LEVIATHANS™
THE GREAT WAR

FAQ
09/26/2025

MOVEMENT

LEVIATHANS CORE RULEBOOK, PAGE 13

Q: Can a ship pivot to place its NON-pivoting hex(es) off the map? Consider the example of the HML *Leviathan*, which is parallel to the map's short edge; all hexes to its port side are half-hexes. Can the *Leviathan* turn to starboard (say, using a two-hexside turn; *LCR* pg. 14) to point itself back toward the middle of the map? Its pivot hex remains on the map, but its Aft two hexes are hanging off the map edge. Nothing in the Movement Phase rules appears to prevent this.

A: A ship is considered "on the map" if its pivot hex is on the map. Other parts of the ship may leave the map as long as the pivot hex never does.

TORPEDOES

LEVIATHANS CORE RULEBOOK, PAGE 15

Q: Torpedo attacks are resolved "immediately." Does that mean if one torpedo destroys a ship, the ship is removed instantly and another torpedo behind it could potentially then hit a different ship behind the destroyed one? Similarly, can one torpedo hit knock out a Chaff Slot, meaning the next same-turn torpedo would not be subject to a Chaff roll?

A: "Immediately," in this context, means that all damage applied in the Resolve Torpedoes Phase occurs at the end of that phase, before the Attack Phase. However, all torpedoes are considered to be fired simultaneously, just as gun batteries are in the Attack Phase. So a ship destroyed during this Resolve Torpedoes Phase is removed at the end of the phase, so it would not allow a torpedo to hit the next ship in line.

REPAIRS

LEVIATHANS CORE RULEBOOK, PAGE 26

Q: When conducting normal repairs, can Crew Slots be combined to increase the odds of success, or are repair attempts strictly one Crew Slot per damaged Slot (apart from Repair Crews)?

A: Crew Slots may not be combined to increase the odds of a repair attempt for a damaged Slot.

BRACKETING FIRE

LEVIATHANS CORE RULEBOOK, PAGE 22

Q: When using Bracketing Fire, does the secondary weapon(s) use their own range bracket or the range bracket of the primary weapon?

A: The secondary weapon uses the range bracket of the primary weapon when firing. However, the secondary weapon must still be in range in order to fire.

RAMMING

LEVIATHANS CORE RULEBOOK, PAGE 27

Q: For ramming attacks, presumably the attacking ship takes its damage on the Bow, but this is not explicitly stated.

A: Damage to the attacking ship is applied to its Bow.

LEVIATHANS CORE RULEBOOK, PAGE 27

Q: Do we add Location Dice to a ramming attack's Breach Roll? The rules text says to make a standard Breach Roll, which always includes Weapon and Location dice. The Ramming table explicitly replaces the Weapon Dice, and doesn't say anything about replacing the Location Dice. However, the examples in the appendices do not include Location Dice in the example.

A: Ramming attacks do include Location dice for the Breach Roll.

LEVIATHANS CORE RULEBOOK, PAGE 27

Q: When Ramming, if the attacking ship only hits Miss Slots on the target vessel, does the attacking ship actually take any damage? A Miss Slot is defined as having not made contact with the target, and the damage to the attacking ship does presuppose that contact was actually made.

> *Example: French DD Normandie declares Ramming on the British cruiser HML Sydney. It rolls 2 Slot Dice, both of which come up with a result of 1, which is a Miss Slot. Does the Normandie take any damage? If so, how/why?*

A: The attacking ship is still struck even if the Ramming attack hit a Miss Slot. A Miss Slot often means a more narrow profile and can represent a glancing blow that still did more damage to the attacking vessel.

LEVIATHANS CORE RULEBOOK, PAGE 28

Q: For Displacement after a Ramming attack, if two battleships are parallel and adjacent when one is displaced into the other such that both ships overlap on all hexes, how should the damaged Location be determined (fore-side or aft-side)?

A: The damaged Location is determined by randomly rolling for which Location is struck.

Q: Does ramming *damage* Slots, leaving them usable during the Attack Phase, or *destroy* them like torpedo damage? (Ramming example on page 157 uses "damage," and torpedoes are explicitly stated to destroy, so it does not seem to be a phase thing.)

A: Any Slot damaged from a ramming attack may not be used in the Attack Phase. That Slot is considered destroyed before the Attack Phase begins.

SCREENING

LEVIATHANS CORE RULEBOOK, PAGE 28, AND *OPERATION HANNIBAL*, PAGE 8

Q: Does a Defensive Screening ship block LOS through its own footprint, when an enemy vessel is firing at a ground target through the footprint of the Defensive Screening ship?

A: A Defensive Screening ship blocks LOS through its own footprint. A ground target cannot be shot at if a ship above it is Defensive Screening.

PLANES

LEVIATHANS CORE RULEBOOK, PAGES 32–33

Q: The *Interceptor* Plane Card has a HBT Value of "–". Neither the *Enter Hexes Before Turn* rules on page 32 nor the *Changing Facing* rules on page 33 cover how this mechanic functions.

A: A plane with an HBT value of "–" can change facing for free. In practice this means they may face whichever direction they wish during movement.

LEVIATHANS CORE RULEBOOK, PAGE 33

Q: Are planes required to move, or may they remain stationary in their current hex?
A: Planes are not required to move during their activation.

LEVIATHANS CORE RULEBOOK, PAGE 34

Q: The *Planes* section of the rulebook mentions "Machine Gun," which is not a keyword that appears on any plane tokens.
A: The Machine Gun rule is for future material that has yet to be published.

LEVIATHANS CORE RULEBOOK, PAGE 34

Q: Does a plane declare it is using the Escort ability before or after the AA die is rolled?
A: A plane may declare it is using its Escort ability after the AA die is rolled.

LEVIATHANS CORE RULEBOOK, PAGE 34

Q: The description of the Spotter ability is a bit ambiguous. Does the Spotter token get placed after the Spotter plane moves or after the target ship has moved?
A: The Spotter token is placed after the plane with the Spotter ability has moved.

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COMMON SLOTS

LEVIATHANS CORE RULEBOOK, PAGE 37

Q: A Steering Gear Slot reduces a ship's HBT by 1, to a minimum of 1. However, to perform a slide-slip without moving forward 1 hex (*LCR*, pg. 30), a ship has to have its HBT value reduced to 0, which is impossible, per the Steering Gear rules. How should this be resolved?

A: The ability to perform a sideslip without moving forward one hex requires the ship in question to have its HBT reduced to zero if the minimum 1 rule was not enforced. In other words if the minimum 1 rule is needed because of the reduction from Steering Gear Slots, then it may sideslip without moving forward.

LEVIATHANS CORE RULEBOOK, PAGE 38

Q: Do Slip Shafts count as Steering Gear for purposes of allowing a ship to sideslip without moving forward one hex (*LCR*, pg. 30)? For example, the SML *Bremen* has an HBT value of 2, and has two Slip Shaft Slots, giving it an HBT value of 0.

A: A Slip Shaft Slot does not allow a ship to sideslip without moving forward, as a Slip Shaft does not reduce the HBT, so it can never reach zero.

UNCOMMON SLOTS

LEVIATHANS CORE RULEBOOK, PAGE 38

Q: Do Chaff Slots interact with HE torpedoes?
A: Chaff Slots do not stop HE torpedoes.

LEVIATHANS CORE RULEBOOK, PAGE 39

Q: If an HE torpedo detonates directly under a ship, which Location is damaged since HE torpedoes have no preferred direction? The rules on page 15 for moving the torpedo token backward along its flight path don't seem to apply, as the torpedo has no indicated direction of travel.

A: HE torpedoes directly under a ship attack a randomly determined side. If in the front hex of a ship, roll to determine Port, Starboard, or Bow. If in the back hex, do the same for Stern, Port, or Starboard. The pivot hex of a cruiser rolls for Starboard or Port. The two middle hexes for a battleship apply the same but for Aft and Fore Locations, depending on which hex is affected.

LEVIATHANS CORE RULEBOOK, PAGE 39

Q: Do HE torpedoes affect planes?
A: HE torpedoes do not affect planes.

METHODS OF PLAY

LEVIATHANS CORE RULEBOOK, PAGE 48

Q: Are duplicate ships allowed in fleet building? For example, aan I create a fleet of five *Pontbriands*?
A: In standard play, multiple of the same ship are not allowed in a fleet. In free play, players can have any number of the same ships they wish.

LEVIATHANS CORE RULEBOOK, PAGE 52

Q: The Tug of War scenario says the neutral ship cannot be attacked. That is fine for guns, but leaves nebulous what happens if it would get struck by torpedoes. Are the torpedoes blocked, letting the neutral ship be used as a shield, or should the torpedoes act as if the neutral ship does not exist?
A: The torpedoes act as if the neutral ship does not exist. A torpedo will pass through the ship instead of hitting it.

CARDS AND SUPPLEMENTAL MATERIAL

ADMIRAL CARD

Q: The *Repair Bonus* Admiral Card says the ability is "Twice." Twice per what? Turn, game, something else? All other Admiral Cards begin with bold text indicating frequency of use; this card does not.
A: The card should read "Twice per game."

ADMIRAL CARD

Q: How do the Kickstarter Admiral Cards that allow ships to ignore destroyed Slots interact with taking damage, and with Breaking The Keel Rolls?
A: Slots made operational by this Admiral Card still act the same for all destruction rules and Breaking The Keel Rolls. The ability only allows the Slot to be used (or the penalty removed) as if it was not destroyed. All other game effects still apply.

CAPTAIN CARD

Q: How does *René Fonck*'s ability interact with the Precision Crew Slot? There is a question about order of operations: Does the Precision Crew apply its "move the Slot" ability first, and then *René Fonck* applies his ability, or vice versa? The player who controls the initiative chooses which to apply first? The Precision Crew limitation that it must be applied before any rerolls means that order of operations can make René's ship much more resistant to Precision Crew fire.
A: *René Fonck*'s ability is applied after all other effects on the dice. This means that it may change the outcome of a Precision Crew's ability.

CAPTAIN CARD

Q: The *Manfred von Richthofen* card says "A ship's [..]," whereas the *Camilla Romano* card says "This ship's [...]"

Does this imply that Manfred can target some ship other than the one he's attached to? If so, is it any ship, or just *Greif*-class ones?

A: The card should read "This ship" not "A ship."

CAPTAIN CARD

Q: *Manfred von Richthofen* allows a *Greif*-class ship to reduce its HBT by 2, to a minimum of 1, but this would be enough to reduce a *Greif*-class ship's HBT to 0, were it not for the HBT minimum. Does this mean that a *Greif*-class captained by the Red Baron can sideslip without moving forward, as though it had 2 Steering Gear per side (per *Multiple Steering Gear Slots*, pg. 30, *LCR*)?

A: This card does allow a ship to sideslip without moving forward.

OPERATION RAGNAR

Q: Can Outposts and Forts be placed on Eteroid Mines and Shipping Lanes?

A: Outposts and Forts may not be built on Eteroid Mines and Shipping Lanes.

Q: The *Choose a Scenario* section mentioned scenarios that do not exist (Blockade Run and Protect Ship). Presumably these should be Breakthrough and Tug of War from the *Leviathans Core Rulebook*?

A: Those scenarios mentioned should be Breakthrough and Tug of war.

Q: Under *Gather Resources* (pg. 19), do teams generate eteroid and supply for each Eteroid Mine they control or for each Eteroid Mine in play?

A: Resources are gathered from each Eteroid Mine they control.

Q: *Alter the Campaign Map* (pg. 18) references HQ nodes, but none are visible on the campaign map. (I am told it was mentioned in a live stream this is a typo from *Operation Hannibal* and should be ignored).

A: This is a typo and should be ignored.