

# Leviathans



# 2

## Avalon Games





**An Avalon Games Product, All rights reserved, Version 1.0, 2011**

**All comments, suggestions and contacts can be made at...**

**Avalon Games Company, [avalon@comstar-games.com](mailto:avalon@comstar-games.com)**

**Or visit**

**Avalon Games at...**

**[www.avalon-games.com](http://www.avalon-games.com)**

**Game design, artwork and layout by Robert Hemminger**

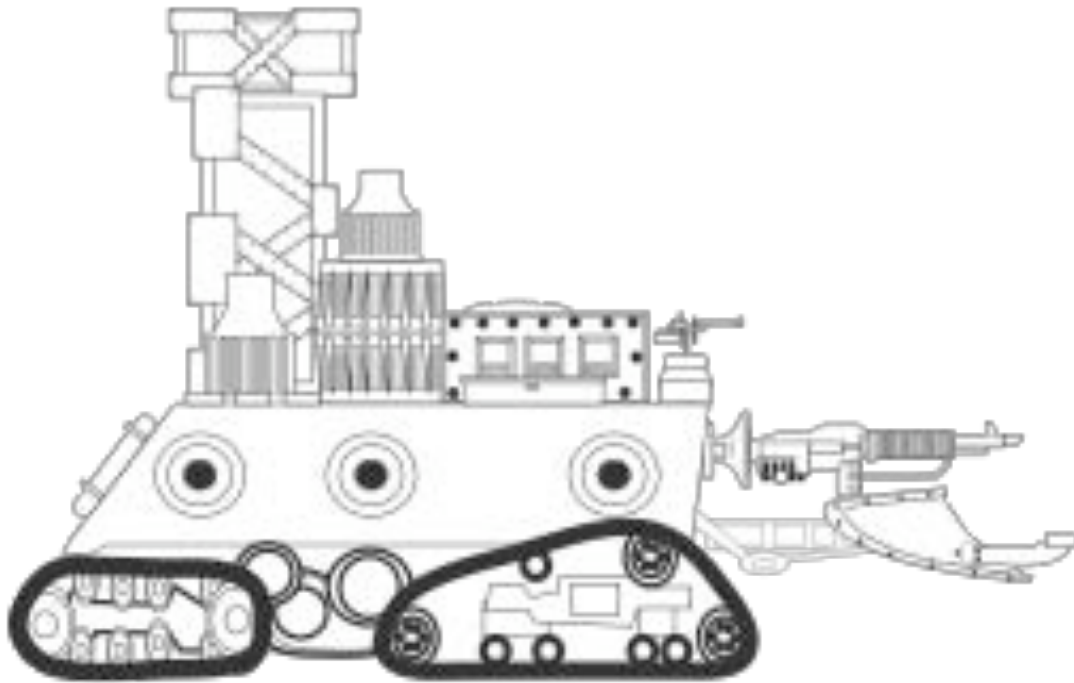
**Edited by Peter Dodges**

**Lead Play Tester Josh Stevens**

**Lead story by Josh Kemp**

**Some art by Sade**

**Photos by Rob Walker of GMI**



# **Avalon Games**





## Contents

Introduction	Page 3
New Weapons	Page 3
Misc Gear and Options	Page 4
Infantry Special Abilities	Page 5
Foot Soldier Abilities	Page 5
Cavalry Abilities	Page 6
Artillery Abilities	Page 7
Kit Bashing Tips	Page 8
Different Scale	Page 9
New Scenarios	Page 10
New Steam Tanks	Page 12



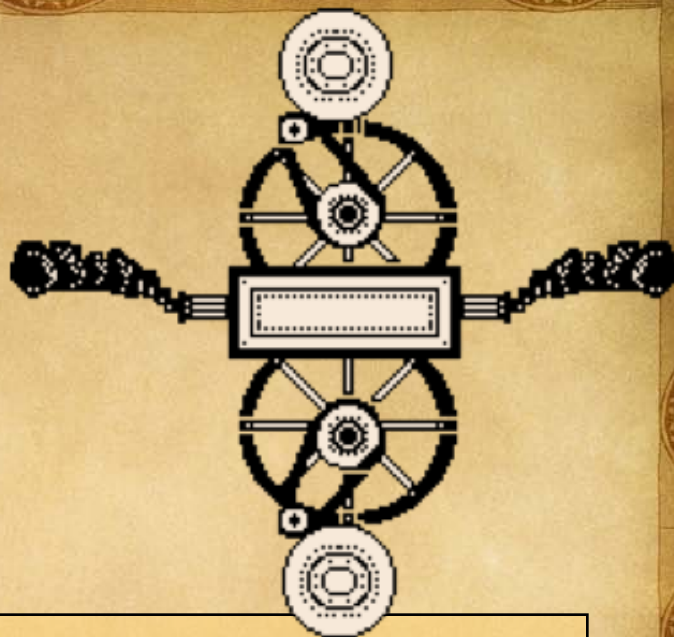


## Introduction

This expansion to the Leviathan game system adds new options and new abilities, allowing you to expand the game into new directions. All the rules added in this expansion are optional, and may be used only if both players agree to their inclusion.

## New Weapons

Several new weapon systems are included in this expansion.

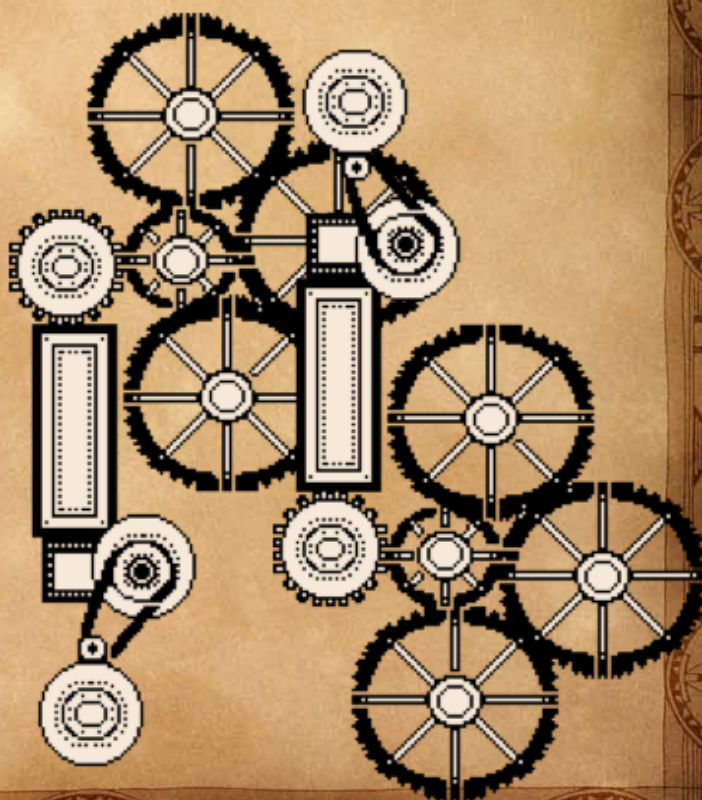


Weapons							
Type	Point Cost	Build Point Cost	Base to Hit roll	Base Damage	Range in inches Short / Long	Steam Point Cost to use	Damage Boxes
Lighting Gun	10	8	10+	1D6	5 / 10 / 15	3	3
New Mortar Rounds							
Smoke	1 Per	-	-	-	-	-	-
Black Smoke	3 per	-	-	-	-	-	-
High Explosive	2 per	-	-	2	-	-	-
Earth Shaker Cannon	14	10	12+	6	15 / 30 / 45	3	3
Vulcon's Gun	20	14	14+	10	15 / 30 / 45	3	3

### Lighting Gun

A strange device, it fires a bolt of electrical energy, which often bounces about the battlefield. Make an attack as normal, and if a hit is scored roll 1D6 for the damage. Then roll 1D20. On a roll of 10+ the bolt travels in the direction of the points on the die, and a number of inches as rolled on the die (Thus it will move 10 to 20") Any figure in the direct line of this new bolt takes a hit as normal (Rolling to hit each new target on a 10+). Once the bolt reaches its new location, roll once more to see if it travels to a new location by rolling 1D20 all over again. Continue this process until the bolt runs out of power.

Note that a lighting cannon can be fired but once activation.





### New Mortar Rounds

There are several new rounds, which may be, fired form a mortar.

#### Smoke

These rounds create screens of smoke, which float about the battlefield. When fire the smoke round does no damage although the attack is conducted as normal. Once the round hit, place a 4" smoke template in this location.

Each turn, after Initiative has been rolled, roll a single 1D20 and 1D6 for each smoke template in play.

Move the smoke template in the direction of the pointed end of the D20, a number of inches equal to the roll on the D6. If a "6" is rolled, the smoke template dissipates.

Smoke blocks all lines of sight, which passes through the template, regardless of the height of the target or the attacker.

#### Black Smoke Rounds

Black smoke is a poisoned gas, much feared by infantry. When this sort of sound is fired, conduct the action as if it was a smoke round as indicated above. Move its template each turn as directed.

Black Smoke template though are only 2" in diameter, and should, at any point an infantry stand, or a creature, touches or is touched by the template, said stand take 1D6 hits automatically. Any infantry unit or creature, which starts its activation touching or covered by a black smoke template, take 1D6 hits before it starts its activation.

#### High Explosive Rounds

These round are geared to create really big explosions. Increase the template of the round by 2". (Thus a small mortar would use 4" and a heavy mortar 6" template)

#### Earth Shaker Cannons

These huge guns are used to drive the enemy out of their foxholes and trenches.

When the cannon is fire, place a 2" template on the target. Any stand touched by the template has a chance of being hit, rolling to hit as normal for each target, being hit on a 10+ on a roll of 1D20

The Earth Shaker cannon ignores all terrain effect on the to hit roll.

#### Vulcon's Gun

The biggest gun out there, this huge monster fires rounds the size of a house.



Here are but a few options that can be added to a steam tank. Have fun coming up with your own goodies.

Misc Gear and Options Chart			
Type	Point Cost	Build point Cost	Steam point Cost to Use
Marines	1 per Stand	-	-

#### Marines

A steam tank generally has no CCV. Each stand of marines allows the tank to generate one CCV when in close combat with infantry units. If the attacking solders have the boarding action ability, then the marines are slain before the tank's crew. Make note of the number of marines the tank has. Each marine unit may take but a single hit of damage.