

AKHELIAN LEVIADON

A hulking sea monster, the Akhelian Leviadon is clad in thick scales and protected by a hardened shell. In addition to fins sheathed in bladed metal and crushing jaws, the Leviadon also bears an impressive crew – a ma'harr, a high-ranking Akhelian, a pair of harpoon launcher operators and a musician whose void drum sends arcane reverberations through the ethersea.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razorshell Harpoon Launcher	24"	3	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Leviadon's Crushing Jaws	1"	1	☼	2+	-2	D6
Leviadon's Massive Scythed Fins	2"	4	3+	3+	-1	☼
Twin-pronged Spear	1"	2	3+	3+	-	2
Razorshell Harpoons	1"	4	3+	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Crushing Jaws	Massive Scythed Fins
0-3	12"	2+	3
4-6	10"	3+	3
7-9	9"	3+	2
10-13	8"	4+	2
14+	7"	4+	1

DESCRIPTION

An Akhelian Leviadon is a single model. The ma'harr strikes at enemies with his Twin-pronged Spear, while the crew unleash volleys of long-range attacks from the two Razorshell Harpoon Launchers mounted on the Leviadon's back, and fight in close combat with Razorshell Harpoons. The Leviadon snaps at its enemies with its Crushing Jaws and mows them down with its Massive Scythed Fins.

FLY

Akhelian Leviadons can fly.

ABILITIES

Jaws of Death: *When a Leviadon is able to clamp its jaws down firmly upon its prey, they are almost impossible to prise open.*

Each time you make a hit roll of 6+ for this model's Leviadon's Crushing Jaws attack, that attack inflicts 6 mortal wounds instead of the normal damage.

Void Drum: *A void drummer rides on the back of every Akhelian Leviadon. The mesmerising rhythm that they beat out sends rippling currents through the air, distorting the outlines of the drummer's comrades and making them hard to see.*

IDONETH DEEPKIN units are treated as being in cover while they are wholly within 12" of any friendly Akhelian Leviadons.