A Game of Micro and Macro

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1 Intro

A Game of Micro and Macro is a two-player boardgame 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 nessecary to play this game are descriped 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 highes value gets the first priority. Reroll on a tie.

2.1.1 Micro

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

The miniatures (units) used during the game a played 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 entrypoint of the macrogame.

2.1.2 Macro

Both players shuffle their decks and place them face down to the side. Buildingcards a placed in the bottom. Right in front of
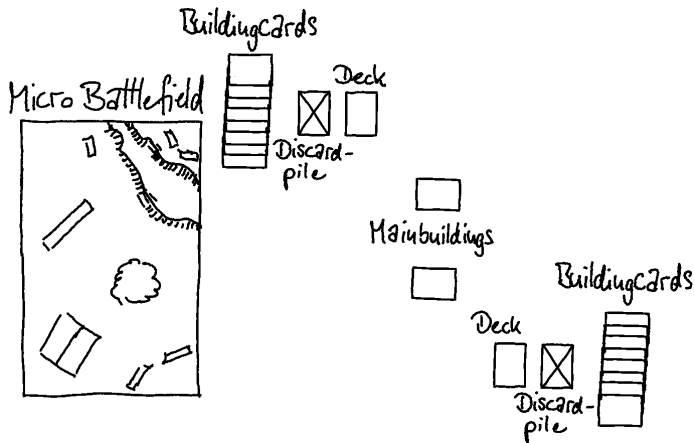
Figure 2.1: Overview of a fresh game

them is their mainbuilding card. Each player draws five cards from their deck.

To keep track of game stats like the amount of available ressources and lifepoints a fair amount of spindown-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

   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 its hand

   e) draw another card

   f) 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 a player is not able to perform an action other then passing the turn. This player has lost the game.

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

2.4 Out of Cards

If a player is out of cards to draw from its deck his main-building is dealt one damage.

2.5 Base-range

Baserange descripes 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.

The range of the base is set as follows

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

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 at-
tributes and skills which makes them unique.

3.1 Attributes

Each attribute, except for movement and lifepoints, is repre-
sented by a dice. The count of surfaces indicates how powerfull
the attribute is.

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 ti increase the die used. For example if a unit has an
attack of D4. an increase by two ups it to D8.

Movement and Lifepoints are plain values between 1 and 100

Lifepoints (LP) Amount of damage nessecary to kill a unit

Movement (M) maximum amount a unit can move in centime-
ters

Attack (A) Strength of a physical attack

Spellpower (SP) Strength of a magical attack

Defence (D) Ability to withstand a physical attack

Magic Defence (MD) Ability to withstand a magical attack

3.2 Roll‑Off

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

If a die rolls its highes possible score. The player can add seven to the value. This counts as a crit 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 factores like range, visibility and the kind of items a unit has.

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 maxium distance of two to each other can be commanded as a group.

3.4.2 Unit-Action

Units have the follow 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 participade in other actions done by the group.

Physical Attack

To make a physical attack a unit, or group, uses its equiped 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 wilded weapon can be changed with upgrade-cards in the macro-game. All units start with a weapon or basic attack-effekt.

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

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

All weapons can be carried by all units, if no effekt says otherwise.

If a Unit dies a attacker in meele-range can pick up the defenders weapon and use it.

Magical Attack

To make a magical attack a unit needs to be able to cast a spell. Spells are upgradecards played on building in the macro-game.

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

All spells have an effekt triggered after a successfull roll off. Some spells may have effekts triggered by a lost roll off.

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

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 themself, 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 emidietly, before any other attacks or actions. After the attack, the unit, or group, is mobilized.

Entrenched units can note 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 Cardtypes

Cardtypes determine where and who a card is played. The following cardtypes exist.

1. Buildings

2. Upgrades

3. Instants

4.1.1 Buildings

Buildings are factiondependant and marked with the factions symbol. Each Building as a number of lifepoints and a defence-attribute. Units can deal damage to buildings and reduce the points. If a building has no lifepoints left it is destroyed.
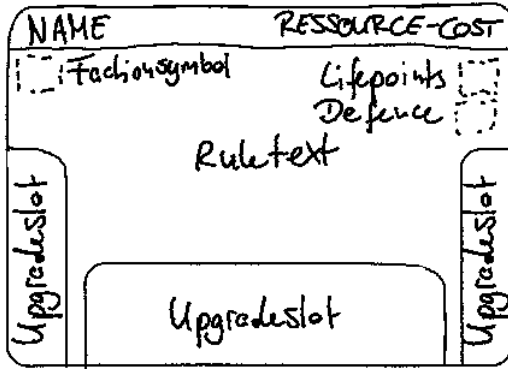
Figure 4.1: Anatomy of a building

A Building usualy has a ruletext which includes active abilities or triggered cardeffects.

A Building usualy has upgradeslots, up to a maximum of three. Upgradeslots are colorcoded. Only cards with the same colorcode can be played on an upgradeslot of a building.

Build buildings

To build a building a buildingcard is selected from the pile of buildingcards next to the playingfield. Its ressource-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.

4.1.2 Upgrades

Upgrades are cards played onto buildings. Upgrades modify units and/or the buildings they are played on. Upgrades are color coded and can only be played on buildings with the same color-code.

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

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4.1.3 Instants

Instants a one-time effekts with an effekt which is handelt directly after it is played. Instants can be played in a players turn and in the enemys turn as a reaction to an action.

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4.2 Cardeffects and –abilities

Cardeffects, unless they are triggered from another event, can be activated by a player as one of their actions. A cardeffect can only be actived once per turn, unless a rules says otherwise.

Triggered abilities are resolved emedetly they are triggered.

Active cardeffects may have a cost which has to be payed before the effect is resolved.

5 Factions and Races

Each player has choosen a faction with which he plays a game. The choosen 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 playstyle.

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

5.1 Kingdoms of Men

Keywords

mortal, many, ambitious, resilient, principled, hierachy

Description

The Kingdoms of Men constits 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 achive everything.

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

Units

	M	LP	A	D	SP	MD
Peassant	4	5	D6	D4	D4	D4
Weapon: Rusty sword						
Spells: Mobstrength						
Townguard	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

Keywords

daemonic, vishis, inconsiderate, selfdestructive

Description

Bloodmages are mages who have choosen 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 usualy 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.

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

Keywords

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

Description

The creatures of the swamps around the human towns and vil-
liages in the marshes seem to have a collective mind.
Merchants tell stories about coordinated attacks against their
tracks. Big buildingprojects in the area of the highking are mys-
teriously sobotaged.

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

Units

5.4 Mountain-Men

Keywords

few, hermit, mysterious, sorcerer

Description

Units

5.5 Dwarfs

Keywords

Description

Units

5.6 ???

Keywords

Description

Units

6 Arsenal

6.1 Weapons

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

6.2 Spells

Commanding presence

Passive. Units close to this unit have an increase attackattribute by one.

Demonic Leech

Active. Hurls a demonic leech onto an enemy. Deals 8 damage, heals 4 lifepoints.

Infectious bite

Passive. On a successfull attack lower the movementattribute of the target by one.

Masters Presence

Passive. If the unit is near a bloodmage its movementattribute is increased by 2.

Mobstrength

Passive. If at least 4 units with this spell are close to each other their attack and defend abaility 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 Upgradecards should be playable on the selected buildingcards.

2. In addition has a deck a maximum of 10 buildingcards

   a) All cards have the same faction symbol or are at least neutral

   b) The total ressource-costs of all buildingcards shall not be greater then 300 or any other previously agreed amount