

Labyrinth 2010 Initial Printing Errata

Rulebook:

4.8.2 Regime Change Markers:

Second Sentence: reference to rule 7.3.1.1 should be to 7.3.1.

Third sentence: Delete, "and remove them from on top of the troop cubes."

Clarification: "Withdrawal" (7.3.5) is another means by which the restriction on troop deployment from a Regime Change country is lifted.

5.2.6 Event Lapse and 1st Plot Reset:

Add, "All Lapsing event effects end at this moment."

7.2.1.1 - War of Ideas in a Muslim Country

CLARIFICATION: The US may conduct War of Ideas in an untested, Muslim country. This is implicit in 4.9.5. Therefore, reword the first line to read, "A War of Ideas operation in a Muslim country allows the US side to roll once on the War of Ideas Table to improve a Neutral or untested country's Alignment or an Ally country's Governance."

Change second sentence to read, "The target Muslim country may not be an Adversary."

7.2.3 - War of Ideas in a Non-Muslim Country:

Since Israel's posture is fixed at Hard, it is ineligible for War of Ideas. For this reason, add, "or Israel" after "United States."

7.3.1 - Deploy:

Add "(See also Withdraw, 7.3.5)".

7.6 Reassessment:

Clarification: The Posture switch must be carried out.

8.4.4. Islamist Revolution:

Red text should actually be black like the rest of the body of text.

8.5.3. First Plot:

First sentence should read, "The first use each turn of a card for Plot operations ignores rather than triggers any US-associated event (6.3.2)."

Tip: Always place the first card you execute a Plot Operation with in the 1st Plot box on the map as a reminder that the Jihadists have conducted their 1st Plot Operation.

8.5.6 FUNDING

1st bullet replace "Fair or Poor" with "worse than Good".

9.4.2.1, 2nd bullet – Line 1:

“IRAN” should be “Iran” (italics with lower case, indicating the event not the country space).

9.4.2.1, 2nd bullet – Line 4:

Change “Good or Fair” to “Good then Fair” (the Jihadist Activities chart is correct)

Playbook:

Page 6:

Right column, top paragraph: Delete the last two sentences which read: “Note that the “Islamist Resources” marker is not moved to the “0” box yet (there are no longer any countries on the map under Islamist Rule). This will only take place as a part of the End of Turn sequence when the Regime Change marker is flipped.” These statements are not exactly correct. Actually, countries marked with a green RC marker are reckoned as being under Islamist Rule if the game ends on that turn. The Islamist Rule Resources marker in the example should be moved to the “0” box following the US RC in Afghanistan.

Page 7:

Paragraph 3 of Jihadist card 1: Reference to the “Fair/Poor Countries” marker should be “Fair/Good Countries.”

Page 9:

End of turn step 7: Delete the last sentence which reads, “The “Jihadist Resources” marker is now moved from “1” to “0” on the Victory track since there are no longer any countries under Islamist Rule and all Regime Change markers are on their tan side.” See clarification entry for Page 6 (above).

Page 10:

Second Jihadist Action Phase; Card 1: Delete the word “randomly:” “The player flips the next Jihadist card, which is Amerithrax [2-Jihadist]; the Jihadist-associated event is playable and occurs: the player randomly discards a card from the US hand, in this case Enhanced Measures.”

Page 11:

Third Jihadist Action Phase; Card 1: “[2-Jihadist]” should be “[1-Jihadist]”

Third US Action Phase; Card 2: Last sentence should read, “Funding drops from “7” to “3” and thus from “Ample” to “Tight.”

Page 12:

Fourth Jihadist Action Phase; Card 1: Last sentence should read, “The event occurs, yielding a Prestige roll: “1” and then “4” and “6” sinks US Prestige to “5”, to “Medium.”

Page 13:

Fourth Jihadist Action Phase; Card 2; Last sentence of paragraph 2 should read, "Two cells are Available in the "Moderate" Funding box, but Funding is 'Tight' and GTMO remains in effect, so more Travel will be attempted.

End of Turn; Next to last sentence of paragraph 1 should read, "Funding decreases by one from "3" to "2" —still at "Tight."

Playtest Credits:

Unfortunately, we accidentally left Steve Caler off the list. Sorry, Steve! We really appreciate your feedback and efforts.

Cards:

#5. NEST (Clarification)

Per event text, play of this event will reveal any WMD Plot in the US. This includes a WMD Plot which was placed previously during a Jihadist Action Phase. The word "always" on the card is the key word here.

#29. Tony Blair (Clarification)

The US player must declare all War of Ideas attempts before rolling for any of them.

#57. Abu Sayyaf (Clarification)

Per event text, the mere PLACEMENT of a Plot will, if Cells in Philippines > Troops, inflict a -1 Prestige hit on the US per Plot PLACED. The Plots DO NOT need to be unblocked to achieve this effect. Note also that if Troops are in the Region, and the Plots are unblocked, 8.5.6 (Prestige paragraph) will apply and thus, the US would suffer another -1 Prestige hit for that Plot (once for PLACEMENT per Abu Sayyaf; and once for resolving the unblocked Plot in a country with Troops).

Jihadist Player Aid Chart:

The right and left panels are reversed. This has no impact whatsoever on gameplay.

Player Aid Chart:

Unblocked Plots Section:

Plots in Non-Muslim Countries Clarification: There is a -1 Prestige effect if the Plot is resolved in a Non-Muslim country with Troops (this, in accord with 8.5.6 Prestige paragraph). (Note: there is only one circumstance in which this can happen and that is in the Philippines when the Abu Sayyaf event is in play.) See also note on card #57 (above).

Solitaire Victory Conditions:

Reword the Jihadist Solitaire Victory Conditions to read, "...6 Islamist Resources is jihadist win (adjacency not required)..."

Gameboard:

Background borders are incorrect for former Soviet Union, Balkans, Eritrea, and the Suez Canal. This has NO impact whatsoever on gameplay.