

# Leviathans



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Avalon Games





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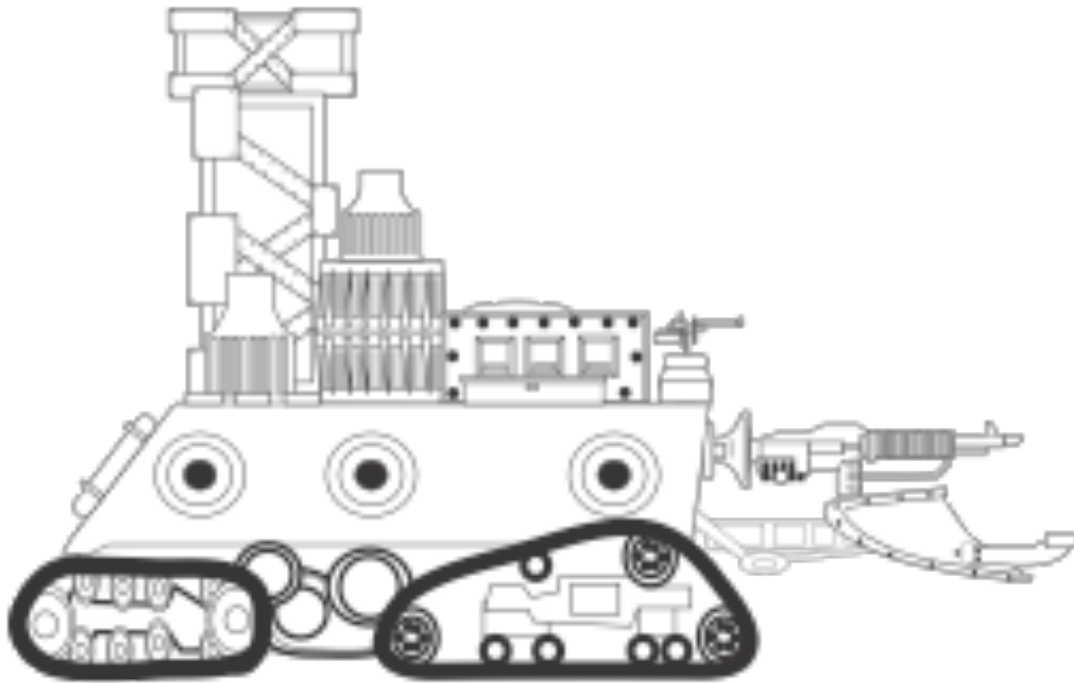
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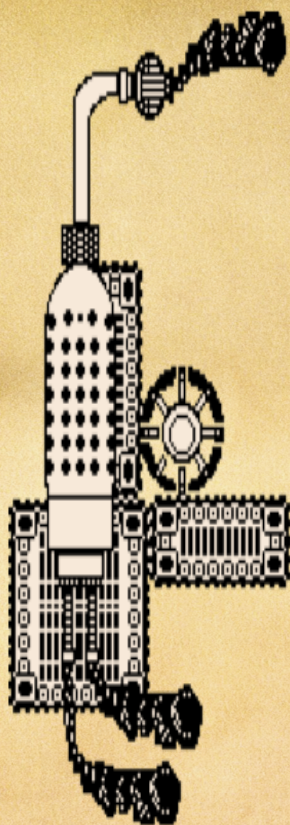
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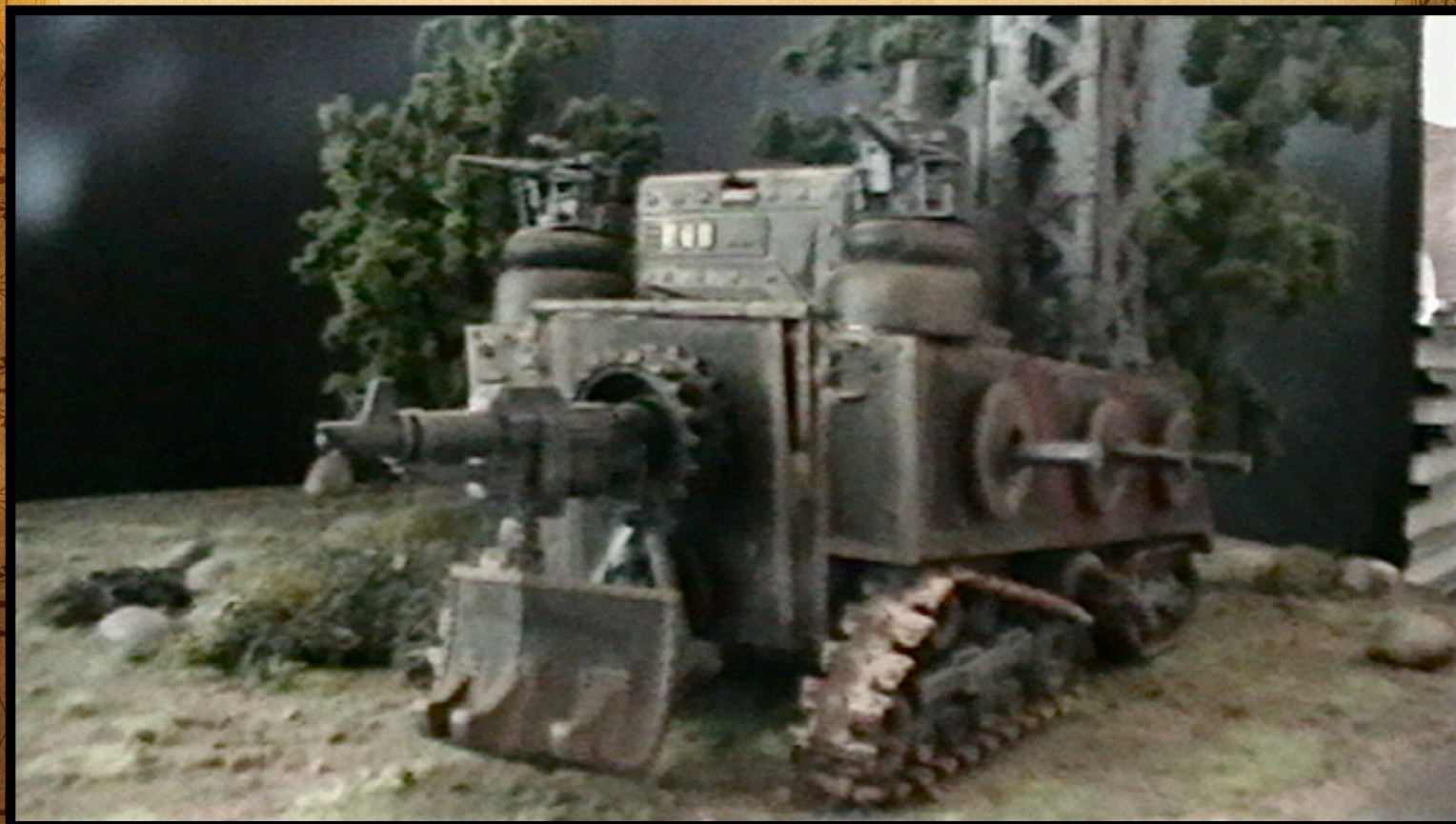
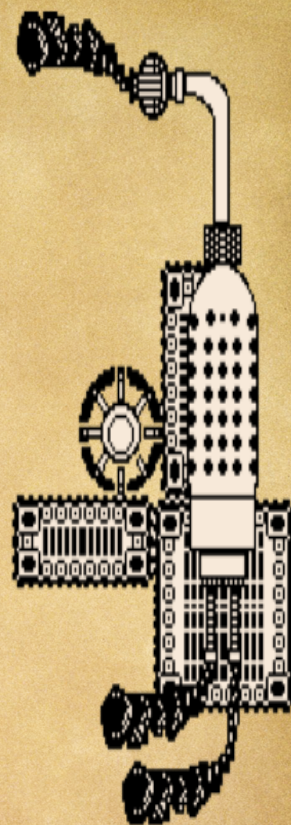






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## Introduction

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.

## Field Marshalls

High-ranking command staff may be bought and placed in the field as a normal unit. This unit comes with either a single foot soldier stand, a general and an officer, or a general, officer and a single stand of cavalry. In the later case the general and officer are also be mounted. The cost for this command staff is 2 points on foot and 3 mounted. Only one field marshal unit may be bought per player.

| Foot Soldiers Abilities |                     |                       |
|-------------------------|---------------------|-----------------------|
| Ability Type            | Point Cost per Unit | Notes                 |
| Tactician               | 1                   | +1 Initiative         |
| Noble Manner            | 1                   | Re-roll Morale Checks |
| Bellow Orders           | 1                   | See Below             |
| Good Ground             | 1                   | See Below             |
| Strong Will             | 1                   | +1 Hit can take       |
| Bodyguards              | 1                   | +1 Stand              |
| Officer Abilities       |                     |                       |
| Ability Type            | Point Cost          | Notes                 |
| Steam Pistol            | 1                   | See Below             |
| Steam Sword             | 1                   | +1 to Hit             |
| Breast Plate            | 1                   | See Below             |

### Tactician

The general allows you to add +1 to each turns Initiative roll.

### Noble Manner

All units within 6" may re-roll failed moral checks.

### Bellow Order

One unit with 6" may take two activations within one turn. This applies only to infantry units.

### Good Ground

At the start of the game, after all terrain has been placed, you may move a single piece of terrain up to 10" to a new location of your choice.

### Strong Will

The General's stand takes two hits of damage before being removed from play.

### Bodyguards

Add one more stand of foot soldiers or cavalry to the unit.

### Breastplates

Equipped with hard metal breastplate, this extra armor allows the stands in the unit to take one extra hit of damage, and thus 4 hits per stand.

### Steam Pistol

The officer is armed with a steam pistol, which adds +1 to his CCV, for a total of two.

### Steam Sword

The Officer is armed with a steam-powered sword, which adds +1 to hit in Close Combat. Thus the officer hits on a 4+. If combined with lance, the officer hits instead on a 3+