LEVIATHAN

Solo and CO-OP rules

Solo and cooperative modes allow you to play Lumeria with scenarios that were created (or
will be created in the future) to let you enjoy the game when there is no opponent around. Each scenario has its own
unique rules, but the following changes should be made for all of them:

Gameplay elements:

1. To play a scenario using this mode, you will need:
one chosen faction for each player (a scenario may require you to remove some cards from the game) and all dice
and tokens you can find in one of the starter kits or Collector's Box for the game.
2. In this mode players are not opponents and they can't attack each other's units. They also can not use any abilities
on other players' deities and units They cooperate because there is no other choice, but it does not mean that they
have stopped competing for Lumeria. They just have a common enemy for the time being.
3. Pay particular attention to the structure of the round, which may differ slightly from
standard, depending on the scenario.

Leviathan

A new threat has arisen at the shores of Lumeria! A huge Leviathan has crept ashore and with the help of agile ten-
tacles, he is destroying everything on its path!

Rules changes:
• You perform activations alternately with activations of monster cards, but you only have 2 activations per round.
Round structure:
1. Income
2. Recruitment
3. Battle phase
• maneuvers
• HEAD activation
• Activation of one of the players
• activation of the tentacle (chosen randomly by rolling the dice)
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• activation of the tentacle (chosen randomly by rolling the dice)
• maneuvers
4. Summary

LEVIATHAN
Health:
Head: 10 health per player
Tentacle: 4 health per player
Movement: 2 (for each card)

Your troops will be much smaller than usual. Reduce each type of unit by half, rounding down (i.e. from 5 units you will have 2, etc.), except for single cards (such as Hercules, Calypso, or Nagual).

Players win the game if they manage to defeat the Head card.

A Leviathan is a powerful creature that can crush entire units. To reflect this in the game, it is depicted on 5 separate cards:
Head and 4 tentacles. Each card has the same stats and activates
at the appropriate time, described earlier in the course of the turn. Below you will find the activation rules and the table of effects for each card. This may take a bit longer
time than usual, but fighting Leviathan is no joke! The creature starts the game
with the head card in the middle field, with the rest of the cards stacked two on each side (making a row of 5 cards with the head in the center).

HEAD
The head pushes back like a normal unit, but
it can not be trapped. If the Head moves and would enter a space with a unit card, it pushes that unit away, taking her place. The unit that was pushed back gains 1 automatic
wound unless it is entrenched. If a unit were to be pushed off the board,
it is considered defeated. If the Head were to go off the board, it would instead
move in the opposite direction.

At the start of each Head activation, it performs an attack from one die on each
unit that is in a space next to it (not only adjacent but also
diagonally). After performing these attacks, check the activation effect:
For the purposes of Head's activation, we assume that the upward movement is the direction of the first player
(and on this basis, we set down, right, and left). To perform a Head Activation, roll 1 activation die and two attack dice and read its
results as follows:
Activation die:
• + Head gains +1 movement and all attacks against it receive -1 hit
• - The head gains -1 to movement, but its attacks receive a +1 hit modifier
• (blank wall) nothing happens
Add up the results from the attack die. The head moves in the right direction,
and then attacks all around with the designated number of dice. Movement 0 means
no movement, regardless of the modifier on the activation die. X attack rolls the X attack dice on each card around it:
• 2- Move 0, attack 2
• 3- Move 0, attack 2
• 4- Move 0, attack 2
• 5- Move in ↑, attack 2
• 6- Move in ↓, attack 2
• 7- Move in →, attack 2
• 8- Move to ←, attack 2
• 9- Move in ↑, attack 3
• 10- Move in ↓, attack 3
• 11- Move in →, attack 3
• 12- Move to ←, attack 3

TENTACLES

Tentacle cards are Leviathan's elements depicted on a single card. For the purposes of the general rules of the game, they are a normal unit - they take up 1 space each, and can be attacked; if their movement were to pass through a unit, they can move like that while inflicting one automatic wound to that unit. If any of the Tentacles were to go behind the board, it moves in the opposite direction instead.

NOTE - if the unit that the Tentacle card would move over is entrenched, its movement ends before this unit. Is still puts a wound on that unit, however, it does not use the remaining movement points.

To activate any of the Tentacle cards, see the activation effect in the table below.
For the purposes of card activation, we assume that the up movement is a movement from the first to the second player (and on this basis, we set down, right, and left). To activate a card, roll 1 activation die and two attack dice
and read the results as follows:

Activation die:
• + Tentaclecard makes 3 moves instead of one. Two should be rolled for each of them
attack dice.
• - Tentaclecard makes 2 moves instead of one. Two should be rolled for each of them
attack dice.
• (empty side) Tentacle card makes only one move, but melee attacks against it
get a -1 to hit modifier.

Add up the results from the attack die. The card moves in the appropriate direction, according to the rules described above. If, according to the result of the activation die,
Tentacle card would have to make more than one move, then roll again until all movements have been made. After EVERY move, the tentacle attacks each unit around with one die (also in diagonal spaces)

• 2- Move to the closest side
units
• 3- Move in ↑
• 4- Move in →
• 5- Move in ←
• 6- Move in ↓
• 7- +1 to move value and move to
farthest edge
• 8- Movement in ↖
• 9- Move in ↗
• 10- Move in ↘
• 11- Movement in ↙
• 12- +1 to move and move to the side
nearest edge