

Labyrinthus Rules version 1.1

The labyrinth

The Labyrinthus board is made up of a grid of 7x7 tiles. Each tile is quartered into 4 spaces which are used for the movement of miniatures. For example a move of '4' would mean counting 4 of these spaces.

The four outer sides each contain one doorway. These outer walls and doors never move during a game.

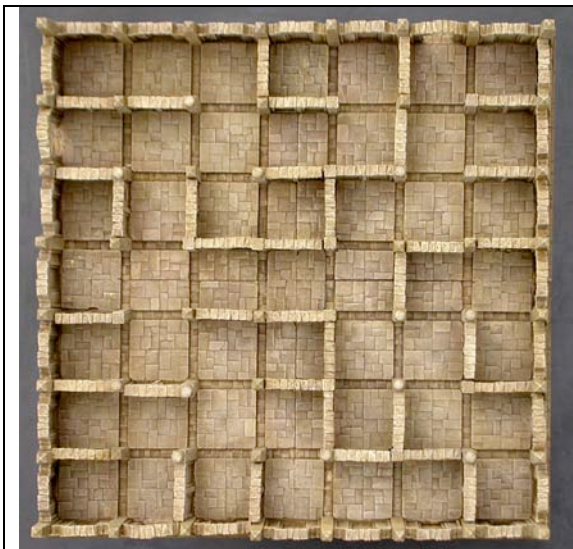
The inner walls are made up of 36 pillared walls and 10 fill walls. The pillared walls stand in the gutters between the tiles with the pillar in the intersection.

The fill walls have no pillar and can be placed in the gutters between two pillars.

The gutters have no effect on game play and may be moved or fought across freely.

The Dice.

Labyrinthus players each have 4 special turn dice and 4 ordinary six sided dice (D6). The special turn dice have six sides, two sides with a square indicating a wall and four sides with dots indicating a move.



Labyrinthus board ready to play



Special turn dice

Objective To be the first player to get four miniatures through the labyrinth.

Each player controls a team of four miniatures. Each player is assigned an entry door, their exit door is the door opposite. The winner is the first player to get all four of their miniatures through the labyrinth from door to door.

Setting up

Set up the 4 outer sides. Each must contain one door. All four sides must have the same configuration of pieces.

Set up the inner labyrinth any way you wish using all 36 interior pillared walls.

Starting

All miniatures start off the board.
Roll a dice to determine who goes first.

Ending

Make sure that even when a player 'wins' that the final turn round has been completed to ensure all players have had an equal amount of turns. The remaining players may continue to play to determine second, third etc. if they wish.

Entering and exiting the Labyrinth.

A miniature may enter the labyrinth by moving from the outside of the Labyrinth onto either of the two spaces touching their entrance doorway at the beginning of its turn.

A miniature may exit the labyrinth from either of the squares touching their exit doorway. Once a miniature has moved through the exit it takes no further part in the game.

Movement of miniatures and walls

Roll four special turn dice.

A square indicates a wall. Dots indicate a move.

One square allows a player to add OR remove any one of the inner walls. The outside walls and doorways can never be moved.

One move allows a player to move any one of their miniatures up to four spaces.

No miniature may move diagonally or through other miniatures or walls.

Distribution of moves.

The move dice can be allocated among a player's miniatures anyway they like.

For example. A player may choose to allocate two moves to one miniature allowing the miniature to move up to eight spaces.

However one move cannot be split between two miniatures. For example; One move can not be used to move two different miniatures two squares each.

Once a miniature stops moving in order to fight or to remove a blocking wall its move ends. To move again the miniature will need to be allocated another move dice.

For example: A miniature moves three spaces and meets an enemy. The miniature challenges the enemy and wins. The player decides to continue moving the winning miniature. The player must use another move dice to do this even though the figure only moved three spaces.

To keep track of what dice have been used in a turn it is helpful to actually remove them as they are used.

Combat

Miniatures may challenge each other to combat. This is done during a player's turn by moving into a square next to an enemy miniature. Placing the models in contact. Players may not attack diagonally or through walls.

The attacker rolls one attack dice (D6). The defender then attempts to roll equal or more than the attack value. If the defender is successful both miniatures remain where they are. The attacking miniature may not make any further move or action this turn.

If the defender fails to roll equal or more than the attack value, the defender is sent back to the beginning. Place the defeated miniature off the board beside their entrance door. They may re enter in their next turn.

Ganging up.

Miniatures may attack and defend in groups. To do this a miniature must also be in contact with a miniature from its own team. To attack as a group 1x d6 is thrown for each friendly miniature in contact with the attacker and the highest roll is chosen. Likewise defending miniatures may be assisted by friendly models. 1x D6 is thrown for each defending model and the highest roll chosen. This effect is cumulative. (if it helps, think of the miniatures like magnets).

For example: 4 miniatures from a team all standing in a line will get to throw 4 attack dice even if only one of them is in contact with the enemy.

This is possible if a miniature is adjacent to another miniature from its team.

1x d6 is thrown per miniature

Note.

This is a working draft of the rules in their most basic form. This version is for playtesting the base mechanics of the game. Once these are established more complex options, scenarios objectives and 'fluff' will be introduced.

More images and information about "Labyrinthus" can be found at

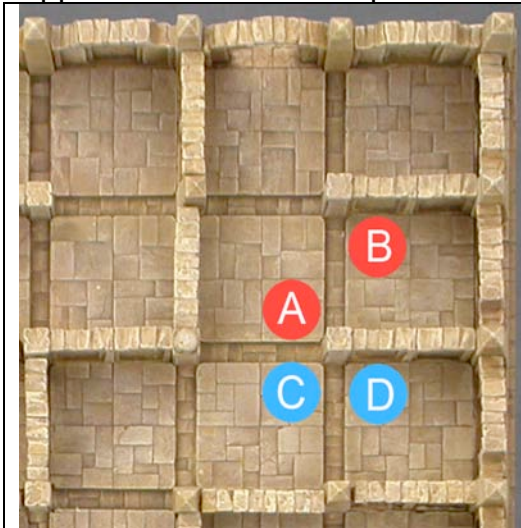
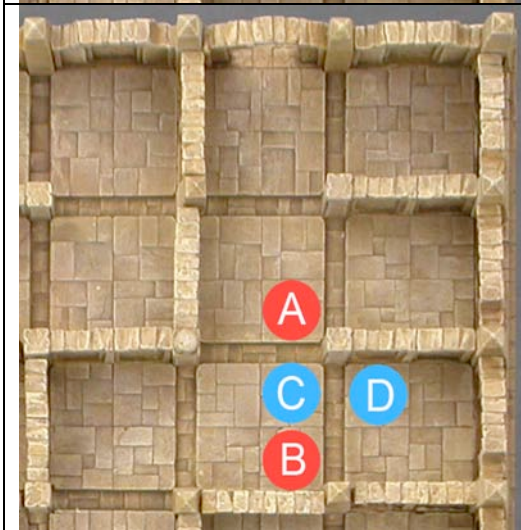
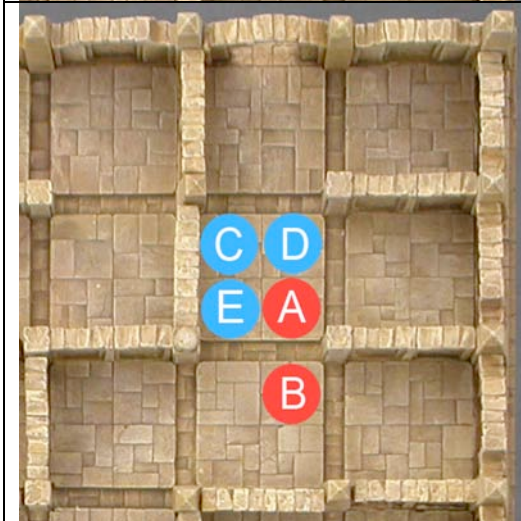
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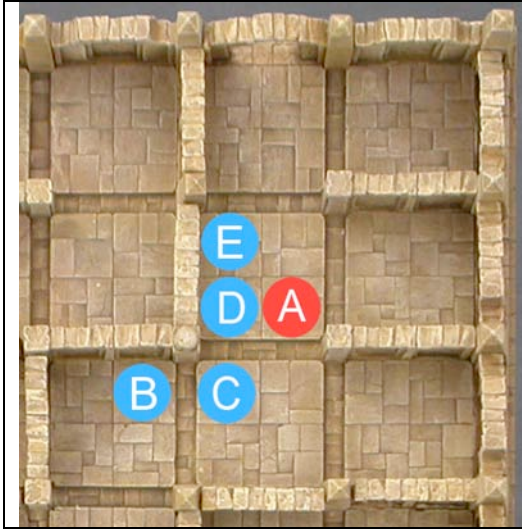
Comments, suggestions and enquiries are welcome

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Appendix: Combat examples

	<p>It is the blue player's turn. Miniature 'C' attacks 'A'. Because 'C' is in contact with team mate 'D', 'C' rolls 2d6 and chooses the highest roll. 'A' is only able to throw one d6 in defence because 'A' is not in contact with 'B'.</p>
	<p>It is the red player's turn. 'A' and 'B' want to attack 'C'. They can only do this one at a time as neither are in contact with friendly models. 'A' rolls 1xd6 to attack. 'C' rolls 2d6 to defend and chooses the highest score because it is in contact with 'D'. If 'A's attack fails, 'B' may also attack 'C' using the same process.</p>
	<p>It is the blue player's turn. 'D' attacks 'A'. 'D' throws 3d6 and chooses the highest score because it is in contact with 'C' and 'E'. 'A' throws 2d6 to defend and chooses the highest score because it is in contact with 'B'. 'A's defence is successful but it is still the blue player's turn and they are able to attack 'A' again using 'D'. 'D' also gets to throw 3d6 because it is assisted by 'C' and 'E'. The blue player has positioned their miniatures to maximum advantage.</p>



It is the red player's turn. 'A' attacks 'D' throwing 1d6. 'D' rolls 4d6 in defence and chooses the highest score because 'D' is in contact with 'E', 'C' and 'B'.