MISSION S004 VARIANT
Ver 1.0.1

A Leviathan? You're kidding: this is a Leviathan cub!

Use the new Elder Leviathan sheet instead of the Leviathan sheet included in the Mission.

The Elder Leviathan Enemy uses the Bosses rules (multi-zones enemy).

During combats outside the Lair, when only one round of combat is executed, only the Elder Leviathan mouth will attach and can be attacked.

If you kill the Elder Leviathan you gain 3 additional XP.

Special Abilities

Deadly: (mouth zone only). Each success inflicts two wounds.

Stone Skin: applies to all the zones. Halve (rounding down) the total damage inflicted to the Elder Leviathan. Calculate the damage for each zone independently.

Damage caused by a Grenade must be reduced (halved) independently by the rest of the damage (Fire or Melee) that can be added together before halving.

Example #1: you got a RN of 5 for the grenade and you gain 1 Success Level (SL) for your Units. The Grenade wounds are now 5/2=2, while the single SL is not enough to generate 1 wound.

Example #2: you got a RN of 2 for the grenade and you gain 3 Success Levels (SL) for your units. The Grenade wounds are now 2/2=1, while the units cause 3SL/2=1 additional wound.