



Leviathan Variant (Common)  
Version 1: 2E/FS-CST

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

FARSCAPE  
WARS

## Peacekeeper Controlled Leviathan Transport Ship

### SPECS

Class: Medium Vessel  
In Service: Ancient  
Point Value: 140  
Ramming Factor: 80  
Hatch Delay: 12 Turns

### MANEUVERING

Turn Cost:  $2/3 \times \text{Speed}$   
Turn Delay:  $2/3 \times \text{Speed}$   
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 1+1 Thrust

### COMBAT STATS

Fwd/Aft Defense: 13  
Treb/Ham Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +14

### WEAPON DATA

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

### FORWARD HITS

1-3: Control Collar  
6-9: Cargo  
10-18: Structure  
19-20: PRIMARY Hit

### AFT HITS

1-6: Bio-Thruster  
7-9: Starburst Drive  
10-18: Structure  
19-20: PRIMARY Hit

### PRIMARY HITS

1-4: Bio-Thruster  
5-6: Starburst Drive  
7-8: DRDs  
9-13: Cargo  
14: Docking Web  
15-16: Sensors  
17: Hanger  
18-19: Reactor  
20: C & C

### SPECIAL NOTES

Gravitic Drive System  
Advanced Sensors  
Bio-Drive System  
Starburst Drive  
Atmospheric Capable  
Paddac Beacon

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

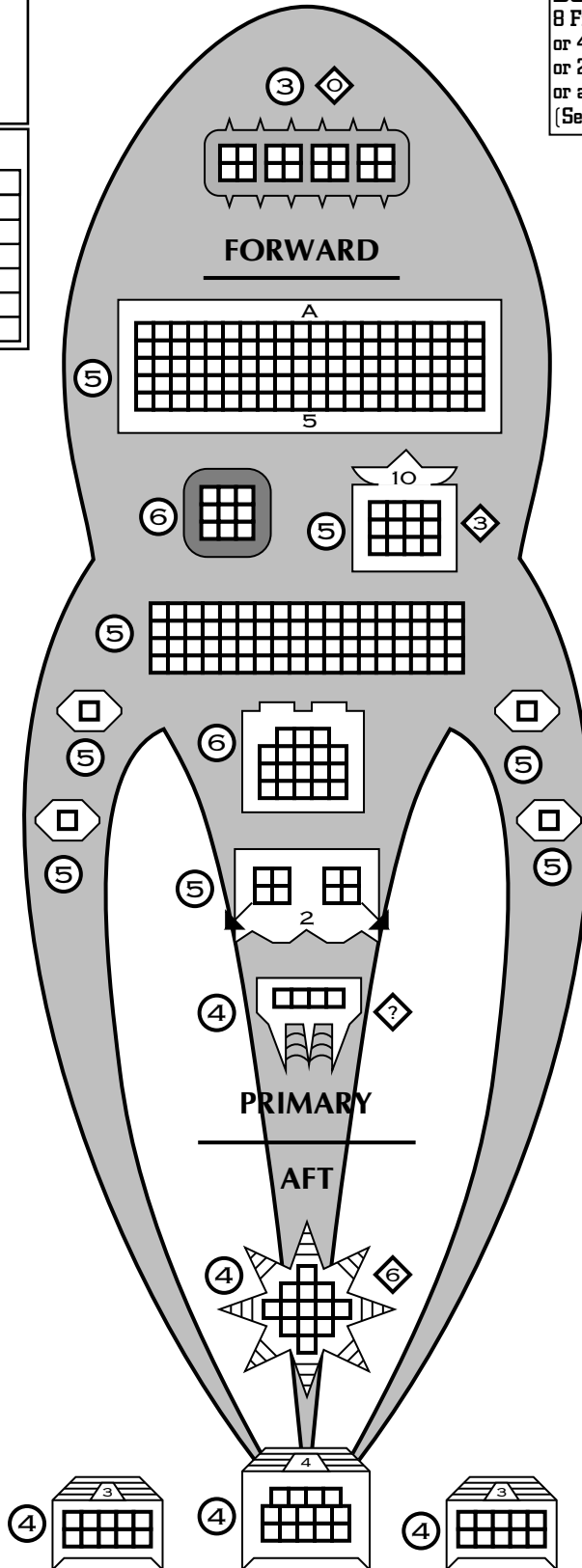
Target #6

### DOCKING BAY

8 Fighters  
or 4 Transport Pods  
or 2 LCVs  
or any combination  
(See rules)

HAMMOND

TREBLIN



### ICON RECOGNITION

- Thruster
- Pilot's Den
- Sensors
- Starburst Drive
- Reactor
- Docking Bay
- DRDs
- Docking Web
- Cargo
- Control Collar

### TRANSPORT POD

Cost: 0    Defence: 13/15  
Thrust: 10    Offense: n/a  
Armour: 3    Initiative: +10  
Special: Gravitic Drive Ship

