

A Game of Micro and Macro

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1 Intro

A Game of Micro and Macro is a two-player board-game consisting of two parts.

A tabletop-style skirmish game, in which units battle against each other and a card-laying game in which both players build a base to support their units on the battlefields.

The rules and materials necessary to play this game are described in this book.

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2 General Rules

2.1 Preparation

Before the game starts some preparations have to be made for both parts of the game.

The first action is to check who gets priority. For that matter both players roll a D6. The player with the highest value gets the first priority. Re-roll on a tie.

2.1.1 Micro

The battlefield is build up. Each player picks an even amount of terrain-pieces. Both players place their pieces alternating on the board.

The miniatures (models/units) used during the game a placed next to the board.

Both players teach each other about their units. This does not have to include possible modifications to the units made during the macro-game.

Both players place a marker on the board representing the entry-point of the macro-game.

2.1.2 Macro

Both players shuffle their decks and place them face down to the side. Building-cards a placed in the bottom. Right in front

2 General Rules

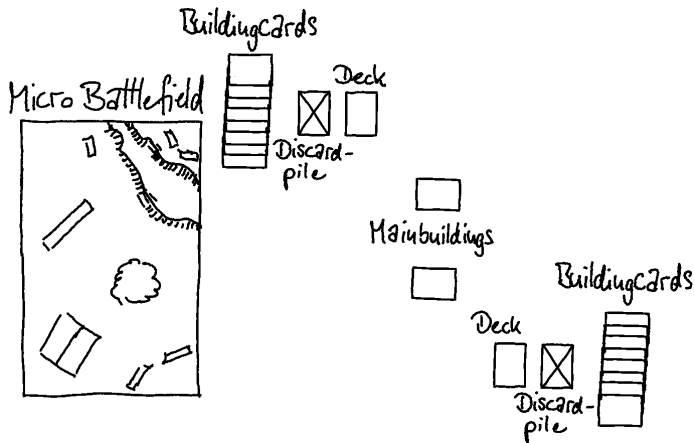


Figure 2.1: Overview of a fresh game

of them is their main building card. Each player draws five cards from their deck.

To keep track of game stats like the amount of available resources and life-points a fair amount of spin-down-dice or pen and paper are in reach.

2.2 A turn

A turn is structured as follows.

1. the player with priority draws one cards
2. triggered abilities of buildings and upgrades are played
3. the player with priority takes three actions from the following list

2 General Rules

- a) command a unit in the micro-game
- b) build a unit from a building or upgrade
- c) use a card-ability
- d) play a card from his hand
- e) pass the turn

After each action, the other player has the opportunity to react. As a reaction cards with the attribute *instant* can be played.

After each action, or reaction it is checked if the game is finished.

If all actions are made, priority changes and the next turn starts.

2.3 End of Game

A game is finished if the main-building of a player is destroyed. This player has lost the game.

A game is also finished if a player is not able to perform an action other then passing the turn. This player has lost the game.

Other then that, a player is allowed to concede at any time.

2.4 Out of Cards

If a player is out of cards to draw from his deck his main-building is dealt one damage. This is done for each card. If a player needs to draw two cards, the main building is dealt

two damage.

2.5 Base-range

Base-range describes the radius of a base starting from the center of the base-marker. The radius changes with the number of building inside the base. The range of the base is always checked if the number of buildings change or another action needs to know the current radius.

The range of the base is set as follows

No. of Buildings	Radius
1	1
2	1.5
3	2
4	2.5
5	..

The base range is needed for attack made by units against the base.

3 Micro

Micro is a skirmish miniature game. Each player has a set of miniature which can come into play.

Each Miniature, or type of miniature has a fixed set of attributes and skills which makes them unique.

3.1 Attributes

Each attribute, except for movement and life-points, is represented by a dice. The amount of surfaces indicates how powerful the attribute is. That does not mean that you need a die for each attribute of each model. One set of dice will do.

Surface count goes from 4 (D4) - weak, to 20 (D20) - strong. In between are D6, 8, 10, 12 and 16.

If something causes an attribute to increase by an amount, it means to increase the die used. For example if a unit has an attack of D4. an increase by two ups it to D8.

Movement and life-points are plain values between 1 and 100

Life-points (LP) Amount of damage necessary to kill a unit

Movement (M) maximum amount a unit can move in centimeters

Attack (A) Strength of a physical attack

Spell-power (SP) Strength of a magical attack

Defense (D) Ability to withstand a physical attack

Magic Defense (MD) Ability to withstand a magical attack

3.2 Roll-Off

In a Roll-Off both players roll a die. The attacker wins if its value is greater than the value of the defender.

If a die rolls its highest possible score, the player can add seven to the value. This counts as a critical hit and enables smaller units to hit a big blow against bigger foes.

3.3 Allocating Damage

To deal damage from one unit to another the corresponding attributes of attacker and defender clash in a roll off.

For physical damage (A) and (D) are taken to a roll off. For a magic attack (SP) and (MD).

If the attack is physical or magic is the choice of the attacker, but is determined by some factors like range, visibility and the kind of items a unit has.

For example, if a unit is equipped with a rusty sword and knows the leech seed spell its options is to do a melee-attack with its rusty sword, if a unit is nearby, or hurl its leech seed onto a target which is within the range of the spell and can be seen by the unit.

To see a unit, virtually draw a line between the attacker and target. This line should not be interrupted by any kind of terrain.

3.4 Micro-Actions

If a player decides to command a unit as one of his two game-actions he has the following options.

1. Pick a unit or unit-group
2. Pick a unit-action and use it
3. Pick another, or the same unit-action and use it

3.4.1 Unit-Group

Units of the same kind ,or bound through other rules, with a maximum distance of two to each other can be commanded as a group.

3.4.2 Unit-Action

Units have the following actions.

1. Moving
2. Physical Attack
3. Magical Attack
4. Entrench/Mobilize

Moving

The unit or group moves its maximum movement-value, or less. In a group, each unit uses its own movement-value. Single units of a group may loose the connection to the group. These units do not participate in other actions done by the group.

Physical Attack

To make a physical attack a unit, or group, uses its equipped weapon, or weapon set. A unit can only carry one weapon, or weapon set. What weapon or weapon set is carried is determined by the building which produced the unit. The wielded weapon can be changed with upgrade-cards in the macro-game. All units start with a weapon or basic attack-effect.

Each weapon has a range in which the target has to be. Melee-weapons, e.g. Swords, have a range of one.

Weapons can have extra effects. These can be triggered on a attack or permanent effects on the carrier and its stats.

Magical Attack

To make a magical attack a unit needs to be able to cast a spell. Spells are learned through playing upgrade-cards on buildings in the macro-game.

Spells, like weapons, have a maximum range in which the target has to be.

All spells have an effect triggered after a successful roll off. Some spells may have effects triggered by a lost roll off.

There are some general spells usable by all units. Most of them are special to a small number of units. Those spells are accordingly marked on their upgrade-card. Either with the name of the unit or with the symbol of the faction/race which can use the spell.

3 Micro

A Spell targeting a friendly unit does not need a roll off

Within a group, only one unit can cast a spell.

Entrench/Mobilize

A unit, or group, can entrench themselves, or mobilize if it is already entrenched. Entrenched units, or groups, can make an attack if an enemy unit, or group, get in its attack-range. The attack is made immediately, before any other attacks or actions. After the attack, the unit, or group, is mobilized.

Entrenched units can not make normal moves, they first have to mobilize.

4 Macro

Macro is a card-laying game in which each players builds a base. The base is then used to build and upgrade units which are send out in the micro-game to destroy the enemy base.

For that matter, each player has a custom deck of cards. A deck is made up of cards of different types.

All cards have a faction- or race-symbol. A deck can only contain cards of the same symbol. Unless a rule says otherwise.

4.1 Card-types

Card-types determine where and who a card is played. The following card-types exist.

1. Buildings
2. Upgrades
3. Instantants

4.1.1 Buildings

Buildings are faction-dependent and marked with the factions symbol. Each Building as a number of life-points and a defense-attribute. Units can deal damage to buildings and reduce the points. If a building has no life-points left it is destroyed.

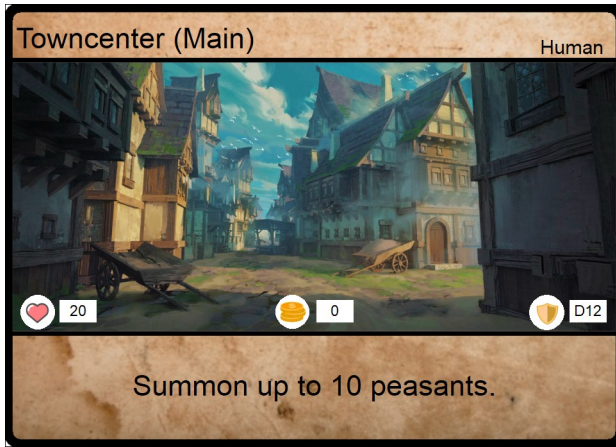


Figure 4.1: Anatomy of a building

A Building usually has a rule-text which includes active abilities or triggered card-effects.

A Building has upgrade-slots, up to a maximum of three. Upgrade-cards can be played onto building. Some upgrades require to be played on special buildings or have other conditions.

Build buildings

To build a building a building-card is selected from the pile of building-cards next to the playing-field. Its resource-costs need to be paid as it enters the battlefield. New buildings a place to the left side of the last placed building.

Dealing damage to buildings

Damage to buildings is dealt by units from the micro-game. The same rules to a roll-off apply. If a unit is in range to the base-marker of an enemy-base it attacks the most left building.

To deal damage to the base, or buildings, a unit needs to be in attack-range. This includes the range of its own weapon and the radius the base has, determined by the number of buildings in it.

4.1.2 Upgrades

Upgrades are cards played onto buildings. Upgrades modify units and/or the buildings they are played on. Some upgrade can only be played on certain building or have other conditions.

If an upgrade-slot is already used, it can be overwritten with a new upgrade. The upgrade which is overwritten has no effect, unless another rule says otherwise.

4.1.3 Instant

Instant is a one-time effect with an effect which is handled directly after it is played. Instant can be played in a player's turn and in the enemy's turn as a reaction to an action.

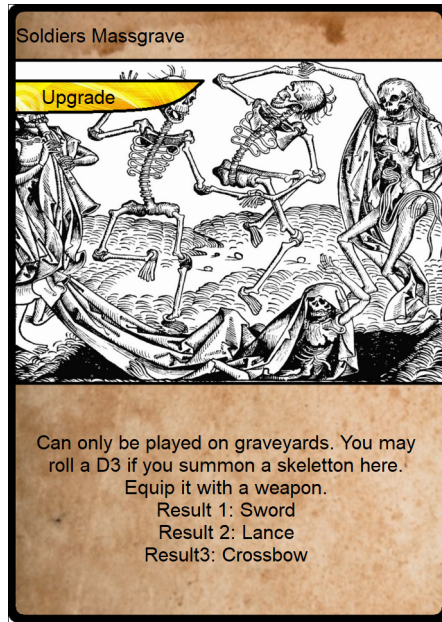


Figure 4.2: Anatomy of a main-deck-card

4.2 Card-effects and -abilities

Card-effects, unless they are triggered from another event, can be activated by a player as one of their actions. A card-effect can only be activated once per turn, unless a rules says otherwise.

Triggered abilities are resolved immediately they are triggered.

Active card-effects may have a cost which has to be payed be-

fore the effect is resolved.

5 Factions and Races

Each player has chosen a faction with which he plays a game. The chosen faction is represented by the players deck of cards, buildings and units. Each of these are kind of unique to each faction and represent a different play-style.

In this chapter, the characteristics and units of each faction is described.

5.1 Kingdoms of Men

Description

The Kingdoms of Men consists of many smaller kingdoms, loosely united by the high king. In times of need the high king commands all kingdoms under his banner.

In a world full of inexplicable dangers humans survive due to their adaptability. Driven by their fate they seem to achieve everything.

In times of overall peace it is not unusual for the smaller kings to feud over the favor of the high king.

Keywords

mortal, many, ambitious, resilient, principled, hierarchy

Units

	M	LP	A	D	SP	MD
Peasant	4	5	D6	D4	D4	D4
	Weapon: Rusty sword					
	Spells: Mob-strength					
Town-guard	4	8	D6	D6	D4	D4
	Weapon: Sword and Board					
Knight	6	12	D8	D10	D6	D8
	Weapon: Sword and Board					
	Spells: Commanding presence					

5.2 Bloodmages

Description

Bloodmages are mages who have chosen a very dark path. With no way of return they are dedicated to a magic with strong bonds to the underworld. From sacrifices and their blood the summon destructive magic only aimed for their own advantage.

A bloodmage usually is on its own, accompanied by demonic creatures, skeleton and zombies. As the sole backbone of this faction, a bloodmage is not reluctant to sacrifice its own allies to stay alive.

Keywords

daemonic, vicious, inconsiderate, self-destructive

Units

	M	LP	A	D	SP	MD
Bloodmage	5	20	D6	D6	D16	D12
	Weapon: Wooden Staff					
	Spells: Demonic Leech					
Skeleton	3	7	D4	D6	D4	D6
	Weapon: Rusty Sword					
	Spells: Masters Presence					
Direwolf	8	8	D10	D6	D4	D4
	Weapon: Teeth					
	Spells: Infectious bite					

5.3 Swampbeasts

Description

The creatures of the swamps around the human towns and villages in the marshes seem to have a collective mind.

Merchants tell stories about coordinated attacks against their tracks. Big building-projects in the area of the high-king are mysteriously sabotaged.

The mumble is that few highly intelligent creates control the whole fauna.

Keywords

hidden, predator, ambush, one with nature, claws and teeth

Units

5.4 Mountain-Men

Description

Keywords

few, hermit, mysterious, sorcerer

Units

5.5 Dwarfs

Description

Keywords

Units

5.6 ???

Description

Keywords

Units

6 Arsenal

6.1 Weapons

Weapon	Range	Damage	Ability
Wooden Staff	1	4	
Rusty Sword	1	2	
Sword and Board	1	3	Increase defense by one
Teeth	1	3	

6.2 Spells

Commanding presence

Passive. Units close to this unit have an increase attack-attribute by one.

Demonic Leech

Active. Hurls a demonic leech onto an enemy. Deals 8 damage, heals 4 life-points.

Infectious bite

Passive. On a successful attack lower the movement-attribute of the target by one.

Masters Presence

Passive. If the unit is near a bloodmage its movement-attribute is increased by 2.

Mobstrength

Passive. If at least 4 units with this spell are close to each other their attack and defend ability is increased by one.

7 Deckbuildingrules

A deck of cards for each player follows this rules:

1. The maindeck contains 50 cards maximum and 40 cards minimum
 - a) All cards have the same faction symbol or are at least neutral
 - b) Suggestion: All Upgrade-cards should be playable on the selected building-cards.
2. In addition has a deck a maximum of 10 building-cards
 - a) All cards have the same faction symbol or are at least neutral
 - b) The total resource-costs of all building-cards shall not be greater then 300 or any other previously agreed amount

8 Word-Clarifications

Marker An indicator placed on the micro-battlefield.

9 Whispers from the Realm

In this chapter, some stories from around the world this game is set in are told.

9.1 River rivalry

Far south of the kingdoms of men is a river, called *gayas vain*. It is used to transport goods inside the kingdoms for millennia. And since then who ever controls the river is the richest and mightiest in this region.

On each side of the river are the kingdoms of *Anhakir* (1) to the left and *Bethrakir* (2) to the right. These kingdoms are arch rivals and fight constantly for control over the river and the massive amount of gold it generates with each ship passing in and out of it.

The high-king fears that this conflict could destabilize the kingdom of men as a whole and looks with despite at it.

Anhakir and *Bethrakir* are small in size and surrounded by other enemies as well.

Anhakir is flanked by the swamps (4) which are lived by the swampbeasts and bloodmages, while *Bethrakir* is threaded from the mountain-men (4) who reach out from the mountains to the east.

Only the power of gold, generated by the river and its tres-

9 Whispers from the Realm

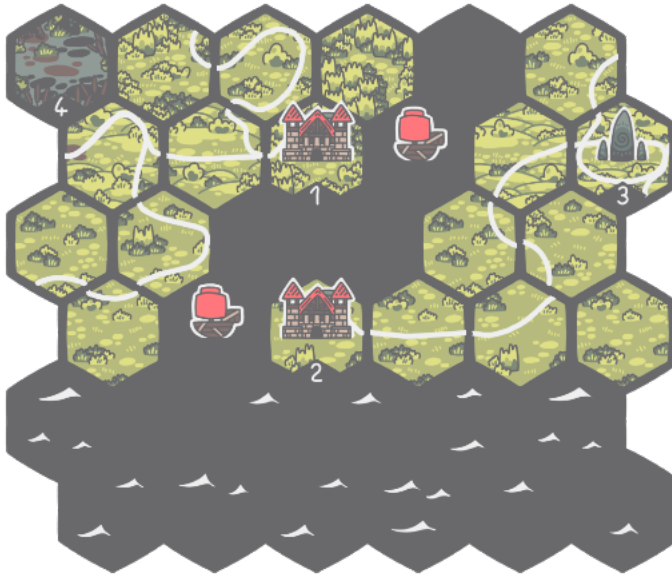


Figure 9.1: Overview-Map of the Riverrivals

passers keep these kingdoms alive and their enemies at bay. In a constant back and forth both realms are able to sustain. But the long, centuries spanning, rivalry make it impossible for both kingdoms to fuse together