During the fighter attack phase, all fighter wings will execute their attacks. In initiative order, players activate all of their fighter wings one at a time, declaring and resolving their attacks. After their fighters have attacked, players attack with all warship weapons with damage type 'F'. Once all the attacks have been completed, play continues with the next player in order. A fighter wing can either make a precision attack or a normal attack. It cannot make both. Damage does not take effect until every player's fighter wings have made their attacks.

Warship Attack Phase

In initiative order, players select a single warship and make all attacks with that warship using its weapons with a numerical damage type. Play continues in this fashion until all warships that want to make an attack have attacked. Since space combat occurs in real time, any damage inflicted this turn will not take effect until the end of the phase.

The main reason for this change was to give Warships a chance to shoot down enemy missiles. Under the old rules, a clever player would fire their missile based warships last, making it difficult for the missiles to be intercepted. That loop hole has been closed with these changes.

7) The Following Card Text Needs to be Changed:

Under rules version 1.1, the text of the **Damage Control Team** should read:

“During the Status Phase, this warship can remove a single point of damage from any of its armor banks”

Under rules version 1.1, the text of the **Damage Response Team** should read:

“During the Status Phase, this warship may remove a single point of damage from any of its armor banks. In addition, once per turn, after rolling a critical hit result, this warship may choose to apply the critical hit to the warship's structure instead of the result shown on the die.”

These changes needed to be made in order to make the cards have a purpose in version 1.1 of the rules.

That's all the changes to Legends of Kalidasia. While most of the changes are small, as a whole, they really improve game play. I enjoy playing this version of Legends of Kalidasia much more than the previous version, so hopefully I won't need to be making any more changes to the existing rules.