Micro Forces : G.I. Joe

a Board Game design by Toco

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About

This game is for 2 or more players. Each player commands a squad of miniatures. The object of the game is to defeat all opposing miniatures. *(Note: This is rulebook version 0.1.9.)*

Tutorial Game

Play this game a couple of times with the tutorial game rules. After you get to know the flow of the game, you can play with the basic rules.

Necessary components

- Six (or more) regular six sided dice.
- A game board with a hexagon grid. Each hexagon can hold one miniature.
- Multiple GI Joe Micro Force miniatures (by Hasbro).

Tactical Dice

Each side on a six sided dice represents one of three special skills; *Helmet*, *Bullet* or *Fist*.

- **1-2 = *Helmet*** (Used for defending against *Fists* during attacks.)
- **3-5 = *Bullet*** (Used to perform ranged damage.)
- **6 = *Fist*** (Used to attack an adjacent miniature, or to counter such an attack.)

Game Board

The gridlines between the hexagons can have different colors. Each color follows special rules for movement, fighting and shooting.

All miniatures are presented in 1:48 scale. Pictured features like oildrums, crates etcetera will be in 1:72 scale. Terrain and vehicles will be 1:144 scale.

- **Black** edge = *connects* move, attack, shoot (Open ground.)
- **Red** edge = *connects* nothing (Wall, blocks line of sight, blocks movement.)
- **Blue** edge = *connects* attack, shoot (Water, crevasse, …)
- **Yellow** edge = *connects* move (Hides adjacent targets against shooting, prevents attacks.)

Connect = "walking" adjacent hexes, connecting them with an imaginary trail, crossing colored edges.

- **Disrupted black** edge = *connects* shoot (Used as open air, miniatures cannot end the turn on these hexagons.)

Note: The gridline rules demonstrate that you can move over black and yellow edges only. You can only use a line of sight (shooting) over black, blue and disrupted edges.

Setup

Each player selects 5 miniatures from the same faction (GI Joe or Cobra) and places them on the game board. Place your miniatures as far away as possible from the opposing miniatures of the other players.

Game Flow

Players take turns. A player has 6 actions during her/his turn. For the tutorial there are four different actions: Pass, Move, Attack and Shoot. You can use any combination of these four actions during your turn.

Action - PASS

Now skip your turn. Next player's turn starts now.

Action - MOVE

Moving one of your miniatures to an adjacent empty hexagon (crossing only black or yellow edges) costs one action.

Action - ATTACK

Each of your miniatures can attack once per turn. You can attack adjacent enemy miniatures.

To attack an enemy you must roll at least one dice. You may add more dice to the attack. All these dice must be rolled together. Each dice rolled costs one action.

ATTACK: Fight

Each *Fist* rolled by the attacker scores one **hit**.
If any **hits** were scored, then the defender rolls that many dice in return.
Each *Helmet* or *Fist* rolled by the defender cancels one **hit** of the attacker.
If any unsaved **hits** remain against the defender, then the miniature is defeated. Remove the defending miniature from the game board.

Action - SHOOT

You can shoot at an enemy miniature that is not adjacent to the shooter. To shoot, roll at least one dice. Each dice rolled costs one action.

SHOOT: Line Of Sight

There must be at least one empty hexagon between the shooter and the target. When counting empty squares you must count hexagons in a straight line with the option to shift one hexagon edge to the left or right once. This imaginary trail is called the line of sight.

SHOOT: Difficulty

The difficulty of a shot equals the amount of empty hexagons between the shooter and a target in line of sight. (Any hexagon without a miniature is "empty".)
Roll an amount of dice equal to the difficulty.
If all dice show a *Bullet* result, then the target is defeated. Remove the defeated miniature from the game board.
If one or more dice did not have a *Bullet* result then the shot fails to wound the target, but the shooting player may move the target miniature one hexagon due to incoming fire.

Note: You can shoot past other miniatures. The extra empty hexagons you now have to count function as a build-in difficulty modifier to the dice roll.

Basic Rules

After playing a couple of tutorial games you can now try the full ruleset. Following basic rules are extentions to the tutorials rules.

Action – ATTACK

In the tutorial rules each attack action had only one round of fighting. The basic rules make it possible for an attack to last longer. After you resolve the '**ATTACK: Fight**' round now continue to '**ATTACK: Counterstrike**'.

ATTACK: Counterstrike

If the defender was not defeated, then each *Fist* from the defense roll by the defender scores a counterstrike. Each counterstrike is now a **hit** against the attacker. The attacker now rolls an amount of dice equal to the counterstrike **hits** and tries to cancel all counterstrikes with *Helmet* or *Fist* results.
If any unsaved **hits** from counterstrikes remain, then the original attacker is defeated. Remove the defeated miniature from the game board.

ATTACK: Melee

If all counterstrike **hits** were cancelled and any *Fists* were hereby rolled, then these *Fists* count as counterstrikes again. Resolve all counterstrikes until one miniature is defeated or until all **hits** are cancelled.

Example: Stormshadow moves two hexagons and is now adjacent to Beachhead. Stormshadow attacks. His player has 4 actions left and decides to use them all in the fight. The result of the roll is: Fist, Helmet, Bullet and Fist. Stormshadow scores 2 hits in this fight. Now Beachhead's player rolls two dice in defense. (One for each hit.) This defense roll results in: Helmet and Fist. Beachhead is not defeated and scores one counterstrike hit. Stormshadow rolls one dice in defense against the counterstrike and scores a Helmet. The attack ends undecided.

Cards

If this is not your first time playing this game, then print a character card for each miniature you are using. Cut out the cards and place them on the table.
Miniatures can have skill improvements by gaining experience during the game. Each defeated miniature grants experience to the victor. To keep track of the skill improvements, each miniature must use a character card to indicate its current level.

Leveling

Following rules will explain the use of character cards.

Character Card Frontside

The frontside of each card has the **name** of the miniature. The entire front of the card is divided in three zones: "**Level 0**", "**Level 1**" (which is large enough to hold 1 defeated miniature) and "**Level 2**" (which is also large enough to hold 1 defeated miniature). Each zone has one skill-icon. *(More about these icons later.)*

Character Card Backside

The backside of each character card has the **name** of the miniature with "**Super**" as prefix. The rest of the card shows "**Level 3**" and some skill-icons.

Gaining Skills

All miniatures start the game at *Level 0*.
When an attacker (or shooter) defeats a miniature then place the removed miniature on the character card of the victor. The amount of defeated miniatures on the frontside of a card indicates the current skill level.
(e.g. One defeated miniature unlocks Level 1.)

When you defeat a miniature for the third time then do not place it on the frontside of the character card of the victor. Instead remove all miniatures on that card and turn the card upside down. The card now shows the backside with an unlocked *Level 3*.
(Note: Level 3 now shows four skill-icons in total. Three from previous levels and one extra skill-icon for Level 3.)

Skill-icons

Each "Level" zone on a character card adds 1 skill-icon. There are 5 different skill-icons:

- **Bullet**: useable whenever a *Bullet* result is appropriate (Note: You can now shoot further.)
- **Fist**: useable whenever a *Fist* result is appropriate. (Note: This *Fist* can be used as a counterstrike hit.)
- **Combat Boot**: use this as one Move action with this miniature. (Note: 1 Hexagon per *Boot*.)
- **Exclamation Mark**: grants one extra action in your turns (Note: add 1 to the basic 6 actions for each *Exclamation Mark* icon in your team.)
- **Helmet**: useable whenever a *Helmet* is appropriate (Note: You will always have 1 *Helmet* result when defending against hits.)

You can use a skill-icon <u>instead</u> of a dice roll or to <u>replace</u> a failed dice roll.

Character Card Skills

Name - Roadblock S1-10 Level 0 - Bullet Level 1 - Helmet Level 2 - Bullet Level 3 - Fist	Name - Low-Light Level 0 - Bullet Level 1 - Combat Boot Level 2 - Bullet Level 3 - Bullet
Name - Leatherneck Level 0 - Bullet Level 1 - Combat Boot Level 2 - Fist Level 3 - Helmet	Name - Grunt Level 0 - Bullet Level 1 - Recycle
Name - Lady Jaye Level 0 - Helmet Level 1 - Combat Boot Level 2 - Bullet Level 3 - Exclamation Mark	Name – Shockblast Level 0 - Combat Boot Level 1 - Fist Level 2 - Helmet Level 3 - Combat Boot
Name - Snake-Eyes S1-01 Level 0 - Fist Level 1 - Bullet Level 2 - Fist Level 3 - Helmet	Name - Timber Level 0 - Combat Boot Level 1 - Fist Level 2 - Helmet Level 3 - Combat Boot
Name – Zap (Tankblast) Level 0 - Bullet Level 1 - Bullet Level 2 - Bullet Level 3 - Helmet	Name - Duke Level 0 - Exclamation Mark Level 1 - Helmet Level 2 - Combat Boot Level 3 - Bullet
Name - Flint Level 0 - Fist Level 1 - Exclamation Mark Level 2 - Fist Level 3 - Helmet	Name - Hit 'n Run Level 0 - Combat Boot Level 1 - Bullet Level 2 - Combat Boot Level 3 - Bullet
Name - Beachhead Level 0 - Combat Boot Level 1 - Fist Level 2 - Combat Boot Level 3 - Fist	Name - Barbeque Level 0 - Helmet Level 1 - Helmet Level 2 - Fist Level 3 - Helmet
Name – Lt. Falcon (Lt. Stone) Level 0 - Fist Level 1 - Bullet Level 2 - Combat Boot Level 3 - Exclamation Mark	Name - Kamakura (Snake Master) Level 0 - Fist Level 1 - Fist Level 2 - Helmet Level 3 - Combat Boot
Name - Steel Brigade Level 0 - Helmet Level 1 - Helmet Level 2 - Fist Level 3 - Combat Boot	Name - Roadblock S1-02 Level 0 - Fist Level 1 - Helmet Level 2 - Fist Level 3 - Bullet
Name - Joe Colton Level 0 - Exclamation Mark Level 1 - Helmet Level 2 - Exclamation Mark Level 3 - Helmet	Name - Snake-Eyes S1-09 Level 0 - Helmet Level 1 - Fist Level 2 - Helmet Level 3 - Fist

Name - Zartan	Name - Viper
Level 0 - Helmet	Level 0 - Bullet
Level 1 - Exclamation Mark	Level 1 - Bullet
Level 2 - Bullet	Level 2 - Helmet
Level 3 - Combat Boot	Level 3 - Helmet
Name - Red Ninja	Name - Cobra Trooper
Level 0 - Fist	Level 0 - Combat Boot
Level 1 - Recycle	Level 1 - Recycle
Name - Destro	Name - Stormshadow
Level 0 - Exclamation Mark	Level 0 - Fist
Level 1 - Helmet	Level 1 - Helmet
Level 2 - Fist	Level 2 - Fist
Level 3 - Exclamation Mark	Level 3 - Helmet
Name - Nightclaw	Name - Cobra Commander
Level 0 - Fist	Level 0 - Exclamation Mark
Level 1 - Combat Boot	Level 1 - Exclamation Mark
Level 2 - Fist	Level 2 - Exclamation Mark
Level 3 - Combat Boot	Level 3 - Combat Boot
Name - Firefly (Dark Ninja Brawler)	Name - Cobra Trooper with Bazooka
Level 0 - Combat Boot	Level 0 - Bullet
Level 1 - Fist	Level 1 - Helmet
Level 2 - Fist	Level 2 - Fist
Level 3 - Combat Boot	Level 3 - Helmet

Advanced Rules

Following rules are for experienced players only. Each addendum below expands the basic rules. Before the game starts you can choose which advanced rules to use. Make sure all players are aware of this.

Kickbacks

In the fist round of an attack (also referred to as "Fight") each *Fist* rolled by the attacker scores one **hit**. And each *Fist ski*ll-icon adds an extra **hit**.

When playing with the kickback rule, each *Combat Boot* rolled or added (by skill-icon) by the attacker scores one kick-back.

If any **hits** and/or kickbacks were scored, then the defender rolls that many dice in return as usual.

Each *Helmet* or *Fist* rolled by the defender cancels one **hit** or one kickback of the attacker.

If any unsaved **hits** remain against the defender, then the miniature is defeated.

If any unsaved kickbacks remain against the defender, then the attacker may move the defending miniature one hexagon and there will be no counterstrike round.

Fixed Equipment

Some hexagons on the game board have power-up icons. A power-up icon can be either *Bullets*, *Helmets*, *Exclamation Marks* or numbered *Combat Boots*. Any miniature that stands on the hexagon may use all power-up icons there as if it were his skill-icons.

The numbered *Combat Boots* are an icon with a number in the center. They serve as an optional one-time move from this hexagon. The miniature can make a move (without spending an action) up to an amount of hexagons equal to the number in the *Combat Boots* power-up icon.

Note: The Combat Boots can also be used as kickbacks in fights when the miniature remains on this hexagon!

Equipment Examples

Gun Emplacement	3 *Bullets*
Warthog	*Combat Boots* with "8"
Foxhole	2 *Helmets*
Command Tower	*Exclamation Mark*

Tactical Dice

Before the game starts each player receives 4 different strategy cards. These cards decide the dice results.

Standard Strategy	Melee Strategy
• **1-2 = *Helmet*** • **3-5 = *Bullet*** • **6 = *Fist***	• **1 = *Helmet*** • **2 = *Combat Boot*** • **3-4 = *Bullet*** • **5-6 = *Fist***
Protection Strategy	Artillery Strategy
• **1-4 = *Helmet*** • **5 = *Bullet*** • **6 = *Fist***	• **1-2 = *Helmet*** • **3-6 = *Bullet***

Each tactical dice side represents one of four special skills; *Helmet*, *Bullet*, *Fist* or *Combat Boot*. You can spend one action to choose your strategy card. This card is only used to decide your dice rolls. The card remains active until replaced by another strategy card.

Credits

Rule design by *Toco*. (www.toco.be)
Cover by *Radiant-Grey*. (radiant-grey.deviantart)
Art by *GoreChick*. (gorechick.deviantart)
G.I. Joe by *Hasbro*. (Hasbro)

COMPLEX EXAMPLES

Note: these examples are using advanced rules.

Example 1: A Level 1 Cobra Viper wants to shoot at Barbeque (Level 0) who is eight hexagons away. The Viper uses two actions to move two hexagons closer to Barbeque. He has 4 actions left. There are now 5 empty hexagons between the Viper and his target. The Viper has two Bullets as level-icons. He uses one of them to decrease the difficulty to 4.
(5 empty hexagons - 1 level-icon = 4)
He now rolls 4 dice to shoot and sees the result: Helmet, Bullet, Bullet, Bullet. The Viper uses his second level-icon to ignore the one failed dice roll. This results in a hit and Barbeque is now defeated. Barbeque is placed on the Viper's card upgrading him to Level 2.

Example 2: After the GI Joe player has taken his turn, the Cobra player now has 6 actions again. The Viper from example 1 now has Duke as a target. Duke and the Viper have 8 empty hexagons between them. The Viper uses his two Bullet level-icons to decrease the difficulty to 6 and rolls six dice (depleting his 6 actions per turn). The dice results are 5 Bullets and 1 Helmet. The shot misses.

Example 3: Duke from example 2 has Level 3. Now during the GI Joe player's turn there are 7 actions to spend. (6 standard + 1 from Duke's level-icon = 7) Duke now moves 3 hexagons towards Stormshadow (Level 0) and ends his move adjacent to the ninja. (Two actions and one Combat Boot level-icon to move.) With 5 actions left he decides to attack Stormshadow with 5 dice and rolls them. The result is: Fist, Fist, Bullet, Bullet, Helmet. Duke also adds his Combat Boot level-icon as a kickback attempt.
Stormshadow has to defend against 2 hits and 1 kickback. He rolls three dice and scores 2 Bullets and a Helmet. He ignores one Bullet with his Fist level-icon and succesfully defends agains Duke's hits but not versus the kickback. Duke kicks Stormshadow one hexagon away from him.

Example 4: Stormshadow from example 3 now retaliates against Duke by moving one hexagon towards him. Now adjacent, he attacks with 5 dice scoring 2 Fists and 3 Helmets. With Stormshadow's level-icon added, he now has 3 hits against Duke. Duke rolls 3 dice scoring only two Helmets but ignores the third roll with his Helmet level-icon. He cannot perform a kickback with his Combat Boot level-icon because he was not the initial attacker.

Example 4: Duke from example 4 finally manages to defeat Stormshadow and may place the defeated miniature on his card. There are allready 2 defeated miniatures on his card because Duke is a Level 2. He can now remove all 3 defeated miniatures and flip his card upside down showing Level 3. Duke now has 4 level-icons at his disposal. GI Joe is there!

Example 5: Destro (Level 3) just moved 8 hexagons. (6 standard actions + 2 Exclamation Mark level-icon actions = 8) He is now adjacent to Lady Jaye and wants to attack her with his Fist level-icon. Unfortunatelly this is not possible because you have to roll at least one dice to attack.

Example 6: Destro (Level 3) just moved 7 hexagons. (6 standard actions + 1 Exclamation Mark level-icon action = 7) He is now adjacent to Roadblock and wants to attack him. He rolls 1 dice scoring a Helmet. He decides to convert this failed dice roll with his Fist level-icon. Destro now scored one hit against Roadblock. Roadblock (Level 0) rolls one dice in defense and scores a Bullet. Roadblock is now defeated but not moved onto Destro's card because Destro allready achieved Level 3.
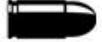
Name: *Duke*
Faction: *GI Joe*

Skill Level 0	⚠	V (green)
Skill Level 1	(cap)	🚫
Skill Level 2	(boot)	🚫

First defeated miniature goes here.

Second defeated miniature goes here.

Name: *Super Duke*
Faction: *GI Joe*

Skill Level 3	⚠	(boot)
	(cap)	(bullet)
	V (green)	

No miniatures on the backside !

TACTICAL DICE STRATEGY CARDS

Tactical Dice – Strategy: STANDARD

1	**2**
3	**4**
5	**6**

Tactical Dice – Strategy: MELEE

1	**2**
3	**4**
5	**6**

Tactical Dice – Strategy: PROTECTION

1	**2**
3	**4**
5	**6**

Tactical Dice – Strategy: ARTILLERY

1	**2**
3	**4**
5	**6**