



Terran Leviathan Class Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: HCV	Turn Cost: 1x Speed	Fwd/Aft Defense: 13
In Service: 2322	Turn Delay: 4/5 Speed	Stb/Port Defense: 14
Point Value: 260	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 195	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 4 5 6 7 8 8 9 10	

WEAPON DATA
Particle Turret Class: Particle Mode: Standard Range Penalty: -3 per 2 hexes Intercept Rating: -2
<i>Dispersed Mode:</i> Damage: 6 Fire Control: +3/+3/+4 Rate of Fire: 3 per turn
<i>Concentrated Mode:</i> Damage: 8 Fire Control: +3/+2/+0 Rate of Fire: 2 per turn
Fighter Killer Bank Class: Ballistic Mode: Standard Damage: 10 Launch Range: 10 Range Penalty: n/a Fire Control: +0/+0/+4 Intercept Rating: N/A Rate of Fire: 1 per turn
CCEW Pod Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.

FORWARD HITS

1-4: Retro Thrust
5-7: Particle Turret
8-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES

Limited Sensors
Subspace Drive

AFT HITS

1-5: Main Thrust
6: Jump Drive
7-8: CCEW Pod
9-11: Particle Turret
12-18: Aft Structure
19-20: PRIMARY Hit

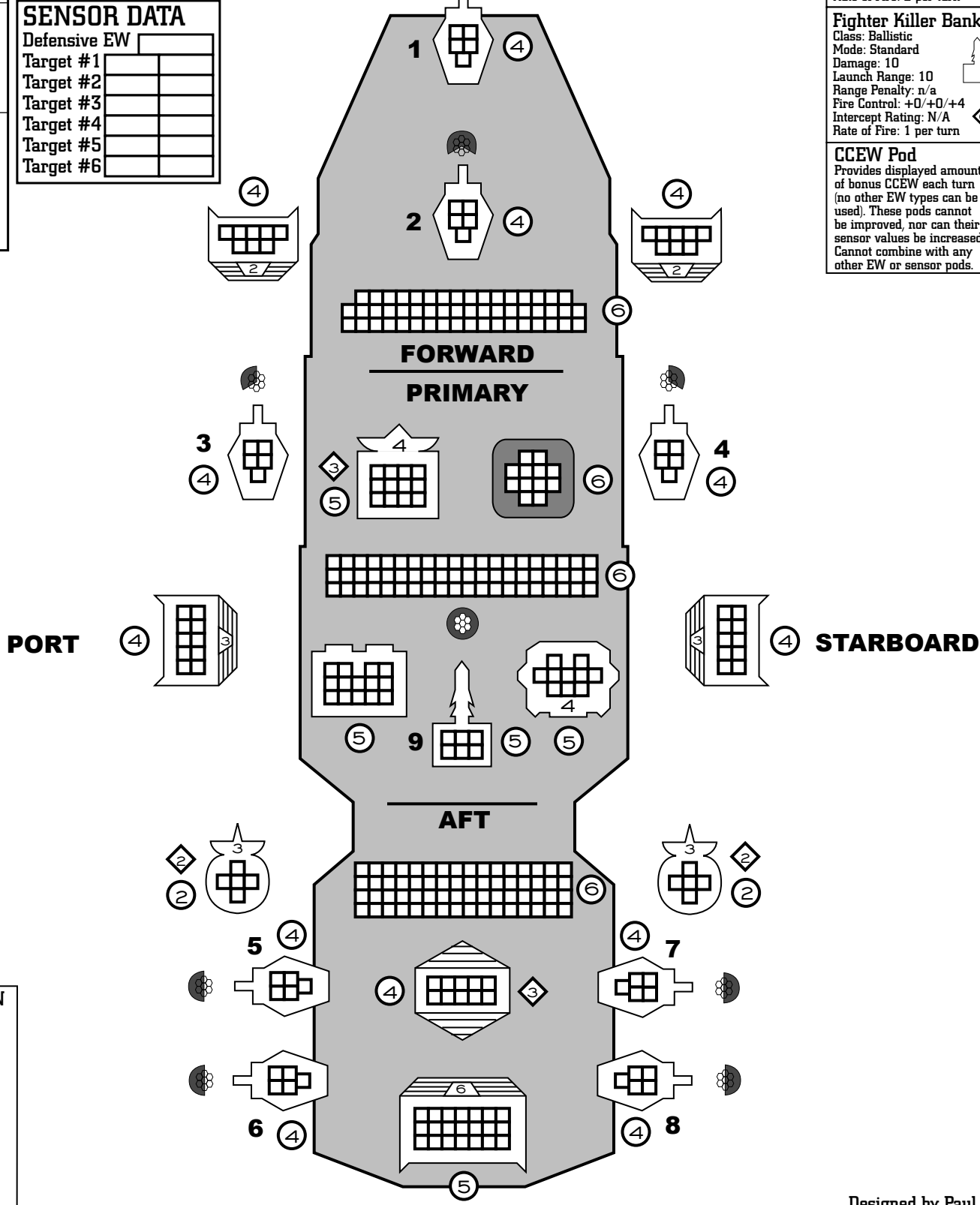
SENSOR DATA

Defensive EW

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

PRIMARY HITS

1-8: Primary Structure
9-10: Port/Stb Thrust
11-12: Particle Turret
13-14: Fighter Killer Bank
15-16: Sensors
17: Engine
18-19: Reactor
20: C&C



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- CCEW Pod