The MicroCosmic core rules present a complete wargame, and are the way we recommend playing, at least at first, but they are also flexible enough to alow a variety of optional different ways of playing, like alternative missions, strategic ploys or additional command and control systems. This document contains a selection of suggested optional rules you may wish to add to your game, however this should only be done with the agreement of your opponent. You do not have to use all the rules suggestions here (in fact we recommend you don't), you can pick and choose any you feel will add to your experience of your game, or make it fit better with the universe in which you are gaming.

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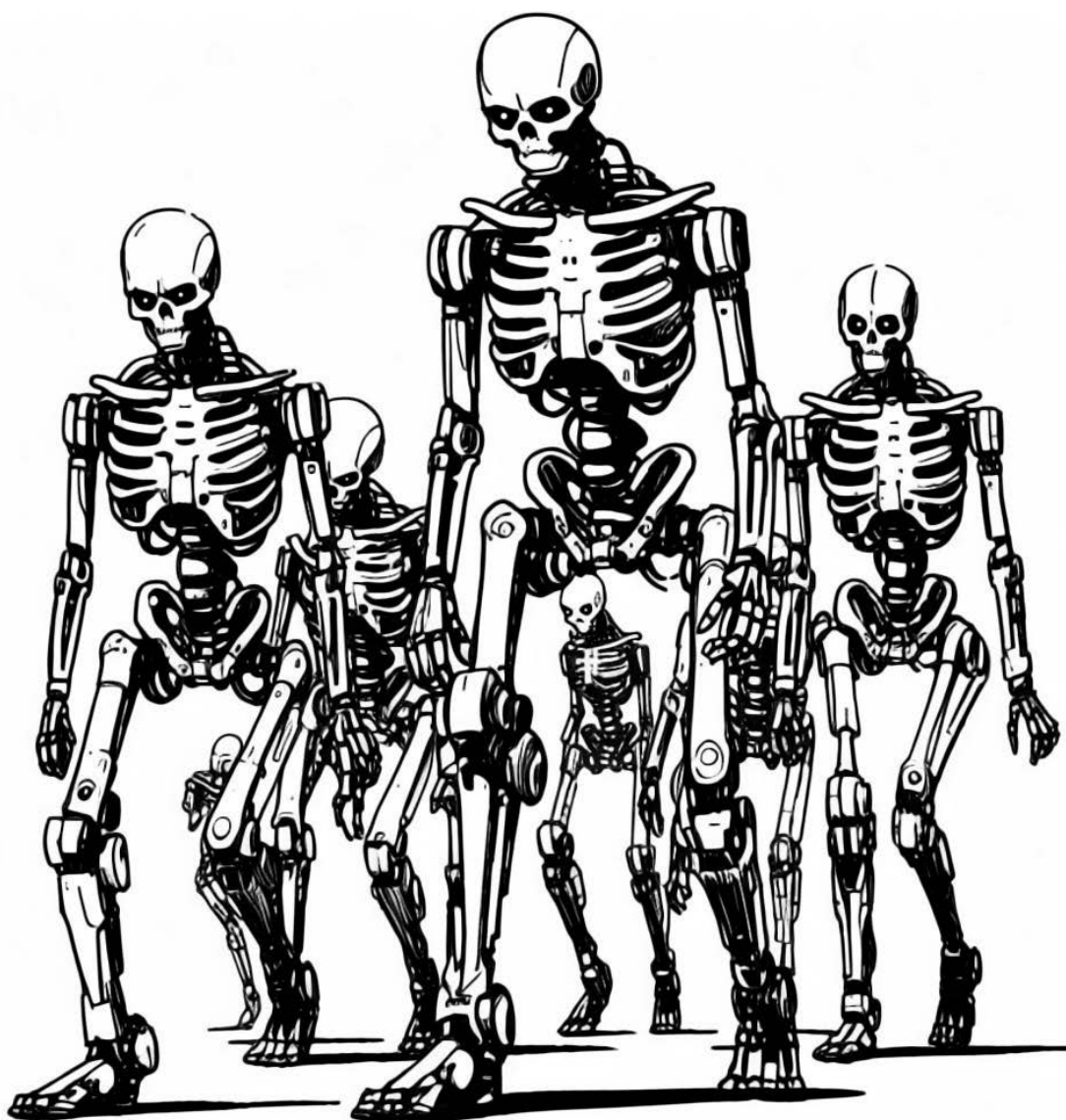
Instead of playing the mission in the core rules, you may select one of these alternatives of your choice, or roll a D6 to randomly select one before the game.

Shared Rules

Most missions on this page share some core concepts; if any of these vary the mission will detail how.

Armies: Players pick armies of equal points values, 20-30 points as standard.

Battlefield: 6x4 feet with at least 8 terrain features. One player lays out terrain and the other selects a long table edge and begins deployment first.

Deployment: For most scenarios, 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.

Objectives: For most scenarios that use them, an objective marker is controlled if only one player has a stand from an un-routed formation within 20cm.

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1 - Escalating Engagement

Armies: After selecting armies, Players each divide their armies into two groups, an initial force and reinforcements; at least half the points worth of formations must be placed into the reinforcements.

Battlefield: The player who lays out terrain also places 5 objective markers, at least 20cm apart.

Deployment: Players only deploy their initial forces, and they must be within 20cm of their table edge.

Special Rules: Each round each player may bring a number of formations into play from their reserves:

Round 1:	Up to 1 formation
Round 2:	Up to 3 formations
Round 3:	Any remaining formations

Instead of activating a formation, a player may instead place a formation from their reinforcements within 10cm of any table edge, but not within 10cm of enemy stands or in the opponent's deployment zone. Play then passes to the opponent, and the newly entered formation may activate later in the round.

The insertion rule may *not* be used in this mission.

Mission: At the end of round 3, the player who controls the most objective markers wins. If tied, play a round 4, and if still tied, the game is a draw.

2 - To The Death

Mission: At the end of round 3, each player gains victory points equal to the points cost of the enemy formations they have destroyed, plus half points for routed formations. The player with the most victory points wins.

3 - Breakthrough

Battlefield: One player lays out terrain; their opponent decides who will be the attacker and who the defender, and picks a **short** table edge.

Deployment: The defender deploys first, placing all their formations anywhere in their table half. The attacker then deploys their formations within 30cm of their table edge.

Special Rules: The attacker may move formations off the defender's table edge, if all stands from a formation are able to do so; remove the formation to off-board.

The insertion rule may *not* be used in this mission.

Mission: At the end of round 4, check for victory; if the attacker has managed to move at least half their starting points worth of formations off-board, they win, otherwise the defender wins. It doesn't matter how damaged a formation is, if any stands make it off the board, it counts.

4 - Take and Hold

Deployment: Once a player has completed deployment, they place 1 objective marker anywhere in their table half, outside their deployment zone.

Mission: At the end of each round, if a player controls both objectives, they win.

If neither player has won by the end of the 4th round, players score victory points equal to the points cost of the enemy formations they have totally destroyed, plus half points for routed formations. The player with the most victory points wins.

5 - Total War

Battlefield: The player who lays out terrain also places 5 objective markers, at least 20cm apart.

Mission: Players gain 1 victory point each time they destroy an enemy formation. At the end of each round, players gain 1 victory point for each objective marker controlled.

Once a player reaches 10 victory points, complete the rest of the round if you haven't already, then after final scoring the player with the most victory points wins.

6 - Snatch and Grab

Battlefield: The player who lays out terrain also places 5 objective markers, at least 20cm apart.

Special Rules: When a non-aircraft stand moves over an objective, remove that objective; that formation is now considered to be carrying it. If a formation carrying an objective is routed or destroyed, the objective is dropped; place it where the formation was if destroyed, or within 5cm of a remaining stand if routed.

Mission: At the end of round 3, check for victory; the player whose formations are carrying the most objective markers wins. If tied, play a round 4, and if still tied, the game is a draw.

Command points (**CPs**) are a resource you may optionally add to the game, to allow strategic ploys at key moments.

At the start of the game, players each gain 1 CP for each point lower than the agreed points limit that they have spent on their army list, e.g. if a player has an army list worth 28 points for an agreed 30 points game, they would begin with 2 CP.

At the start of each round, roll a D3; both players gain that many CPs.

Players spend CPs to perform **ploys**; each ploy has a cost, and explains when it can be used. You can use at most one ploy during any one Activation. There are 7 universal ploys available to all armies, and a unique one for each Army:

Universal Ploys

Command Intervention - 1 CP

Reroll a dice you just rolled. You may never reroll the same dice twice.

Forced March - 1 CP

After taking 2 move actions with a formation, you may use this ploy to make a third move action with the formation, though it must also take a Stress Marker.

Take Cover! - 2 CP

When a formation in the open or partial cover is attacked, you may use this ploy to increase its cover by 1 level, from open to partial cover, or partial to full cover.

Retain The Initiative - 2 CP

After activating a formation, use this ploy to activate another formation. You may not combine this with the commander rule, or use retain the initiative a second time to activate more than two formations in a row.

Spotter Drones - 2 CP

When taking an attack action, use this ploy to give all FP in the formation the indirect weapon rule for the duration of that attack action.

Call To Arms - 2 CP

When activating a routed formation, use this ploy to take a second action, which must be a rally.

Signal Jammer - 3 CP

Cancel a ploy played by your opponent.

Army Specific Ploys

The Legion - Unto Death And Beyond - 3 CP

After an unrouted Legion formation is attacked, but before killed stands are removed or stress markers added, use this ploy to allow all elite stands killed in the attack to make an immediate free attack action, ignoring suppression, which doesn't count as the formation's activation. After the attack, remove the killed stands and add stress markers as usual.

The Conscripted - Call For Bombardment - 3 CP

Use this ploy during the activation of an unrouted formation with at least one stand with the commander rule. Instead of one of the formation's normal actions, it may make a FP 1 indirect barrage attack against any formation on the board.

The Marauders - WAAAAAAR! - 3 CP

When an unrouted formation with at least one stand with the commander or veteran rule makes a move action, use this ploy to let up to two other unrouted formations within 20cm may also make a free move action, which does not count as their activation.

The Gracile - Misdirection - 3 CP

Use this ploy when performing a move action, including a free move after being routed; increase the move distance by up to 10cm, and this move will not trigger withdrawal attacks.

The Singularity - Swarming - 3 CP

Use this ploy when performing a rally action on a formation with at least one nexus stand; instead of returning 1 dead drone stand, restore D6 dead drone stands to the formation.

The Mecha - Repair Drones - 3 CP

Use this ploy when performing a rally action; each stand in the formation recovers 1 lost structure point.

MicroCosmic v1.14   Weather

If you wish, you may choose to model the effect the weather has on the battlefield. Your battles may be taking place in a radically different environments, so select the climate below that best fits.

At the start of the game, after setting up terrain and picking table sides, but before deployment, roll a D6 on the chosen table to determine the initial weather level:

	Temperate		Frozen		Desert		Vacuum		Chaotic
1	Fog	1	Snow	1	Dust	1	Fine	1	Storm
2	Rain	2	Fog	2	Fine	2	Fine	2	Fine
3	Fine	3	Fine	3	Fine	3	Meteors	3	Meteors
4	Fine	4	Snow	4	Fine	4	Fine	4	Fog
5	Rain	5	Snow	5	Dust	5	Fine	5	Gravity Distortion
6	Storm	6	Storm	6	Sandstorm	6	Meteors	6	Rain

At the end of each round, the weather may change. Roll a D3; on a 1 the current weather level reduces by 1 point, on a 2 it remains the same, and on a 3 it increases by one point. For example, if a game in a temperate climate started with a weather roll of 5 - Rain, then at the end of round 1, the D3 rolled a 1, the weather would reduce by 1 point to 4 - Fine. The weather level can wrap around; if it goes below 1 it becomes 6, and if it goes above 6 it becomes 1.

The effects of each type of weather are below:

Fog / Dust: All attacks at a range longer than 30cm add 1 to the target's cover level, e.g. a target in full cover has a cover level of 5.

Rain / Snow: Unless moving on a road, all vehicle stands without the hover rule reduce their speed by 5cm.

Fine: No effect, standard rules apply.

Storm / Sandstorm: All speeds and weapon ranges are halved.

Meteors: The whole board, except cover terrain, becomes difficult terrain for all stands.

Gravity Distortion: The whole board becomes difficult terrain for aircraft and hover stands, but they take a stress marker on rolls of 1 or 2.

In war, not everything always goes to plan, and not every order is always received and followed out perfectly. This page presents some suggested ways to add some uncertainty and fog of war to your battlefield, as well as making it a more brutal and unforgiving place. Pick and choose any you like.

Target Priority

When wanting to attack a target that isn't the closest visible enemy formation, a formation must take a target priority test. Roll a D6, and apply the following modifiers:

Formation has at least one stress marker: -1

Formation has at least one veteran: +1

If the total is 4 or more, the test succeeds and the attack may go ahead, otherwise the formation must attack the closest visible enemy formation instead.

Formations of aircraft, formations targeting aircraft, formations firing where all FP has the indirect rule, and formations with a commander stand do not need to take target priority tests.

Hidden Deployment

Instead of placing formations on the table when deploying, players place numbered tokens or scraps of paper, which refer to numbers given to each formation on their army list. Once all have been placed, players alternate in replacing them with the relevant formations, which must be placed with at least one stand at the location of the token.

Optionally, players may place up to 2 dummy tokens which do not represent formations and are removed after all tokens have been laid.

Chaos Of Battle

When it is a player's turn to activate, as long as they have at least two formations left to activate, they must select two different formations and roll a dice (or toss a coin) to randomise which one activates.

Critical Damage

When a stand with structure takes a hit, as standard you roll a D6 and on a 6 it takes another hit.

When using this rule, instead of taking an additional hit, roll 2D6 and compare to the table below:

2   **Catastrophic Damage:** Take 3 extra hits.

3-4   **Cascade:** Take 1 extra hit and roll on this table again.

5-6   **Traction Failure:** Reduce speed by 5cm.

7   **System Damage:** Take 1 extra hit.

8-9   **Shaken:** Take 2 extra stress markers.

10-11 **Armour Cracked:** Reduce armour by 1 point.

12   **Weapon Damage:** Halve all FP.

Command Decapitation

When a commander stand is killed, its formation takes an extra stress marker.

Dangerous Terrain

For difficult terrain, a roll of 1, kill a stand in the formation as well as gaining a stress marker.

Friendly Fire

When attacking an enemy formation that has at least one stand in base contact with a stand from another friendly formation, add a stress marker to that friendly formation.

It's perfectly possible to play MicroCosmic with more than two players, either as a free-for-all or in teams.

Free For All

In a Free For All game, 3-4 players freely attack any other player and all compete for the same objectives.

You will need to place terrain in a mutually agreed fashion, then alternate placing any objective markers. Roll off for deployment order, then players each pick a corner of the board, and alternate deploying in a 60x30cm area in that corner. Formations of purely infantry may deploy up to 20cm outside this area.

Players roll off for turn order each turn.

Deployment Zone		Deployment Zone
Deployment Zone		Deployment Zone
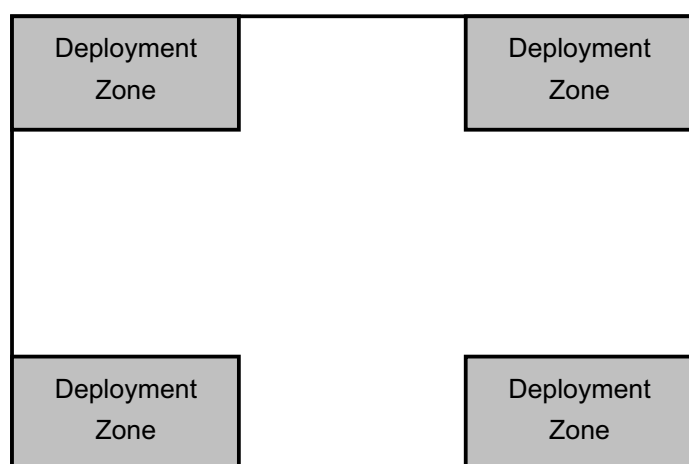
Team Battles

In a Team Battle game, two (or more) players on each side work together to beat their opponents. Each player selects an army list up to the points limit, and then joins forces with other players. The allied armies to not need to be from the same army list, but the total points cost across the two sides should match, which may mean each player doesnt have the same number of points if teams are uneven.

Follow the normal rules, but whenever a team has a turn either to deploy or activate a formation, the team decide together which player on the team will use a formation. Each team still only deploys or activates one formation, before switching back to the other team.

Players on a team share a deployment zone, and count as being part of the same army, capturing objectives and winning together, however any army special rules only apply to that player's forces.

Team games work well for mega battles, as described below.

Mega Battles

There's nothing more epic than a mega battle, but while you can play MicroCosmic using the core rules for games of 50 points or even higher, the game may get pretty slow. Here are some suggestions for these large games to speed up play.

Combined Formations

For battles of 50 points of more, we recommend using a **10 formation limit** per side. In order to achieve this, you can combine any formations from your army together when building your army list. Formations combined in this way become a single formation for all purposes and may never be separated.

1 per X limits still apply to the formations before they are combined, and if playing a team game formations from different armies may not be combined. Aircraft formations can only be combined with other aircraft formations.

Coherency

As well as the usual requirement for stands to remain within 5cm of another stand in the formation, stands in a formation must remain within 30cm of all other stands in the formation, so large formations cannot spread out across half the board.

Movement Trays

You may wish to place whole formations on a tray (or a tub lid), to speed up deployment and movement. You may need to remove them from the tray when entering terrain.

Break and Flee

If a formation ever has more than double the number of stress markers needed to rout it, the formation is broken and flees; remove it from play.

All For One

If one stand from a formation can see a stand in the target formation, the whole formation can be considered to have line of sight.

Snap Limits

Snap actions can be limited to speed up large games; the only formations eligible to perform snap actions are those which have just had an enemy formation move into base contact with them, those which have just been attacked, snap attacks from those able to use the react weapon rule, and snap attacks with the flak rule against aircraft.

Other Suggestions

Depending on the size of the game you may want to consider things like table size and amount of terrain, chess clocks or timers to keep things moving, and for really big multiplayer mega battles, having a referee or organiser to set things up, make tricky calls and keep the game flowing.

There are many types of campaigns you can play, from simple club ladders, through refereed narrative campaigns, all the way to sprawling map based epics, tracking logistics and supplies, though in our experience no-one ever finishes those. Presented below is a suggested simple campaign system for MicroCosmic, intended to build from small skirmishes of green troops to massive battles of veterans, in a reasonable amount of time and without too much overhead.

Starting The Campaign

Any number of players from 2 upwards can take part in the campaign. Each player begins with 15 points to spend on their army, which should be tracked on the campaign roster provided. Each formation should be given a unique name or number as they will develop during the campaign. Players may choose to save points to spend later in the campaign.

Winning The Campaign

Every good campaign is limited rather than open-ended. This campaign is played to win Campaign Victory Points (CVPs), and we recommend that the first player to acheive 10 CVPs wins the campaign; you may wish to adjust this for a shorter or longer campaign, or play to the highest CVPs after an agreed number of games or weeks.

Optional Rules

Any optional rules being used must be agreed and made clear at the start of the campaign.

Campaigns always use the command points rules (page 3); as players will often be fielding uneven forces against each other, command points are used to help balance that out as described below.

Playing The Campaign

Any players in the campaign may play against each other at any time, though players should try to vary their opponents where possible, and ensure that each player gets roughly the same number of games.

Each campaign game is played with the following structure:

1. **Setup**
2. **Play**
3. **Reward**
4. **Experience**
5. **Recruit**

1. Setup

There are no points limits in campaign games, players may use any available formations from their campaign roster; some formations may have to miss the game due to being wiped out in a previous battle.

Work out the difference between the points costs of the two forces taking part; the player with fewer points starts with command points equal to the difference.

Players can mutually agree a mission, but we recommend randomising to ensure variety across the campaign; roll a D6 and on a 1-2, play the standard mission, otherwise roll another D6 to select a random alternative mission.

The player with fewer points chooses who will be the one to set up terrain, or randomise if both players are equal.

2. Play

Play the mission as usual, using the standard rules and any agreed optional rules.

Players may use formations' experience points for rerolls, as explained below.

At the start of the third or any subsequent round, either player may choose to concede the game.

3. Reward

The winner of the game is awarded 1 CVP and 1 army point; the loser gets 2 army points. If the game is a draw, each player gets 2 army points.

If a player with at least 5 points fewer than their opponent wins a game, they get an extra 1 CVP.

4. Experience

Formations that took part in the battle can earn (or lose) experience (XP), which allows them to improve over time. Formations begin at 0 XP, and may never go below 0. After each game, for each formation, check the chart below:

Survived at over half strength	+1 XP
Destroyed	-1 XP

Destroyed formations must also miss the next battle as they regroup and bring in reinforcements to get back to full strength.

For each XP a formation has, the player may reroll one dice for an attack, save, difficult terrain, or target priority roll made by that formation during each game. You may never reroll the same dice more than once.

5. Recruit

After the game, players may spend any army points on new formations for the army, adding them to their campaign roster. Newly purchased formations start with 0 XP.

Army:			Army Points:		CVP:

Name:	XP:	Miss Next?	Name:	XP:	Miss Next?
Stands:			Stands:		

Name:	XP:	Miss Next?	Name:	XP:	Miss Next?
Stands:			Stands:		

Name:	XP:	Miss Next?	Name:	XP:	Miss Next?
Stands:			Stands:		

Name:	XP:	Miss Next?	Name:	XP:	Miss Next?
Stands:			Stands:		

Name:	XP:	Miss Next?	Name:	XP:	Miss Next?
Stands:			Stands:		

Name:	XP:	Miss Next?	Name:	XP:	Miss Next?
Stands:			Stands:		

For those who don't want to do maths on the fly, you can alternatively use this firepower chart for attacks. Add up total firepower, round up, and cross reference with the cover level of the visible, in range stands of the target formation.

Shift one column to the left if the target is routed or surrounded, and two columns if it is both.

Roll the number of dice shown.

Attack Strength	<	<	Target in Open	Partial Cover	Target in Cover
1	2	1	1	1	1
2	4	2	1	1	1
3	6	3	2	1	1
4	8	4	2	2	1
5	10	5	3	2	2
6	12	6	3	2	2
7	14	7	4	3	2
8	16	8	4	3	2
9	18	9	5	3	3
10	20	10	5	4	3
11	22	11	6	4	3
12	24	12	6	4	3
13	26	13	7	5	4
14	28	14	7	5	4
15	30	15	8	5	4
16	32	16	8	6	4
17	34	17	9	6	5
18	36	18	9	6	5
19	38	19	10	7	5
20	40	20	10	7	5
21	42	21	11	7	6
22	44	22	11	8	6
23	46	23	12	8	6
24	48	24	12	8	6
25	50	25	13	9	7
26	52	26	13	9	7
27	54	27	14	9	7
28	56	28	14	10	7
29	58	29	15	10	8
30	60	30	15	10	8