

C14: Attack on Levithans by "Stellaris" AI			
Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			
Preconditions			
"Stellaris" version: 3.4.2.			
This test case verifies the following requirement: AI players will only attack Leviathans if they have at least 40k "Fleet Power"			
1) Game-session is launched			
2) AI is alive			
3) AI has 39k "Fleet Power"			
4) AI knows the location of Leviathans			
5) The attack on Leviathans is a top priority for AI			
Steps			
AI gains 1k "Fleet Power"			
Expected Result			
AI attacks Leviathans			

