MicroOperation	Description	Parameters
CheckPoint	Saves the current state of the whole Table	N/A
Choose	Set the schema that need to be displayed client-side	<schema id>
Control	Gives the specified player control of the Input	<player id>
DeleteNext	Delete the next turn of the current player	N/A
Filter	Enable/Disable one or more specified filters	<filter1, filter2, ...>,<yes, no>
ForceId	Load an id to be used by the next micro operations	<set aside component> OR <component>,<idview1, idview2, ...>
Input	Listens for a specific component	<component name>
Modify	Modify the content of the "current" component based on a policy	<random> OR <user>
Move	Move dice from a component to another	<quantity, start component, policy, end component, policy>
Program	Load the specified program	<name of the program>
Reset	Clear the specified section of the MOV	<restrictions> OR <choose> OR <input>
Restriction	Specifies (partially) the policy of a die modification	<start die value, end die value>
Rotate	Change the dice bag owner	N/A
Round	Specifies whether we are in the first or in the second group of turns	<forward> OR <backward>
SetAside	Memorizes the idviews of the specified component	<component>
SubFavours	Subtracts the needed	<tool id>

	favours from a user	
Tool	Spawns the required micro operations in order to execute the effect of the specified tool	<draft> OR <nodraft>