

## Tropes

MicroCosmic is not set in any specific fictional universe, it is intended to be used to fight battles in whatever sci-fi setting you wish; in order to assist with this, the army lists are organised around broad sci-fi army tropes common to many popular games, TV shows and movies. For example, the Marauders list could represent a clan of techno-anarchists, a tribe of mutant space orcs or a post-apocalyptic biker gang, any kind of disorganised mob rather than a traditional military. Likewise, it is up to you to decide which of the stands in the list best fit the miniatures you wish to use for your army, e.g. Marauder Raiders could be post-apocalyptic land pirates with crossbows, space orcs with rusty pistols or crazed cultists with flame throwers. As long as the stat lines plausibly fit the miniatures you're using, you're good. Always discuss what each stand counts as with your opponent before a game.

## Using The Army Lists

As standard, each player selects one army list from which to select their formations prior to the battle. Each army list has a grid of all its stand types, along with their stats and special rules, and a grid of formations, each of which has a points cost, and a list of stands that form the formation.

Players select the formations they wish to have in their army, up to the agreed points limit. Many formations can be bought as many times as you wish, but some have a limit of **1 Per X Points**; you may only include up to 1 copy of each of these formation types for each full X points in the army, e.g. for a formation with 1 Per 10 Points, if you were playing to an agreed 25 points limit, you could include no more than 2 copies of that formation.

Some formations have options within their listed stands; the player must choose which of the options to take during the army building process. Some army lists allow upgrades to formations, which can add or swap out stands in a formation for a points cost. Once bought, any upgrades form part of the formation for all purposes.

It is good practice to show your army list to your opponent before the battle and make clear what each stand in your army represents, to make sure there is no confusion.

## Allies

If both players agree, they may each select a proportion of their points from a second army list. We recommend  $\frac{1}{3}$  of the army's points as a reasonable level for allies, e.g. up to 10 points in a 30 point game. Any special rules for a particular army only apply to formations bought from that list, not to those to whom they are allied. All **1 Per X Points** limits apply to the amount of points spent on that list, not to the total army value, e.g. if you spent 10 points on an allied list you would be able to get one copy of a "1 Per 10 Points" formation. Players may even agree to allow allies from more than one secondary list.

Allied lists can be a fun way to represent broader army lists than those available, but should be used more for narrative and casual play than competitive or tournament games.



# The Legion

**Trope:** Humanity's greatest hope – lobotomised superhumans fused into powered armour, dropping from space to slaughter those who oppose them.

**Examples:** Novan Elites, Starship Troopers (novel), Space Marines, The Expanse MMC, Sisters of Battle, Brotherhood of Steel

Stand	Class	Speed	Armour	Range	Firepower			Special
					Long	20cm	0cm	
Legion Captain	Infantry	20cm	6+	40cm	2	3	3 Power	Commander, Elite, Insertion, Save (4+), Veteran
Legionnaires	Infantry	20cm	5+	40cm	1	2	3	Elite, Insertion
Legion Fire Squad	Infantry	20cm	5+	50cm	2	3 Flak	2	Elite, Insertion
Legion Jumpjets	Infantry	40cm	5+			2	3 Flak	Elite, Hover, Insertion
Legion Scouts	Infantry	20cm	4+			1 React	2	Elite, Insertion, Scout
Legion Elites	Infantry	20cm	6+	40cm	2	3	3 Power	Elite, Insertion
Legion Melee Squad	Infantry	20cm	5+			1	4 Siege	Elite, Frenzied, Insertion
Legion APC	Vehicle	40cm	5+			1	½	Elite, Transport (2)
Legion IFV	Vehicle	40cm	5+	40cm	1	1	1	Elite, Transport (1)
Legion MBT	Vehicle	40cm	5+	50cm	2	3	½	Elite, Save (5+)
Legion MLRS	Vehicle	30cm	5+	80cm	½ Barrage Indirect	2	½	Elite
Legion AA	Vehicle	30cm	5+	60cm	1 Flak	2 Flak	½	Elite
Legion Siege Tank	Vehicle	30cm	5+	30cm	2 Disrupt Siege	3 Disrupt Siege	1	Agile, Elite, Save (5+)
Legion HBT	Vehicle	30cm	6+	50cm	3	2	1	Elite, Save (5+), Transport (2), Veteran
Legion Bikes	Vehicle	50cm	4+			2	3 React	Elite
Legion Skimmer	Vehicle	50cm	4+	30cm	2	2 Power	1	Elite, Hover
Legion Mech	Vehicle	20cm	6+	40cm	2	3	4 Power	Agile, Elite, Frenzied, Save (5+), Veteran
Heavy Mech	Vehicle	30cm	5+	50cm	6 Power	8 Power	6	Agile, Fearless, Shields (2) Structure (4), Veteran
Fighter	Aircraft	30-90cm	4+	30cm	2 Flak	3 Flak		
Bomber	Aircraft	40-80cm	5+	30cm	½ Barrage	1 Flak		
Legion Lander	Aircraft	30-80cm	5+	30cm	4	2 Flak		Commander, Structure (2), Transport (6)

Formation	Cost	1 per X Points
1 Legion Captain		
5 Legionnaires	3	
3 Legion APCs (Optional)		
4 Legion Jumpjets	2	
5 Legion Bikers / Legion Skimmers (any combination)	2	
4 Legion Fire Squads		
1 Legion APC (Optional)	3	
2 Legion IFV (Optional)		
4 Legion HBTs	4	
4 Legion Melee Squads	2	
2 Legion APCs OR 1 Legion Mech (Optional)		
4 Legion MBTs / Legion Siege Tanks (any combination)	3	

Formation	Cost	1 per X Points
6 Legion Scouts		
3 Legion APCs (Optional)	2	
1 Legion Captain		
3 Legion Elites	3	
1 Legion Captain		
3 Legion Elites	6	
4 Legion HBT		
4 Legion MLRS	3	
3 Legion AA	2	
4 Legion Mechs	3	
2 Heavy Mechs	5	15
1 Heavy Mech	3	15
1 Legion Lander	2	10
2 Fighters	2	15
2 Bombers	3	15

# The Conscripted

**Trope:** Worn-down, conscripted traditional military. Poorly trained and poorly equipped, but backed by powerful armoured vehicles and artillery.

**Examples:** Novan Regulars, Starship Troopers (movie), Imperial Guard, Command & Conquer, Aliens Marines, Terminator (humans)

Stand	Class	Speed	Armour	Range	Firepower			Special
					Long	20cm	0cm	
Commander	Infantry	20cm	4+	40cm	2	2	2	Commander, Insertion, Save (5+), Veteran
Conscript	Infantry	20cm	3+	40cm	1	1	1	
Conscript Fire Squad	Infantry	20cm	3+	50cm	2 React	2 Flak	½	
Conscript Elites	Infantry	20cm	4+	30cm	2 React	2 React	2	Insertion, Scout, Veteran
Conscript Cavalry	Vehicle	30cm	4+			1	3 Disrupt	Frenzied, Scout, Veteran
Conscript MBT	Vehicle	30cm	6+	50cm	3	3	1	Veteran
Conscript Flame Tank	Vehicle	30cm	5+	30cm	2 Siege	3 Disrupt Siege	1	
Conscript APC	Vehicle	30cm	5+	30cm	1	1	0	Transport (2)
Conscript Light Mech	Vehicle	30cm	4+	30cm	1	1	1	Agile, Scout
Conscript Artillery Platform	Vehicle	0cm	4+	120cm	¼ Barrage Indirect	0	0	
Conscript Mobile Artillery	Vehicle	20cm	5+	90cm	¼ Barrage Indirect	½	0	
Conscript AA Platform	Vehicle	0cm	4+	60cm	1 Flak React	2 Flak React	0	
Conscript AA Tank	Vehicle	30cm	5+	50cm	1 Flak	2 Flak	1	
Conscript Chopper	Vehicle	40cm	5+	30cm	2 Flak	2 Flak	0	Hover, Transport (2)
Salvo Super Tank	Vehicle	20cm	6+	60cm	8	10	4	Fearless, Structure (4), Veteran
Assassin Super Tank	Vehicle	20cm	6+	80cm	5 Power	6	2	Fearless, Structure (4), Veteran
Heavy Transport	Vehicle	30cm	6+	30cm	2 Indirect	2	1	Agile, Structure (3), Transport (10)
Heavy Mech	Vehicle	30cm	5+	50cm	6 Power	8 Power	6	Agile, Fearless, Shields (2), Structure (4), Veteran
Super Heavy Mech	Vehicle	20cm	6+	60cm	10 Power	14 Power	12 Power	Agile, Commander, Fearless, Shields (4) Structure (6), Veteran
Fighter	Aircraft	30-90cm	4+	40cm	2 Flak	3 Flak		
Bomber	Aircraft	40-80cm	5+	30cm	½ Barrage	1 Flak		

Formation	Cost	1 per X Points
1 Commander 12 Conscripts 2 Conscript Fire Squads	3	
1 Commander 12 Conscripts 7 Conscript APCs 2 Conscript AA Tanks OR 2 Conscript Flame Tanks	5	
1 Commander 9 Conscripts 1 Heavy Transport	3	
6 Conscript MBT	4	
6 Conscript Mobile Artillery	3	
3 Salvo Super Tanks / Assassin Super Tanks (any combination)	5	
6 Conscript Cavalry	2	10
4 Conscript Light Mechs	1	10

Formation	Cost	1 per X Points
1 Commander 7 Conscript Elites 4 Conscript Choppers	5	10
1 Commander 7 Conscript Elites	3	10
4 Conscript AA Tanks / Conscript Flame Tanks (any combination)	2	10
6 Conscript Artillery Platforms / Conscript AA Platforms (any combination)	3	15
1 Salvo Super Tank OR 1 Assassin Super Tank	2	10
2 Heavy Mechs	5	15
1 Super Heavy Mech	5	20
2 Fighters	2	15
2 Bombers	3	15

## The Marauders

**Trope:** Barbarians beyond civilization; hordes of furious raiders and mutants riding scrap vehicles into the jaws of death.

**Examples:** Skinners, Novan Renegades, Mad Max, Orks, Fallout Raiders, Genestealer Cults, Gaslands, Chaos Cultists

Stand	Class	Speed	Armour	Range	Firepower			Special
					Long	20cm	0cm	
Warlord	Infantry	20cm	5+	30cm	2	2	3 Power	Commander, Frenzied, Save (5+), Veteran
Leaders	Infantry	20cm	5+	30cm	2	2	3	Veteran, Frenzied
Mutants	Infantry	20cm	4+	30cm	½	1	2	Frenzied
Raiders	Infantry	20cm	4+	30cm	1	1	1	
Captives	Infantry	20cm	2+			1	½	Disposable, Insertion
Jetpackers	Infantry	40cm	4+			1	2 Flak	Hover
Trappers	Infantry	20cm	4+	30cm	1 React	1 React Siege	1 Siege	Frenzied, Scout
Fire Teams	Infantry	20cm	4+	50cm	2	1 Flak	0	
Mounted Raiders	Vehicle	30cm	4+			1	3 Disrupt	Frenzied
Bikers	Vehicle	40cm	4+			1	2	Save (6+)
Buggy	Vehicle	40cm	4+	30cm	1	1	1	Transport (1)
Truck	Vehicle	30cm	4+	50cm	1	2	2	Transport (3)
Flak Truck	Vehicle	30cm	4+	40cm	1 Flak	1 Flak	1	Transport (1)
Heavy Weapon Truck	Vehicle	30cm	4+	60cm	3 Power	2 Power	2	
Gyrocopter	Vehicle	50cm	4+	30cm	1 Siege	1 Siege	1	Hover, Scout
Light Scrap Mech	Vehicle	20cm	5+	40cm	1	2 Siege	3 Siege	Agile, Save (5+), Scout, Frenzied
Medium Scrap Mech	Vehicle	20cm	5+	40cm	3	4	5 Power	Fearless, Frenzied, Save (5+), Structure (2)
Heavy Scrap Mech	Vehicle	20cm	4+	40cm	8	8 Power	10 Power	Fearless, Frenzied, Shields (2), Structure (7)
Super Heavy Scrap Mech	Vehicle	20cm	4+	50cm	2 Barrage Power	12 Power	20 Power	Commander, Fearless, Frenzied, Shields (4), Structure (15), Veteran
Scrap Heavy Transport	Vehicle	30cm	5+	40cm	3	6	1	Structure (3), Transport (10)
Salvaged Jets	Aircraft	50-90cm	4+	30cm	½ Barrage	2 Flak		Disposable

Formation	Cost	1 per X Points
2 Leaders 2 Captives 6 Mutants / Raiders (any combination)	2	
1 Warlord 3 Leaders 4 Captives 2 Fire Teams / Light Scrap Mechs (any combination) 12 Mutants / Raiders (any combination)	4	
2 Leaders 2 Captives 6 Mutants / Raiders (any combination) 3 Trucks and 1 Flak Truck OR 1 Scrap Heavy Transport	3	
1 Warlord 3 Leaders 4 Captives 12 Mutants / Raiders (any combination) 6 Trucks and 2 Flak Trucks OR 2 Scrap Heavy Transports	5	

Formation	Cost	1 per X Points
8 Bikers / Buggies / Mounted Raiders / Jetpackers / Trappers (any combination)	2	
1 Heavy Weapon Truck 4 Trucks / Flak Trucks (any combination)	2	
2 Heavy Weapon Trucks 8 Trucks / Flak Trucks (any combination) 4 Captives OR 2 Trucks	4	
6 Gyrocopters	2	
4 Fire Teams	1	10
2 Leaders 6 Fire Teams	2	
3 Medium Scrap Mech (may swap any for 2 Light Scrap Mechs each)	2	
3 Medium Scrap Mech (may swap any for 2 Light Scrap Mechs each) 1 Heavy Scrap Mech	5	
1 Super Heavy Scrap Mech	6	20
3 Salvaged Jets	2	15
5 Salvaged Jets	3	20

## The Gracile

**Trope:** Fragile yet elite special forces in hover transports, striking hard and disappearing before the enemy can strike back.

**Examples:** Eloi, Eldar, Star Wars Rebels, Dark Eldar

**Army Special Rule - Hit and Run:** All Gracile non-aircraft formations which begin their activation with no stress markers may make a free move action once they've completed their two actions. Enemy formations may take snap actions before the free move.

Stand	Class	Speed	Armour	Range	Firepower	Long	20cm	0cm	Special
Psychic	Infantry	20cm	3+	30cm	2 Power	2 Power	1		Commander, Save (4+), Veteran
Warriors	Infantry	20cm	3+			2	1		
Support Weapon	Infantry	20cm	3+	30cm	2 Power	2 Flak	$\frac{1}{2}$		
Scouts	Infantry	20cm	4+	30cm	1 React	1 React	$\frac{1}{2}$		Scout
Assault Strike Force	Infantry	20cm	4+			1	4 React		Agile, Frenzied
Fire Strike Force	Infantry	20cm	4+	30cm	2	3	1		Agile
Jetpack Strike Force	Infantry	30cm	3+	30cm	2	3	1 Flak		Hover, Insertion
Strike Force Leader	Infantry	30cm	4+	30cm	2	2 Power	3 React		Commander, Hover, Insertion, Veteran
Elite Guard	Infantry	20cm	6+			2 Power	3 Power		Veteran
Light Walker	Vehicle	20cm	6+	30cm	2	2	3 Power		Agile
Hover Bikes	Vehicle	40cm	4+	30cm	1	2	1		Hover
Hover APC	Vehicle	30cm	5+	30cm	2	2	1		Hover, Save (5+), Transport (2)
Hover Tank Hunter	Vehicle	30cm	5+	60cm	2 Power Flak	1 Power	$\frac{1}{2}$		Hover
Hover MBT	Vehicle	30cm	5+	40cm	3 Flak	3 Flak	1		Hover
Hover Artillery	Vehicle	30cm	5+	60cm	$\frac{1}{4}$ Barrage Disrupt Indirect	1	1		Hover
Hover Super Tank	Vehicle	30cm	4+	50cm	4 Power	6 Disrupt	4		Hover, Save(5+), Structure (3)
Medium Walker	Vehicle	30cm	3+	50cm	6 Power	8 Power	8		Agile, Save (3+), Structure (4)
Heavy Walker	Vehicle	20cm	4+	60cm	8 Power	12 Power	16 Power		Agile, Fearless, Save (3+), Structure (10), Veteran
Incarnation	Infantry	20cm	5+			4	8 Power		Agile, Commander, Fearless, Frenzied, Insertion, Save (3+), Structure (3), Veteran
Interceptor	Aircraft	20-90cm	4+	40cm	2 Flak	2 Flak			Save (5+)
Interdictor	Aircraft	30-80cm	4+	30cm	$\frac{1}{3}$ Barrage Disrupt	1 Flak			Save (5+)
Raider	Aircraft	40-90cm	5+	30cm	4	2 Flak			Commander, Save (5+), Transport (8)

Formation	Cost	1 per X Points
1 Strike Force Leader 5 Assault / Fire / Jetpack Strike Force (any combination)	3	
1 Strike Force Leader 5 Assault / Fire / Jetpack Strike Force (any combination) 3 Hover APCs	4	
1 Psychic 5 Warriors 4 Support Weapons	2	
1 Psychic 5 Warriors 2 Support Weapons 4 Hover APCs OR 4 Elite Guards	3	
4 Scouts	1	10

Formation	Cost	1 per X Points
4 Hover MBTs / Hover Artillery / Hover Tank Hunters (any combination)	3	10
2 Hover Super Tanks	4	15
6 Light Walkers	3	10
6 Hover Bikes	2	10
1 Incarnation	3	30
6 Elite Guards 3 Hover APCs	5	10
2 Medium Walkers	6	15
1 Heavy Walker	7	20
3 Interceptors / Interdictors (any combination)	3	15
1 Raider	2	15

# The Singularity

**Trope:** Non-sentient forces controlled by a mind beyond human ken, e.g. alien locusts, mindless robots, or the reanimated dead.

**Examples:** Tyranids, Starship Troopers Bugs, Alien Xenomorphs, Borg, The Terminator, Grey Goo, Cybermen

**Special Rules - Nexus and Drone:** Formations which have no units with the **nexus** special rule only remove a quarter of their stress markers (rounded up) when rallying, and are ignored when checking control of objectives. Formations with least one **nexus** unit may return 1 dead **drone** stand to the formation when rallying; only return units that were originally part of the formation.

Stand	Class	Speed	Armour	Firepower				Special
				Range	Long	20cm	0cm	
Nexus Warriors	Infantry	20cm	5+	30cm	2	2	4	Agile, Fearless, Nexus, Save (5+), Veteran
Nexus Brute	Vehicle	20cm	6+	30cm	2	3	3	Agile, Commander, Fearless, Nexus, Save (5+), Veteran
Hover Nexus	Vehicle	30cm	5+	30cm	2	3	4	Commander, Fearless, Hover, Nexus, Save (5+), Veteran
Warrior Drones	Infantry	20cm	3+				2	Agile, Disposable, Drone, Frenzied
Gun Drones	Infantry	20cm	3+			1	½	Agile, Disposable, Drone
Hover Drones	Infantry	30cm	3+			1	½	Disposable, Drone, Hover
Vanguard	Infantry	20cm	4+				4	Agile, Frenzied, Nexus, Scout
Artillery Drones	Infantry	20cm	4+	60cm	¼ Barrage Disrupt Indirect	1 Flak	1	Agile, Drone
Assault Brute	Infantry	20cm	6+			2	4 Power	Agile, Frenzied
Blast Brute	Infantry	20cm	6+	50cm	2 Power	2 Flak	1	Agile
Torrent Brute	Infantry	20cm	6+	30cm	2 Disrupt	3 Disrupt Siege	2 Disrupt	Agile
Hover Brute	Vehicle	30cm	5+	30cm	2 Flak	3 Flak	3 Flak	Hover
Hover Mines	Infantry	10cm	4+	30cm	1 Disrupt Flak	2 Disrupt Flak	3 Disrupt Flak	Disposable, Fearless, Hover, Insertion, Scout
Insertion Nexus	Vehicle	20cm	6+	30cm	1	2	4 Power	Agile, Frenzied, Insertion, Nexus, Save (5+), Structure (2)
Insertion Drones	Infantry	20cm	5+				4 Siege	Agile, Drone, Frenzied, Insertion
Salvo Behemoth	Vehicle	20cm	5+	50cm	6 Disrupt	4 Disrupt	4	Agile, Structure (4)
Assault Behemoth	Vehicle	20cm	5+			2 Disrupt	8 Power	Agile, Frenzied, Structure (4)
Hover Behemoth	Vehicle	40cm	5+	30cm	4 Disrupt	4 Disrupt	4	Hover, Nexus, Structure (4), Transport (6)
Leviathan	Vehicle	30cm	5+	50cm	8 Disrupt	6 Disrupt	12 Power	Agile, Commander, Fearless, Nexus, Structure (10), Veteran
Nexus Structure	Infantry	0cm	6+			1	3	Fearless, Nexus, Structure (3), Veteran

Formation	Cost	1 per X Points	Upgrades
2 Nexus Warriors OR 1 Nexus Brute OR 1 Hover Nexus OR 1 Nexus Structure	3		Yes
10 Warrior Drones / Gun Drones (any combination)			
1 Leviathan	4	15	Yes
1 Insertion Nexus 4 Insertion Drones	3	10	Yes
6 Hover Mines	2	15	
1 Hover Behemoth 6 Hover Drones	3	15	
1 Hover Behemoth 6 Hover Drones 2 Hover Brutes	4	15	
6 Vanguard	2	10	

## Upgrades

A formation which is allowed upgrades can take each upgrade up to 3 times.

Upgrade	Cost
Add 5 Warrior Drones / Gun Drones (any combination)	1
Swap 5 Warrior Drones / Gun Drones for 4 Hover Drones	Free
Swap 5 Warrior Drones / Gun Drones for 3 Artillery Drones / Insertion Drones (any combination)	Free
Swap 5 Warrior Drones / Gun Drones for 2 Assault Brutes / Blast Brutes / Torrent Brutes / Hover Brutes (any combination)	Free
Swap 5 Warrior Drones / Gun Drones for 1 Salvo Behemoth / Assault Behemoth	Free

# The Mecha

**Trope:** Towering piloted robotic battle engines capable of reducing cities and each other to rubble.

**Examples:** Battletech, Titan Legions, Knight Households, Gundam, Super Sentai, Transformers, Pacific Rim

**Army Special Rule - Weapon Systems:** Mechs can be armed with a wide array of weapons, here broadly categorised as Light and Heavy. Each Mech can select a number of these systems as listed in their profile at the point of building the army list. Mechs may fire multiple weapon systems at once - add the firepower of all weapon systems in range to the mech's basic firepower.

Stand	Class	Speed	Armour	Firepower			Weapons			Special	
				Range	Long	20cm	0cm	Light	Heavy		
Noble Mech	Vehicle	30cm	5+				2	3	1		Agile, Fearless, Structure (2), Save (5+), Veteran
Scout Mech	Vehicle	30cm	5+					6	2		Agile, Fearless, Shields (2) Structure (4), Veteran
Battle Mech	Vehicle	20cm	6+				1 <i>Flak</i>	6 <i>Power</i>	1	2	Agile, Fearless, Shields (4) Structure (6), Veteran
War Mech	Vehicle	20cm	6+				2 <i>Flak</i>	10 <i>Power</i>	2	2	Agile, Commander, Fearless, Shields (6) Structure (8), Veteran
Super Mech	Vehicle	20cm	6+	30cm	6		8 <i>Power</i>	12 <i>Power</i>	2	2	Agile, Commander, Fearless, Shields (10) Structure (10), Veteran

## Light Weapon Systems

Name	Range	Firepower		
		Long	20cm	0cm
Gattling Battery	50cm	4	6	
Energy Blaster	40cm	3 <i>Power</i>	4 <i>Power</i>	
Laser Cannon	60cm	2 <i>Power</i>	3 <i>Power</i>	
Flame Thrower	30cm	5 <i>Siege</i>	8 <i>Siege</i>	4
Rocket Pods	60cm	¼ <i>Barrage</i>	2 <i>Flak</i>	
Combat Weapon				8 <i>Power</i>

## Heavy Weapon Systems

Name	Range	Firepower		
		Long	20cm	0cm
Gattling Cannon	60cm	6	8	
Magma Cannon	70cm	5 <i>Power</i>	2 <i>Power</i>	
Rocket Launcher	80cm	½ <i>Barrage</i> <i>Indirect</i>		
Energy Cannon	40cm	6 <i>Power</i>	8 <i>Power</i>	
Landing Pad	50cm	3 <i>Flak</i>	5 <i>Flak</i>	
Power Weapon				12 <i>Power</i>

Formation	Cost	1 per X Points
3 Noble Mechs	4	10
1 Scout Mech	3	10
2 Scout Mechs	5	
1 Battle Mech	6	
1 War Mech	8	15
1 Super Mech	10	30