

# RENEGADE LEGION: LEVIATHAN

SHIP RECORD SHEETS

"SHIPS OF THE LINE"



**SYRACUSE CLASS CRUISER (TOG)**

MASS: 1,627 KTONS  
 COST: 9,128 MM TALENTS  
 CREW: 1,665  
 COMMANDER: \_\_\_\_\_

	RANGE: 0 1 2 3				
TURRET FACTOR	TO-HIT: (9) (9) (7) (5)				FIRE MOD
PORT (F/A)	5	5	4	3	
STARBOARD (F/A)	5	5	4	3	

		RANGE: 1 2-3 4-6 7-10 11-15 16-20						
WEAPONS	TO-HIT:	(10)	(9)	(8)	(7)	(6)	(5)	FIRE MOD
SPINAL MOUNT (B)	F	8	6	4				
100x 37M/30CM	P	28	25	23	20	18	15	
50x 22M/10CM	P	6	5	4	3			
100x 37M/30CM	S	28	25	23	20	18	15	
50x 22M/10CM	S	6	5	4	3			

PORT/FORWARD Shield Factor: 3										FORWARD Shield Factor: 4										STARBOARD/FORWARD Shield Factor: 3									
1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

	RANGE		DAMAGE		SALVOS		
MISSILES, TYPE G	10	50	1ST	2ND	3RD		

PORT/AFT Shield Factor: 3										AFT Shield Factor: 4										STARBOARD/AFT Shield Factor: 3									
1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

Internal Component Block									
1	2	3	4	5	6	7	8	9	10
Transponder	Nav Lights		VIP Dock		Crew Quarters		Life Support		
Long Rng Sensors	Port Turret Fire Control		Acc Comp		Internal Comms		Stbd Turret Fire Control		External Comms
Flag Brg	Damage Control		C.I.C.		Atmos Controls		A-G Drv		External Comms
1/2 Turret Lost	1/2 Turret Lost		1/2 Turret Lost		1/2 Turret Lost		1/2 Turret Lost		
C.I.C.	Port Engine		Stbd Engine		Shld Shrt	Shld Shrt	Spinal Coil Shrt	Shld Shrt	
Bay Dst	Bay Destroy	Shld Dst	Weapon Power	Shld Dst	Shield Destroy	Bay FC	Bay FC	Spinal Mount Damaged	Bay TC
Shield Destroy	Shld Dst	Manuvr Power	Weapon Power	Bay Dst	Bay Destroy	Bay Dst	Grav	Shield Destroy	Shield Destroy
Plant Short	SLD Short		Grav		Spinal Mount Damaged		Bay Dst		
Plant 1/2 Damage	Plant 1/2 Damage	Plant 1/2 Damage	SLD 1/2 Damage	SLD 1/2 Damage	SLD 1/2 Damage	C.I.C. Destroyed	Bulkhead Collapse	Spinal Mount Destroyed	Spine Cracks
Plant Destroyed	SLD Destroyed		Structural Collapse						
Ship Destroyed									

FIGHTERS CARRIED: 72  
 (12 SQUADRONS / 3 FLIGHTS)

TURN	1	2	3	4	5	6	7	8	9	10	11	12
VELOCITY												
DRIFT												
WEAPONS												
MANEUVER												

BASE THRUST: 2  
 MAX ΔV: 2  
 HEADING CHANGE: 2 HEXES

VELOCITY	0	1	2	3	4	5	6	7	8	9	10
THRUST COST PER HEADING CHANGE	1	1	1	2	2	2	3	3	3	4	4









# TOG FIGHTERS

1 SQUADRON = 6 FIGHTERS  
 1 FLIGHT = 4 SQUADRONS / 24 FIGHTERS  
 1 GROUP = 3 FLIGHTS / 72 FIGHTERS

EXAMPLE	THRUST:	CRA LRA	
		0 1 2 3	(10) (9) (8) (7)
ARCUS	1X	X	X
CUSPIS	9	15	14
DEFENSOR	11	9	7
FULMAN	11	9	9
FUNDA	11	7	3
GLADIUS (MAV:10)	14	6	1
ICTUS	10	17	7*
IDIS	10	11	9
LANCEA	11	14	4
LEGATI	14	2	1
LUDICRUM SEC.	9	20	15
MANUBALISTA	12	5	1
MARTIOBARBULUS	13	6	2
MARTIOBARBULUS	10	10	9
ONAGRI (MAV:10)	11	7	5
PILUM	11	9	8
SAXUM	13	2	3
SERCURIS	11	13	6
SICA	11	8	3
SPATHA	9	17	13
SPICULUM	12	5	4
TELUM	10	12	2
TORMENTA	10	8	9
VERUTUM	10	7	5

EXAMPLE	THRUST:	CRA LRA		MAV RNG: 0-3
		0 1 2 3	(10) (9) (8) (7)	
ARCUS	1X	-	-	-
CUSPIS	7	60	55	40 37
FULMAN	9	25	20	18
FUNDA	12	35	26	23 17
GLADIUS	8	37	35	25 23
ICTUS	8	10	12	12
IDIS	9	26	12	17 8
LANCEA	12	25	9	4
LEGATI	7	24	4	16 3
LUDICRUM SEC.	10	10	8	1
MANUBALISTA	11	67	28	45 19
MARTIOBARBULUS	10	75	22	9
MARTIOBARBULUS	10	46	36	31 24
ONAGRI	9	0	15	12
PILUM	10	58	17	39 11
SAXUM	10	25	19	6
SERCURIS	12	10	5	3 2
SICA	12	79	60	53 40
SPATHA	7	0	26	20
SPICULUM	10	20	4	13 3
TELUM	10	0	7	1
TORMENTA	8	20	4	13 3
VERUTUM	8	0	7	1
MANUBALISTA	11	23	8	15 5
MANUBALISTA	11	25	8	3

EXAMPLE	THRUST:	CRA LRA		MAV RNG: 0-3
		0 1 2 3	(10) (9) (8) (7)	
MARTIOBARBULUS	1X	-	-	-
MARTIOBARBULUS	8	41	36	27 24
ONAGRI	9	0	14	12
PILUM	9	29	19	19 13
SAXUM	11	75	10	6
SERCURIS	9	36	31	24 21
SICA	9	0	12	10
SPATHA	7	8	13	5 9
SPICULUM	10	25	3	4
TELUM	8	50	23	33 15
TORMENTA	8	10	17	8
VERUTUM	8	34	11	23 7
VERUTUM	8	0	11	4
VERUTUM	8	68	52	45 35
VERUTUM	8	10	23	17
VERUTUM	8	19	14	13 9
VERUTUM	8	25	6	5
VERUTUM	8	48	10	32 7
VERUTUM	8	25	16	3
VERUTUM	8	30	36	20 24
VERUTUM	8	0	10	12
VERUTUM	8	28	19	19 13
VERUTUM	8	0	9	6

FIGHTER CAPACITY: 144  
 (24 SQUADS / 6 FLIGHTS)















# RL/CW FIGHTERS

1 SQUADRON = 6 FIGHTERS  
 1 FLIGHT = 4 SQUADRONS / 24 FIGHTERS  
 1 GROUP = 3 FLIGHTS / 72 FIGHTERS

STRIKECRAFT CAPACITY: 4 SQUADRONS		CRA LRA	
RANGE: 0 1 2 3			
To-Hit: (10) (9) (8) (7)			
EXAMPLE	THRUST: 1X	X	X
AVENGER	THRUST: 11	14	9
BUMBLEBEE	THRUST: 14	5	2
CHEETAH	THRUST: 14	8	3
CORSAIR	THRUST: 12	14	4
DEFENDER	THRUST: 10	10	9
DEFIANT	THRUST: 11	16	6
DEVIL	THRUST: 11	10	5
FALCON	THRUST: 13	1	5
FLUTTERING PETAL	THRUST: 9	19	16
GAUL	THRUST: 10	9	11
GUARDIAN	THRUST: 8	14	4
HAWK	THRUST: 8	9	8
KATA CATOR	THRUST: 11	13	5
KENDERSON	THRUST: 10	11	8
PEACEKEEPER	THRUST: 11	8	6
PENETRATOR	THRUST: 11	9	7
PERFORATOR	THRUST: 12	10	7
RAMROD	THRUST: 13	6	2
SHIELD	THRUST: 14	2	1
SLINGSHOT (MAV10)	THRUST: 11	6	5
SPACE GULL	THRUST: 10	13	7
STINGER	THRUST: 12	12	4
VENTURA	THRUST: 10	5	4
WARSPITE	THRUST: 12	10	4

FIGHTER CAPACITY: 144 (24 SQUADS / 6 FLIGHTS)		CRA LRA	
RANGE: 0 1 2 3			
To-Hit: (10) (9) (8) (7)			
EXAMPLE	THRUST: 1X	-	-
AVENGER	THRUST: 9	58 35	39 23
BUMBLEBEE	THRUST: 12	20 8	13 5
CHEETAH	THRUST: 12	31 12	21 8
CORSAIR	THRUST: 10	58 17	39 11
DEFENDER	THRUST: 8	41 36	27 24
DEFIANT	THRUST: 9	65 24	43 16
DEVIL	THRUST: 9	38 20	25 13
FALCON	THRUST: 11	2 22	1 15
FLUTTERING PETAL	THRUST: 7	77 62	51 41
GAUL	THRUST: 8	35 42	23 28
GUARDIAN	THRUST: 6	55 14	37 9
HAWK	THRUST: 6	36 31	24 21

FIGHTER CAPACITY: 144 (24 SQUADS / 6 FLIGHTS)		CRA LRA	
RANGE: 0 1 2 3			
To-Hit: (10) (9) (8) (7)			
EXAMPLE	THRUST: 1X	-	-
KATA CATOR	THRUST: 9	53 19	35 13
KENDERSON	THRUST: 8	43 34	29 23
PEACEKEEPER	THRUST: 9	34 24	23 16
PENETRATOR	THRUST: 9	36 29	24 19
PERFORATOR	THRUST: 10	38 29	25 19
RAMROD	THRUST: 11	25 10	17 7
SHIELD	THRUST: 12	7 5	5 3
SLINGSHOT	THRUST: 9	24 19	16 13
SPACE GULL	THRUST: 8	53 26	35 17
STINGER	THRUST: 10	48 17	32 11
VENTURA	THRUST: 8	19 14	13 9
WARSPITE	THRUST: 10	41 16	27 11

# Patrol Class Ships

## CINGULUM CLASS CORVETTE (TOG)

MASS: 1059 TONS  
 COST: 16 MM TALENTS  
 CREW: 7

TURRET FACTOR	RANGE	0	1	2	3	FIRE MOD
360*	To-Hit:	(9)	(9)	(7)	(5)	

\*May not split fire, may only fire once

WEAPONS	RANGE						FIRE MOD
	1	2-3	4-6	7-10	11-15	16-20	
FORE BAY	F	3	3	3			
REAR BAY	A	1	1				

PORT/ FORWARD Shield: 1	FORWARD Shield: 1	STBD/ FORWARD Shield: 1
1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
5 4 3 2 1	5 4 3 2 1	5 4 3 2 1
5 4 3 2 1	5 4 3 2 1	5 4 3 2 1

PORT/AFT Shield: 0	AFT Shield: 1	STBD/AFT Shield: 0
1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
5 4 3 2 1	5 4 3 2 1	5 4 3 2 1
5 4 3 2 1	5 4 3 2 1	5 4 3 2 1

Internal Component Block				
1	2	3	4	5
Trans-ponder	Nav Light	VIP Dock	Crew Quart	Life Sup
1/2 Turr	AG Drive	Atmo Contrl	SM Mnr	FTL Dest
Bay Dest	Shld Dest	CIC Dest	SM Mjr	Main Bridge
Plant 1/2	SLD 1/2	BLK Clips	SM Dest	Spine Crack
Plant Destroyed	SLD Destroyed	Strct Clips		
Ship Destroyed				

TURN	1	2	3	4	5	6	7	8	9	10	11	12
VELOCITY												
DRIFT												

BASE THRUST: 4  
 MAX ΔV: 4  
 HEADING CHANGE: UNLIMITED

VELOCITY	0	1	2	3	4	5	6	7	8	9	10
THRUST COST PER HEADING CHANGE	1	1	1	2	2	2	3	3	3	4	4

## PEGASUS CLASS CORVETTE (TOG)

MASS: 1059 TONS  
 COST: 16 MM TALENTS  
 CREW: 7

TURRET FACTOR	RANGE	0	1	2	3	FIRE MOD
360*	To-Hit:	(9)	(9)	(7)	(5)	

\*May not split fire, may only fire once

WEAPONS	RANGE						FIRE MOD
	1	2-3	4-6	7-10	11-15	16-20	
FORE BAY	F	4	4	1			
REAR BAY	A	1	1	1			

PORT/ FORWARD Shield: 1	FORWARD Shield: 1	STBD/ FORWARD Shield: 1
1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
5 4 3 2 1	5 4 3 2 1	5 4 3 2 1
5 4 3 2 1	5 4 3 2 1	5 4 3 2 1

PORT/AFT Shield: 0	AFT Shield: 1	STBD/AFT Shield: 0
1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
5 4 3 2 1	5 4 3 2 1	5 4 3 2 1
5 4 3 2 1	5 4 3 2 1	5 4 3 2 1

Internal Component Block				
1	2	3	4	5
Trans-ponder	Nav Light	VIP Dock	Crew Quart	Life Sup
1/2 Turr	AG Drive	Atmo Contrl	SM Mnr	FTL Dest
Bay Dest	Shld Dest	CIC Dest	SM Mjr	Main Bridge
Plant 1/2	SLD 1/2	BLK Clips	SM Dest	Spine Crack
Plant Destroyed	SLD Destroyed	Strct Clips		
Ship Destroyed				

TURN	1	2	3	4	5	6	7	8	9	10	11	12
VELOCITY												
DRIFT												

BASE THRUST: 4  
 MAX ΔV: 4  
 HEADING CHANGE: UNLIMITED

VELOCITY	0	1	2	3	4	5	6	7	8	9	10
THRUST COST PER HEADING CHANGE	1	1	1	2	2	2	3	3	3	4	4





