MicroCosmic v1.14

One Sheet Micro Sci Fi

Rule 1 - If the rules don't make sense, agree a solution with your opponent.

Basic Concepts

The game is played with six-sided dice (**d6**) and measured in centimetres (**cm**).

A **stand** is a based squad of infantry or a vehicle, 3 to 10mm in scale. A **formation** of stands acts together; each stand must stay within 5cm of another stand in the formation. A split formation must move back together next time it activates.

Formations can collect **stress markers**, which represent the psychology of battle.

Example Stands

Name	Class	Speed	Armour
Fire Squad	Infantry	20cm	3+

	Firepower			Special
Range	Long	20cm	0cm	
50cm	1	2	½	

Name	Class	Speed	Armour
IFV	Vehicle	30cm	5+

	Firepower			Special
Range	Long	20cm	0cm	
30cm	1 *Power*	1	0	Transport (1)

Name: The miniatures on the stand
Class: Infantry, Vehicle or Aircraft
Speed: Distance moved in a move action
Armour: Dice roll required to kill this stand
Special: Non-standard abilities, see list

Stands have **range** and **firepower (FP)** values, showing their potency at different distances from their targets; 0cm, 20cm and a varying long range. Some also have **weapon rules** noted (e.g. power).

Setup For Standard Mission

Armies: Players pick armies of equal points values; 20 - 30 points is standard.

Battlefield: 6x4 feet with at least 8 terrain features. One player lays out terrain and places 5 **objective markers**, at least 20cm apart; their opponent picks a long table edge and begins deployment first.

Deployment: Players alternate in placing one formation each within 30cm of their table edge; formations of all infantry may be deployed within 50cm of their table edge. When deploying transport aircraft, players state any formations which are embarked. Alternatively, a player may state a formation will begin off-board to enter using the insertion rule.

Mission: At the end of round 3, check for victory; an objective marker is controlled if only one player has a stand from an un-routed formation within 20cm of it and the player who controls the most objective markers wins. If tied, play a round 4, and if still tied, the game is a draw.

Playing The Game

The game is played in **rounds**; players alternate in **activating** formations until they have all activated. For the first round, roll off, and the winner activates the first formation. Whoever finishes activating their formations first in a round chooses who goes first in the next round.

Activating

The 3 standard actions formations can perform when activating (**rally**, **attack** and **move**) are explained below.

A **routed** formation (see *Routed Formations*) may only take 1 action when activating, which must be a **move** or **rally**.

An **unrouted** formation may take any combination of 2 **actions** when activating, chosen and resolved 1 at a time.

Rally Action

The formation removes half its stress markers, rounded up.

Attack Action

Pick a target enemy formation; you may pick freely but must target an enemy formation with stands in base contact with your formation if there is one. To attack, a stand must have **line of sight** to the target formation. Line of sight may be drawn into cover, but not through to behind it, and isn't blocked by other stands.

Each stand has a firepower (**FP**) value at up to 3 ranges; 0cm, 20cm and usually a longer range. Stands in base contact with a target stand must use their 0cm FP, those within 20cm use their 20cm FP, and those outside of 20cm use their longer ranged FP if they have one. A stand that has no FP in range may not attack.

For each stress marker on the formation, one stand in range and line of sight is **suppressed** and not allowed to attack. You may choose which stands are suppressed. At least one stand must still be able to attack to take an attack action.

Add together the FP values for those stands able to attack to work out your total **attack strength**; do not include any FP values with the **power** weapon rule, these will be resolved separately after.

Example: 4 Fire Squad stands have line of sight, but have a stress marker, so 1 is suppressed. Of the other stands, 2 are within 20cm, and 1 22 cm away; 2 stands use their 20cm value, contributing 2 FP each, and 1 its 50cm value, contributing 1. The total attack strength is 5.

The attack strength is adjusted based on the cover and status of the visible, in range stands of the target formation. First work out the cover level:

Target Situation	Cover Level
All stands in open	2
Some stands in cover	3
All stands in cover	4

Cover level is adjusted if the target is **routed** or **surrounded**; a target formation is surrounded if an attacking stand is within 20cm, and the target formation is also within 20cm of a stand from one of your other unrouted formations.

Target Situation	Adjustment
Routed	-1
Surrounded	-1

If the total cover level is now 0 (i.e. the target is in the open, routed and surrounded), multiply your attack strength by 2, otherwise divide your attack strength by the adjusted cover level, and round up. This is the number of D6 to roll to attack.

Example: The formation is targeting a formation in partial cover that is routed, giving an adjusted cover level of 2 (3 – 1), so they divide their attack strength of 5 by 2, rounding up, for a total of 3 D6 to roll.

Roll the D6, discarding any which score below the target formation's lowest armour value. The attacker assigns each die to a target stand within range and line of sight, starting with the closest to an attacking stand and working away (for equidistant stands, the attacker chooses the order to assign). They must assign a die that at least equals a stand's armour, if one is available, otherwise choose freely. Repeat from the closest again for any dice left over once each stand has a die. A stand with a die assigned that at least equals its armour value is hit and so removed.

NB - Infantry stands in cover, which are not in base contact with the attacking formation, improve their armour by 1 (e.g. 3+ becomes 4+), to a maximum of 6+,

Example: The Fire Squads are targeting 2 Conscript stands in cover (armour 3+, 4+ for cover), and a closer MBT (6+). They roll their 3 D6, scoring 2, 4 and 5. The 2 is discarded as it can't beat any armour values. A dice must be assigned to the MBT though it can't kill it, and the last dice kills the closest Conscript stand.

After normal attacks, repeat the attack process for any **power** FP; these are treated exactly the same except any rolls of 4 or 5 are counted as 6s, and you may choose to only target stands in the formation with the structure special rule.

After an attack, the target formation gains one stress marker, plus an additional stress marker for each casualty suffered.

If the attacking formation routs (see *Routed Formations*) a formation with its first action, the routed formation's move happens before the attacking formation's second action. This move may trigger **withdrawal attacks** (see below).

Move Action

All stands in the formation may move up to their speed value in cm. Stands may move through friendly stands but may not move within 5cm of an enemy stand unless they are moving into base contact with an enemy stand.

As part of a move action, a formation may choose to remove any stands from its formation without penalty.

Withdrawal Attacks

If any non-aircraft stands move out of base contact with enemy stands, the enemy get to immediately attack the moving formation, as a free action that does not count as their activation. Only the bases that have been withdrawn from get to attack, with their 0cm range FP. Routed formations or aircraft may not make withdrawal attacks, but supression is ignored.

Snap Actions

After a formation completes an action, the other player may choose to make a single **snap action** with an unrouted formation which has not activated this round. This may be a move, shoot or rally. A snap action counts as the formation's activation for the round. After a snap action, the interrupted player may continue with any remaining actions for the activating formation.

Routed Formations

If a formation has at least as many stress markers as it has stands remaining, it is considered **routed**. When a formation becomes routed it may take a free move action that does not count as its activation, which may interrupt an enemy activation.

After a routed formation takes any action, including a free move, if any of its stands are within 10cm of an unrouted enemy non-aircraft stand, the routed stands are killed - add a stress marker for each killed stand.

If a routed formation performs a rally action that takes it to having fewer stress markers than stands, it is no longer considered routed, but doesn't get to take a second action as part of this activation.

Terrain

Terrain may count as any of the below:

Open Ground (O) - No effect

Cover (C) - Reduces enemy attack strength, and gives +1 to armour to infantry not touching the attacking formation (see *Attack Action*). Agree *in cover* conventions with your opponent.

Difficult (D) - For each stand that moves into, out of, or through difficult terrain during a move action, roll a d6; on a 1 the formation takes a stress marker.

Slow (S) - Stands moving into slow terrain pieces can't leave in the same action.

Impassable (I) - May not be moved into.

Terrain effects can vary for Infantry and Vehicles. Agree effects with your opponent, but some suggstions are below.

Terrain Type	Inf	Veh
Grass, Desert, Concrete, Hills* etc.	O	O
Forests, Rubble, Ruins	C	C D S
Buildings, Fortifications	C S	I
Rivers	C D S	I
Chasms, Cliffs, Pillars	I	I
Barbed Wire	D S	O
Minefield	D	D
Trenchlines, Foxholes, Tank Traps	C	D S
Crops, Long Grass, Airfields	C	O
Roads, Bridges	O**	O**

* Stands on a hill or other raised terrain may see and be seen over terrain closer to them than to their target.

** Any stand (except aircraft or hover stands) that spends a whole move action on a road increases its speed by 10cm.

Aircraft

Aircraft work differently to other formations; they do not interact with ground units or terrain at all for movement purposes, can always see and be seen for line of sight, cannot be surrounded or used to surround enemies, and may not claim objectives. Aircraft collect stress markers as normal so can be supressed, but may not be routed, and may only be attacked by FP values with the **flak** weapon rule. Aircraft may never take snap actions.

When activated, an aircraft formation's first action must always be a move, and they have a minimum movement distance.

For their second action, they may move, attack, rally or, if they have the **transport** special rule, land (see below).

When rallying, aircraft formations remove *all* their stress markers.

Land: Transport aircraft may carry other formations that fit within their transport specal rule allowance. Unlike ground transports, the stands carried are not part of the aircraft's formation, and should be placed off-board to show they are embarked. If the transport aircraft is destroyed, all carried stands are destroyed too.

When landing, a transport aircraft may either drop off any carried formations or pick up a friendly formation from the board. Place the aircraft on the board, you may then drop off any carried formation(s) touching the aircraft and not within 5cm of enemy stands, or pick up a formation which has at least one stand touching the aircraft.

Aircraft count as a vehicle while landing, so cannot land in impassable terrain, if landing in difficult terrain count as moving into it, and cannot land within 5cm of an enemy stand.

After embarking/disembarking, the aircraft immediately takes off again.

Weapon Rules

Some stands have weapon rules for some of their FP values, which are applied when those values are used.

Barrage: Multiply FP by the number of in range stands in the target formation.

Disrupt: For each 1 rolled in an attack, add an extra stress marker to the target, up to the number of attacking stands with disrupt.

Flak: May attack aircraft. Aircraft always count as being in cover.

Indirect: Once per activation, when attacking with this FP, this stand does not need line of sight.

Power: Pool and roll power FP separately after normal attacks; rolls of 4 and 5 count as 6s, and may choose to target only stands with structure.

React: Gain +1 FP when attacking as a snap action.

Siege: Gain +1 FP if the target is in partial or full cover.

Stand Special Rules

Some stands have special rules. Besides those listed below, army lists may include special rules for that army.

Agile: Ignore difficult terrain.

Commander: After activating a formation containing at least 1 commander stand, you may activate another formation immediately. You may not trigger multiple commander effects in a row.

Disposable: Do not add a stress marker when a disposable stand is killed.

Elite: A formation with at least 1 elite stand counts as having half as many stress markers (round down) for all purposes.

Fearless: A formation with at least one fearless stand ignores the penalty for being routed when being attacked, and fearless stands aren't killed by being within 10cm of an enemy stand after taking an action while routed.

Frenzied: May move an extra 10cm if it is used to move the stand into base contact with an enemy.

Hover: Ignores slow, difficult and impassable terrain other than not being able to end a move in impassable terrain. During its activation, can see and be seen over terrain if closer to it than the target is.

Insertion: If a whole formation has insertion, it may start the game off-board. At the start of any round, place it anywhere on the board at least 10cm from enemy stands, with 1 stress marker, or 2 stress markers if any stands are placed in cover.

Save (x+): When this stand is hit, it may roll a d6 to attempt to ignore the damage. If it successfully rolls **x+**, do not remove the stand.

Scout: May be up to 10cm from other stands in the formation.

Shield (x): This stand ignores the first **x** attack dice assigned to it; while it has shields remaining its armour is 4+.

When rallying, regain 1 lost shield.

Structure (x): When this stand is hit and would be killed, reduce its structure value by 1 instead; only remove it when reaches structure 0. Take a stress marker for each hit taken.

The stand counts for all purposes as a number of stands equal to its remaining structure, so for example a stand with structure 3 remaining would take 3 stress markers to suppress, and would have 3 attack dice assigned to it before assigning to any further away stands, etc.

Roll a dice for each hit taken; on a 6, take another hit (then roll again for the new hit).

Stands with structure block line of sight.

Transport (x): May lend its speed to **x** infantry stands in its formation. For an aircraft, may land.

Veteran: A formation with at least one veteran removes an extra stress marker when rallying.