



Leviathen Roused Class Battle Cruiser (Nietzschean)

SPECS

Class: Capital Ship
In Service: ?
Point Value: 7750?
Ramming Factor:
Slip Delay: 25 Turns

MANEUVERING

Turn Cost: 4/3 x Speed
Turn Delay: 4/3 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 19
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: 0

SPECIAL NOTES:
Gravitic Drive



WEAPON DATA

ELS Missile Rack**
Class: Ballistic-2
Kinetic Kill missiles
Mode: Matter
Damage: 9 1d3 Times
Grouping Bonus: +1 per 4
Maximum Pulses: 5
Range Penalty: -1 per hex after 5
Minimum Range: 0

Standard Anti-Ship missiles
Mode: Standard
Damage: 15 1d3 Times
Grouping Bonus: +1 per 4
Maximum Pulses: 5
Range Penalty: -1 per hex after 10
Minimum Range: 10

Long Range Anti Ship missiles
Mode: Standard
Damage: 11 1d3 Times
Grouping Bonus: +1 per 4
Maximum Pulses: 5
Range Penalty: -1/2 hexes after 15
Minimum Range: 15

KD Kinetic Defense Missiles
Intercept: -2.5 times vs ballistic only
may not be grouped.

All:
Fire Control: +4/+3/+1
Rate of Fire: 1 per 3 turns

Medium Xraser
Class: Laser
Mode: Raking (10)
Damage: 2D10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-4
Intercept Rating: -1 vs Ballistic only
Rate of Fire: 1 per 2 turns

Light Xraser Array
Class: Laser
Mode: Raking (10)
Damage: 1D10+8
Range Penalty: -1 per hex
Fire Control: +3/+3/+2
Intercept Rating: -4 vs Ballistic only
Rate of Fire: Twice per turn
Special: all rules follow pattern of dual array.

AP Array
Class: Antimatter
Mode: Standard
Damage: 1X+12
Maximum X: 10
Range Penalty: Special
Range 0-5: No Penalty
Range 6-10: -1/Hex
Range 11+: -2/Hex
Fire Control: +3/+3/+2
Intercept Rating: -2 twice
Rate of Fire: 2 per turn

Plasma Spear
Class: Plasma
Mode: standard, piercing
Damage: 3d10+12 -2/Hex
Range Penalty: -1 / hex
Fire Control: +3/+3/-4
Intercept Rating: none
Rate of Fire: 1 per 2 turns

CENTRAL HANGAR

64 hangar spaces:
8 space will hold a SHF
Normal loadout is 8 SHFs.
* Launch Rate is 2 SHF/turn
or 2 Flights per turn

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

FORWARD HITS

1-4: ☐ Retro Thrust
5-7: ☐ Medium Xraser
8-10: ☐ Plasma Spear
11-18: ☐ Forward Struct
19-20: ☐ PRIMARY Hit

SIDE HITS

1-5: ☐ Port/Stb Thrust
6-7: ☐ AP Array
8-9: ☐ Lt Xraser Array
10-12: ☐ ELS Rack
13-18: ☐ Port/Stb Struct
19-20: ☐ PRIMARY Hit

AFT HITS

1-6: ☐ Main Thrust
7-9: ☐ Lt Xraser Array
10-11: ☐ ELS Rack
12-18: ☐ Aft Struct
19-20: ☐ PRIMARY Hit

PRIMARY HITS

1-8: ☐ Primary Struct
9-10: ☐ Slipstream
11-12: ☐ Sensors
13-14: ☐ Engine
15-16: ☐ Hangar
17-19: ☐ Reactor
20: ☐ C & C

ICON RECOGNITION

