LEVIATHANS™

SHIP QUIRKS & CREW ABILITIES CARD DECK RULES

The following rules—and their corresponding cards—provide additional flavor that can change up any type of scenario. As with the *Captain's Manual Excerpt* from the *Commander's Manual*, these are all considered optional, so players should agree to their use before the start of any play begins.

REQUIREMENTS: Some cards will note a specific requirement a ship must pass in order to assign that specific rule for use by a vessel. If a ship cannot pass the requirement, then the card in question cannot be used with that ship.

CANNOT BE USED WITH: Some cards note other cards they cannot be used with if players are using more than a single Ship Quirk/Crew Ability per vessel. In such circumstances the player must determine which card(s) they wish to retain and which prohibited cards to not use.

ENHANCED RULES: Some of Ship Quirks/Crew Abilities require rules from the *Captain's Manual*—or make reference to faction-specific rules—to use. While that rulebook has not yet released, some of the rules are found as *Captain's Manual Excerpt* PDFs at www.monstersinthesky.com. If the specific rule is not yet available, simply ignore that portion of the quirk's rules, or choose another quirk with a rule that doesn't reference the *Captain's Manual* and/or faction-specific rules.

FACTION USAGE: The Ship Quirks/Crew Abilities are tailored to enhance the flavor of a given faction. However, if the players don't have access to a given faction (or that faction has not yet been released), if the players agree, they can mix and match however they want; it's left up to each playing group to determine such usage.

HIDDEN CARDS: If players wish, instead of placing a Ship Quirk/Crew Ability cards face up, they can place it face down next to the corresponding Ship Card. Once a Ship Quirk/Crew Ability is revealed through its use in the game the player then turns the card face up.

NOTE: All modifiers, except where specifically noted, are cumulative with other modifiers.

SHIP QUIRKS

Not every ship is the same, even among ships of the same class and Type. Anyone that has served on board a vessel knows the complexity of their construction creates unique design quirks that bring a flavor all their own to each ship. This is all the more true for leviathans that are still relatively nascent technologies.

The Ship Quirks cards are a series of positive and negative quirks, each with a numerical value that determines the relative strength or weakness of a given quirk. It is strongly recommended that if a player chooses a positive quirk for his ship, he or she should give it a negative quirk of equal value as well. However, each playing group can decide if negative quirks must balance positive quirks.

Exactly how many quirks are chosen for a ship, or if the same quirk is chosen by different ships in the same game, is left completely up to the players to determine. For the first game using Ship Quirks, however, it is recommended only one quirk per ship.

Once quirks are chosen, select the appropriate Ship Quirk card and place it face up next to the appropriate Ship Card.

ACTIVE: When a quirk is in use it is considered "active." In some instances, such as Superior or Faulty Engines, a quirk may no longer be active if what it is modifying is no longer present in the game; i.e. if a ship with the Faulty Engines quirk has lost all its Engine Slots, then the quirk is no longer active (though if an Engine Slot happens to be repaired in a turn, at the start of a subsequent turn the quirk would be active again).

RANDOMLY ASSIGNING QUIRKS: While choosing quirks can allow players to maximize a vessel's strength, randomly determining a quirk can also help to accentuate the unknown of a brand new vessel; you can

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never know once a ship leaves ground-dock whether its quirks will be positive or negative. This process can be exceptionally enjoyable as players have to deal with a ship that has a mind of its own, but it can also be fraught with peril as a perfectly good ship is suddenly stuck with a negative quirk. In such instances this is not about creating a balanced scenario, but instead more of a roleplaying experience as players immerse themselves in the universe and try and achieve victory despite the odds.

If all players agree to randomly assign quirks, first they must determine if they'll stay within the faction or use a combination of factions. Once that has been determined, shuffle the cards to be used and draw a quirk. If the card has a Requirement that the vessel in question cannot meet, discard and draw a new quirk (keep drawing quirks until the first usable quirk is found).

SHIP REPAIR: If players wish they can determine if the on-the-fly ship repairs during a scenario create a negative quirk (see *Ship Repairs*, p. 46, *Commander's Manual*). At the end of any scenario where a ship repair was made, roll 2DRed plus the Crew Die. If all the dice turn up 1s, the ship is randomly assigned a negative quirk (use the rules above for randomly determining a quirk, but only use negative quirks when randomly drawing cards).

CREW ABILITIES

A ship is far more than the nuts and bolts and electroid that holds it together in the sky. The men and women that bring their skills, passions and blood are what elevate each ship to be far more than the sum of its parts, turning a ship into a legend. The Crew Abilities cards allow players to bring the crew of a ship to life.

At the start of a game, before any play takes place, players determine which of the Crew Abilities cards they

wish to use in the game. If an ability is chosen, place the card next to the desired Ship Card.

DETERMINING CREW ABILITIES: Exactly how many Crew Abilities cards are chosen for a ship or if the same Crew Abilities card is chosen by different ships in the same game is left completely up to the players to determine. (If more than one ship is using the same Crew Abilities and there is only one set of Crew Abilities cards available, the players should find some way to indicate which ships are using which Crew Abilities cards).

That being said, if using Crew Abilities, players can use Crew Skill Ratings (see p. 61, *Captain's Manual Excerpt, Commander's Manual*) as a good rule of thumb: the default skill rating of any ship is Regular; if a ship has a Green Skill Rating (i.e. in either Navigation or Gunnery) then it should not have a crew ability; if it has a Regular Skill Rating it should have at most one ability; if it has a Veteran Skill Rating it should only have up to two abilities; only if a ship has both an Elite Navigation and Gunnery Skill Rating should it have three abilities.

For example, in Scenario 3: Staking A Claim (see p. 59, *Commander's Manual*), both the attacking HML *Leviathan* and HML *Raven* have Veteran Skill Ratings (Gunnery and Navigation, respectively) and so both could have up to two Crew Abilities. Meanwhile, for the Defender, while the *Pontbriand* also has a Veteran Skill Rating (two in fact), allowing it to have up to two abilities, the *Lave* only has Regular Skill Ratings (the default for ships), so it can only have a maximum of one Crew Ability.

LOSING CREW ABILITIES: If using Crew Skill Ratings, for every two ratings lost (whether both from the same skill or one each from Gunnery and Navigation), automatically lose one Crew Ability (if there are multiple crew abilities, randomly determine which is lost).

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