

Leviathans

A Tactical Starship Wargame – Version 0.5 – 07/01/2018

Overview

Leviathans is a tabletop starship miniatures wargame. Each player controls a fleet of mighty cruisers, sleek destroyers and agile fighters. A fleet is composed of elements. Elements are either ships or squadrons. Each fleet of ships is lead by a brilliant or ruthless Admiral. No specifically scaled miniatures are required: any scale will work.

To play, you will need at least 12 D6s for each player, and a small selection of D8s, D10s and D12s. You will need to print out or photocopy a “Helm Card” for each ship, which is used to mark damage and which systems have been activated.

Table size

The standard table size is 6’ by 4’.

Statistics

Each ship and squadron is represented by a single profile, containing the following:

- Ship Class
- Cost in Points
- Command Dice Contribution (CMD)
- System Slots
- Engine Points
- “To Hit Spread”
- Damage Boxes
- Shielded Damage Boxes
- Weapon Systems

These stats and slots are captured on a Helm Card, which is all you need to track the ship’s status throughout the battle.

Ships

Ships are single models that represent larger vessels and capital ships. A single ship counts as a single element.

Here the Helm Card for a Frigate as an example:

| | | | | | |
|---------|---------|------|---------------------------------|--------------|------|
| NAME: | | 5+ | Deep Scan | | |
| CLASS: | Frigate | | 5+ | Divert Power | |
| ENGINE: | 4 | CMD: | | 2 | 5+ |
| TO HIT: | 4-8 | | [] [] [] [] [] [] [] [] | | |
| F: | 2 | x | D8 | RG: | 0-8" |
| B: | 2 | x | D8 | RG: | 0-8" |
| A: | 2 | x | D6 | RG: | 0-4" |

(Early design. Will get much nicer.)

Admiral Card

The fleet’s Admiral is represented by an Admiral Card. The admiral card has the following:

- Admiral Name
- Faction
- Command Dice Contribution (CMD)
- Initiative Pool
- Re-roll Pool

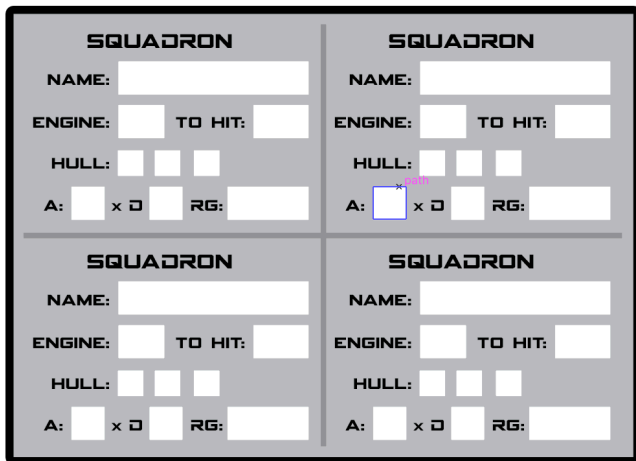
| | | | |
|------------------|--|------|--|
| ADMIRAL NAME: | | | |
| FACTION: | | CMD: | |
| INITIATIVE POOL: | | | |
| RE-ROLLS: | | | |

(Early design. Will get much nicer.)

Squadrons

Squadrons are groups of small fighters or bombers and are represented by smaller miniatures, likely mounted together on the same base. A squadron is moved as a single element during the game.

Squadrons have slightly simpler Helm Cards.



(Early design. Will get much nicer.)

Squadrons of fighters and bombers can be deployed from larger ships.

Turn Sequence

The turn sequence is:

1. Command Phase
2. Movement Phase
3. Attack Phase
4. Morale Phase
5. End Phase

Command Phase

At the start of each turn, each admiral openly rolls a number of Command (CMD) Dice equal to the sum of the remaining CMD values of the ships in their fleet. Squadrons never contribute CMD. The Admiral card also adds a number of CMD dice.

Once rolled, the CMD dice may be assigned to:

1. Activate Systems
2. Initiative Pool
3. Re-roll Pool

Activating Systems

Admirals may secretly assign CMD dice to their ship's system slots.

Each system requires a CMD dice roll of a specific value or higher to activate it. CMD dice that rolled a number lower than the system

activation value cannot be assigned to that system slot to activate it.

For example, the "Deep Scan" system requires a CMD dice that has rolled a 5+ to be assigned to it to activate that system successfully. CMD dice lower than a 5 cannot be assigned to activate that system.

Each ship may only activated a given system once. Ships do not have to have any of their systems activated to function normally.

Disordered Elements

Elements with disorder tokens may not activate their full compliment of systems. Each disorder token disallows the activation of one system slot, chosen by the owner.

Additionally, if an element has more disorder tokens than system slots, it cannot attack in the attack phase.

Initiative Pool

Admirals may secretly assign CMD dice to their Admiral's Initiative Pool.

At the end of the command phase, reveal and add up the value of the dice in an Admiral's Initiative Pool. This is the Admiral's Initiative value for the turn. The Admiral with the highest Initiative value is said to have initiative this turn. If Admirals are tied for the initiative, roll off to determine.

Re-roll Pool

Admirals may secretly assign CMD dice to their Admiral's Re-roll Pool.

CMD dice that have been assigned to the re-roll pool may be discarded at any point during the turn to re-roll a single rolled die of any type.

Mulligan

If none of an Admiral's CMD dice rolled higher than a three, the Admiral may declare "Mulligan" to re-roll all his CMD dice. An Admiral may only declare "Mulligan" once per turn.

Systems

Ships may have access to any of the following system. See "Building a Ship".

The number in the bracket is the system activation value, which is the value of the CMD roll needed to activate this system.

- **Deep Scan (5+)**: re-roll all failed attack rolls made at targets over 10" away
- **Defence Grid (5+)**: re-roll all failed attack rolls made at targets 4" or less away
- **Evasive Maneuvers (5+)**: force attackers to re-roll all successful attack rolls made against this element by light weapons
- **Brace (5+)**: reduce the damage received from each hit by medium, heavy or macro weapons against this element by 1 to minimum of 1
- **Retro Thrusters (5+)**: Every other engine point spent during this movement phase may be a turn.
- **Full Thrust (4+)**: If this element does not turn during it's move, each engine point provides 3" of movement
- **Divert Power To Shields (5+)**: recover D3 shields at the end of the Command Phase
- **Torpedoes (3+)**: Ships with this tactical system may purchase torpedo weapon systems. Fire torpedoes in the Attack Phase.
- **Hanger Bays (3+)**: Place any embarked squadrons in base contact with this ship at the end of the Command Phase, or embark any ships within 2EP". Enables the ship to carry a number of squadrons equal to its CMD value.
- **Hyperspace Drive (3+)**: If this element is out of play, when you have an opportunity to activate an element, you may place this element anywhere on the board that more than 6" from an enemy element. This element cannot move this turn. If this element is in play, when you have an opportunity to activate an element, remove this element from play.
- **Red Alert (4+)**: This element cannot receive disorder tokens this turn.
- **Divert Power To Weapons (2+)**: This CMD dice is held over to next turn, when it may be discarded to re-roll all misses with a single WPS.
- **Repair Hangers (3+)**: All embarked squadrons remove all damage.

Movement Phase

Starting with the admiral with initiative, admirals take it in turn to move an element, until each element has been moved exactly once.

Moving

Every element has a number of Engine Points available, normally 4 or 6. Each engine point will allow the element to move up to 2" inches directly forward.

Elements may always choose to move through other elements, but may not end in a position that overlaps another element. Elements cannot move backwards or sideways.

Turning

When expending each engine point: an element may either move directly forward; or may turn. To turn, pivot the element about its central point up to 45 degrees.

Elements must have travelled directly forward at least a number of inches equal to their CMD value before making each turn.

For example, a Cruiser (CMD 5, 4 engine points) must have travelled 5" or more inches, (requiring the expenditure of three engine points), before making its first 45-degree turn with its fourth engine point.

Each ship card has a corner cut off at 45 degrees, to give you a handy turning template. Use this to ensure you do not pivot your ship beyond 45 degrees.

Attack Phase

Starting with the admiral with initiative, admirals take it in turns to select an element and make a single attack with each of its weapon systems at any valid target. Each element can only be selected to attack once in a turn.

A valid target is any visible element within the range of the weapon system. Elements may target each of their weapon systems at different targets if they wish.

Weapon Systems

Weapon systems are one of light, medium, heavy or macro, which affect the attack dice rolled with them. Weapon systems have a minimum and maximum range, and may have special rules.

| Weapon Class | Attack Dice | Range |
|--------------|-------------|--------|
| Light | D6 | 0"-4" |
| Medium | D8 | 0"-8" |
| Heavy | D10 | 4"-32" |
| Macro | D12 | 8"-24" |

Weapon systems are one of front-facing, broadside (both sides) or Auxiliary (360 degrees).

Rolling To Attack

After selecting a target, the player rolls a number of dice of the type associated with the type of weapon system.

Any dice roll that is equal to one of the numbers in the target's "To Hit Spread" is a hit.

Each successful hit causes damage to the target. The amount of damage caused depends on the rolled value. See the Damage Chart.

Record Damage

Record the damage by placing an "x" in the next available damage box; starting with any shielded damage boxes.

When the last remaining damage box is crossed out, the element is destroyed and removed from play.

Shields

When activating a "Redirect Power" system, the ship may discard the CMD dice at the end of the Command Phase to erase the damage on D3 shielded damage boxes.

Disorder

If an element receives **two or more damage** from a single attack, it receives a disorder token.

Morale Phase

CMD doubles as a morale stat.

Starting with the admiral with initiative, admirals may roll dice equal to CMD for any one element

with a disorder token. For each roll of a 5+, discard a disorder token.

End Phase

Clear all CMD dice from all system slots and pools. Start a new turn.

Squadrons

Squadrons represent small fighters and bombers. Squadrons are represented on the tabletop by single bases containing multiple fighters.

Moving Squadrons

When moving squadrons, simply place them within engine points x 2" of their current position. They ignore all other elements whilst moving.

Moving Through Squadrons

Ships ignore squadrons during their movement. If a ship's final position would overlap one or more squadrons, their controller must pick them up and place them in base-to-base contact with the ship once it has finished moving.

Deploying Squadrons From Ships

If a squadron is currently embarked on a ship, and the "Hanger Bays" system is activated, place any embarked squadrons in base contact with this ship at the end of the Command Phase.

Alternatively, if the "Hanger Bays" system is activated, any squadrons within their engine points x 2" of the ship at the end of the Command Phase may re-embark.

Units

Squadrons, Corvettes and Frigates may be grouped into units of up to 3 like elements. Elements in a unit must remain within 6" of one other element in the unit at all times; otherwise

they receive a disorder token at the end of the Movement Phase.

The admiral must nominate a single ship in the unit to be the leader. The leader is the only element that can be assigned CMD dice to activate systems, but all the elements in that unit count as having activated that system, if they have it. If the unit leader is destroyed, the admiral immediately nominates another element in that unit to become the leader.

Units are deployed as one element and activate in the Movement Phase and Attack Phase as one element.

Torpedoes

Torpedoes work a bit like tiny ships. Torpedoes have engine points and move like ships. They may be targeted by light weapons and have a "to hit spread" of 5-6 and 1 damage box. They always count the range of their weapon systems as 0" and so must be in base contact with another element to attack it. After making an attack, remove the attacking torpedo element from play.

Medium Torpedoes: 6 engine pts, 2d10 (front)

Heavy Torpedoes: 4 engine points, 3d12 (front)

Scenarios

TO DO

For now: The game ends when more that 50% of a fleet's elements are destroyed. The controller of that fleet is the loser.

Factions

TO DO

Likely a faction that messes with the Command Phase; another that cannot become disorders; another than is light weight and elite; etc...

Building a Ship

Ship design in Leviathans is flexible, allowing you to select from a set of templated classes of vessel and then add systems and weapons to create the sort of starship that you want.

To build a new ship or squadron:

1. Chose a class
2. Select tactical systems
3. Purchase weapon systems
4. Purchase upgrades

Chose a class

Building a ship is simple. You select the appropriate class of ship and then select tactical systems to install in the ships tactical system slots and purchase weapon systems to install in the ship's weapon system slots.

Select tactical systems

Tactical systems are zero cost: you simple have to choose which tactical system to install in each available slot. You cannot install the same tactical system twice in a single ship.

Purchase weapon systems

Weapon systems have a variable cost depending on the strength of the weapon and the firing arc in which you install it. Some weapon systems are zero cost to install in some firing arcs, and those may be considered the "default" weapons for the ship.

You may pay points to upgrade one or more weapon system slots to stronger weapons, but may never install more weapons than available weapon system slots.

Upgrades

You may pay points to select from a list of upgrades to the ship or squadron's core stats.

- **Additional WPS Aux slot.** May only be taken once. Cost: 10pts x CMD or 20pts, whichever is greater.
- **Improved Engines.** Increase the elements Engine Points by 2. May only be taken twice. Cost: 10pts x CMD or 20pts, whichever is greater.
- **Improved Armour.** Adds an unshielded damage box. May only be taken twice. Cost: 10pts x CMD or 20pts, whichever is greater.
- **Improved Shields.** Replaces a damage box with a shielded damage box. May only be taken twice. Cost: 10pts x CMD or 20pts, whichever is greater.
- **System Slot,** Squadron only. May only be taken once. Cost: 20 x CMD or 20pts, whichever is greater.
- **Upgraded System.** Decrease the system activation value of one system by 1. May only be taken once for each system. Cost: 10pts x CMD or 20pts, whichever is greater.

Ship Classes

| Ship Class | Cost | CMD | System Slots | Engine Points | To Hit Spread | Shields | Hull | WPS Front | WPS Broadside | WPS Aux |
|------------|--------|-----|--------------|---------------|---------------|---------|------|-----------|---------------|---------|
| Squadron | 80pts | 0 | 0 | 4 | 4-6 | 0 | 3 | 0 | 0 | 1 |
| Corvette | 210pts | 2 | 2 | 6 | 4-7 | 1 | 4 | 2 | 0 | 2 |
| Frigate | 280pts | 3 | 3 | 4 | 4-8 | 2 | 5 | 2 | 2 | 2 |
| Destroyer | 390pts | 4 | 4 | 4 | 5-10 | 3 | 7 | 2 | 3 | 3 |
| Cruiser | 480pts | 5 | 5 | 4 | 6-12 | 4 | 8 | 4 | 4 | 4 |

Weapon Systems

| Weapon System | Attack Dice | Range | Front Cost | Broadside Cost | Aux Cost | Notes |
|----------------------|-------------|--------|------------|----------------|----------|---|
| Light | D6 | 0"-4" | 0 | 0 | 0 | |
| Medium | D8 | 0"-8" | 0 | 0 | 20pts | |
| Heavy | D10 | 4"-32" | 20pts | 10pts | - | |
| Macro | D12 | 8"-24" | 40pts | 20pts | - | |
| Boarding Claws | D12 | 0"-1" | 0 | 0 | - | Hits add disorder tokens not damage |
| Boarding Teleporters | D10 | 0"-4" | - | - | 20pts | Hits add disorder tokens not damage |
| Medium Torpedoes | 2D10 | | 20pts | 20pts | 20pts | Munitions 1. 6 Engine Points. Requires the Torpedo tactical system. |
| Heavy Torpedoes | 2D12 | | 40pts | 40pts | 40pts | Munitions 1. 4 Engine Points. Requires the Torpedo tactical system. |
| Gatling Lasers | 3D6 | 0"-4" | 20pts | 20pts | 30pts | Ship only |
| Atomic Warheads | D8+4 | 8"-32" | - | 50pts | - | Munitions 1. May not target squadrons. |

Damage Chart

| Ship Class | To Hit | Dice Roll | | | | | | | | | | | |
|------------|--------|-----------|---|---|---|---|---|---|---|---|----|----|-----|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12+ |
| Squadron | 4-6 | 0 | 0 | 0 | 1 | 1 | 2 | 0 | 0 | 0 | 0 | 0 | 0 |
| Corvette | 4-7 | 0 | 0 | 0 | 1 | 1 | 1 | 2 | 0 | 0 | 0 | 0 | 0 |
| Frigate | 4-8 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 2 | 0 | 0 | 0 | 0 |
| Destroyer | 5-10 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 2 | 2 | 3 | 0 | 0 |
| Cruiser | 6-12 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 2 | 2 | 3 | 3 | 4 |

Squadron Build Examples

| Squadron | E.g. | System Slots | Engine Points | Hull Points | Aux WPS | Cost |
|--------------------------|----------------------------|--------------|---------------|-------------|---------|--------|
| Fighter | TIE Fighter | - | 4 | 3 | D6 | 80pts |
| Elite Fighter | B-Wing | - | 6* | 4* | D6 | 120pts |
| Strike Fighter | X-Wing, TIE Advanced | 1* | 4 | 4* | D6 | 120pts |
| Interceptor | A-Wing, TIE Interceptor | - | 6* | 3 | D6 | 100pts |
| Elite Interceptor | TIE Phantom | 1* | 6* | 4* | 2D6* | 150pts |
| Bomber | TIE Bomber | - | 4 | 3 | D8* | 100pts |
| Elite Bomber | Y-Wing | 1* | 4 | 4* | 2D8** | 170pts |
| Elite Heavy Attack Craft | Millennium Flacon, Slave-1 | 1* | 6* | 4* | D6+D8* | 170pts |
| Shuttle | | - | 4 | 4* | D6 | 100pts |

NAME:

CLASS: Corvette

ENGINE: 6 **CMD:** 1

TO HIT: 4-7

()

F: 2 x **D:** **RG:**

A: 2 x **D:** **RG:**

NAME:

CLASS: Frigate

ENGINE: 4 **CMD:** 2

TO HIT: 4-8

() ()

F: 2 x **D:** 8 **RG:** 0-8"

B: 2 x **D:** 8 **RG:** 0-8"

A: 2 x **D:** 6 **RG:** 0-4"

5+ Deep Scan

5+ Divert Power

5+ Scramble

NAME:

CLASS: Destroyer

ENGINE: 4 **CMD:** 3

TO HIT: 5-10

() () ()

F: 2 **D:** **RG:**

B: 3 **D:** **RG:**

A: 3 **D:** **RG:**

NAME:

CLASS: Cruiser

ENGINE: 4 **CMD:** 3

TO HIT: 6-12

() ()

F: 4 x **D:** **RG:**

B: 4 x **D:** **RG:**

A: 4 x **D:** **RG:**

NAME:

CLASS:

ENGINE: **CMD:**

TO HIT:

() () () () () () () ()

F: **D:** **RG:**

B: **D:** **RG:**

A: **D:** **RG:**

NAME:

CLASS:

ENGINE: **CMD:**

TO HIT:

() () () () () () () ()

F: **D:** **RG:**

B: **D:** **RG:**

A: **D:** **RG:**

| SQUADRON | | SQUADRON | |
|---|--|---|--|
| NAME: <input type="text"/> | ENGINE: <input type="text"/> TO HIT: <input type="text"/> | NAME: <input type="text"/> | ENGINE: <input type="text"/> TO HIT: <input type="text"/> |
| HULL: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | A: <input type="checkbox"/> x <input type="checkbox"/> D: <input type="checkbox"/> RG: <input type="text"/> | HULL: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | A: <input type="checkbox"/> x <input type="checkbox"/> D: <input type="checkbox"/> RG: <input type="text"/> |
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ADMIRAL NAME:

FACTION: **CMD:**

INITIATIVE POOL:

RE-ROLLS: