



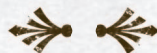
LIEUTENANT'S MANUAL





AN ALTERNATE HISTORY GAME OF AIR FLEET BATTLES

Leviathans simulates combat between warships that have taken to the air in an alternate history 1910. The king leviathans, battleships, are the largest vessels. Maneuvering in support are light cruisers, destroyers and other vessels. Will you captain your fleet for king and country, expanding your nation's power and becoming legend? Or will you fall from the sky, forgotten? You determine the outcome!



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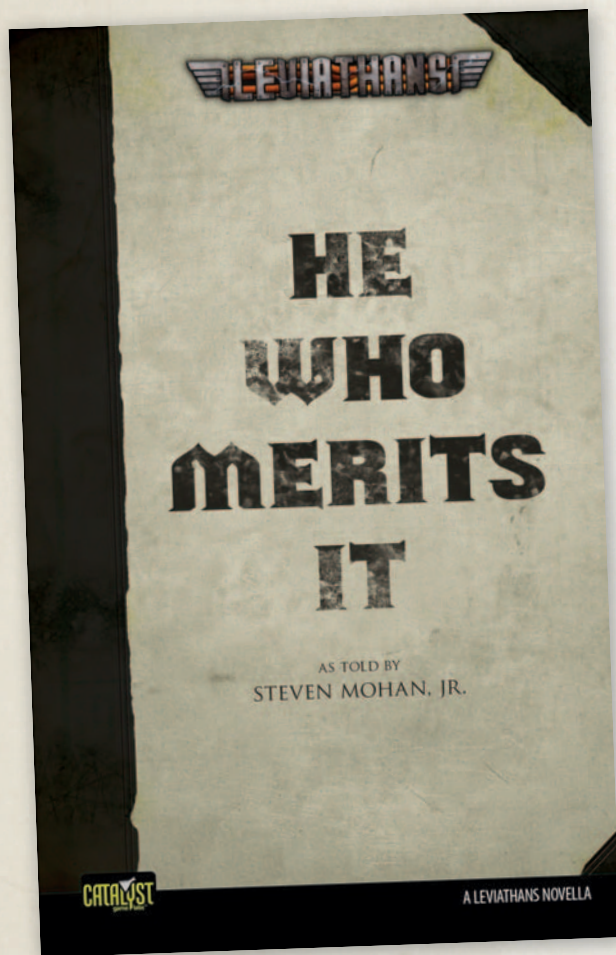
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QUICK-START GUIDE

We have designed these quick-start rules to hurtle you into the battlefields of the sky.



The place where the Western Desert met the harsh blue of the cloudless Egyptian sky was a bare line, straight and empty. Somewhere over that horizon the French waited to write with their deaths their names into the grand book of English history.

Gunnery Officer Lieutenant Daniel Chandler hoped his eight twelve-inchers would oblige them.

Chandler stepped onto the gun deck and clipped his safety tether to the railing that ringed HML *Leviathan's* A turret. He peered down. A thousand feet below a golden sea rushed away beneath him.

It was the dunes that made him think of the sea. Rounded as they rose to a crest, then tumbling sharply into a trough only to rise again. Sculptures in sand made by the fierce chisel of the wind. Like the waves of the sea the dunes shifted, and like an angry ocean they could swallow a man whole.

Sand flowed more slowly than water, was all. The desert was nothing other than a slow ocean.

And *Leviathan* was a new kind of vessel made to sail upon it.

Chandler saw movement out of the corner of his eye and turned. His gaze speared a young sailor, he figured one of his gunnery ratings. The boy froze, his eyes wide, his right hand clutching a cigarette between the forefinger and thumb. He'd come round the turret, obviously expecting to find the gun platform abandoned.

"I'm sorry, Mr. Chandler, I didn't mean to—"

"No," said Chandler sternly, "I'm sure you didn't."

The boy wore summer whites: white trousers, a white blouse with a dark blue vee-collar over a blue cravat, and a white pork-pie hat,

the blue cap tally proudly carrying the name of the ship in white letters.

Chandler nodded at him. "You had better take off your cap before you lose it." The officer had left his own combination cover on his desk in his stateroom.

The boy snatched the cap off his head with his left hand and stuffed it in his pocket, never releasing his hold on the cigarette.

Chandler sighed, giving up on the moment of solitude he'd hoped to find. He waved the boy over.

Slowly, *reluctantly*, the boy approached him, obviously expecting a dressing down.

Chandler pointed at the railing, and the boy clipped himself to a padeye welded to a crosspiece. For a moment they stood in silence, the dry wind of the desert tearing at their uniforms.

The boy was thin and rangy, his hair a shock of copper-red. His whites looked like they were a size too big. Chandler watched him rub a medallion in his left hand, polishing it with his worry. It was a St. Elmo's medal, Chandler saw. A small token many sailors carried to keep in mind their patron saint.

Chandler had seen this boy a thousand times. Sometimes he had black hair and sometimes blond, sometimes he was tall and lanky, sometimes he was short and stout. Sometimes he was Welsh and sometimes a Scot.

But he was always the same.

"What's your name son?" Chandler said softly.

"I'm K-Kendall, sir," replied the boy with an accent that marked him as English.

"First battle, Kendall?"

The boy nodded.

In a way it was Chandler's first battle, too. Many times had he faced death in the close gloom of a gun house, hemmed in by locking wheels and transfer trays and chain hoists and hydraulic rams, men fighting and dying by no more light than a pair of dim electric bulbs, ears ringing with the angry roar of good English guns, the smell of steel and burnt gunpowder all around, the air stifling, a sauna of boxed-in heat. Uncomfortable and dangerous.

But familiar.

This would be his first battle fought from the height of the sky.

"Are you all right?" Chandler asked.

"Sir, the reason I left my post is—"

"Why don't we have an agreement?" interrupted Chandler. "You don't tell the captain I was away from my post, and I won't tell the gunnery officer you were away from yours."

The boy laughed despite himself.

Chandler pulled a lighter from his pants pocket. It was sterling silver and there was a cross etched into its surface. The lighter had been a gift from his father. We all have our talismans, he thought dryly.

He flicked the lighter's wheel and a spark turned into a little golden flame. He offered it to Kendall. The boy pocketed his medal and held out his cigarette to Chandler.

The boy closed his eyes. Took a deep drag.

"Smoking's a filthy habit, Kendall. You really ought to give it up."

"Yes, sir," said the boy. "Right after this battle."

For a moment they stood together in companionable silence. On the horizon, Chandler saw a trio of pyramids rising: Khufu, Khafre, and Menkaure. *Giza*. They had nearly reached Giza. They would cross the Nile south of Cairo and then turn north-northeast. It was a less direct route to the Suez Canal than they might've taken, but hopefully they would catch the French unaware.

"Where are you from, Kendall?"

"Bristol, sir."

"Well, we're practically neighbors then. I grew up in Bath."
The boy nodded, swallowed.

Silence hung heavily for a moment as Chandler sought the right words.

"Trust to your training, Airman Kendall," he said gently, "and trust to your captain. You'll come through."

"Pardon me, sir, but—" The boy stopped.

Chandler nodded. "Go ahead."

"Sir, I've heard the Frogs are devils in the sky."

Chandler flashed the boy a lopsided smile. "'*Palmarum Qui Meruit Ferat*.'"

The boy's brow furrowed. "Sir?"

"It's Latin. From Lord Admiral Nelson's coat of arms. It means 'He who merits it takes the palm.' For two hundred years the Royal Navy has ruled the sea. And now our leviathans rule the sky. No Englishman with a true heart has ever been found wanting." He squeezed the boy's shoulder. "You won't be the first."

"Thank you, sir," the boy whispered. "I—"

But whatever else he intended to say was lost in the mad shriek of an alarm.

"*Action stations*," Chandler shouted.

The boy unclipped and scurried toward Turret B. Chandler turned and dashed for the ladder that would take him up to the bridge. As he turned he caught a glimpse of the pyramids of Giza.

Rising above them like a dark moon was a battleship.

• • •

Capitaine de Volée Jean-David Havret, captain of the battleship *Jean Bart*, stood on the flying bridge, the wind pushing against his lean, wiry body, trying to pull the binoculars pressed to his face out of his hands.

He didn't even notice.

When he found the dark speck cast against the burnished blue of the empty sky the rest of the world fell away.

A Tommi.

He watched the beast grow large in his binoculars. *Merde*. Two large gun turrets—the British vessel was a battleship. The diplomatic dustup over the Suez that had led to this confrontation had been both sudden and unexpected. *Jean Bart* had been diverted to Egypt from a Libyan port call. Most of the English fleet was supposed to be at tether in Scapa Flow. Havret had dared to hope the British would have nothing in the area, or at least, nothing *big*. Instead he was facing a capital ship at least the equal of his.

Leviathan's sudden appearance suggested that Whitehall practiced the same kind of diplomacy as the French government—the kind with heavy guns.

To Havret's eyes the British ship was grotesque. Her bow looked swollen next to *Jean Bart's* sleek, sloping nose and her four fat stacks lacked the pleasing taper of the French vessel.

She would turn like a pig, too. The Tommi lacked *Jean Bart's* small forward wings that added lift and stability in the air. Small advantages, to be sure, when measured against the Tommi's twelve-inch guns.

But Havret wouldn't have traded places with the English captain for all the mirrors in Versailles.

"The men stand ready at their stations, *Capitaine*," said a voice behind him.

"Very well, M. Virenque," Havret said, turning to glance back at the man.

Lieutenant de Volée Damien Virenque looked completely unlike his captain. *Jean Bart's* executive officer was a stocky man with a ruddy complexion whose flesh threatened to overwhelm the buttons of his white uniform blouse. His unruly black hair was matched by a mustache that would have made a walrus proud.

Havret, on the other hand, was a reed-thin man of no more than average height (and then only if he was standing up on his toes.) The captain's hair was fading from brown to gray and was cut short, his mustache neatly trimmed. Havret labored to make everything within view of his ice blue eyes orderly and *precise*.

But whatever the excesses of Virenque's form, Havret had never found any reason to question the workings of the officer's mind.

He turned his attention back to the British warship.

"What is she?"

"Most likely one of *Leviathan's* sisters," said Havret, "maybe even the great ship herself."

"*Je renie Dieu*," the lieutenant whispered.

Havret put down his binoculars and turned to look at his

executive officer. "Deny God if you will, Lieutenant Virenque," he snapped. "Just so long as you don't deny *me*."

Virenque's eyes widened and his broad cheeks reddened. "*Non, mon capitaine*."

Havret turned his back on Virenque, pushed open a hatch, and stalked into the bridge proper. He knew his senior lieutenant didn't deserve the slap, but Havret had given it to him anyway. He had heard the first stirrings of despair in his officer's voice.

And that could not be tolerated.

The bridge was a cramped space, filled with sailors in white trousers and blouses with three blue stripes outlining a square collar. Each wore a white cap with a red pom on top and a blue band beneath. They clustered around the chart table, stood at the island that housed the vessel's wheel, waited against the aft bulkhead where the bells and alarms were stationed.

All was in order.

The low murmur of machinery was broken by the crackle of electrical discharge coming from the toy placed above *Jean Bart's* forward ports. Just two years before, the wireless had been a clattering mechanism hiding in a cramped "radio" room used to send coded missives through empty air. Now the fleet was experimenting with the transmission of actual speech.

A strong male voice speaking in English said: "French vessel off my port bow, this is Captain John Forsyth of His Majesty's *Leviathan Leviathan*. Over."

TO BE CONTINUED

(OTHER FICTION AVAILABLE AT MONSTERSINTHESKY.COM)

OVERVIEW

GETTING STARTED

MOVEMENT

COMBAT

END OF TURN

YOUR SHIP AWAITS

- 1..... SHIP NAME/SHIP CLASS
- 2..... STRUCTURAL INTEGRITY
- 3..... FACTION/TYPE AND GAME TYPE
- 4..... STARTING MOVEMENT POINTS
- 5..... HEXES FORWARD BEFORE TURN
- 6..... SHIP LOCATIONS/FACINGS
- 7..... SLOT
- 8..... WEAPON DICE ICONS
Top: First Hex Number
Bottom: Second Hex Number
- 9..... SLOT/BREACH NUMBERS
- 10..... LOCATION DICE ICONS
Firing Arc drawn to this location.
Green: Target moved
Red: Target stationary
- 11..... SHIP ART

LEVIATHANS™

HML HERTFORDSHIRE

COUNTY-CLASS

1 STRUCTURAL INTEGRITY

2 22

7 MISS

ARMOR * +1 BREACH

6 IN 6/12 HEX

CREW ADD

TESLA COIL TRIM TANK *

ARMOR * +1 BREACH

BRITISH LIGHT CRUISER

TYPE 2

3

ARMOR * +1 BREACH 1 11

3 IN 4/8 HEX 2 12

5 IN 6/10 HEX 3 13

CREW ADD 4 15

TESLA COIL TRIM TANK * 5 16

ARMOR * +1 BREACH 6 15

11

ARMOR * +1 BREACH 11 1

3 IN 4/8 HEX 12 2

5 IN 6/10 HEX 13 3

CREW ADD 15 4

TESLA COIL TRIM TANK * 10 5

ARMOR * +1 BREACH 15 6

6 STARTING MP

4 6

MISS

6 IN 6/12 HEX

CREW ADD

ENGINE MP 3

TESLA COIL TRIM TANK *

ENGINE MP 3

8

9 11

9 2

11 3

13 4

12 5

9 6

ENTER HEXES BEFORE TURN

2 5

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OVERVIEW: PLAYING LEVIATHANS

When playing *Leviathans*, follow the same basic format each turn to move and fire your ships. Players should not consider the list below a hard-and-fast set of rules for how to play the game, but instead a way to lay the framework, from which to build a fuller understanding of how the game works by incorporating specific rules.

The rough order of game play is as follows:

- Before play begins, players select miniatures and corresponding Ship Cards (these track movement and combat statistics, as well as damage).
- Players roll Initiative at the start of every turn.
- The player that lost Initiative moves all of the highest type ships (Type 1, Type 2 and so on) on his side, followed by the player that won Initiative moving all his highest type ships. Play alternates between players moving all their ships of the next highest type and so on until all ships have moved.
- Once movement is finished, ships use their weapons to attack enemy ships.
- To begin an attack, the player verifies the hex of the attacking ship from which the weapon fires.
- The player verifies that the target is located in the weapon's firing arc by looking at the appropriate attacker firing arcs.
- The player verifies that the target is within the weapon's range by counting the shortest hex path to the target.
- The player verifies where the damage can occur on the target ship by looking at the appropriate target damage arcs.
- If the target is in the chosen weapon's firing arc and range, the player makes a Breach Roll.

- First, the player determines which Weapon Dice to use by looking at the weapon's slot on his Ship Card and selecting the indicated color die (dice) based on the range to the target.
- Second, the player looks at the location where the weapon will potentially strike the target ship and adds that Ship Card's color-indicated Location Die (Dice) based on whether or not the ship moved this turn.
- Third, the player looks to see if a Crew Slot is mounted in the same location as the weapon, and if so, adds the indicated Crew Die.
- Finally, the player adds a Slot Die (1D6).
- The player rolls all those dice simultaneously for the Breach Roll. He or she adds up the results of the Weapon, Location and Crew Dice (if any) for a total value, then compares that value to the Slot Number in the target ship's location as determined by the Slot Dice.
- If the Breach Roll result is equal to or higher than the Breach Number, that slot is destroyed. If the value is less than the Breach Number, nothing happens (the weapon missed, or struck but failed to breach the armor of the target ship).
- If the Slot Dice indicate a previously destroyed slot on the Ship Card, the attack may do additional damage, and may even destroy the ship by breaking its keel.
- The player follows the procedure above for Breach Rolls when making attacks with all weapons that can be fired.
- Once both players have made all Breach Rolls, the turn ends and Initiative is rolled to start the next turn.
- This basic procedure repeats until one side or the other wins, usually by destroying all ships belonging to a single player.



MAP SET UP (SUGGESTED DEPLOYMENT)

OVERVIEW

GETTING
STARTED

MOVEMENT

COMBAT

END OF
TURN



DEPLOYMENT
ZONES



GETTING STARTED

Cut out and then lay out both playing maps with their long sides together as shown on the opposite page. One player is the British and should cut out the HML *Hertfordshire* Light Cruiser (Type 2) and HML *Raven* Destroyer (Type 1) Ship Cards, while the other player is the French and should cut out the *Pontbriand* Light Cruiser (Type 2) and *Pelletier* Destroyer (Type 1) Ship Cards. Both players should cut out, fold into position and place those Ship Cards' corresponding counters on the playing area; use the illustration on the Ship Card to find the appropriate counter. (For these quick-start rules, ignore any white nail or triangle on a slot. An asterisk icon is included on any Slot that affects other slots. For example, the Armor, Tesla Coil Trim Tanks and Engine Slots all include an asterisk as a reminder to check these slots during game play to ensure that their game effects are applied.)

All ships should be placed within four hexes of a map edge (the Deployment Zone) with the entire ship on the map (both players should be on opposite sides). The counters can be facing any direction the players choose.

Don't worry about who is French or British. These quick-start rules are all about getting a taste of game play and core game mechanics, so if you can't

decide, randomly roll. The flavor of the factions and the specifics of what makes one destroyer different than another won't become evident until you play with the rules from the *Leviathans Core Box Set*.

Just finish reading these rules and you'll be playing in minutes.

DICE

Leviathans uses twelve- and six-sided dice; the unique D12s are used as Crew, Weapon and Location Dice, while the standard D6 are used as Slot Dice.

The twelve-sided dice are color-coded to represent the different types used in the game: green, blue, yellow, red and black. Though each color-coded die has twelve facings, the numerical values displayed on those dice are unique to each color. If the situation requires you to roll one twelve-sided die, the rules indicate this in shorthand as DBlue, DYellow, DBlack and so on. If two of the same dice are used, the rules indicate this as 2DRed, 2Dblack and so on; two dice of different colors are indicated as DRed & DBlue, DYellow & DGreen, and so on.

When a player looks at a Ship Card (see *Call Out*, p. 8) he will notice various circular color icons, representing the number and type of dice to be rolled under certain circumstances for crew, weapon and location. If a line separates dice icons, this indicates different situations in which

TWELVE-SIDED

Leviathans D12s are custom dice, patterned on standard roleplaying game polyhedral dice, which can be found in most hobby game stores. If players obtained this QSR outside of the *Leviathans Box Set* they won't have access to the *Leviathans* dice, so substitute polyhedral dice as follows:

- Green = D4 ● Blue = D6
- Yellow = D8 ● Red = D10
- Black = D12

SIX-SIDED

• Slot Dice

different dice are rolled; if two (or more) dice icons are not separated by a line, then that action requires all such dice to be rolled. In all instances, when multiple twelve-sided dice are rolled (whether Crew, Weapon or Location Dice), add the values together for a final total.

For ease of reference, we've included a dice icon next to any rule that requires a dice roll.

SEQUENCE OF PLAY

OVERVIEW

GETTING STARTED

MOVEMENT

COMBAT

END OF TURN

A *Leviathans* game consists of a series of turns. During each turn, ships on the playing area have an opportunity to move and fire their weapons as described under *Movement* and *Combat*, below.

MOVEMENT

At the start of each turn, each player rolls a 2DRed to determine his Initiative. The player with the higher result has Initiative throughout the turn. Re-roll all ties.

The player that lost Initiative moves his Type 2 ship first; then the player that won Initiative moves his Type 2 ship. Next, the player that lost Initiative moves his Type 1 ship, followed by the player that won Initiative moving his Type 1 ship.

Leviathans ships change position and location on the mapsheets by spending Movement Points (MP). The Ship Cards note the Starting MP of a given ship (in the bottom left-hand corner), with each Engine Slot providing the number of MPs as indicated (the MP values from all Engine Slots add up to the Starting MP). As Engine Slots are destroyed, MPs are lost and the Starting MP value is no longer accurate. To determine the MPs available at the start of a turn after an Engine Slot has been destroyed, players can either subtract the value of the destroyed Engine Slot(s) from the Starting MP, or can simply add up the MPs on the remaining Engine Slots.

A ship need not expend all its MPs in a turn. In fact, a ship need not expend any MPs in a turn; if no MPs are spent (or if

it has no MPs remaining because of damage), the ship remains in its hex with its same facing.

Half-hexes: If a ship ends its movement with any part of it occupying one of the half-hexes along the edge of the playing area, that ship is considered destroyed when determining who won the game (see *Ending the Game*, p. 23). Players should remove that ship from play at the end of its movement.

MOVEMENT DIRECTION

A ship must always face a hexside, and can only move forward into the hex it is facing. It cannot move into any other hex unless it first changes its facing (the direction it is pointed).

ENTERING A HEX

To enter a hex, a player spends 1 MP.

FACING CHANGES

Changing a ship's facing costs 1 MP per hexside. A ship may only change one hexside per hex. Make sure to review the Enter Hexes Before Turn portion of each Ship Card (bottom right) to know how many hexes a ship must move forward and enter before it can make a facing change. For example, the British HML *Raven* must enter 1 hex before it can turn, while the French *Pontbriand* must enter 2 hexes before it can turn.

Movement Across Turns: No movement tracking carries from one turn to the next. In other words, each turn a ship must enter its designated number of hexes before making a facing change; unspent MPs are not carried into the next turn; and so on.

Type 1 Ships: A Type 1 ship occupies 2 hexes, and so it pivots on the front hex.

Type 2 Ships: A Type 2 ship occupies 3 hexes, and so it pivots on the middle hex.

STACKING

During movement, any part of a ship may move through hexes occupied by another ship (friendly or enemy). A ship may not end its movement with any part in a hex occupied by another ship. (In these quick-start rules, all ships fight at the same elevation.)

COMBAT

After all players complete movement, ships engage in combat. Ships make weapon attacks using the various gun batteries they mount. For each Gun Battery Slot on a Ship Card, the player may make one attack each turn (that is, the player only gets one Breach Roll), based on several factors as described below.

Players fire each weapon on a ship individually (making Breach Rolls for each weapon), and can fire as many or as few of their ship's weapons at the target (or targets) as they wish, within the restrictions given below. All weapons fire is simultaneous, so a gun battery (or even the ship itself) destroyed during the turn is still allowed to fire.

SLOTS

Where a weapon is located on a ship depends on the ship's type. When determining firing arcs, range and damage arcs, use the following rules:

Type 1 Ships (2-hex): Any side-mounted weapons are located in the bow (front) hex.

Type 2 Ships (3-hex): Any side-mounted weapons are located in the center hex.

DETERMINING FIRING ARCS

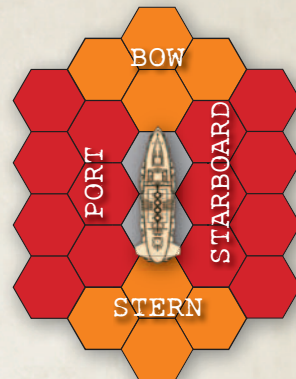
To fire a weapon, a player must first determine if the target is in its firing arc. These quick-start rules cover two firing arcs, based on the ship type as shown at right: Type 1 and Type 2 Quick-Start firing and damage arcs.

To determine a firing arc, the player looks at the hex on the ship where the weapon is located (see *Slots*, above) and compares that to the Firing Arcs diagram above. The player then looks at the ship on the playing area and visualizes the firing arc extending out until the player can determine if **any part** of the target ship falls into that weapon's firing arc. If the target ship falls completely outside the firing arc, that weapon can make no attack against the target ship this turn. If any part of the target falls inside the firing arc, an attack can be made.

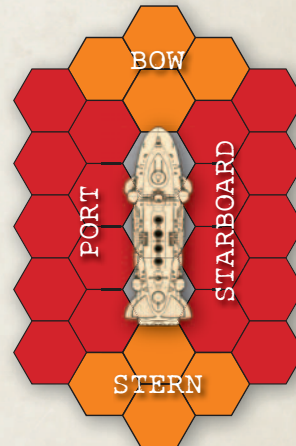
DETERMINING RANGE

Count the range in hexes to the target, starting with the hex adjacent to the attacking ship's hex where the firing weapons are located, and follow the shortest path to the target, including the target hex. This path must be within the weapon's firing arc. If the range in hexes is equal to or less than the range of the weapon in question, the player can fire the weapon at that target. If the range in hexes is greater than the range of the weapon, the weapon cannot fire at that target this turn.

TYPE 1 FIRING ARCS



TYPE 2 FIRING ARCS



Firing Arcs extend from the firing ship to the edge of the playing area; weapon ranges are found on each Ship Card.

OVERVIEW

GETTING STARTED

MOVEMENT

COMBAT

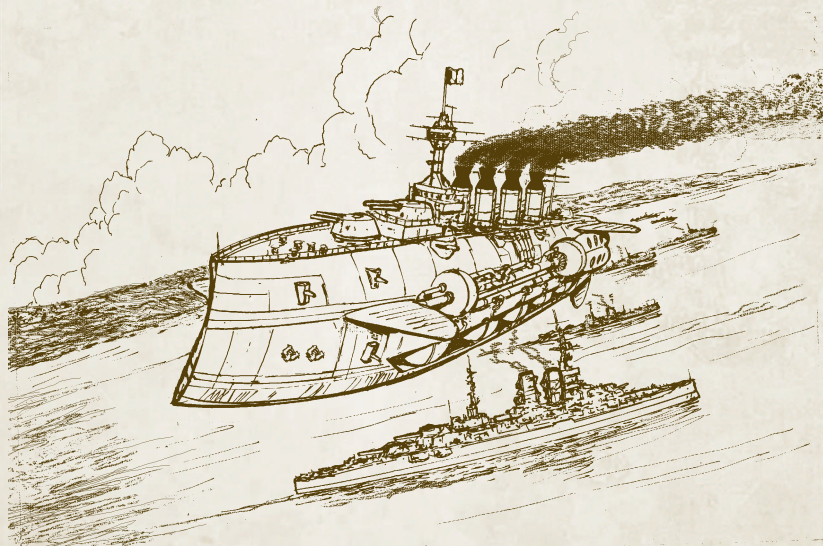
END OF TURN

The range of each weapon is noted on the slot for that weapon on the Ship Card. For example, the French *Pontbriand* mounts a 138mm Gun Battery with the notation "6/12 Hex" in its Bow Location. The maximum hex range for the 138mm Gun Battery is the second number, in this case 12 hexes. This means that if a target is 12 hexes or closer to the *Pontbriand*, an attack can be made with the 138mm Gun Battery.

DETERMINING DAMAGE ARCS

After determining that a target is in a weapon's firing arc and range, the player can determine the damage arc. Note that damage arcs are the same as firing arcs on all ships.

To determine the damage arc on a target ship, the player notes the target ship's type and compares it to the Firing and Damage Arcs diagram (see p. 13) to determine which damage arc to use. The player then looks at the target ship on the playing area and visualizes the target ship's firing arcs extending out until the appropriate arc overlaps the hex on the attacking ship that corresponds to the weapon the player is firing. This overlapping point represents the only location on the target ship the attacking weapon can strike this turn.



In the diagrams on the following pages, Bryn is fielding the HML *Hertfordshire* Light Cruiser (Type 2) and HML *Raven* Destroyer (Type 1) and is facing off against Kristian's *Pontbriand* Light Cruiser (Type 2). Bryn starts first with the HML *Hertfordshire*, then moves on to the HML *Raven*, after which Kristian figures out the *Pontbriand*.

In the Determining Firing Arcs diagram, Bryn looks first at his Type 2 Ship, the HML *Hertfordshire*. He sees the orientation of his ship and matches it to the Type 2 ship firing and damage arcs (see p. 13), and then visually extends that arc from his ship until it covers Kristian's Type 2 ship. He quickly realizes that only the Starboard Firing Arc matters and so stops mentally extending the rest of the arcs, concentrating on the Starboard, which lets him know that all weapons mounted in the Starboard Location can potentially strike the target.





OVERVIEW

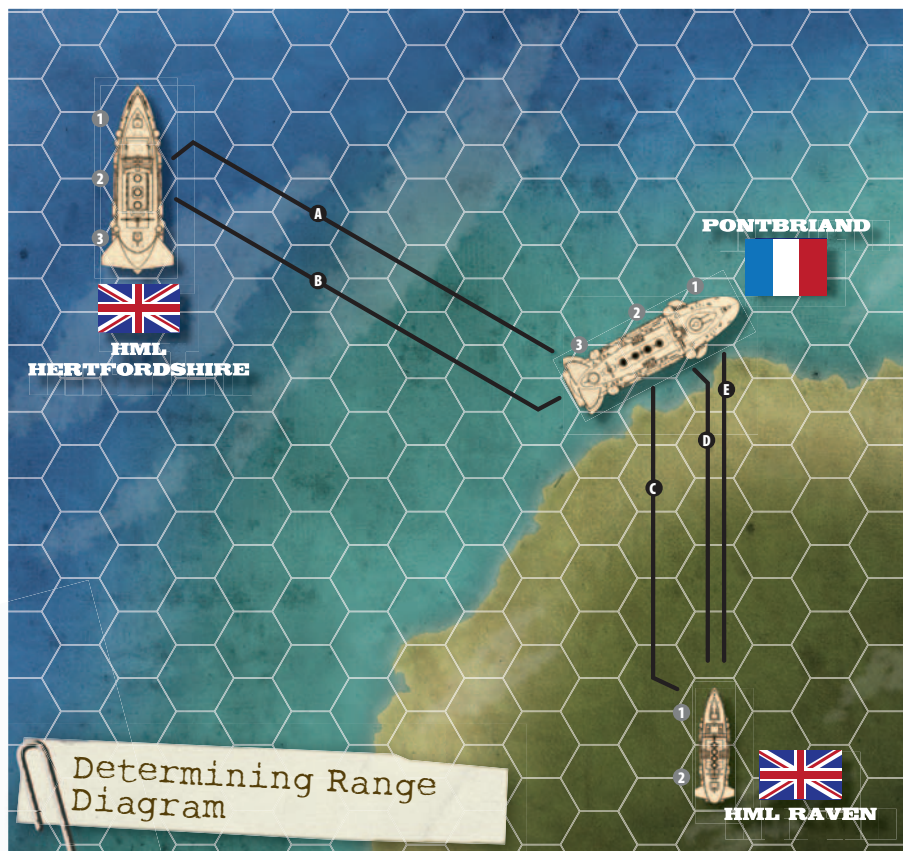
GETTING STARTED

MOVEMENT

COMBAT

END OF TURN

Next, in the Determining Range diagram, Bryn first looks at the Slots rule again to remind himself that on a Type 2 ship, all side-mounted weapons are located in the center hex. He then starts with that hex (Hex 2) when counting range. He then counts hexes, drawing the shortest route to the target, and comes up with two different paths that are equally short at 8 hexes (A and B). Since both the 3 IN Gun Battery and 5 IN Gun Battery on the HML *Hertfordshire*'s Starboard Location have maximum ranges of 8 or higher, both weapons are in range. However, while Path A and Path B cover equal distance, each of them strikes a different location, so Bryn needs to move to the final stage to determine where the attack may strike.



Finally, in the Determining Damage Arcs diagram, Bryn compares the Type 2 ship firing and damage arcs (see p. 13) to Kristian's Type 2 ship's orientation. He visualizes the target ship's damage arcs extending back to his own ship to determine which location he wants to hit on the target. He quickly realizes that the Stern Location is the only one that matters, because the Stern Damage Arc overlaps Hex 2 of Bryn's Type 2 ship. As the side-mounted weapons are located in that hex, the stern is the only location on the target ship where Bryn's attack could strike. In other words, while Paths A and B are equally short from Hex 2 on the HML Hertfordshire to Hex 3 on the Pontbriand, only Path B is valid this turn for making attacks.



OVERVIEW

GETTING STARTED

MOVEMENT

COMBAT

END OF TURN

Bryn then moves on to the HML Raven. Starting with the Determining Firing Arcs diagram (see p. 15), he reviews the Type 1 firing and damage arcs (see p. 13) and visually extends those from his ship to the target. He quickly finds that only bow weapons can make an attack.

Next, in the Determining Range diagram (see p. 16), he counts the shortest path from the bow hex (Hex 1) to the target and comes up with three different paths (C, D and E), each at 6 hexes (there are even more paths that are 6 hexes long, but those three cover all the details needed in this instance). Looking at his 3 IN Gun Battery, he sees it has a maximum range of 8 hexes, and so is in range with multiple paths to the target. Path C, however, violates the Determining Firing Arcs rule, as any port-mounted weapons can only strike a target if the target falls in the Port Firing Arc. Bryn therefore ignores that path. Paths D and E strike different hexes on the target (Hexes 2 and 1, respectively), both of which lie in the Starboard Location, and so there's no difference between these two paths for these quick-start rules.

Using the Determining Damage Arcs diagram (see p. 17), Bryn once again looks at the *Pontbriand* and visualizes the Type 2 damage arc extending back to his ship. He sees he's correct: an attack from the 3 IN Gun Battery in the Bow Location of the HML Raven can strike the target's Starboard Location.



Meanwhile, Kristian uses the Determining Firing Arcs/Range/Damage Arcs diagram, at right (which combines all three steps shown separately above into a single graphic) for his *Pontbriand* Light Cruiser (Type 2). He first determines which weapons in which locations can fire at the two enemy ships based on the Type 2 ship firing and damage arcs (see p. 13), then determines the range to each ship to make sure the weapons can strike the target. Finally, based on the Type 2 ship and Type 1 ship firing and damage arcs (see p. 13), he determines which locations he can potentially damage on Bryn's ships.

He comes up with the following: the four 65mm Gun Batteries in his ship's Starboard Location can follow Path D back to Bryn's Type 1 ship (HML Raven), potentially striking the Bow Location. Then, against the HML *Hertfordshire*, he's got a 138mm Gun Battery in the Stern Location that can fire down Path B to potentially strike the Starboard Location. Finally, even though Kristian's Port Location Firing Arc overlaps Hex 1 on the HML *Hertfordshire*, meaning all four 65mm Gun Batteries in the Port Location on the *Pontbriand* could fire using Path A (and potentially damage the Starboard Location), Bryn's Type 2 ship is 9 hexes away, counting from Hex 2 where all side-mounted weapons on a Type 2 ship are located. The maximum range for the 65mm Gun Batteries is 6, so none of those gun batteries can fire this turn at that target.





Determining Firing Arcs,
Range and Damage Arcs Diagram

OVERVIEW

GETTING STARTED

MOVEMENT

COMBAT

END OF TURN

FIRING WEAPONS: THE BREACH ROLL

If the target lies within the range and firing arc of a Gun Battery Slot, the player attacks by making a Breach Roll. For each such weapon attack, the player rolls a number of dice, as determined below:

- **Weapon Dice:** Look at the attacking Ship Card and the weapon slot that is firing. As discussed under *Dice* (see p. 7), Weapon Dice icons are separated by a line. The top Weapon Dice icon (or left, in the case of bow or stern) is used if range to the target is equal to or less than the first value noted on that weapon slot; the Weapon Dice icon on the bottom (or right, in the case of bow or stern) is used if range to the target is equal to or less than the second value but outside the first value noted on that weapon slot. For example, the *Pontbriand's* 138mm Gun Battery has a “6/12 Hex” notation; if the target ship is 1 to 6 hexes distant, the first Weapon Die (DYellow) is used. If the target ship is 7 to 12 hexes distant, the second Weapon Die (DBlue) is used.
- **Crew Dice:** If a Crew Slot is in the same location as the weapon, add the color die indicated by the Crew Slot.
- **Location Dice:** After determining the damage arc, look at the target Ship Card and the appropriate location on it to determine the Location Dice for the attack. If the target ship did not move forward into a new hex this turn, use the Location Dice icons set against the red (stop!) arrow; if the target ship did move forward into a new hex this turn, use the Location Dice icons set against the green (go!) arrow.



- **Slot Dice:** Finally, add a single Slot Die (D6) and then roll all dice for the Breach Roll.

SLOTS

After making the Breach Roll, check the result of the Slot Die against the Slot Numbers in the target location to determine the slot on the target where the shot will hit.

Miss Slots: If a Slot Die indicates a “Miss” Slot, then regardless of the Breach Roll result or Breach Number in that slot, the shot automatically misses (this represents a thin profile on a given ship).

Armor Slots: For each Armor Slot in a location, apply the Breach modifier noted for that Armor Slot on the Ship Card to all Breach Numbers in that location. These modifiers are cumulative, so multiple Armor Slot modifiers stack. For example, on the HML *Hertfordshire's* port side, the Breach Numbers printed on the Ship Card are 11, 12, 13, 15, 16 and 15. However, as long as both Armor Slots (which each provide a +1 Breach modifier) haven't been destroyed, the Breach Numbers are actually 13, 14, 15, 17, 18 and 17 (adding the Breach modifiers for both Armor Slots, or +2, to the Breach Numbers). Once the first Armor Slot is destroyed, the Breach Numbers drop to 12, 13, 14, 16, 17 and 16.

DAMAGE

If the Breach Roll result (the value after adding all Weapon, Crew and Location Dice together) equals or exceeds the Breach Number in the appropriate slot, the attack succeeds and the slot is destroyed. The target ship's controlling player marks off that slot by circling it. Doing this serves to remind the player which slots are still active after being destroyed, as damage doesn't take effect until the end of the turn. At the end of each turn, all players draw a hash mark through any circled slots.



Armor, Crew and Gun Battery Slot: The slot is destroyed, and starting in the following turn cannot be used for the rest of the game.

Engine Slot: The slot is destroyed, and starting in the following turn cannot be used for the rest of the game. For example, the French *Pontbriand* Light Cruiser (Type 2) has a Starting MP of 12 (it has two Engine MP 3 Slots and a single Engine MP 6 Slot that add up to 12 MPs). At the start of a turn after the Engine MP 6 Slot was destroyed, the player can either subtract the 6 MP from the Starting MP 12 or can add up the two remaining Engine 3 MP Slots to arrive at the number of MPs available that turn: 6.

Tesla Coil Trim Tank Slot: The slot is destroyed. Starting in the following turn, an attacking ship with a destroyed Tesla Coil Trim Tank applies a -1 modifier to all its Gun Battery Breach Rolls. This modifier is cumulative, so a ship with four Tesla Coil Trim Tank Slots destroyed would apply a -4 modifier to all its Gun Battery Breach Rolls.

Previously Destroyed Slots (Critical Damage): If a Slot Die indicates a previously destroyed slot—including one destroyed previously in the same turn—some type of critical failure may occur in that location.

Immediately re-roll the Slot Die (if the re-roll indicates a miss, roll again). This roll is made even if only a single undestroyed slot

exists in the location. If the roll indicates a slot not yet destroyed, compare the original Breach Roll result against the Breach Number of the new slot (all modifiers except those for Armor Slots still apply). If the result is equal to or greater than that Breach Number, the shot found a critical weakness in the already-damaged location and that slot is destroyed. If the result is less than the Breach Number, no additional damage is done.

If the re-roll indicates a previously destroyed slot (including the slot originally rolled), compare the original Breach Roll result against the Breach Number of the new slot (all modifiers except those for Armor Slots still apply). If the result is equal to or greater than the Breach Number, a massive critical failure might occur, breaking the ship's keel and outright destroying the ship.

The attacking player immediately rolls 2DRed (even if this occurs in the middle of resolving fire), applying a +1 cumulative modifier to the die roll result for each slot destroyed on the target ship (including any slots destroyed in the current turn). Additionally, apply a +1 cumulative modifier for each destroyed slot in the location struck; this means any slots in that location apply a +2 modifier. If the modified roll result equals or exceeds the Structural Integrity of the ship, as shown on the Ship Card, the ship is automatically destroyed.



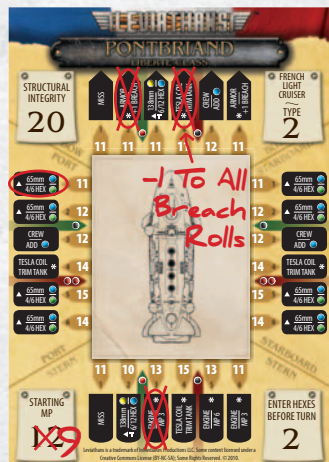
John and Dave decide to play a quick-start game of *Leviathans*. During a turn, John has verified that he has a 6 IN Gun Battery in the bow of the *HML Hertfordshire* Light Cruiser (Type 2) and a 3 IN Gun Battery in the bow of his *HML Raven* Destroyer (Type 1) that are both in range to the target *Pontbriand* Light Cruiser (Type 2); verifying the damage arc on the *Pontbriand* shows that both shots will strike the Port Location.

John looks at the *Hertfordshire* and notes that the Crew Slot in the Bow Location was destroyed in a previous turn (A). This means he won't be adding that DGreen to his Breach Roll. He then counts the number of hexes to the target. It's 8 hexes away, and so instead of the yellow Weapon Dice icon, he must use the blue Weapon Dice icon. He grabs a blue die. Looking at the Port Location on the target *Pontbriand* (B), he sees a black Location Dice icon on the green (go!) arrow and two red Location Dice icons on the red (stop!) arrow. After checking with his opponent to verify that the ship entered a hex during the movement portion of the turn, he must use the black Location Dice icon; he grabs a black die. He then adds a single Slot Die and makes the Breach Roll with the following results: Weapon Die (DBlue) = 4, Location Die (DBlack) = 7, Slot Die (D6) = 1. Adding the Weapon and Location Dice together results in a Breach Roll of 11. Comparing the Breach Roll result to the Breach Number in Slot 1 (the result of the Slot Die) shows an equal number (C), and so that slot is destroyed; Dave circles the 65mm Gun Battery Slot.

Next up is John's *HML Raven* (D). Looking at the Type 1 Ship Card, John notes that he's still got the Crew Slot in the Bow Location with his 3 IN Gun Battery, and so he grabs a green die as indicated on the Crew Slot. Next, he counts the range to the target. As it's only 4 hexes away, he can use the blue Weapon Dice icon (if it had been

5 to 8 hexes distant, he would have had to use the green Weapon Dice icon); he grabs another blue die. He already knows that the Port Location is a Black Weapon Dice icon (from running the dice for the *Hertfordshire* above), so he grabs a black die. He then adds a Slot Die and makes the Breach Roll. The result is as follows: Crew Die (DGreen) = 4, Weapon Die (DBlue) = 3, Location Die (DBlack) = 4, Slot Die (D6) = 1. Again adding the Crew, Weapon and Location Dice together gives a Breach Roll of 11, which is higher than the Breach Number in that slot. However, since that slot was previously destroyed (even though that happened this turn), John rolls the Slot Die again. As luck would have it, he gets a 1, the exact same slot! This means he gets to make an automatic Breaking the Keel roll!

John notes that the *Pontbriand* has four destroyed slots (easy to see, as he simply looks for circled and crossed-off slots in Dave's Ship Card), three of them outside the Port Location and the one in the Port Location that he just destroyed. He immediately rolls 2DRed, adding +1 for each destroyed slot outside the target location (for a total of +3), and +2 for the single destroyed slot in the target location (for a total modifier of +5). With a dice roll result of 16 (after adding both red dice together), the +5 modifier generates a final result of 21, one more than the *Pontbriand*'s Structural Integrity (SI) of 20! The keel is broken and the ship disintegrates in a ball of flames...next turn, Dave will have to face John's *Hertfordshire* and *Raven* with only his *Pelletier* Destroyer.



END OF TURN

At the end of each turn, the players determine if the game has ended (see *Ending the Game*, below).

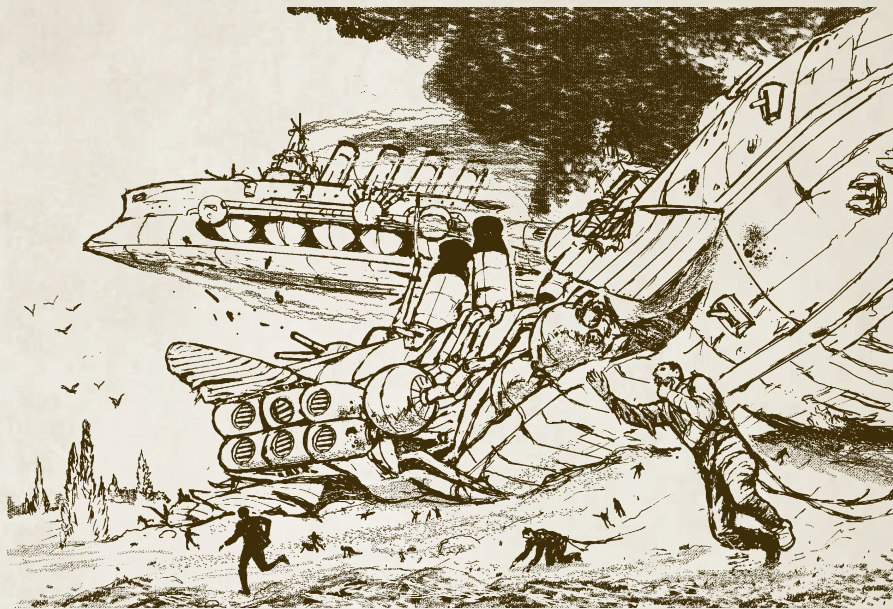
In addition, players draw hash marks through all slots circled as destroyed during this turn.

ENDING THE GAME

The game ends when both ships on a side are destroyed, or if all weapons on one side have been destroyed. If both side's ships are destroyed in the same turn, the game ends in a draw.

For these quick-start rules, a ship is considered destroyed when all the slots in a location are destroyed (Miss Slots are considered destroyed slots for this purpose), or if the number of destroyed slots equals or exceeds half the Structural Integrity of the ship as noted on the appropriate Ship Card. For example, the *Pontbriand* Light Cruiser has an SI of 20; if the number of destroyed slots equals 10 or more, the ship is destroyed.

Please note that players can decide to end the game early, of course. For example if the French *Pelletier* is one Slot away from a destroyed Location and the *Pontbriand* just had its keel broken and is destroyed, while both British ships only have a few Slots



destroyed, the French player can choose to capitulate. Or, of course, the French player can try and fight to the bitter end. Whatever is going to make the game the most enjoyable for all involved.

LEVIATHANS CORE BOX SET

Players can replay the quick-start game as many times as they wish. However, the Quick-Start Rules are tailor-made to introduce players to the more complete

rules as detailed in the *Leviathans Core Box Set*. With even one QSR game under their belt, players are free to purchase the box set once it's available and move on to all that the *Leviathans* game and universe have to offer.

✦ HML HERTFORDSHIRE ✦

Unlike the majority of its *County*-class brethren, the *Hertfordshire* has received the unusual modification of removing the aerial torpedo bays for additional gun mounts on its flanks, the single turrets nestled just aft of the central stack. This vastly increases the *Hertfordshire's* firepower but dramatically reduces its range, leaving observers to assume that the modified cruiser is being developed with convoy protection duties in mind.



Lieutenant Commander Christopher Fermoy is current commander of the *Hertfordshire*, having served with distinction onboard the HMS *Vengeance* before transferring to Whale Island for leviathan training. A product of the Admiralty, Fermoy has made his dissatisfaction well known regarding his posting on "one of the toys," but First Sea-Lord Fisher's assurances that his time with the Sky Fleet is limited has done much to calm the brilliant young officer.

County-class Light Cruiser

Dimensions: 290 ft. x 55 ft.
x 65 ft. (excluding funnels
& masts)

Complement: 253

Weight: 4,800 tons

Engines: Triple expansion,
producing 18,000 shaft
hp (max. speed 30
knots)

Fuel: (coal) normal 450
tons; max 650 tons

Armament: 3-6", 2-5",
4-3" QF



✦ HML RAVEN ✦

A modification of the popular *D-class* destroyer series, the *Raven* was developed with long-range raiding in mind. Stripped of the cumbersome torpedo bays, the *Raven* can operate for extended periods of time without having to visit a British port to replenish scarce munitions. This allows it to fully embrace its "Thug of the Sky" moniker, relentlessly harassing enemy shipping and convoys. The lack of torpedoes does impede its ability to influence mainline sky battles, with *Raven* commanders deciding for the most part that discretion is the better part of valour.



Lieutenant Commander Ralph K. Richards is the *Raven's* current commander, replacing the recently cashiered Lieutenant

John Raines, whose inability to determine friend or foe became legendary among the merchant shipping of the Atlantic. Richards,

posted on a *D-class* ship as a result of indiscreet personal activities, is also a close confidant of Sir Devon Cavendish; given his patron's influence, his time on the *Raven* would seem limited at best before being promoted to captain of a more "proper" vessel.

D-class Destroyer

Dimensions: 155 ft. x 33 ft.
x 40 ft. (excluding funnels
& masts)

Complement: 58

Weight: 915 tons

Engines: Turbines,
producing 25,500 shaft
hp (max. speed 47
knots)

Fuel: (coal) normal 135
tons; max 210 tons

Armament: 3-3" QF, 2-4"



✦ PELLETIER ✦

The *Pelletier* is a *Grenouille*-class destroyer, but is something of a rogue. Unlike her sister ships, which tend to favor a little more armor in lieu of firepower, the *Pelletier* is armed with 75mm cannons, enabling it to engage at longer ranges while doing more damage.

The *Pelletier* was on her maiden cruise just north of Luxembourg when a German destroyer challenged her for inspection, claiming she had crossed the border. Her Capitaine de Volée, Montclair



Dumont, refused to heave-to and the German ship closed well within her range, assuming she had the smaller cannons common to *Grenouille*-class ships. The engagement lasted only a few minutes and resulted in the German vessel barely escaping, her engines and coils more wreckage than propulsion.

Since then, the *Pelletier* has been assigned to numerous squadrons, and rumors abound that her captain may be in line for promotion for his actions.

Grenouille-class Destroyer

Dimensions: 185 ft. x 30 ft.
x 40 ft. (excluding funnels
& masts)

Complement: 62

Weight: 720 tons

Engines: Turbines,
producing 16,500 shaft
hp (max. speed 61
knots)

Fuel: (oil) 120 tons

Armament: 5-75mm



✦ PONTBRIAND ✦

The *Pontbriand* is said to be a ship of ghosts. This *Liberté*-class light cruiser was engaged in battle with an Italian ship that strayed too close to the French coast. The first salvo from the Italian vessel blew up the *Pontbriand's* bow-mounted 138mm turret, killing the entire gunnery crew. The executive officer led a team into the turret and saw the dead bodies.

Yet a few minutes later, as the Italian ship closed to nearly point-blank range, the guns of the *Pontbriand's* forward turret suddenly fired

even though they had not been re-manned. At least one of the shots hit the Italian cruiser, forcing it to break away. Most insist it was a matter of coincidence; the guns must have been loaded and the ammunition simply cooked off.

The French, by contrast, regard the ship as a good omen, and many claim that the ghosts of the *Pontbriand's* gunners protect her in battle. Such myths among sailors and airmen are impossible to quash.

Liberté-class Light Cruiser

Dimensions: 296 ft. x 62 ft.
x 77 ft. (excluding funnels
& masts)

Complement: 350

Weight: 5,040 tons

Engines: Turbines,
producing 28,700 shaft
hp (max. speed 59
knots)

Fuel: (coal) normal 580
tons; max 720 tons

Armament: 3-138mm,
8-65mm



CUT ALONG DOTTED LINE



CUT ALONG DOTTED LINE



CUT ALONG DOTTED LINE



CUT ALONG DOTTED LINE



LEVIATHANS™

PELLETIER
GRENOUILLE-CLASS

STRUCTURAL INTEGRITY
18

MISS MISS 75mm 4/8 HEX TESLA COIL TRIM TANK * CREW ADD 75mm 4/8 HEX

1 2 3 4 5 6

11 11 9 9 10 9

BOW PORT

MISS 1 11 75mm 4/8 HEX 2 10 CREW ADD 3 10 TESLA COIL TRIM TANK * 4 12 ARMOR +2 BREACH * 5 13 CREW ADD 6 12

STARBOARD

MISS 1 11 75mm 4/8 HEX 2 10 CREW ADD 3 10 TESLA COIL TRIM TANK * 4 12 ARMOR +2 BREACH * 5 13 CREW ADD 6 12

PORT STERN

11 7 10 12 10 9

1 2 3 4 5 6

STARTING MP
12

MISS 75mm 4/8 HEX * ENGINE MP4 TESLA COIL TRIM TANK * * ENGINE MP4 * ENGINE MP4

ENTER HEXES BEFORE TURN
1

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LEVIATHANS™

PONTBRIAND
LIBERTE-CLASS

STRUCTURAL INTEGRITY
20

MISS ARMOR +1 BREACH * 138mm 6/12 HEX TESLA COIL TRIM TANK * CREW ADD ARMOR +1 BREACH *

1 2 3 4 5 6

11 11 11 11 12 11

BOW PORT

MISS 1 11 65mm 4/6 HEX 2 12 CREW ADD 3 12 TESLA COIL TRIM TANK * 4 14 ARMOR +2 BREACH * 5 15 CREW ADD 6 14

STARBOARD

MISS 1 11 65mm 4/6 HEX 2 12 CREW ADD 3 12 TESLA COIL TRIM TANK * 4 14 ARMOR +2 BREACH * 5 15 CREW ADD 6 14

PORT STERN

11 10 13 15 13 11

1 2 3 4 5 6

STARTING MP
12

MISS 138mm 6/12 HEX * ENGINE MP3 TESLA COIL TRIM TANK * * ENGINE MP3 * ENGINE MP3

ENTER HEXES BEFORE TURN
2

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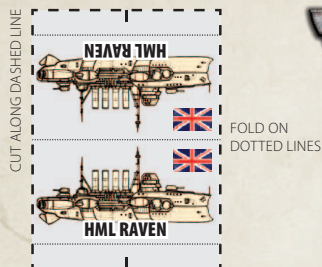
Leviathans Core Box Set includes the following:

- 3 rulebooks to ease players from the quick-start rules all the way to enhanced play for endless fun.
- 8 high-quality plastic miniatures representing ships from the British and French fleets.
- 12 Ship Cards that expand a player's fleet, including a battleship, two light cruisers and three destroyers.
- 12 full-color Recognition Cards that correspond to each Ship Card, including the ship's service history on the back.
- *Leviathans Primer* that details the alternate history of *Leviathans*, the technology behind the great ships, the eight major air powers of 1910, along with minor powers, and the growing hot spots of conflict around the world.
- 2 novellas throwing you directly into the action of the universe.
- Templates to aide game play.
- 2 18" x 22" board-game quality maps, printed on both sides.
- 12 dice

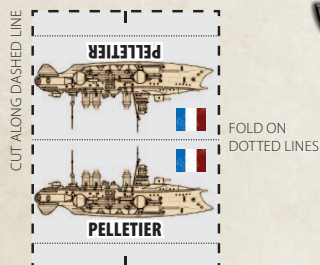
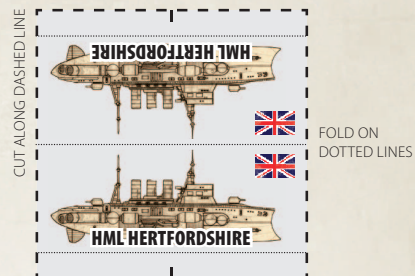
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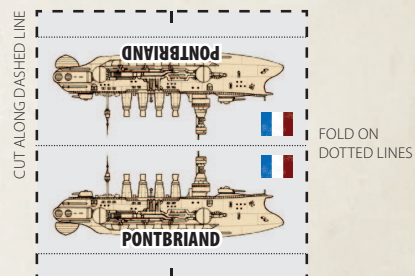
NOT ALL CONTENTS SHOWN



BRITISH COUNTERS



FRENCH COUNTERS



Since the *Leviathans Core Box Set* has not yet released, players cut-out and use these playing pieces for their QSR games in place of the high-quality plastic miniatures found in the core box.



TM