The following open alpha test taps the Leviathans’ community to test the viability of this rules set. The Open Alpha Test will be over at the end of day on October 31st. A “The Channel Campaign: Open Alpha Test” thread has been started at www.monstersinthesky.com. We’ll be watching the thread to see what the community discovers.

Enjoy and thanks for your help making the game the best it can be!

THE CHANNEL CAMPAIGN

A scenario is a single engagement between forces; a single game played at the gaming table by a group of friends. James’ Fighting Leviathans: Excerpt From The 1910 Edition, Part Two PDF, starting on page 7, includes two scenarios that showcase these type of set games.

A campaign, as defined within this PDF, is a set of rules that allow players to interconnect multiple scenarios/games into a larger framework. This increases both the enjoyment of each individual game, as players must look beyond the current conflict and how his decisions might impact the larger war, while simultaneously immersing players further into the fictional universe.

The Channel Campaign, then, is a combination of campaign rules and pre-determined forces that’ll allow players to generate multiple games, while tracking the consequences of these games between British and French forces clashing across the thin strip of sea that separates these two world powers.

Scoring: Leviathans is a game of heroic characters clashing in epics conflicts for king and country. The scoring system for The Channel Campaign (see p. 6) reflects this aesthetic. For example a ship could decide to not engage an enemy ship if it finds itself on patrol in the same sector of the map…but that wouldn’t be very challenging, eh chap?

PDFS REQUIRED TO PLAY

The following PDFs are required to use The Channel Campaign: Lieutenant’s Manual, and James’ Fighting Leviathans: Excerpt From the 1910 Edition.

While not required for play, the British and French Printable Fleets are a great addition to turn the simple two-fold ship counters from the PDFs above into three-dimensional “boxes” that show all sides of each vessel. Both Printable Fleets PDFs also include a “blank” counter for each Ship Type, which may help to cut down on the confusion of using multiple ships of the same name (see British Force and French Force, below).

THE CAMPAIGN MAP

The Campaign Map is a representation of the English Channel that separates Britain and France. As shown, the map is divided into sectors, with both the British and French having a single Base Sector (representing their respective bases of operation, Blighty and ?), as well as four additional sectors they patrol. All the action of The Channel Campaign, outside of a regular Leviathan game, takes place on this map. Players print out and use the full-size Campaign Map (see p. 9; color and black and white versions are provided).

Playing Maps: The Campaign Map—nor any of its sectors—does not correspond to a Leviathan’ playing map. Instead each sector is a generic representation of an aerial space over which both sides contend. When combat occurs within a sector, the players determine the number of maps to use, regardless of the sector involved.

THE FORCES

Each side consists of a channel patrol squadron tasked with border patrolling, shipping inspection and to prevent incursion by foreign forces. Limited ships, repair components and replacement vessels are available to these squadrons as their nations’ main efforts are being put into developing their main fleets.

Crew Slots: All ships are considered to have “no dice” Crew Slots, regardless of how many Crew Slots—or what type—are on the various ships below.

Each side starts The Channel Campaign with 3 Green Crew Slots and 3 Blue Crew Slots, which players assign to their various ships in which ever fashion they desire; i.e. replacing the “no dice” Crew Slots as they go. In other words, the Green and Blue Crew Slots can only be placed on a ship with Crew Slots, and must be placed in the same slot as an already existing Crew Slot.

Once Crew Slots are assigned to a vessel, they cannot be changed for any reasons except through damage to the vessel (see p. 3) or experience (see p. 7); this reflects the undesirable loss of crew coherency that empires avoid during a short-term campaigns.
BRITISH FORCE
The British force consists of the Fourth Channel Squadron.

HML Hertfordshire, County-class Light Cruiser (Type 2)*
HML Courser, Destrier-class Light Cruiser (Type 2)†
HML Raven, D-class Destroyer (Type 1)*
HML Beagle, D-class Destroyer (Type 1)†
HML Corbie, D-class Destroyer (Type 1) §

FRENCH FORCE
The French force consists of the Cigones Squadron.

Pontbriand, Liberte-class Light Cruiser (Type 2)*
Pontarlier, Faucon-class Light Cruiser (Type 2)†
Pelletier, Grenouille-class Destroyer (Type 1)*
Montpellier, Grenouille-class Destroyer (Type 1)†
Grenadier, Grenouille-class Destroyer (Type 1)§

*Lieutenant’s Manual
†James' Fighting Leviathans: Excerpt From the 1910 Edition
‡Use another copy of the HML Beagle Ship Card for this vessel.
§Use another copy of the Montpellier Ship Card for this vessel.

VEssel ORDERS
Each turn, each player secretly records what orders will be given to each ship, which will determine their actions taken during that turn. These are recorded on the Squadron Orders sheet.

The following are the orders that each player can assign to each vessel each turn. Only a single order may be issued to a single vessel in a given turn.

COALLING ORDERS
Coalling represents the loading of fuel, ammunition, consumables, spare parts, and on, needed to keep a sky vessel working properly.

Each vessel can perform normally for up to four turns without coalling (this should be easily verifiable by checking the Orders Sheet). A vessel which has not coalled for five turns receives a –2 modifier to all its rolls; a vessel which has not coalled for six turns receives a –4 modifier to all its rolls, and +2 modifier on all Breach Rolls made against it. A vessel which has not coalled for more than 6 turns can only be given a Coalling Order.

A vessel given a Coalling Order is considered to be in the controlling player’s Base Sector.

Vessels can coal at any time the player wishes; they are not required to wait four or more turns before doing so.

Vessels given a Coalling Order can be involved in battles resulting from an enemy Assault Order (see below).

Repair Orders: A vessel given a Coalling Order may repair one damaged Slot, provided replacements are available (see Spares and Repairs, p. 7). Note this is different than a Repair Order (see below), which allows for up to four repairs to be made to a vessel.

Note: All ships on both sides are considered to have made a Coalling action immediately prior to Turn 1.

REPAIR ORDERS
Unlike Coalling, which is conducted with a “live ship” (i.e., boilers are hot and crew aboard while additional supplies are loaded), a ship under “repairs” is more extensively out of action: boilers are damped, steam and electricity must be supplied from repair gantries, crews are “on ground”, and so on.

A vessel given a Repair Order is considered to be in the controlling player’s Base Sector. For each vessel given a Repair Order, the controlling player may repair up to any four damaged Slots, provided replacements Slots are available (see Spares and Repairs, p. 7).

Coalling Orders: Repair Orders don’t count as Coalling Orders (at left).

Assault Orders: During the turn that a vessel is given a Repair Order, it cannot be used in any combat resulting from an enemy Assault Order (see below).

ASSAULT ORDERS
An assault reflects a significant change in the low-intensity actions taking place during this “peaceful” period; i.e., raids and counter raids occur, but all out war has not yet been declared. As such, it’s either a desperation move, or made by a supremely confident player.

Accordingly, a player may only give any of his vessels Assault Orders if they meet one of the following conditions (see Morale, p. 8, for more details):

• The player currently has a Morale Value 12 or more points ahead of their opponent
• The player currently has a Morale Value 8 or more points behind their opponent
• The Tension Scale stands at 5 or more, and the player currently has a Morale Value 4 or more points behind their opponent.

If the conditions above are met, vessels may be given an Assault Order. Trace out a three-sector path from a friendly sector to an adjacent hostile sector, and then to the enemy Base Sector. For Assault Orders, sectors that are “kitty corner” are also considered adjacent. For example, a British assault on the French Base Sector might be B1-F2-F, B3-F3-F, but not B1-F3-F.

PATROLLING ORDERS
Patrolling vessels are looking for encounters with ships or vessels, be they friendly or hostile, and will investigate such encounters.

The vessel patrols two adjacent sectors on the friendly side of the Campaign Map. For example, a British vessel could patrol B1-B2, B2-B3 or B3-B4, but not B1-B3 (as the sectors are not adjacent).

Base Sector: A vessel can be given orders to Patrol its home Base Sector (Patrol Base Sector), but only patrols that sector not any other adjacent sectors.

INCURSION ORDERS
The vessel intends to make an incursion into the airspace of the other side.

List two adjacent sectors: a friendly sectors and the second a hostile sector of the Campaign Map. For Incursion Orders, sectors that are “kitty corner” are also considered adjacent. For example, legitimate incursions for the French include F2-B2, F2-B3, or F4-B3, but not F4-B2 (not adjacent), F4-F3 (second listed sector not hostile), or B1-B2 (first listed sector not friendly).

SQUADRON ORDERS SHEET

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**TURN RESOLUTION**

The Channel Campaign is resolved across a series of turns (an abstract time period “in-universe,” which might be only hours or even days). During each turn, the following phases are resolved in the following order:

**STARING PLACEMENT (FIRST TURN ONLY)**

At the beginning of the campaign, each player takes the campaign counters representing each of their vessels, plus (initially) one dummy counter that represent the “fog of war” (see p. 12). The vessel counters are placed face-down on the Campaign Map simultaneously by both players using the following rules:

- Counters for vessels given Patrol Base Sector, Coalling or Repair Orders are placed first, in their respective Base Sectors. Each player may choose to put 0 or more of their available dummy counters in their Base Sector at this time.
- Counters for vessels given Patrol Orders are placed second, on the line between the two sectors they’re patrolling. Each player may choose to put 0 or more of their available dummy counters as if they were patrolling vessels at this time.
- Counters for vessels given Incursion or Assault Orders are placed in the first of the two sectors they are listed as travelling through. Any remaining dummy counters may be placed in sectors with vessels given Incursion or Assault Orders at this time.

Once all counters have been placed, move the vessels in the following order:

- First, vessels given Incursion or Assault Orders are moved to their destination sectors, along with any accompanying dummy counters.
- Second, vessels given a Patrol Order are moved to one or the other of the two sectors being controlled.
John and Kevin begin a game. Before play begins on the first turn, counters are placed as shown. As noted in the rules, all the counters are placed face down so each player’s enemy has no idea which counters are real vessels, or which are dummies.

The Pontbriand penetrates English airspace, while the Beagle and Corbie return the compliment. Each player then decides where to move any vessels on patrol, and any dummy counters placed as if a patrolling vessel that are patrolling sectors in which enemy vessels now exist.

Following this, counters for vessels given Incursion or Assault Orders are then moved to their second listed movement sector:

Courser and Raven move to intercept the French counter (vessel unknown), while Pelletier, Montpellier and Grenadier move to intercept the English stack.

PATROL RESOLUTION PHASE

When vessels from both sides end up in the same sector on the Campaign Map, there’s a battle; i.e. a map is laid out and a game using the rules from the Lieutenant’s Manual is played.

Vessels given an Incursion Orders and vessels given a Patrol Order automatically engage each other. Deploy the units involved on a Leviathans map, and play out the game normally, using the Combat Scoring system to determine victory points for each side.

Vessels given an Assault Order are usually trying to get past patrols without engaging. The player whose vessels are making the Assault move may choose to engage enemy Patrols. If he/she does not choose to do so, the patrolling player also chooses whether to engage the enemy. If they do not, proceed to the Assault Resolution Phase, below. If they do, then the patrolling player rolls DYellow, with the following modifiers added to the die roll:

- Patrolling player has more ships in the sector than assaulting force: +1
- All patrolling vessels faster than assault force vessels: +1
- All assaulting vessels faster than patrolling vessels: -1

On a roll of 4 or more, proceed to battle and resolve normally. Assaulting forces may leave the playing area by the opposite map edge at any time without penalty, breaking the engagement and ending the battle.

Retreating: Players have the option of retreating from a sector instead of engaging in battle. However, as describing under Calculating Victory Points (see p. 6), the point system encourages conflict.
ASSAULT RESOLUTION PHASE

Any vessels given Assault Orders that survive the Patrol Resolution Phase proceed to move to the target Base Sector. There, they engage any vessels on Base Sector Patrol. Any vessels at the base given a Coalling Order can substitute a Base Sector Patrol Order as long as they have not gone 6 or more turns without coalling, but suffer the usual penalties for having not coalled, if appropriate.

If the assaulting vessels win the battle, any vessels at the base remaining on Coalling or Repair Orders can be destroyed automatically if the assaulting player chooses. In addition, if no vessels defended the base that turn, the assaulting player may loot one Spares Token per assaulting ship from the enemy’s repair stockpiles (these are placed in the assaulting player’s stockpile), and discard two spares tokens per assaulting ship from the enemy’s repair stockpiles to represent wanton destruction.

Following the base assault, the assaulting player moves any surviving vessels back to the hostile sector from which they came. Any surviving enemy vessels given Patrol Orders can try to engage the assault force on its way home, using the same rules as in the normal Patrol Resolution Phase (see above). Assault vessels returning home can exit from the opposite map edge without penalty.

There are no assault orders in Turn 1. But had the British been able to issue Assault Orders (see Morale) for the Corbie and Beagle, then any units evading or surviving the French patrol force would have assaulted the unprotected French base, allowing the British player to loot two tokens and discard four tokens from the French player’s repair stockpile.

Following this, the Beagle and Corbie would have to move back to sector B2, where they would have to evade or fight survivors from the Pelletier, Souspetaux and Grenadier before returning safely to Blighty.

CALCULATING VICTORY POINTS

Vessels given an Incursion Order, which do not encounter enemy vessels, receive Victory Points (VP) equal to the sum of all Types involved in the incursion. For example, if the Pontbriand (Type 2), Pelletier (Type 1) and Montpellier (Type 1) made an incursion into British airspace, and were not challenged that turn, the French player would receive 4VP (2 + 1 + 1).

Vessels given an Incursion Order, which encounter enemy vessels, calculate their VPs accordingly:

• 1VP per ship Type for each Slot on an enemy vessel destroyed (this is not lost if the enemy ship manages to repair the damaged Slot).
• 2VP per ship Type for each enemy vessel leaving the playing area with any destroyed Slots
• 2VP per ship Type for each friendly vessel left on the playing area at the end of the turn

Note: The destruction of a ship is only counted as far as the number of Slots destroyed to eliminate the ship (any Slots un-destroyed at the time of the ships destruction are not counted). Loss of vessels has a major impact on Morale, however (see p. 8).

Add up the VPs scored during the battle, then:
• Multiply by the sum of class points that started on the enemy’s side
• Divide by the sum of class points that started on the friendly side

The Beagle and Corbie engaged the Pontbriand, Grenadier and Montpellier. During the incursion the British destroy a total of 8 Slots, and both British ships withdrew in (reasonably) good order. On the French side, the Montpellier withdrew, its captain not prepared to risk breaking the keel. Each side scores VP accordingly:

English: (8 for damage +(2 x 1) for damaged vessels withdrawing + (0 x 1) for vessels remaining on map) times (3 x 1) for starting enemy ships, and divided by (2 x 1) for starting friendly ships

= (10 x 3) / 2, or 15 points.

French: (11 for damage +(2 x 2) for enemy vessels withdrawing +(2 x 2) for friendly vessels remaining on map), times (3 x 1) for starting enemy ships, divided by (3 x 1) for starting friendly ships

= (19 x 2) / 3, or 12.6 (rounds to 13) points.

The French, despite their superior numbers, failed to press home their advantage aggressively enough—the smaller British force obtained a morale-boosting victory in this skirmish, and are considered the winners!
ADDITIONAL RULES

The following additional rules flesh out the turn sequence, providing the details needed to bring the various “real world” actions ship crews and captains must worry about in order to maintain the security of their empires borders.

SPARES & REPAIRS

Throughout the campaign, each player receives spare parts and new equipment in the form of Units that can be used to replace damaged/destroyed Slots on their vessels. Spares Units do not have to be used on the turn they’re received; they can be stockpiled for future use.

Each player starts the game with a spares stockpile consisting of:
• Ten "no die" crew Units
• Two engine Units
• Two Blue/Green die gun batteries (i.e. British 3 IN or 4 IN, French 65mm)
• Three Tesla Coil Units
• One yellow/blue die gun mount (e.g. British 6 IN or 4.7 IN, French 138mm)

These are separate from the initial crew allowance of three green die crew units and three blue die crew units mentioned above. These Spares Units can be used to restore any destroyed slots on a surviving vessel which is performing a Repair or Coalling order in that turn.

Note: Repair units cannot be used to upgrade or swap equipment on a vessel, only to repair existing equipment. But a destroyed 75mm (blue/green) gun mount can’t be replaced by a yellow/blue gun spare, or vice versa. Nor can a damaged Armour slot be replaced by a Crew slot, or an Engine slot.

Additional repair units are received at the end of each turn based on the roll of a d6:
• 1: Receive one Spare Armour Unit
• 2: Receive one Spare Blue/Green Gun Unit
• 3: Receive one Spare Yellow/Blue Gun Unit
• 4: Receive one Spare Engine Unit
• 5: Receive one Spare Green-Die Crew Unit
• 6: Choose*, or roll twice (ignoring any results of 6)

With “Choose”, the player can select a spare of any piece of equipment mounted on a vessel under his command at the time.

In Turn 2, the French player chooses to issue the heavily damaged Montpellier a Repair order, and the lightly damaged Pontbriand a Coalling order.

The Pontbriand has the following damaged slots: Bow (2) Armour, Starboard (4) Tesla Coil and Starboard (5) 65mm

The Montpellier has the following damage: Bow (2) 138mm, Port(1) 65mm, Port (3) Crew, Port (4) Tesla Coil, Port (6) 65mm and stern (3) Engine

The French player elects to repair the Pontbriand’s Tesla coil (Starboard 4) while coalling. The base’s mechanics first fix the stricken vessel’s propulsion (Stern Engine Slot 3), then concentrate on the gaping wounds to the Souspetaux’s port side, replacing the trim tank (Port Tesla Coil Slot 4). Now the craft still has the following damage: Bow (2) 138mm, Port (1) 65mm, Port (3) Crew, and Port (6) 65mm. With only two repair actions remaining, the player chooses to repair the two portside gun mounts.

The British player has, by diverse means, managed to get his hands on another Courser-class cruiser, which carries a 7.5” (red/yellow) gun mount. It’s not normally possible to get a replacement for this gun; however, the player rolled a 6 for replacements, and chooses to put a spare 7.5” mount into stockpile against possible future need, even though the HML Courser is as yet undamaged.

EXPERIENCE

Crew who survive several uneventful cruises, or a smaller number of firefights, can become more experienced, and therefore more effective, over time.

• A zero-die crew slot who survives a patrol cruise that does not end in combat may gain experience at the end of a turn. Roll 1DBlue; on a result of 1, the crew slot is upgraded to green die.
• A zero-die crew slot that survives a battle may gain experience at the end of a turn. Roll 1DBlue; on a result of 1 or 2, the crew slot is upgraded to green die.
• A green-die crew slot that survives a battle may gain experience at the end of a turn. Roll a DGreen and a DYellow; if the DGreen result is higher than the DBlue result, the crew slot is upgraded to DBlue.

This may lead to situations where one part of a vessel will have a much higher quality crew than another part. This is entirely allowable. Crew slots cannot be swapped inside a vessel, nor can they be swapped between vessels. However, a DBlue crew slot in one section of a vessel can be downgraded to DGreeen, to upgrade a no-die crew slot in that vessel to DGreeen.
MORALE, TENSION AND WINNING

The aim of the Channel Campaign is for one side to demonstrate its innate superiority over the other side, without precipitating a general war. Winning skirmishes is good; creating mass havoc and destroying ships increases tensions, and leads to the possibility of war. While Air Lords and Sky Admirals may be rewarded for initiating hostilities, they tend to take a dim view of a junior Captain of Sky Cruisers triggering global conflict accidentally.

There are therefore two values which are calculated from turn to turn, which determine who is winning the campaign, and the dangers involved.

French and British Morale
Each player maintains a Morale Value (MV) from turn to turn. The Morale Value starts at zero for each empire, and the value is modified each turn as shown below:

- For each battle won (i.e. you scored more VP than your opponent) +3 Morale
- For each battle lost or drawn, −1 MV
- For each ship lost, −2 MV per ship Type (i.e. loss of a Type 2 ship, lose 4 MV)
- For each enemy ship destroyed, +1 MV per ship Type
- For each Incursion Order which did not result in combat, +1 per ship Type involved
- For a successful Assault Order (i.e. 1 or more vessels return to the Base Sector): +1 MV per ship Type of surviving vessel(s)
- For looting and despoiling enemy Base Sector: +1 MV per Spares Units looted.

Tension
At the same time, tension (which is measured jointly for both players) is also calculated. Tension also starts at 0, and the value is modified each turn as shown below:

- If there was any incursion which did not involve combat: +1 tension
- If any vessels were lost that turn: +1 tension
- If any Assault Orders were issued that turn: +1 tension

WINNING THE CAMPAIGN
At the end of Turn 12 of the campaign game, the player with the higher Morale Point value wins, provided they have a lead of at least 5 morale points. If the player with the higher MP value has a lead of only 4MP or less, the game is a draw.

If the tension scale reaches +10, the campaign game concludes immediately. This reflects the commencement of general warfare. Both sides are considered to have lost by virtue of failing their mission to “Keep the peace … our peace”. The side with greater Morale can feel that they’ve won in some form or another, as they are thrown into the meatgrinder of high-intensity combat.

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