

Labyrinthus Special Abilities 1.1

The following abilities are experimental and have received only minimal play testing so far. Please feel free to try them out or invent new ones. My goal is to add some flavour and depth to the basic rules without slowing the game down or making it overly complex.

Feedback, questions or suggestions are appreciated.

[email here](#)

1. Leap frog

One miniature during its movement may leap over a team mate in an adjacent square as long as the space on the other side is unoccupied. This counts as a free move in addition to any normal moves. No miniature may end its move in an occupied space. As long as a miniature can trace a '*miniature, space, miniature, space*' path, it may leap frog over multiple miniatures in one turn. NB. In play testing this ability was a good way to speed up play.

2. Boost

Two miniatures may assist a team mate to climb over a wall if there is an empty space directly on the other side. The assisting miniatures must be standing on the two spaces alongside a single wall. The climbing miniature moves as normal counting the assisting miniatures as two 'steps' to get over the wall.

3. Blast

A miniature may make a ranged attack against any enemy directly along a straight line of quarter squares. If there are any miniatures or walls blocking this line the attack may not be made. The attack is made by throwing 1 x D6. The targeted miniature may defend as usual. If the attack is successful the targeted miniature is blasted backwards until it is stopped by a wall, or another miniature. It is then placed next to the obstruction facing in a direction of the attacker's choosing.

NB. Using this ability will slow down the game.

4. Hold

A miniature ending its move next to a wall may 'hold' it for one turn. Turn the miniature to face the wall it's holding. If a wall is being held, it may only be removed by spending an extra wall dice – one dice for the wall plus one extra per holding miniature. More than one miniature may attempt to hold the same wall. A holding miniature can defend itself as usual but may not participate in attacks.

More information about "Labyrinthus" can be found at
<http://www.victorialamb.com>

Comments, suggestions and enquiries are welcome.
victoria@internode.on.net

All images and text © Victoria Lamb 2007

