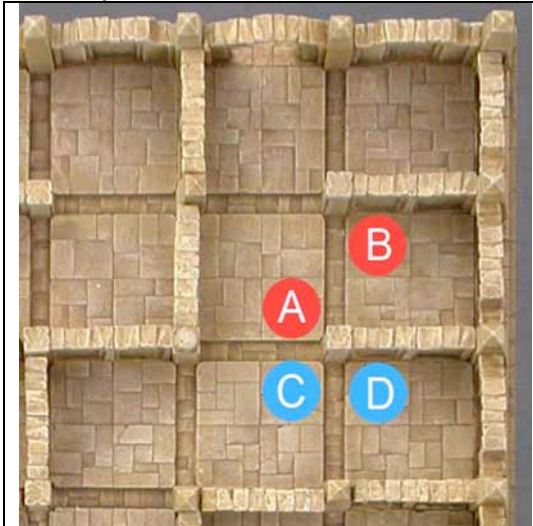
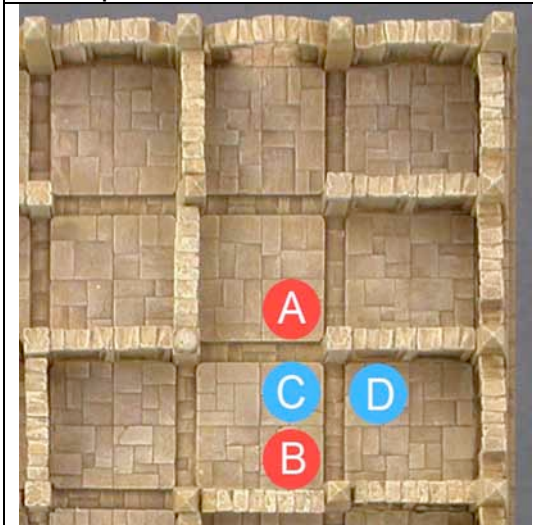


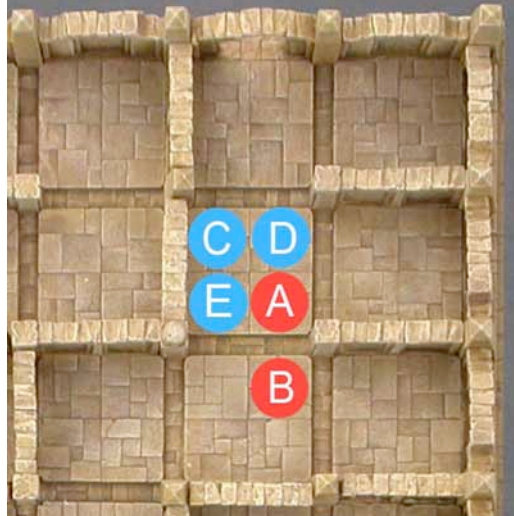
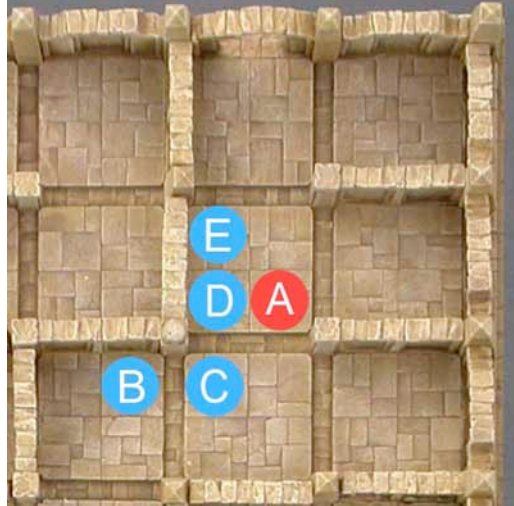
Labyrinthus Appendix 1.1 Combat Example

Example 1

	<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>
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Example 2

	<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>
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<p>Example 3</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'.</p> <p>'A' throws 2d6 to defend and chooses the highest score because it is in contact with 'B'.</p> <p>'A's defence is successful but it is still the blue players turn and they are able to attack 'A' again using 'E'. 'E' also gets to throw 3d6 because it is assisted by 'C' and 'D'.</p> <p>The blue player has positioned their miniatures to maximum advantage.</p>
<p>Example 4</p>	
	<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'.</p>

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

<http://www.victorialamb.com/wugs/labyrinthus/Labyrinthus.html>

Comments, suggestions and enquiries are welcome.

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