

# 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 [microraids.game.blog/contact](http://microraids.game.blog/contact)