

LEVIATHANS™

CAPTAIN'S
MANUAL EXCERPT
OPEN BETA TEST

FOG OF WAR

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FOG OF WAR INITIATIVE

While the Initiative (Expanded) rule helps lessen Initiative's power in the game, it does not address the human element. In reality, the movement of ships and anticipating your opponent are exceptionally difficult, and a gifted commander brings his own sense of what an enemy will do to a battle. The following rules bring more realism and player decision-making to the table—the proverbial “fog of war”—but at the cost of speed. Each gaming group should decide whether the added “fog of war” is worth the slowed pace.

Before Game Play Begins

Before the start of the game, each player takes 4 cards corresponding to all four ship types. Even if a player is not deploying a specific ship type, he still takes all four cards. (**Hint:** If both sides are not deploying all four ship types, both players can agree to take a number of cards equal to the side deploying the largest number of ship types.)

At the start of every turn, follow the steps outlined below (all of the rules below apply simultaneously).

Step 1: Placing Ship Type Cards

Players place their cards face down so their opponent cannot see the ship types, in any order they wish. However, the cards will be revealed left to right, and so players should take that into consideration.

Step 2: Placing Initiative Dice

Each side selects a DBlack and places that on any ship type card. Then each side selects a DRed and places that on another card. Then each side selects and places a DYellow and a DBlue, until all four ship type cards on both sides have dice.

Hint: Players may find it difficult to resist peeking at how the other player is lining up his dice when determining their own dice placement. If this becomes a problem, feel free to place a book or some other obstacle in front of both players' tiles until all dice are placed.

Step 3: Revealing Cards and Movement

Once all dice have been placed, it's time to reveal the cards and start movement.

Starting with the leftmost ship type card (as determined by each player facing his own cards), both sides reveal their cards simultaneously. Both sides then roll the die assigned to that ship type for Initiative. The player with the lower die roll result moves all ships of the type matching the cards first, followed by the player with the higher result.

The players then reveal their next ship type card, going from left to right and following the steps above, until all ships have been moved. Re-roll any ties.

No Ship Type Deployed: If a card is revealed and the controlling player no longer fields a ship of that type (either the player never deployed the ship type or those ships were destroyed during game play), what happens next depends on whether the player wins or loses that Initiative for that card:

- **Win:** If the player wins the Initiative roll, the opponent moves his ship(s) for that card, and then goes on to the next set of cards to reveal and move ships; the controlling player need not move any ships.
- **Lose:** If the player loses the Initiative roll, that card is discarded and the player's next ship type card must be revealed immediately (in other words, any remaining cards are moved to the left to match up with the opponent's cards). The controlling player rolls Initiative dice for the newly revealed card (this is compared to the other player's already rolled dice; i.e. the other player does not re-roll Initiative). If the controlling player wins this roll, the opponent must move his ship(s) first; if the player loses, he must move his ship(s) first. If the controlling player does not deploy a ship type matching the next card revealed, the opponent moves and the controlling player need not reveal any more cards if he has won the Initiative roll; if the controlling player loses the new Initiative roll, the card is again discarded and a new card (if any) is revealed.

If only one player has a ship type card(s) left, no Initiative is rolled and that player simply moves that ship type(s).

Geoff (British Team A) and Mark (British Team B) are setting up for Initiative at the start of a turn; they both agreed to use all four ship type cards before the start of the game.

Geoff's HML *Leviathan* is hurting and so he decides he really needs to see the Type 4 ship move last. However, since he's got two Ship Type cards that don't match anything he's fielding, he can't hold off the strongest dice until the end or he might lose Initiative at some point and be forced to reveal and move the *Leviathan* before he wants to. With that in mind, he sets up his cards and dice in the following order:

Geoff's Ship Type Tiles (Left to Right)

Type 2 Card (DYellow)
Type 1 Card (DBLue)
Type 3 Card (DBlack)
Type 4 Card (DRed)

Mark, on the other hand, doesn't care when he moves his big ship.

Instead, he wants to move the *Lave* last because it's got the most movement and can potentially maneuver into the *Leviathan's* most damaged location and finish the vessel off. With that in mind, Mark's cards and dice are organized as follows:

Mark's Ship Type Tiles (Left To Right)

Type 4 Card (DBLue)
Type 1 Card (DYellow)
Type 3 Card (DRed)
Type 2 Card (DBlack)

After all cards and dice have been placed, Geoff and Mark start revealing cards and moving ships.

They simultaneously reveal their leftmost cards. While Mark has a Type 4 ship, Geoff does not have any Type 2 ships this turn. They both roll their Initiative dice: DYellow = 7, DBLue = 6. Geoff wins and so does not have to discard the Type 2 card and reveal his next card to the right; Mark moves his *Jean Bart*.

They each reveal the next card and discover that both are moving their Destroyers. They roll their Initiative dice: DBlue = 5, DYellow = 4. Geoff wins again, and so Mark moves his *La Gloire* and *Pelletier*, after which Geoff moves his HML *Trafford* and HML *Anfield*.

They both reveal the next set of cards. Neither fields a Type 3 ship, so one of them will be revealing and moving their last ships now. They roll their Initiative dice: DBlack = 9, DRed = 10! Despite Geoff banking on winning this turn (by placing the DBlack here) so that his HML *Leviathan* would move last, the dice didn't fall his way. He discards the card and immediately reveals his Type 4 card. There's no need to roll the new Initiative die (DRed), as Mark has no ships to move. Geoff is forced to move the *Leviathan*.

Mark then reveals his last card. Without an opposing Card, he doesn't have to roll Initiative and simply moves the *Pontbriand* last, taking best advantage of moving after the HML *Leviathan*.