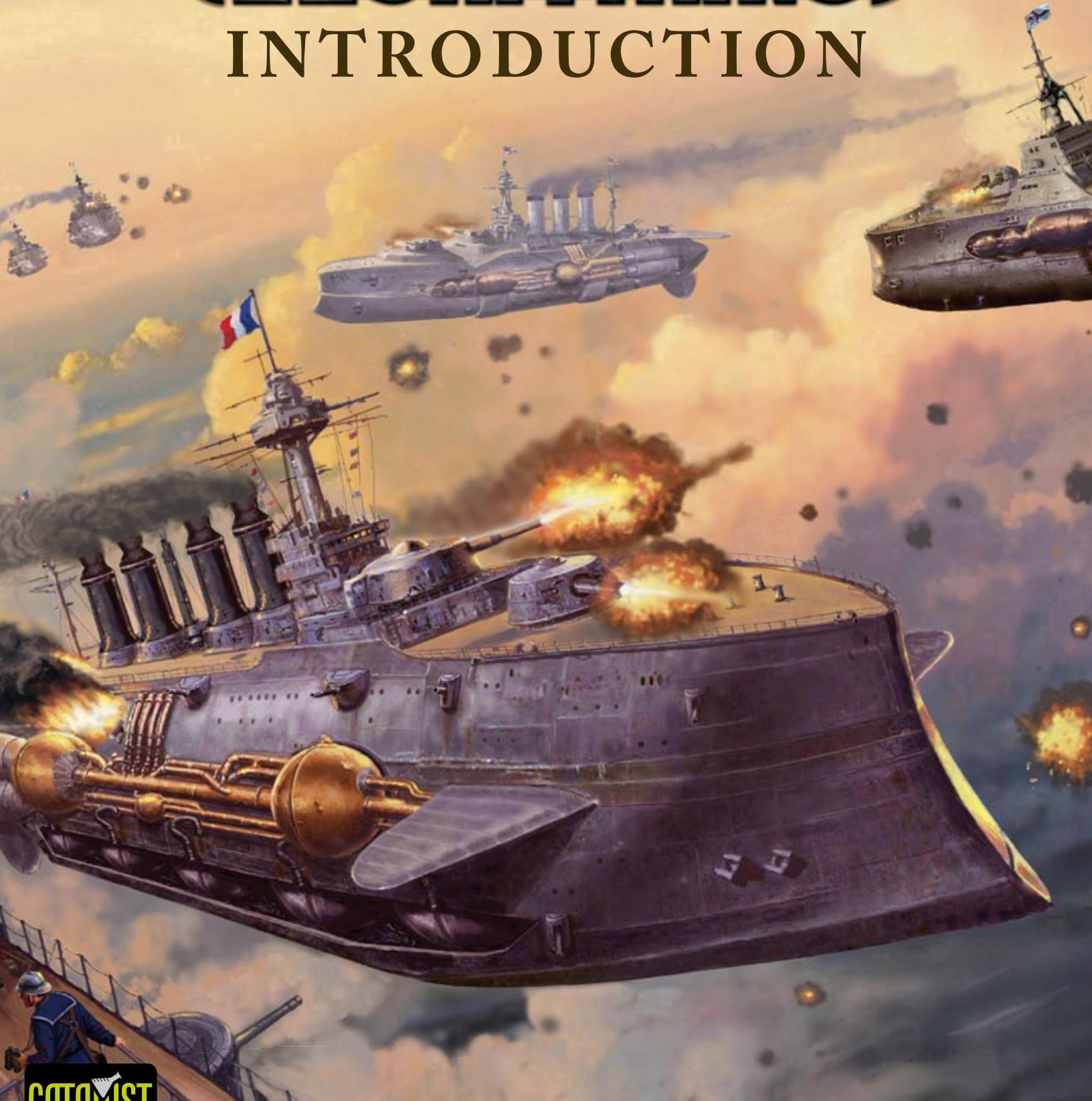


LEVIATHANSE™

INTRODUCTION





In 1878 the Polish genius Rynchowski isolated an electrical fluid with remarkable lifting capabilities. A single, pivotal event that would change the world.

The smartest military minds of the coming generation—Zeppelin, Jellico, Fisher and others—diverted their attention to the glorious new technological revolution and sea-going battleships were abandoned around the world. In their place, armored giants took to the skies.

In 1906, Great Britain launched the HMS Leviathan, the first of the “super air ships,” sparking an arms race around the world. By 1910 the most powerful nations boasted large High Fleets, and the start of small skirmishes left the world uneasy...welcome to Leviathans!

WHY SHOULD YOU BE EXCITED ABOUT LEVIATHANS?

The world of 1910 *Leviathans* is epic in scope. The Manifest Destiny of the 1800s, combined with Old World power and elites, mixes with new technologies that dazzle the imagination as man uses his ingenuity to conquer science and the world.

ART AND FICTION

The art and fiction of *Leviathans* crafts a larger-than-life, alternate history image of clashing empires at the dawn of the technological age. Yet heroes still make the difference, whether in the palaces of far distant lands as political machinations bring a knife in the dark, or on the deck of a ship fighting for its life in a raging storm as hellfire from 12” gun batteries try to obliterate it from existence.

- Giant steel-cased ships smashing their way through the air over cities, mountains and foreign ports. Static lightning halos thrown off a ship’s *electroid* ballast tanks when conducting high-powered maneuvers. A broken-keeled ship hanging just for a moment at the edge of the clouds, blazing with fire and lightning, which slowly rolls over and then plummets toward the barren desert floor...
- The officers who must perfect three-dimensional naval warfare on ships that mount cutting edge 1910 technologies. The enlisted man who cuts his lanyard to dash across a pitching deck and rescue a comrade before he is lost over the side, the engineer who is almost as much a wizard as a tech.

THE GREATER BRITAIN EXHIBITION

The Battle of Tsushima—where the Russian Leviathan “Berkuts” defeated the massive guns of the Japanese wet navy—heralded the acceptance of these “aether flyers” as a technology to investigate by the world’s empires. However, the Greater Britain Exhibition will forever mark the start of the public’s understanding of the might these ships represent.

In 1890 the French become aware of British work in the field of Leviathan technology and change their own course. After a series of false starts (and fatal accidents), the *Ganymede* was smuggled to Britain in pieces—under cover of railway locomotive parts—and reconstructed inside the French pavilion at the Crystal Palace for the Greater Britain Exhibition in London. At the height of the exhibition, to the amazement of the crowd, the *Ganymede* lifted itself skywards, draped in bunting, belching smoke and carrying beneath it a platform on which two mounted and armored Cuirassiers brandished the Tricolore.

When the French Ambassador challenges Prime Minister Gladstone, “Eh, and sir, what do you say to that?”, the Prime Minister checked his watch, brushed a smut from his sleeve, and asked “Why is yours so infernally dirty?”

Moments later, Her Majesty’s Sky Ship *Leviathan*—first sky vessel of that name—chugged its way across the sky, conspicuously absent colored bunting and horsemen, but displaying a pair of 6” cannons mounted on its bow, and a number of Maxim automatic machine-guns.

The Great Sky Race had begun.

THE GAME

Leviathans is a miniatures-based board game wedded to a dynamic, alternate-history universe based around the steampunk genre.

Catalyst Game Labs launched the *Leviathans* universe via monstersinthesky.com in early 2009, where continual blog posts show a “behind-the-scenes” look at a universe and game development in progress; with fiction, art and more. The Core Box Set with the full game and universe will be published in 2011.

Leviathans uses an innovative game system of color-coded dice and easy-to-read physical record-keeping cards that allow for quick and easy play while retaining the depth of strategy that will encourage repeat play.



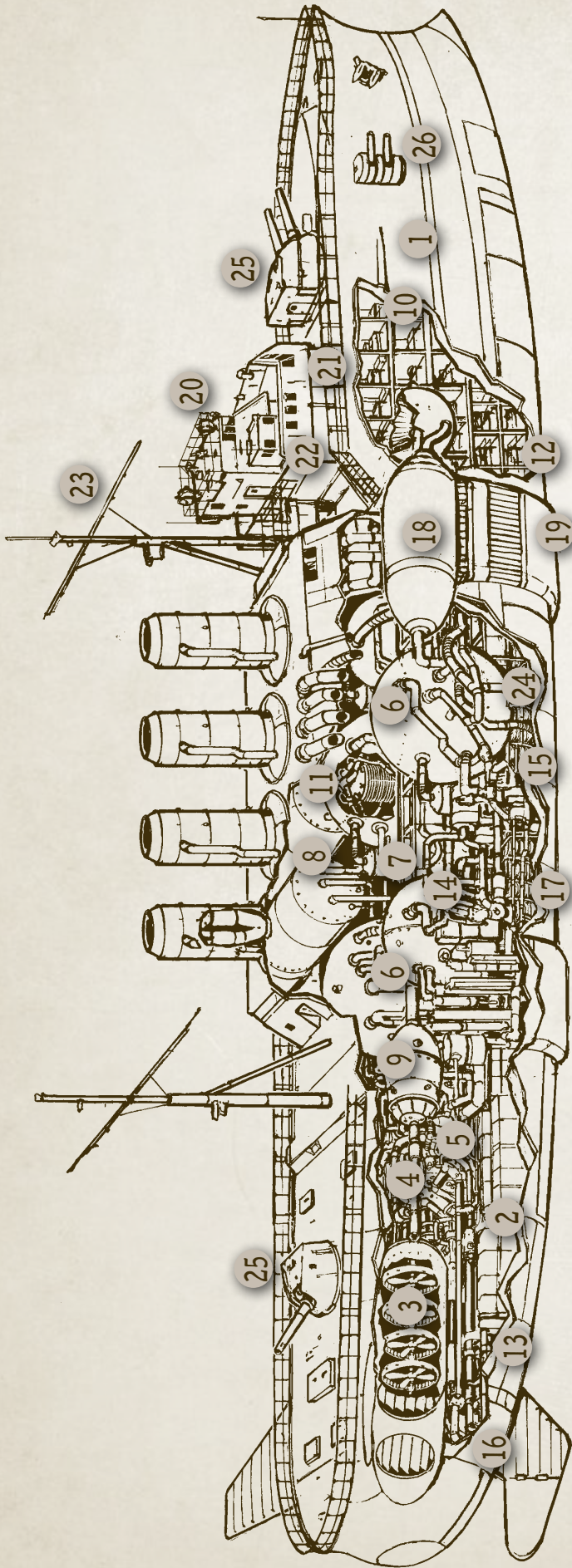
CREATIVE COMMONS

Catalyst Game Labs is releasing *Leviathans* under the Creative Commons license (www.creativecommons.org). This will allow and even encourage the emerging *Leviathans* community to create their own derivative works, thereby embracing the steampunk philosophy of taking elements you like and making them your own.



Pre-final Test Miniature





THE INNER WORKINGS OF A LEVIATHAN

- | | | |
|-------------------------------------|---|---|
| 1. Armoured Double Hull | 10. Officer's Mess & Quarters | 19. Swan Stabilizers |
| 2. Ship Stores | 11. Tesla Coil | 20. Wheelhouse & Fighting Bridge |
| 3. Ducted Screws | 12. Airman's Quarters | 21. Captain's Quarters |
| 4. Engine Shafts | 13. Aerial Torpedo Magazine | 22. Radiotelegraphy Room |
| 5. Backup Electrical Generator | 14. Upper Keel | 23. Foremast with Main Telegraphy Antenna |
| 6. Main Electroid Containment Tanks | 15. Lower Keel | 24. Bunkers |
| 7. Main Electrical Generators | 16. Steering Gear | 25. Turreted 6in Guns |
| 8. Boilers | 17. Bunkers | 26. Casemate-mounted 3in Chase Guns |
| 9. Turbines (never Destroyer Class) | 18. Adjustable Electroid Tanks (Trim Tanks) | |





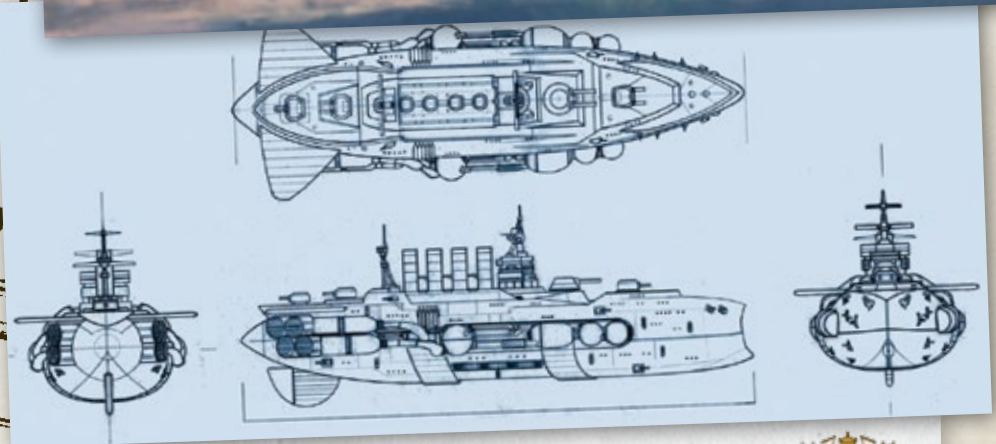
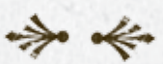
BRITISH EMPIRE LEVIATHANS RANKS

OFFICER RANKS

- Sky Admiral
- Sky Rear-Admiral
- Sky Captain
- Sky Commander
- Lieutenant Commander
- Lieutenant
- Ensign

ENLISTED RANKS

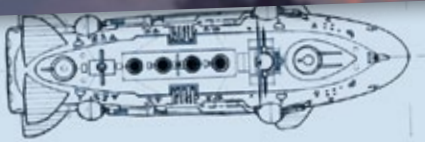
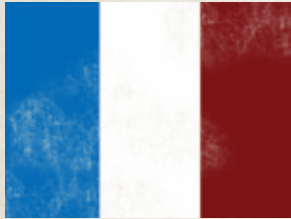
- Chief Petty Officer
- Petty Officer
- Leading Airman
- Able Airman
- Airman



HML LEVIATHAN (LEVIATHAN-CLASS BATTLESHIP)

Dimensions: 439 ft. x 78 ft. x 86 ft. (excluding funnels & masts)
 Complement: 582
 Weight: 16,350 tons
 Engines: Triple expansion, producing 18,000 shaft hp (max. speed 19 knots)
 Fuel: (coal) normal 950 tons; max 2150 tons (also 400 tons oil)
 Armament: 4-12", 3-9.2", 4-6", 8-3" QF





LAVE
(LIBERTE-CLASS LIGHT CRUISER)

Dimensions: 296 ft. x 62 ft. x 77 ft. (excluding funnels & masts)
Complement: 350
Weight: 5,360 tons
Engines: Turbines, producing shaft hp (max. speed knots)
Fuel: (coal) normal 536 tons; max 636 tons
Armament: 3-100mm, 4-launch bays



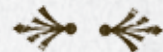
**FRENCH
LEVIATHANS RANKS**

OFFICER RANKS

- Admiral aérien*
- Commandant aérien*
- Capitaine aérien*
- Lieutenant aérien*
- Sous-Lieutenant aérien*
- Enseigne aérien*
- Enseigne aérien 2ème classe*

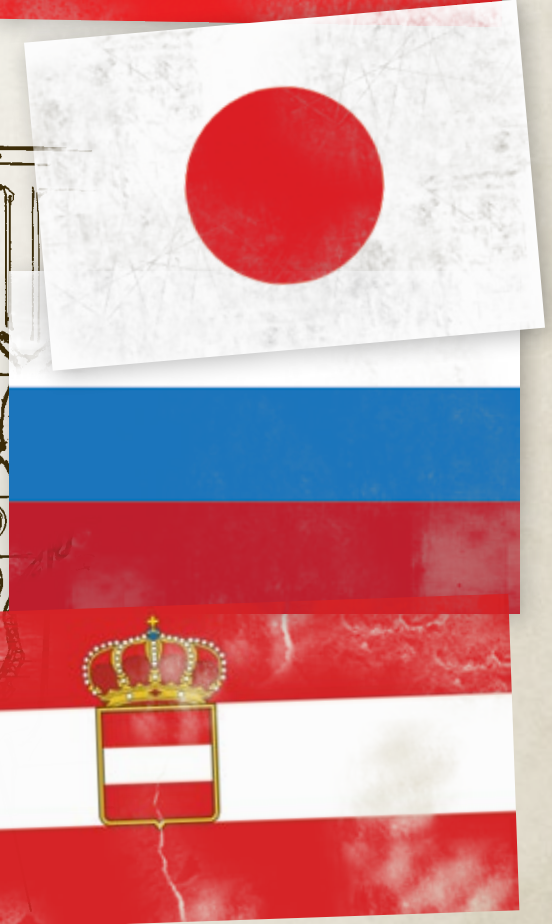
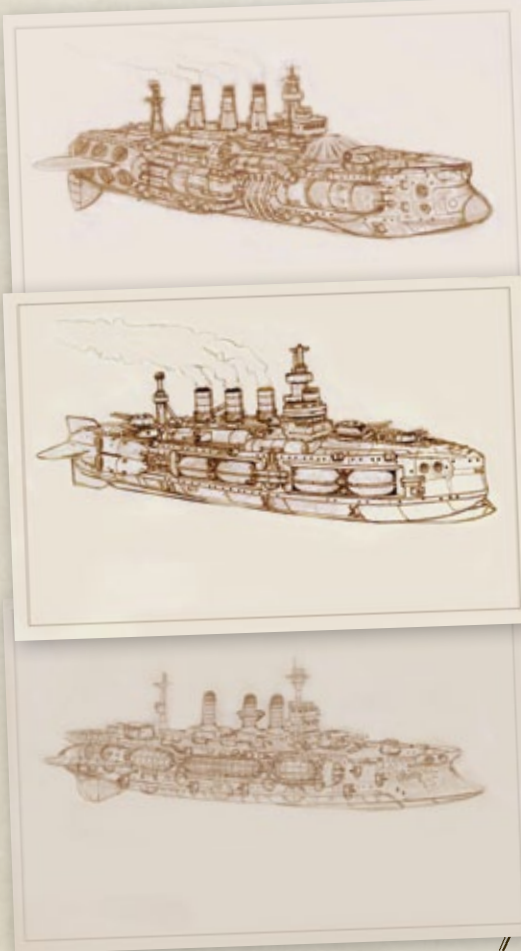
ENLISTED RANKS

- Maitre-principal*
- Premier-maitre*
- Maitre*
- Second-maitre*
- Quartier-maitre de 1ère classe*
- Quartier-maitre de 2ème classe*
- Aviateur*



LEVIATHANS CORE BOX SET

The miniatures and Ship Cards in the Core Box Set that will release in 2011 will showcase the British and French fleets. Faction Box Sets will follow in the future, introducing the fleets of the other major powers of the *Leviathans* universe: German, Italian, Russian, Japanese, American, and Austro-Hungarian.



MINOR POWERS

Toward the end of the 19th Century, and prior to the Great Exhibition of 1890, nations staked their claims to be Major Powers on the possession of their own fleets of battleships. The first flight of the *Ganymede* only raised the stakes for those wanting to play the new game of aerial supremacy-not only was the engineering mettle of a nation on show, their scientific prowess had to reach to sustain production of acceptable volumes of electroid, lest their investments in bravado sit there as no more than inert lumps.

A brief survey of the lesser players-the Minor Air Powers-reveals two paths taken by these lesser participants. Firstly, the more self-sufficient limit their ambitions and lower their aims, producing smaller numbers of smaller vessels. Those with presences more operatic than influential, on the other hand, take the parvenue approach, and attempt to buy their way into the game.

-JKL

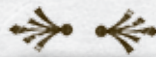


LEVIATHANS

Leviathans Core Box Set includes the following:

- The rulebooks ease players from the quick-start rules into the full Commander's Rules.
- 8 high-quality plastic miniatures representing ships from the British and French fleets.
- 12 Ship Cards that expand a player's fleet, including a battleship, two light cruisers and three destroyers.
- 12 full-color Recognition Cards that correspond to each Ship Card, including the ship's service history on the back.
- *Leviathans Gazetteer* that details the alternate history of *Leviathans*, the technology behind the great ships, the eight major air powers of 1910, along with minor powers, and the growing hot spots of conflict around the world.
- 2 novellas throwing you directly into the action of the universe.
- Templates to aide game play.
- 2 18" x 22" board-game quality maps, printed on both sides.
- 12 dice

COMING SOON!



LEVIATHANS™

JOIN THE LEVIATHANS EXCITEMENT!

Before the release of the Core Box Set, jump into the epic *Leviathans* universe and game system by purchasing the following PDFs from www.battlecorps.com/battleshop or www.drivethrurpg.com.

WWW.MONSTERSINTHESKY.COM



The *Lieutenant's Manual* is a 32-page PDF offering a complete introduction to the new, innovative *Leviathan's* game system, including playing maps, ready-to-cut-out-and-use Ship Cards and counters. All a player needs to bring to the table are a few sets of polyhedral gaming dice (D4, D6, D8, D10 and D12s) and in minutes they'll be scouring the skies at the helm of several thousand tons of war-forged metal looking for the tail-tale sign of enemy smoke on the horizon.

.....



The *Primer For New Airmen Excerpt* is a 21-page PDF offering a sampling of pages from the *Primer For New Airmen*. In addition to the next chapter of *He Who Merits It* (story fiction begun in the *Lieutenant's Manual*), the *Primer* explores the world of 1910. The manifest destiny of the 1800s, combined with Old World power and elites, mixes with new technologies that dazzle the imagination as man uses his ingenuity to conquer science and the world.

.....



James' Fighting Leviathans: Excerpt From 1910 Edition is an 8-page PDF that includes four more ships ready-to-play with the *Lieutenant's Manual*. The PDF includes full-color illustrations and histories of all 4 ships, Ship Cards and cut-outs for putting these leviathans into play on your gaming table. The HML *Beagle* and *Montpellier* are variations on the D-class and *Grenouille*-class vessels found in the *Lieutenant's Manual*. The HML *Courser* and *Ardent*, however, are two new Light Cruiser classes.

.....



James' Fighting Leviathans: Excerpt From 1910 Edition Part Two is an 13-page PDF that includes four more ships (two each for the British and French fleets) ready-to-play with the *Lieutenant's Manual*, including unveiling Type 3 Ships. The PDF includes full-color illustrations and histories of all 4 ships, Ship Cards and cut-outs for putting these leviathans into play on your gaming table. Also included are two ready-to-play scenarios for instantly fielding these ships (and others), including rules for Steering Gear and turrets!