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GAT210
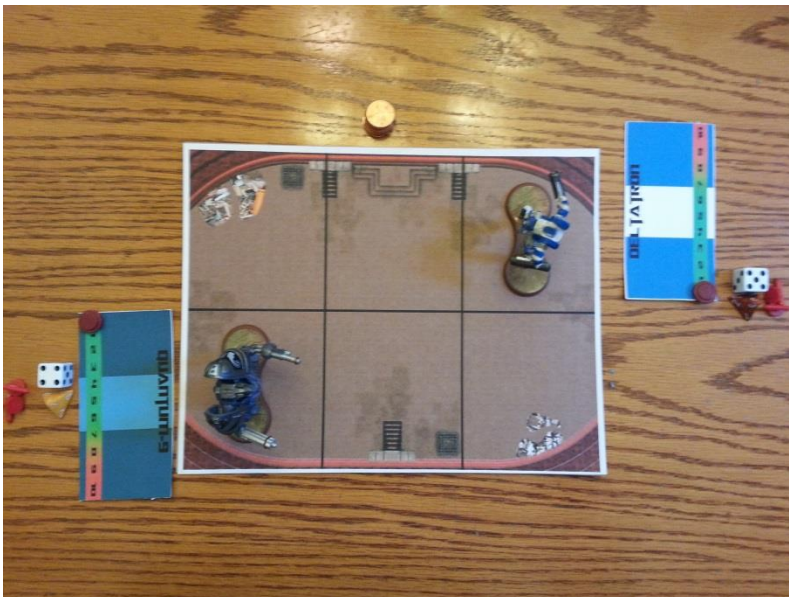Project D

Leviathan (Version 7**)**

2 players

Components

- 2 Leviathan tokens
- 2 Leviathan cards
- 1 Arena board
- 2 damage markers
- 4 missile tokens
- 2d4
- 2d6
- 10d2 (Pennies)

Set Up

1. Each player picks a Leviathan and takes their corresponding card.
2. Place each damage marker at 0.
3. Each player gets 1d4, 1d6, and 2 missiles
4. Place the pennies within reach of both players.
5. Arrange board as shown below.
6. Pick a player to go first.


Goal: Destroy your opponent's Leviathan.

Play

1. On each player's turn they may first **move** into an adjacent zone horizontally or vertically and **attack**.
2. Leviathans may only turn around if they are attacking.
3. When attacking in **medium** and **close** range you must be in the same row as your opponent.
4. In each zone a player's attack is different
    a. **Long Range:** You fire a missile. This can be done whether or not the enemy mech is in your row. The missile is placed in same zone your mech is in, pointed away from your mech. At the beginning of every turn the missile moves forward one zone. **If the missile occupies the same zone as your opponent, they take three damage and the missile is removed from the board.** If the missile would go off of the board remove it instead. Instead of moving you may reverse the direction of the missile, if you do this you may still attack.
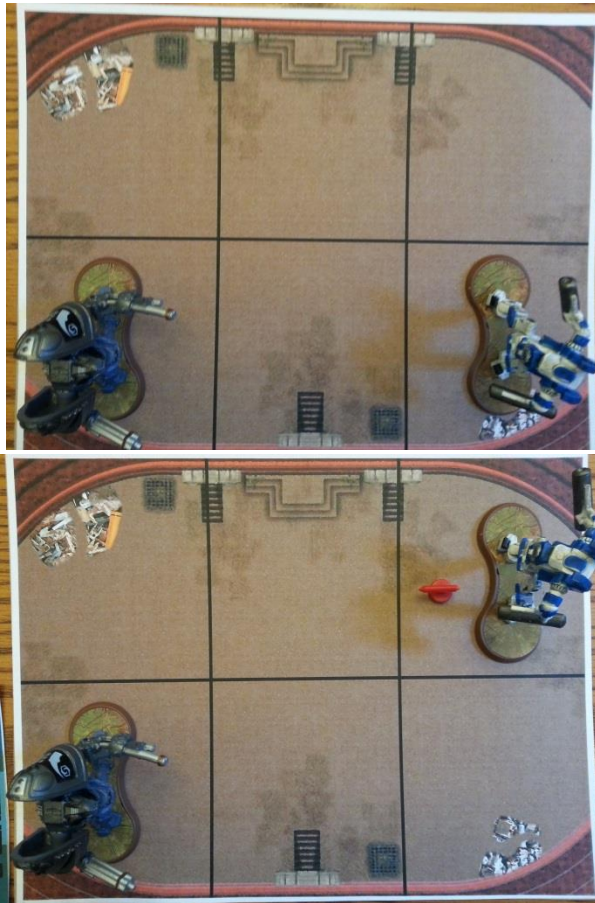
b. **Medium Range:** You attack with your shotgun. This can only be done if the enemy is in the same row as your mech. Your opponent rolls their d6 as you roll 10d2. (The best way to roll 10d2 is by grabbing the pile, shaking it and throwing them on the table.) While rolling the d2s call either 'heads' or 'tails'. Count the number of coins that came up the side you called, that is your attack value. Subtract number rolled by your opponent from your attack, they take that much damage.

c. **Close Range:** You punch the enemy mech. *With your gun.* Roll 1d4 while your opponent rolls 1d6. **If you roll an even number you can punch (roll) again, this is repeated until you roll an odd number.** You add each of your rolls **(Even and odd)** to your attack value and subtract the number rolled by your opponent from your attack. They take that much damage.

5. When a Leviathan takes damage it moves backwards a zone and its damage marker is moved up spaces equal to the damage it took.
6. If a Leviathan reaches 10 on its card it is destroyed.

Victory

The player who successfully eliminates their opponent is the winner.