

Micro Raids Core Rules

Section-1 Core rules/Lingo

In this section we will cover the words or, "lingo" used through this game

1. The Level

- a. Is the area or playing field in which the Micfigs(explained in sec-1.4) are allowed to wander and interact, and where campaigns
- b. Levels can found in the forms of kits and can also be handmade with your parts at home

2. Exlevels

- a. Are mods(explained in sec-1.3) or external parts which the Micfigs are not allowed to go to or explore
- b. Examples could include a bank bin, dice bin, graveyard, etc...

3. Mods/add-ons

- a. Are Level modules used as more explorable areas or Exlevel modules such as dice bins, bank bins, etc...

4. The MicroFigure

- a. Also known as the Micfig, is the player's character or rather the thing the player moves around the level
- b. The Micfig has base stats of 8HP(hit points) and 1d6(one six sided dice) of movement

5. Disruption

- a. Occurs when a player fails a climb roll(explained in sec-3.3a) or a fall damage roll(explained in sec-3.3b) the Micfig is knocked over in the appropriate direction and loses one turn

6. The mighty chicken

- a. Is what a player declares when they wish to skip their turn(like this,"I AM A MIGHTY CHICKEN!")
- b. A chicken is declared when a player wishes to end their turn before all of their move spaces have been used

7. Tag-Team moves

- a. Also known as TTM's are moves that require the help(and the approval) of another Player/Micfig(explained in sec-3.2)

Section-2 Rounds and Turns

1. Rounds

- a. A round is when every player and "living" thing has taken its turn

2. Turns

- a. To decide who goes first every player rolls 1d6 the player with the highest roll goes first(if two or more players roll the same number they roll until one gets a higher number)
- b. The Micfig can attack once per turn(attack meaning any act of aggression against any "living" thing)
- c. The Micfig can use as many TTM's and Interactions as they want(as long as it is in their turn)

Section-3 Movement and Rolls

1. Moving about

- a. The Micfig can walk freely about the level from a 0-1 stud height
- b. Climbing and climbing rolls(explained in sec-3.3) are required when the desired point is 2-3 studs in height

2. TTM's

- a. Tag team moves are very useful for roaming around a level as they are instant and require no roll but always require two Micfigs

b. Lift

- i. Lifting is initiated when Micfig-A and Micfig-B stand adjacent to the brick desired to carry they then are attached to the brick(however the players see fit)

c. Boost

- i. Boosting is initiated when Micfig-A stands adjacent to the wall desired to climb(Micfig-A is now stuck there until the boost is completed) Micfig-B now,"walks into" Micfig-A and is then boosted up to the desired point

d. Swap

- i. Swapping is initiated when Micfig-A and Micfig-B are standing on adjacent studs, they then swap places

3. Rolls

a. Climbing Rolls

- i. Climbing rolls are initiated when a Micfig wants to climb a wall(explained in sec-3.1b) the player rolls 1d6, for 2-3 stud high climb you need to roll at least the number of the climb height or suffer disruption

b. Fall damage rolls

- i. For every three stud fall the fall requires at least one more than. For instance: if a Micfig falls or jumps six studs down from its current position it would need to roll at least a three(one for the first three, and one for the second three, and one to land)(If there was 7-8 studs it would still be the same because it's the 1FOR3 Law)

Section-4 Misc. and Thank you's

Thank you so much for being one of our game testers!

If you have any questions or feedback you can contact us through our contact page at microraidsgame.blog/contact