

CounterMoves' Generic Microgame Engine (*CGME*)

Version 20070104

Intro

CGME is an “engine” for writing microgame-style wargames, intended to be used as a tool to speed up the design and implementation of such games by giving gamers a common framework off of which to work. These rules cover only the utmost basics, and are not capable of covering all situations (not even all common situations). Players must be able to arbitrate amongst themselves. Players are encouraged to expand upon them, replace aspects of them, burn them, delete them, or do whatever they like to get the most enjoyment from their gaming. This document is aimed at those with some general knowledge of wargaming, as they build off of common wargaming mechanics. For the sake of space examples of play are left out, but the rules should be clear to you if you have any wargaming background. You also need one or two standard dice (d6).

The basic terms and methods for the type of games this engine covers can be found at James F. Dunnigan's informative web site:

<http://www.hyw.com/Books/WargamesHandbook/Contents.htm>

His site is also carries in-depth analysis of game design, and is an excellent generic wargaming resource.

The Basics

Rules Precedence

Sometimes these rules may conflict with those of a specific scenario, game world or unit. From lowest priority to highest, players should follow: these rules, game world rules, unit rules, house rules, common sense, and the referee (if any).

Turns

A turn is typically made up of the following sequence:

1. Player 1 moves with any of his units.
2. Player 1 attacks with any of his units. Attacks are resolved immediately and may be declared and rolled in any order.

Repeat those steps for each player until all players have gone. Once all players have

gone the turn is over and another one begins.

Units

Each unit is represented by a single playing token and is either at full strength or destroyed (or otherwise incapable of combat). Each unit has values for Attack (ATT), Defense (DEF), Range (RNG) and Movement Points (MOV), all of which are explained later. In general, these numbers range from 0 to 6, but ATT and DEF may be less than 0 (representing *particularly poor* combatants), and any attribute may be higher than 6.

Movement & Terrain

All movement is assumed to be ground-based unless specified otherwise (or if it is obvious, like a Battleship). Facing is not significant - any unit may move or attack in any direction.

Movement is governed by hexes and Movement Points. Each unit has a number of MOV and each hex costs a certain number of MOV to enter (assume 1 point unless otherwise noted). The MOV cost is paid directly before movement takes place, thus a unit may not move into a hex which it does not have enough MOV to enter.

Some units may be affected differently, or not at all, by certain hexes for purposes of movement, defense, and possibly even their attack scores. Rules regarding movement through hexes containing enemy units are necessarily game-specific.

Unless specified otherwise, up to 5 units may be in a hex at any given point. Units may not even move through a hex containing its limit except to exit the hex. This rule exists mainly in the interest of playability, and players should feel free to modify this number to suit the specific game.

If MOV is denoted in the form "MOV X, Max Y", e.g., MOV 3, Max 1, that means the unit may move a maximum of Y hexes even though it has X MOV. This can represent powerful, but slow, units which can force their way through tough terrain.

Some terrain types may offer attribute modifiers to units in those hexes. These are denoted in the form of a point- or percentage-based adjustment to an attribute, e.g., +2 DEF or -50% DEF.

Hazardous Terrain

Some hexes are Hazard hexes. These are denoted in the form “H#”, which means any

unit that enters the hex immediately takes an ATT # attack against it. Thus, an H3 hex would cause a unit to take an ATT 3 against it when it attempted to move into that hex. If a unit stays in a Hazard hex, the hazard attack is applied at the beginning of each movement phase. HX hex means any unit entering the hex is destroyed. Examples of hazards include mine fields, burning hexes, and rivers of toxic chemicals. Entering a hazard hex more than once per turn results in multiple attacks at the hazard's attack level.

A hazard may or may not go away after an attack, depending on the scenario and the nature of the hazard.

Combat

Attacks are made like this: the attacking player picks any number of units capable of making an attack against a single target. He rolls 1d6 and adds the ATT scores of all attacking units. The defending unit rolls 1d6 and adds its DEF to the roll. If the attacker's total is 2 or more higher than the defender's total, then the roll is a *destroy result*: defender is removed from play. If the attacker ties the defender or wins by one, this is called a *wound result*. In the core rules a wound has no effect on a unit, but some games may treat these specially. If the attacker rolls lower than the defender, there is no effect on the defender.

An attacker may only attack units within its attack range (RNG) score. A RNG of 0 means the unit may only attack units in its hex.

The End