

Leviathans: 8 Nations

Expanded Rules by Nation

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Britain

British Special Action - Reinforce

Before the repair phase a British ship may try to move crew between locations on the same ship.

1. Choose a crew slot to move
2. Choose a crew slot in another section.
3. The target may be currently occupied by a different crew or a breached crew slot
4. ROLL:

2dRed + the moving crew dice + the target slot crew dice if occupied

15+ Succeeds:

- The crew is moved to the target slot and indicated by an arrow drawn from the starting slot to the new slot on the ship card
 - If the target slot was **occupied** the crew trades places and indicated by 2 directional arrows on the ship card
 - If the slot was **breached** the slot is considered repaired and occupied by the new crew. The starting slot now considered breached

14- Fails:

- Positions remain unchanged.
- Any crew slots involved cannot repair this turn

British Special Slots

Officer

- Officers grant a flat bonus of +2 to crew gunnery and repair roles in the same location
- Officers are considered a type of crew and may be moved with the Reinforce action
- **Not repairable**

Magazine

- Add the Magazine Die to all gunnery rolls from this location.
 - No more than 1 magazine bonus may be added, similar to crew dice bonus.
- If a magazine slot is destroyed this ship location suffers an immediate saturation fire attack identical to the one that destroyed the magazine.
 - The magazine die bonus is added to this attack.
 - After damage from this attack is done an additional keel break check is made.
- **Not repairable**

British Special Gun Modifier

Resolute

- Resolute Guns are indicated by this symbol: ††
- +1 to breach rolls for each destroyed slot in the ship section containing the Resolute Guns.
 - Include torpedo damage taken this turn in addition to any previous damage
 - Do **not** include damage inflicted by guns this turn

France

French Special Action - Flank Speed

Before a French ship's turn to move it can attempt to increase its MP for the turn

1. Declare a target engine slot on this ship
2. May only be used once per ship per turn
3. ROLL:
 - 2dRed
 - 12+ Success:
 - The MP of the Engine slot is doubled for this turn
 - 11- Failure:
 - The MP of the Engine slot is reduced to 0 for this turn
 - 2= Critical Failure:
 - Engine slot is destroyed

French Special Slots

Aerodynamique Engines

- May **not** be the target of Flank Speed
- May be repaired

Steering Gear

- Allows sideslip as described on p.18 of the Commander's Manual
- Reduces the hexes needed to turn by one in the same direction as the location side
- Damaged Gear has no effect on its opposite pair but does disable the Gear's effect on that side
- May be repaired

Initiative Crew

- **This crew cannot repair and do not add to gunning rolls.**
- Increase the initiative of their ship by +1
 - When initiative is rolled and lost if the difference is made up by the initiative crew bonus then this ship is treated as having won initiative
 - Ties are considered to be won by the French ships with initiative crew
- **Not repairable**

Initiative Example:

Initiative is rolled between the British and French.

2dR is rolled as normal.

British roll 2&8 [10]

French roll 3&5 [8]

Normally the British win this initiative.

The French player has two type 1 destroyers, one with 2 Initiative Crew slots and one with 1 destroyed and 1 intact Initiative Crew slot.

The French player also has 1 type 4 battleship with 3 Initiative Crew slots.

The turn order will be:

Type 4s

1. French move [init 8]
2. British move [init 10]
3. French with 3 Initiative Crew move [init 11]

Type 3s

1. French type 3 move [init 8]
2. British type 3 move [init 10]

Type 2s

1. French type 2 move [init 8]
2. British type 2 move [init 10]

Type 1s

1. French move [init 8]
2. French with 1 intact Initiative Crew slot [init 9]
3. British move [init 10]
4. French with 2 Initiative Crew slots [init 10, Initiative Crews win ties]

Germany

German Special Action - Lock Formation

During a German ship's turn to move it can attempt to lock itself against another German ship

1. The moving ship touches the base of the target ship so they are both facing the same direction
2. The moving ship spends MP as if it were going to defensively screen the target
3. ROLL:

2dRed + 2 for each Screening Crew from facing locations on either ship

12+ Success:

- Both ships are now 'Locked'
- The target ship will not move this turn
 - This counts as having not moved during gunnery
 - The target ship may move if it has not taken its move yet this turn but this will cancel the Lock

11- Failure:

- The moving ship rams the target ship as per ramming rules
 - Note: this will target the side locations of all ships, which normally happens only as a side effect of a ram when a ship is displaced

Locked

Locked ships are considered the same ship and follow these rules:

- Move when the first member of a Lock would normally move
- MP is equal to the lowest member's MP
- Turn on any of the member's turn hexes
 - All members keep the same position of base contact while turning
- Turning costs 2 MP for a 2 ship Lock, 3 for a 3 ship Lock, etc.
- Must enter as many hexes to turn as the highest value of all members
- Always defensively screen other members
 - **Locked ships can fire guns and flak through other members**
 - **Range and arc are still measured from the ship as normal not from other members**
 - **Bracketing cannot combine guns of Locked members**

Lock remains until:

- The member that moves when the Lock would move (the least init) announces a break and moves away from the Lock
 - Members still in base contact may remain locked
- A member ship is keel broken
 - Members still in base contact may remain locked
- The Lock is successfully rammed
 - All members break Lock

German Special Slots

Screening Crew

- **Does not add to gunnery rolls and cannot repair**
- Allows the ship to perform offensive or defensive screening for 1 MP instead of 3MP as long as the target is in this location's firing arc
- Adds +2 to the Lock Formation roll for each Screening Crew in the ship section where the lock is being attempted
- **Not repairable**

Compartment Armor

- Adds +3 to all breach numbers in this location
 - **This bonus applies even if the slot die indicates a slot that was previously broken, as opposed to normal armor which is bypassed**
 - Breached Compartment Armor no longer grants either bonus, as normal
- **Not repairable**

Flak

- When a ship location containing Flak is targeted by a weapon that damages in the torpedo phase roll 1dR + the highest Crew die in this location, as with gunnery
 - 8+ success: the weapon is resolved with no damage to this ship
 - 7- fails: the weapon continues as normal
- Bomb Mines destroyed by Flak is considered to have been detonated before moving within critical range of this ship and explodes in its previous hex before movement by either the ship or the mine
- Multiple Flak slots may roll to intercept
- May be repaired

Italy

Italian Special Action - Tactical Withdrawal

After the repair phase an Italian ship that previously fled battle may attempt to return

1. Any Italian ship that is removed from the map because it has flown out of the map bounds places a token in the last hex its turn hex occupied before leaving
2. As long as their player still has ships on the board the Italian ships that have fled may attempt to repair damage as if still in the battle
3. After the repair phase an Italian ship may roll to attempt to return to the same hex it left with a new facing
4. ROLL:
 - 2dRed
 - 15+ Success:
 - Replace the ship model on the board with its turn hex on the hex marked with its token
 - Remove this ship's token from the board
 - Turn the ship to any orientation that has the bow facing away from the map edge
 - 14- Failure:
 - No change
 - 2= Critical Failure:
 - The ship leaves battle permanently
 - Its token on the board is removed

Italian Special Slots

Lungo

- Considered a torpedo
- Max range of 24 hexes instead of the normal 18
- Strike with 2dRed instead of 3dRed
- May be repaired

Grasso

- Considered a torpedo
- Max range of only 12 hexes
- Strike with 4dRed
- May be repaired

Doppio

- Considered a torpedo
- Fires 2 different torpedo attacks that are aimed separately
- Max range of 18 hexes
- Strike with 2dRed
- May be repaired

Russia

Russian Special Action - Evasive Maneuvers

After the move phase a Russian ship may declare Evasive Maneuvers to make itself harder to hit

1. All location dice are dropped 2 Die Classes for this turn
 - dBlack => dYellow
 - dRed => dBlue
 - dYellow => dGreen
 - dBlue => +1
 - dGreen => No Die or Bonus
2. All gunnery attacks from this ship are made at -4 to breach
 - a. This penalty becomes -6 if the ship is a Type 4
3. ROLL:
 - 2dRed
 - 15+ Success:
 - No change
 - 14- Failure:
 - Subtract this ship's Type value from its Structural Integrity
 - **This loss is not repairable**
 - Make a Keel break roll

Russian Special Slots

Repair Crew

- **Does not add to gunnery rolls**
- Add 2 dice to repair rolls instead of 1
- **Not repairable**

Stabilizers

- Is considered a trim tank
 - Gives -1 to gunnery rolls as normal if destroyed
- If this ship is considered to have not moved this turn all gun short and long ranges for this ship are increased by 1 for each intact Stabilizer on this ship for this turn
- May be repaired

Bomba Mines

- During the torpedo phase an Inactive Mine token may be placed in a hex adjacent to this ship location's firing arc hexes
- Before each torpedo phase every Inactive Mine becomes an Active Mine
- A ship that moves adjacent to an Active Mine triggers a Mine attack in every hex adjacent to the Mine
- Mines attack with 4dRed and have Saturation damage
- Mines targeted by a Mine attack trigger their own Mine attacks
- After a Mine has created a Mine attack it is removed from the board
- Mines may not be targeted by gunnery and do not interact with Torpedoes
- May be repaired

Japan

Japanese Special Action - Concentrated Fire

Before the gunnery phase a player with Japanese ships may target a single enemy ship for destruction

1. Declare a target enemy ship
2. ROLL:

2dRed

15+ Success:

- Bracketing fire attacks against the targeted ship may draw from any Japanese ship
 - Combined guns must of the same type as normal
 - Combined guns must have the target in range and arc as normal
 - May roll any number of gun dice and appropriate crew dice as normal
 - May only select the top 2 gun results and top 1 crew result as normal

14- Failure:

- All Japanese ships lose the ability to use bracketing fire for the turn

Japanese Special Slots

Gunner Crew

- **Does not add to repair rolls**
- Add 2 dice to gunnery rolls instead of 1
- These 2 dice are considered sourced from a single crew
 - Roll these 2 dice separately
 - The total of both dice is considered the result for this crew
 - If the combined result from this crew is 5 (2+3) it is chosen over a single crew die result of 4 for bracketing fire
- **Not repairable**

Long Guns

- Cannot target ships at a range less than or equal to the listed short range
 - Locations on a target ship may be targeted if they are outside of short range even if part of the target ship base is closer as long as they are still in arc
- May be repaired

Bomber Levs

- During the torpedo phase you may target any single enemy ship on the board
- During torpedo resolution if the target ship is within 12 hexes it is attacked
 - Range is measured from any of this Bomber slot's location hexes
 - Bombers are not blocked by line of sight and do not need to be in arc
 - Any single location on the target ship may be attacked as long as it is in range
 - **The target location on the target ship is determined when the attack is resolved by the attacking player and does not have to be declared beforehand**
- Bombers attack with 2dRed
- **Bombers do not add location dice while attacking**
- May be repaired

Austria-Hungary

Austro-Hungarian Special Action - For Glory!

Before moving an Austro-Hungarian ship may declare an 'all in' enhanced ram attack

1. ROLL:

2dRed + 2 per Ramming Crew on this ship +1 per damaged slot on this ship

20+ Success:

- This ship moves forward, expending all of its MP
 - **No turning is allowed**
- When an enemy ship is encountered it suffers a ramming attack
 - **This ramming attack does not require the usual ramming check and thus cannot fail**
- After a ramming encounter this ship will continue its move as long as it has not broken its keel
 - **Displaced rammed ships are not rammed again by this ship moving into them**
- If this ship ends its movement overlapping other ships they all suffer ramming attacks
 - **This happens even if the an overlapped ship is friendly**
 - **These happen simultaneously and are not canceled even if this ship has its keel broken by one these attacks**
- Overlapping ships at the end of this ship's move are displaced in the direction of this ship's moment until they do not overlap
 - **These ships move as a group and do not collide with each other as opposed to normal ramming rules**

19- Failure:

- This ship immediately makes a 3 hex turn Broach turn as described on p.17 of the Commander's Manual
- This ship has no more moves this turn

Austro-Hungarian Special Slots

Ramming Crew

- **Does not contribute to gunnery or repair rolls**
- Adds +2 to any ramming attack check regardless of what location they are stationed in
- **Not repairable**

Blast Guns

- Have only one range instead of long and short range and thus always use the same die
- May be repaired

Ram Prow

- Roll the dice of all Rams separately when this ship has succeeded in making a ramming attack
- Add the highest single die result to the damage done to the rammed ship
- When receiving damage from this ramming attack the Ram slots are always targeted first
 - If there are more than one Ram slot roll the slot die until one of them is selected
- **Not Repairable**

America

American Special Action - Tesla Charges

At the beginning of a turn an American ship generates 1 Tesla Charge

Tesla Charges may be used at different times to enhance this ship's performance

- During movement MP may be increased by 1 per charge spent
- During movement hexes that must be entered before turning may be reduced by 1 per charge spent for a single change in direction
- Before the gunnery phase the short range of all guns may be increased by 1 for the rest of the turn per charge spent
 - **If this boosts the short range beyond the long range of a gun the remainder of the boost is ignored and thus the gun will roll its short range die for all shots but still only have the max range listed for long range**
- Before the gunnery phase all attack rolls will receive a +1 bonus per charge spent
- During the repair phase may be used to fuel EFFAS Ray slots

American Special Slots

Arc Torpedo

- Considered a torpedo
- When impacting a ship no attack is rolled
- Impacted ships have all their trim tanks disabled for this turn
 - Gunnery rolls from the target ship are reduced as if all tanks were destroyed
 - Russian Stabilizers lose their range bonus ability
 - American Tesla Coils lose all stored charges
- Disabled slots do not count as damaged
 - **British Resolute guns gain no bonus**
 - **Keel Break rolls do not add these slots**
 - Are still valid, unbroken targets for damage
- Disabled slots function normally next turn
 - **No repair roll is needed**
- May be repaired

EFFAS Ray

- **Requires Tesla Charges**
- A single EFFAS Ray slot may only target a single ship per turn
- Target ship must be in firing arc though there is no max range
- Any number of Tesla Charges may be used to fuel an EFFAS Ray
- For each charge spent Roll 2dRed
 - 12+ Succeeds
 - 11- Fails
- Each success generates a Torque point
- The target ship may be forced to change the direction faced using Torque
 - Target ship turns on its turning hex as normal
 - It takes as many Torque points to turn a ship as its Type rating
 - A ship may be forced to turn more than 1 hex if there is enough Torque
- Unused Torque is lost at the end of the repair phase
- May be repaired

Tesla Coil Trim Tanks

- Considered a Trim Tank
 - Gives -1 to gunnery rolls as normal if destroyed
- May store a single Tesla Charge for use between turns
 - A ship may store as many Tesla Charges as it has Tesla Coils
- If a Tesla Coil is damaged the number of stored charges must be reduced to the new number of intact Tesla Coils
 - Damage from torpedoes removed these charges immediately
 - Damage from gunnery removes charges before the repair phase
- Stored Tesla Charges may be retrieved for use at any time
- May be repaired