

LEVIATHAN GAMES

A Leviathan Chapter Approved battle is waged by flowing the sequence below. Chapter Approved battles are designed for Incursion and Strike Force battle sizes.

1 MUSTER ARMIES

Players first muster their armies, as described in the Core Rules. Remember, all details of a player's army must be recorded on their Army Roster.

2 DETERMINE MISSION

Players split the cards into their respective decks: Deployment deck; Mission Rule deck; Primary Mission deck; Secondary Mission decks (one for the Attacker, one for the Defender); Gambit decks (one for the Attacker, one for the Defender). Set aside the Secondary Mission and Gambit decks (players will receive these later).

Players determine their mission by shuffling and randomly drawing one card from the Deployment, Mission Rule and Primary Mission decks.

3 READ MISSION

Next players read the Primary Mission and Mission Rule cards they have drawn.

The Primary Mission card details how and when players score Victory points (VP). Players will also score VP by achieving Secondary Missions and Gambits, which are detailed later. Some Primary Mission cards also include additional rules that will apply to the battle.

12 BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

At the end of each player's turn, if that player is using Tactical Mission, they can discard one or more of their active Secondary Mission cards. If they do, and if it is not the fifth battle round, that player gains 1CP. This represents high command diverting strategic resources that had been allocated to now-obsolete objectives to instead engage new targets of opportunity.

At the end of the third battle round, players generate Gambits

13 END THE BATTLE

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player can continue to play out their turns until the battle ends.



NEW ORDERS

CORE — STRATEGIC PLOY STRATEGEM

High command has received new intelligence.

WHEN: End of your Command phase.
TARGET: One of your active Secondary Mission cards.
EFFECT: Discard it and draw one new Secondary Mission card.
RESTRICTIONS: You can only use this Strategem once per battle.

The Mission Rule card details any special rules that apply for the duration of the battle. Players should read and familiarise themselves with these before proceeding.

4 PLACE OBJECTIVE MARKERS

Players now set up objective markers on the battlefield. Each Deployment card's deployment map will show players how many objective markers to set up and where each should be placed.

5 CREATE THE BATTLEFIELD

Players now create the battlefield and set up terrain features.

Missions are played on rectangular battlefields whose dimensions are approximately 44" by 60". This can be achieved by placing four Battleground boards flat on a surface next to each other.

Unless otherwise stated, when setting up terrain features, use the guidelines detailed in the Core Rules. Players must use the rules for terrain features detailed in the Core Rules. Terrain features should not be set up with any impassable sections (such as the walls of a ruin) within 1" of any objective markers.

6 DETERMINE ATTACKER AND DEFENDER

Players consult the Deployment card drawn for the mission and agree which battlefield edge is the Attacker's and which is the Defender's. The players then roll off and the winner decides who will be the Attacker and who will be the Defender this will determine which player uses which deployment zone in the coming battle.

Players take their respective Secondary Mission and Gambit deck, shuffle them and place them nearby for later.

7 SELECT SECONDARY MISSIONS

There are two Secondary Mission decks (one for the Attacker, one for the Defender), meaning players can draw the same Secondary Missions. These describe goals that players can achieve to score VP. Each Secondary Mission card will detail when and how it is achieved, as well as how many VP that player scores for achieving it.

Each player must now choose whether to use Fixed or Tactical Missions during the battle. To do so, each player first takes their respective Secondary Mission deck. If a player wishes to use Fixed Missions, that player secretly selects two Fixed Mission cards (denoted by the Fixed Mission symbol - see below) from their Secondary Mission deck and places them face down on the battlefield. If a player wishes to use Tactical Missions, they should instead select any two Secondary Mission cards from their deck that do not have the Fixed Mission symbol and place them face down on the battlefield. Once both players have done so, players reveal their selections



Fixed Mission cards are Secondary Mission cards marked with this symbol.

If a player selects two Fixed Mission cards, those Secondary Mission cards are active in every battle round during the battle, and can be achieved and scored in every battle round. The remainder of their Secondary Mission deck will not be used in the coming battle and can be placed to one side.

GAMBIT DECK

There are two Gambit decks (one for each player) with identical cards. These contain challenging goals that players can attempt to achieve by the end of the battle instead of attempting to score any more VP from their Primary Mission.

At the end of the third battle round, before starting the next battle round, players can generate Gambits and choose whether to attempt to achieve one.

Each player takes their Gambit deck and removes the Proceed as Planned card, placing it to one side, before shuffling the remaining Gambit cards and randomly discarding one. Each player then adds their Proceed as Planned card back in, to have a hand containing three cards.

Players then secretly choose one of these three cards and place it face down on the battlefield. Once both players have done so, they reveal their choice.

If a player reveals their Proceed as Planned card, they are not attempting a Gambit in this battle and continue to score VP for achieving the goals as listed on their Primary Mission card.

Otherwise, the player is attempting a Gambit, and until the end of the battle that player cannot score any more VP as described on their Primary Mission card (any VP scored so far are kept). Instead, at the end of the battle, if they successfully completed the goal described on the Gambit card, they score VP as detailed on that Gambit card.

Players' selected Fixed Mission cards cannot be discarded for any reason.

If a player did not select two Fixed Mission cards, then they will use Tactical Missions in the coming battle and they should now reshuffle their Secondary Mission deck. At the start of each of that player's Command phases, that player must determine which Secondary Mission cards are active for them by drawing cards from their Secondary Mission deck; if they have fewer than two active Secondary Mission cards, they draw from their Secondary Mission deck until they have two Secondary Mission cards. That player has access to the New Orders Strategem (see overleaf), and can spend CP to use it after drawing their Secondary Mission cards if they wish. If a player's Secondary Mission deck runs out, they cannot generate any additional Secondary Missions during the battle. Each time that player achieves a Secondary Mission, after scoring the VP described on that card, that Secondary Mission is then discarded.

8 DECLARE BATTLE FORMATIONS

In the order below, both players secretly note

- Which of their Leader units will start the battle attached (they must specify which Leader unit is attached to which Bodyguard unit)
- Which of their units will start the battle embarked within **TRANSPORT** models (they must specify which units are embarked within which models)
- Which of their units will start the battle in Reserves (including Strategic Reserves) No more than half the

number of units in a player's army can start the battle in Reserves, and the combined points total of those units cannot be more than half the total of their army Units embarked within a **TRANSPORT** that is set up in Reserves also count as being set up in Reserves for these limits.

When both players have done so, they declare their selections to their opponent.

Reserves units cannot arrive during the first battle round and any Strategic Reserves or Reserves units that have not arrived on the battlefield by the end of the third battle round count as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started)

9 DEPLOY ARMIES

Players alternate setting up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

10 DETERMINE FIRST TURN

Players roll off and the winner takes the first turn.

11 RESOLVE PRE-BATTLE RULES

Players alternate resolving any pre-battle rules units from their army may have, starting with the player who will take the first turn.

DEPLOYMENT CARD KEY



ATTACKER'S DEPLOYMENT ZONE

The Attacker must set up their army within this area.



DEFENDER'S DEPLOYMENT ZONE

The Defender must set up their army within this area.



NO MAN'S LAND

The region of the battlefield that is not within either player's deployment zone.



OBJECTIVE MARKERS

The locations of objective markers on the battlefield are shown on the Deployment card drawn.



ATTACKER'S BATTLEFIELD EDGE



DEFENDER'S BATTLEFIELD EDGE



CENTRE OF BATTLEFIELD

This mission pack includes several decks. The icons on the back of each card denotes which type of card it is, and what deck it belongs to, as follows:



DEPLOYMENT DECK



MISSION RULE DECK



PRIMARY MISSION DECK



SECONDARY MISSION DECK

Note that this mission pack includes two Secondary Missions decks: one for the Attacker and one for the Defender.



GAMBIT DECK

Note that this mission pack includes two Gambit decks: one for the Attacker and one for the Defender.