

OSMCG

Open Source Miniature Card Game

Rulebook

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Overview

OSMCG is a competitive, zero-randomness skirmish miniature card game.

Players assemble a 30-card deck and a single Hero miniature.

To win, players deploy units, cast spells, and maneuver their miniatures to eliminate the enemy Hero or control strategic objectives (depending on the game mode). The game emphasizes deterministic combat, precise physical positioning, and constant interactivity via non-active player responses.

Core Mechanics

- **No Dice:** Damage and outcomes are deterministic.
- **Free Movement:** Measured with a ruler in inches ("). No grids.
- **Constant Interactivity:** The non-active player can respond to actions using **Quick** speed cards.

Game Setup

1. **Board Preparation:** Arrange terrain on a 24"x24" board (for 1v1) or 48"x48" (for multiplayer).
2. **Deployment Zones:** Each player's deployment zone is a 6" deep strip along their respective board edge.
3. **Drafting:** Each player selects 1 Hero and a 30-card deck strictly matching that Hero's color identity.
4. **Initiative:** Randomly determine the first active player.
5. **Hero Placement:** Players place their Hero anywhere within their deployment zone. No other creatures begin on the board.

6. **Starting Resources:** Both players set their current Mana to their Hero's **Starting Mana** stat.
7. **Draw:** Both players draw 7 cards. A standard "London Mulligan" is permitted.

Card Anatomy & Speeds

3.1 Card Types

- **Creature:** Units deployed onto the board. Defined by stats: **Mana Cost**, **ATK**, **HP**, **SPD** (movement), and **AP** (actions per turn).
- **Spell:** Magical effects. Resolves via the Stack and requires Mana.
- **Skill:** Tactical abilities. Resolves via the Stack. Costs alternate resources (never Mana).
- **Equipment:** Upgrades attached to a unit. Persists until the unit is destroyed.

3.1.1 Spell Sources — `Caster`

Every Spell requires a **source**: a friendly miniature on the battlefield from which the Spell originates. All ranges, zones, and directional references on a Spell card are measured from the source model.

- **Default source:** The Hero is always a valid Spell source.
- **`Caster` keyword:** A unit possessing `Caster` may serve as the source for Spells played by its controller, in place of the Hero. The controller chooses which eligible source to use at the moment the Spell is played.
- If multiple Casters are in play, the controller freely chooses the source each time.
- A Caster that is **Destroyed** or **Exhausted** cannot serve as a source.

- **Global Spells** (no physical target or range — e.g., draw effects, personal mana gain): The source is declared but does not affect resolution.

3.1.2 Skill Sources — `Skilled`

Every Skill requires a **source**: a friendly miniature on the battlefield from which the Skill originates.

- **Default source:** The Hero is always a valid Skill source.
- **`Skilled` keyword:** A unit possessing `Skilled` may serve as the source for Skills played by its controller, in place of the Hero.
- A player **cannot play a Skill** unless they control at least one non-Exhausted Skilled or their Hero on the battlefield. This rule is global and is not repeated on individual Skill cards.
- A Skilled that is **Destroyed** or **Exhausted** cannot serve as a source.
- The Hero may be Exhausted like any other Skilled. If the Hero is Exhausted and no other non-Exhausted Skilled is in play, the player cannot play any Skill until the Exhaust resolves.

3.2 Card Speeds

Every action and card belongs to one of two speed categories:

- **Standard:** Playable *only* during your own **Main Phase**, and *only* when the Stack is empty.
- Default: Creatures, Equipments.
- **Quick:** Playable at *any time* you hold Priority (including during your opponent's turn, or in response to an action on the Stack).
- Default: Skills, designated Spells.

Turn Structure

Turns strictly alternate. In multiplayer formats, turns proceed clockwise. The player whose turn it is currently is the **Active Player**.

Turn Sequence:

1. **Upkeep Phase**
2. **Draw Phase**
3. **Main Phase 1**
4. **Activation Phase**
5. **Main Phase 2**
6. **End Phase**

4.1 Upkeep Phase

Process the following strictly in order:

1. Decrease all active ability Cooldowns by 1.
2. Gain Mana equal to the Hero's **Regen** stat (capped at **Mana Max**).
3. Decrease all active Status Effect durations by 1 (Status expires if duration reaches 0).
4. Resolve "at the beginning of your turn" effects.
5. Expire "until your next turn" effects.

4.2 Draw Phase

The Active Player draws 1 card.

***Exception:** The player going first does not draw a card on Turn 1.

If the deck is empty, immediately shuffle the Discard Pile to form a new deck, then draw.

4.3 Main Phase (1 & 2)

The Active Player may play any cards from their hand (paying required costs).

- Deploy Creatures.
- Cast Standard or Quick Spells.
- Play Equipments or Skills.

The non-active player may cast Quick cards in response.

4.4 Activation Phase

The Active Player activates their units one at a time. The Active Player chooses the order of activation.

See ****Section 8**** for Activation rules.

4.5 End Phase

Process the following strictly in order:

1. Suffer Poison and Burn marker damage, then remove 1 marker of each type/intensity.
2. Resolve "at the end of the turn" effects.
3. Expire "until end of turn" effects.
4. Pass the turn to the next player.

Economy: Mana & AP

The game balances two strictly separated resources: **Mana** and **Action Points (AP)**.

5.1 Mana

Mana pays for Spells, Equipments, and Creature deployments.

- Unspent Mana carries over to the next turn.
- Mana gained beyond your **Mana Max** is permanently lost.
- Moving or Attacking *never* costs Mana.

5.2 Action Points (AP)

AP dictates what a unit can do while activated on the battlefield.

- You do not bank AP. Units receive their full printed AP allowance only during the turn they are Activated.
- Skills that cost AP must be played during the **Activation Phase**, from the currently active Skilled or Hero. They cannot be played during Main Phases.
- Playing a Quick Skill during the **opponent's turn** costs an **Exhaust** on the Skilled source (instead of AP), if the Skill card specifies this cost for the reactive timing.
- Skills with a **Condition** cost are free if the condition is met — no AP required. Exceptionally powerful conditional Skills also require an Exhaust.

Deployment

To put a Creature from your hand onto the battlefield:

1. Pay the Mana cost. This action enters the Stack.
2. Upon resolution, physically place the miniature within **2 inches** of your Hero (or any allied unit possessing the `Summoner` keyword).
3. The miniature **cannot** be placed in base-to-base contact with an enemy unit.
4. **Summoning Sickness:** A deployed creature cannot be activated the turn it arrives, unless it possesses the `Haste` keyword.
5. If the deployment fizzles (e.g., the target location becomes illegal before resolution), the card is discarded and the Mana is **not** refunded.

Movement

Spending **1 AP** allows a unit to physically move up to its **SPD** value in inches.

Movement Rules

- Paths are completely free (no grid restrictions).
- Units **cannot pass through** enemy bases (unless possessing `Ethereal` or `Flying`).
- Units **cannot pass through** allied bases (unless possessing `Flying`).
- Units **cannot overlap** bases at the end of their movement.

- **Immediate Resolution:** Movement executes instantly and does not enter the Stack.

Base-to-Base Contact & Disengagement

Whenever two opposed unit bases physically touch, they are **Engaged** in melee combat.

- Leaving base-to-base contact (Disengaging) imposes a penalty tax of **1 AP**.
- To move away from an enemy, you must spend 1 AP to Disengage, plus an additional 1 AP to legally Move.

Unit Activation

During the **Activation Phase**, the Active Player selects their units to act one by one. The Hero acts exactly like standard units.

Action Options

An actively selected unit spends its **AP** on the following choices:

- **Move (1 AP):** Move 0 to SPD inches.
- **Attack (1 AP):** Deal base **ATK** damage to a target (See Combat).
- **Ability (X AP):** Activate a printed ability on the card.
- **Rest (2 AP):** Remove all damage wound markers from the unit. (Note: Rest does NOT cure Status Effects. Furthermore, while Resting mathematically restores HP, it is an independent action that does NOT mechanically count as a "Heal" effect and will not trigger "On Heal" abilities).

Activation Constraints:

- AP can be spent in any order (e.g., Move → Attack, or Attack → Move).

- Units are **not required** to spend all their AP.
- You are **not required** to activate every unit you control.
- An Activation concludes when the player declares "End Activation". You cannot return to a unit later in the phase.

Exhausted Units

A unit becomes **Exhausted** when it serves as the source for a Skill marked with the Exhaust cost. Place an **Exhausted marker** on the miniature.

- An Exhausted unit **skips its next Activation** — it cannot be selected to act during the Activation Phase.
- The Exhausted marker is removed immediately **after** the unit's Activation is skipped (or at the end of the Activation Phase if all units have been processed).
- The Hero may become Exhausted. While Exhausted, the Hero skips its next Activation like any other unit.
- An Exhausted unit can still be targeted, affected by Spells, Abilities, Push effects, area-of-effect effects, or any other game effect normally.

Combat

Combat in OSMCG relies on guaranteed deterministic outcomes. An attack resolves without rolling dice.

The Combat Sequence

1. **Declare (1 AP):** The attacker designates a target in base-to-base contact. (If the attacker possesses the `Ranged` keyword, they may designate a target up to their printed range limit).

2. **Priority Check:** The attack declaration enters the **Stack**. The opponent receives Priority to respond with Quick-speed mitigation cards.
3. **Resolution:** If the attack is not countered, the target takes damage exactly equal to the attacker's **ATK** value.
4. **Defense Check:** Subtract the target's `Defense:X` value from the incoming damage.
5. **Wounding:** Place physical Damage Markers on the target model equal to the final damage value.

Line of Sight (LoS)

`Ranged` attacks and targeted Spells require explicit Line of Sight.

- Measure from the literal **center-point** of the attacking base to the **center-point** of the target base.
- Miniatures (friend or foe) **never** block LoS.
- Solid environment terrain pieces (walls, pillars) **do block** LoS.

Destruction

If an entity accumulates Damage Markers greater than or equal to its printed maximum **HP**, it is immediately destroyed.

Remove the miniature from the board and place the corresponding card in the Discard Pile. All Equipments attached to the unit fall to the Discard Pile as well.

The Stack & Priority

The Stack is the backbone resolution zone for all non-movement actions. It operates efficiently via **LIFO** (Last In, First Out).

Standard Resolution Sequence

1. The Active Player declares an action (e.g., plays a Spell or declares an Attack). This action enters the Stack.
2. The Active Player retains ****Priority**** to add additional Quick actions, or ****Passes****.
3. Upon passing, Priority yields to the Non-Active Player. The Non-Active Player may slide a Quick reaction card onto the top of the Stack, or Pass.
4. If both players Pass consecutively, the Stack resolves out precisely from Top to Bottom.

****Bypassing the Stack:****

Movement (spending AP to alter position) and Rest (spending AP to remove markers) skip the Stack and resolve instantaneously.

Keywords

Mechanics attached directly to unit cards.

Permanent Passives

- `Ethereal`: Ignore enemy bases when moving.
- `Defense:X`: Reduce all incoming damage sources instantly by X (Minimum 0).
- `Ranged(dmg, range)`: Fire projectiles dealing *dmg* instead of ATK up to *range* inches. Cannot be used if in base-to-base contact with an enemy (any unit engaged in melee MUST use its printed ATK stat to fight).
- `Summoner`: You may deploy new Creatures from your hand within 2" of this unit.
- `Quick Summon`: Permits the Creature to be deployed at *Quick* speed.

- `Haste`: Bypass Summoning Sickness. Permits immediate activation.
- `Flying`: Cannot be targeted by melee unless the attacker also flies. Ignores all terrain blocking and base collision strictly during movement. Note: Flying does NOT grant 3D vision; tall blocking terrain still obstructs a Flyer's Line of Sight.
- `Taunt`: Enemy units already engaged in base-to-base contact with this unit must target this unit.
- `Piercing`: Damage output strictly ignores `Defense:X`.
- `Berserk(effect)`: Condition activated only while carrying Damage Markers \geq 50% of Max HP.
- `Caster`: This unit may serve as the source for Spells played by its controller. All ranges and zones are measured from this unit instead of the Hero. See Section 3.1.1.
- `Skilled`: This unit may serve as the source for Skills played by its controller. See Section 3.1.2.
- `Cleave`: Melee attacks hit all enemy units currently in base-to-base contact, not just the declared target. Full damage is applied to each.
- `Stealth`: Cannot be targeted by any effect (Spells, Skills, abilities) from more than 4" away. Units in base contact can target it freely.
- `Tracker(X")`: If no allied unit is within X" of this unit, it gains the bonus effect printed on its card.
- `Mana Frenzy`: When this unit destroys an enemy unit, gain 1 Mana. Maximum 1 trigger per turn.
- `Drain(X)`: When this unit deals damage, remove X wound markers from itself.
- `Gift(X)`: At Upkeep, generate X Mana for an allied Hero or yourself.

Triggered Modifiers

- `On Kill(effect)`: Fires upon successful destruction of an enemy target.
- `On Deploy(effect)`: Fires exactly when the miniature is placed on the battlefield.

- `On Death(effect)`: Fires instantly as the miniature is removed from the board.
- `Aura(range, effect)`: Passive spherical field granting constant buffs or nerfs to all allied/enemy units inside.

Status Effects & Markers

These are explicitly negative conditions inflicted against enemies.

Core Statuses

Statuses **do not stack**. A second application purely refreshes the duration timer.

- **Stun(turns)**: Skips the unit's Activation capability entirely.
- **Slow(X, turns)**: Reduces SPD ceiling by X.
- **Root(turns)**: Modifies SPD to 0. Attacking and Casting remain legal.
- **Blind(turns)**: Forces all declared targeted Attacks to automatically fizzle perfectly.

Poison & Burn Markers

DoT (Damage over Time) revolves entirely around stackable chips.

Intensities:

- **Minor**: 1 ongoing damage per marker.
- **Medium**: 2 ongoing damage per marker.
- **Major**: 3 ongoing damage per marker.

Check Rules:

Tokens of matching intensity **Stack** perfectly. At the close of the controller's

End Phase, calculate total damage derived from all assigned markers simultaneously. After application, remove exactly **1** marker of each active intensity to simulate decay.

Glossary

- **Active Player:** Controller of the present overall Turn duration.
- **Priority:** Official permission to inject an action into the Stack timeline.
- **Fizzle:** Formal failure of a Stack-resolving action due to the elimination/absence of valid targets.
- **Base Contact / Melee:** Unopposed physical collision of unit bases.
- **London Mulligan:** Shuffle problematic opening hand into Deck, retrieve exactly 7 new cards, then shift X cards permanently to the Deck bottom (X = total mulligans taken).

Terrain System

Terrains are persistent or temporary entities existing directly on the battlefield. They operate identically whether deployed prior to the game (Decorative Obstacles) or generated mid-game via Spells/Abilities.

Terrain Types

- **Blocking:** Restricts both Movement and Line of Sight (LoS). Units cannot intersect or traverse Blocking terrain. Exception: Units possessing the `Flying` keyword bypass the obstacle during movement, but cannot legally end their movement stationed upon it.

- **Traversable:** Permits free Movement. Units may enter and occupy Traversable terrain. Applicative effects (e.g., Poison damage, Healing) trigger exclusively based on the specific terrain's card text.

Terrain Rules

- **No Stacking:** A terrain piece cannot physically intersect or overlap another terrain piece.

- **Stack Interaction:** Pre-game decorative terrains bypass the Stack entirely. In-game terrain generation relies on a Spell/Ability entering the Stack. The terrain physical materialization occurs strictly during the spell's resolution.

- **Destructibility & Targeting:** **Permanent** terrains possess a printed **HP** value and can be legally attacked. They are classified strictly as "Structures", not "Units". Spells dictating "Target Unit" cannot affect Terrains; the spell must state "Any Target" or "Structure". Upon reaching 0 HP, the terrain is destroyed and removed. **Temporary** terrains lack HP and cannot be attacked; they vanish when their listed duration expires.

The Exile Zone

Definition

The Exile Zone is a strict, out-of-play area completely distinct from the Discard Pile. Exiled cards are permanently removed from the current game and do not shuffle back into the deck.

Exile Rules

- Each player maintains a personal, face-up Exile Zone.
- Once a card enters the Exile Zone, it cannot return to the board, hand, or discard pile (barring explicit, exceptionally rare card text overriding this rule).
- Cards located in the Exile Zone are invalid targets for standard Discard Pile interactions (e.g., Reanimation Spells).
- **Equipment Interaction:** If a Creature is Exiled, any Equipments attached to it fall to the Discard Pile. The Equipments are not Exiled unless the spell explicitly dictates doing so.

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General Mode Rules

1.1 Material Objectives

In specific OSMCG modes, **Objectives** are physical, destructible or capturable points of interest placed upon the board.

****Objective Control System:****

- A player asserts ****Control**** over an objective instantly if they possess at least 1 unit completely within ****2 inches**** of the objective token, provided ****no enemy units**** are also within 2 inches.
- If both opposing players possess units within 2 inches of the objective, the objective becomes ****Contested****. No player claims Control of a Contested objective.

1.2 The Hero Entity

The player's Hero operates as the primary strategic pivot. Death conditions, Respawn mechanics, and associated penalties vary strictly depending on the active Game Mode.

1v1 Duel

The standard, competitive execution of OSMCG, balancing economic efficiency against brutal tactical assassinations.

2.1 Match Setup

- ****Board:**** 24"x24" (~60x60cm).
- ****Deployment:**** Each player claims a 6" deep deployment zone along their respective board edge.
- ****Objectives:**** Place 5 fixed Objective points symmetrically across the board (1 dead-center, 4 flanking the quadrants).

2.2 Victory Condition

The first player to successfully secure **10 Victory Points (VP)** immediately wins the game.

2.3 1v1 Hero Penalty

When a Hero is successfully destroyed:

- The opponent immediately scores **3 VP**.
- The controlling player must immediately **Discard 1 card** from their hand.
- The destroyed Hero's Mana pool is flushed and permanently reset to its original **Starting Mana** parameter.
- The Hero will **Respawn** directly inside their player's deployment zone precisely at the start of that player's next upcoming Upkeep Phase with full HP.

2.4 The Mission System

Victory Points are accumulated via a shared, globally visible 10-card Mission Deck.

- At the start of the game, exactly **3 Missions** are revealed face-up.
- Both players compete to actively fulfill any of the 3 active Missions. Formally achieving the requirement first immediately awards the printed VP.
- The instant a Mission is fulfilled and scored, discard it and reveal a fresh replacement Mission.

Standard Mission Roster:

Name	Category	Fulfill Condition	Yield
First Blood	Elimination	Be the first player to destroy an enemy creature since this card was revealed.	1 VP
Hold the Line	Territorial	Control the center objective strictly at the end of	

your End Phase. | 1 VP |

| Show of Force | Economy | Expend 10+ Mana in a single unbroken turn sequence. | 1 VP |

| Slaughter | Elimination | Destroy 3 enemy creatures total (Condition active unconditionally). | 2 VP |

| Invasion | Positional | End your turn with 3+ units positioned strictly within the opponent's half of the board. | 2 VP |

| Stranglehold | Objective | Control 2 objectives specifically located in the opponent's half at the end of your End Phase. | 2 VP |

| Seize Ground | Objective | Control 3+ objectives simultaneously anywhere on the board at the end of your End Phase. | 3 VP |

| Headhunter | Assassination | Inflict 8+ damage directly against the enemy Hero within a single unbroken turn. | 3 VP |

| Regicide | Assassination | Score the killing blow against the enemy Hero. | 3 VP |

| Attrition | Elimination | Destroy a cumulative total of 5 enemy creatures since this specific mission was revealed. | 3 VP |

MOBA (2v2 / 3v3)

A sprawling team-based variant demanding deep coordination, role specialization, and objective destruction.

3.1 Match Setup

- **Board:** 48"x48".

- **Deployment:** Each combined team claims a 6" deep deployment zone spanning their team edge.

- **The Nexus:** Each team positions their **Nexus Point** structure securely

inside their deployment zone.

- **Objectives:** Place 5 Destructible Secondary Objectives across the board (1 core center, 4 flank posts).

3.2 Victory Condition

The first team to reduce the opposing team's Nexus to 0 HP instantly secures victory.

The Nexus Anatomy:

- A massive passive structure yielding **30 HP**.
- Cannot Attack, possesses no Defense, cannot Move, and is strictly immune to all Healing operations.
- The Nexus is **not** legally classified as a "unit". Spells dictating "Target Unit" cannot target the Nexus. It can only be targeted by raw physical Attacks or Spells dictating Damage to "Structures" or "Any Target".

3.3 MOBA Hero Penalty

Hero elimination is slightly more forgiving to maintain continuous lane presence:

- The controlling player loses their Hero for precisely 1 full turn rotation.
- **No VP** penalty, **No Mana** drain penalty, and **No Discard** penalty.
- The Hero simply **Respawns** at full HP inside the deployment zone on their ensuing Upkeep Phase.

3.4 Turn Order Protocol

Teams alternate turns as cohesive blocs. Within a team's active phase, the allied players must discuss and elect the exact order they execute their individual activations.

3.5 Destructible Secondary Objectives

Structures designed to supply heavy economic leads when shattered. They cannot be Controlled; they must be Attacked.

| Type | Total Spawned | HP | Respawn Timer | Reward |

|-----|-----|----|-----|-----|

| Flank Post | 4 | 8 | 2 Full Turns | Trigger 1 Random effect from the globally shared **Objective Deck** (See Section 5). |

| Core Hub | 1 | 15 | 4 Full Turns | Instant fixed injection: **Every player** on the destroying allied team immediately absorbs 5 Mana. |

When a Flanker respawns, a fresh random bonus is locked inside it, drawn silently from the Objective Deck.

FFA (3-6 Players)

Free-For-All madness. Deeply treacherous diplomacy mixed with sudden eliminations.

4.1 Match Setup

- **Board Scaling:** 36"x36" for 3-4 players. 48"x48" for 5-6 players.
- **Deployment Zoning:** 6" deep band per player, equally divided and distributed along the board edges.
- **Destructible Objectives:** 7 structural posts, uniformly distributed across the map topology. (All 7 operate identically without a unique Center Hub).

4.2 Victory Condition

Absolute Survival. The last surviving Hero on the battlefield wins.

4.3 FFA Elimination Penalty

- Hero destruction equals **Immediate Player Elimination**. No exceptions, no respawns.
- All subsequent board creatures affiliated with the eliminated player instantly vaporize. Hand, Deck, and Discard piles are purged from the game instance.

4.4 Turn Sequence

Turn passing proceeds strictly clockwise around the physical table.

4.5 FFA Objective Hunting

- The 7 Destructible Objectives hold **8 HP** and trigger a **3-Turn Respawn** upon destruction.
- Destroying an objective pulls 1 random bonus from the **Objective Deck**.
- Under FFA constraints, the pulled bonus applies exclusively and solely to the specific **Individual Player** securing the final killing blow against the structure.

The Objective Deck

Required purely for resolving MOBA Flank posts and FFA Structural limits. Shuffle this 8-card supplementary deck prior to the match. Upon securing an objective kill, reveal and resolve the top card immediately.

| Name | Effect Profile |

|-----|-----|

| Mana Cache | Inject 3 Mana directly into the securing pool. |

| Armory | Instantly generate 1 random Neutral Equipment card directly into your hand. |

| Scout's Report | Draw 2 deck cards. |

| Healing Spring | Cleanse exactly 5 Damage Markers exclusively from your Hero.

|

| War Banner | Command Buff: All your allied creatures successfully gain +1

ATK for the ongoing turn duration. |

| Reinforcement | Airstrike: Deploy 1 Creature from your hand holding a Mana Cost ≤ 3 essentially for **Free**.

| Arcane Surge | Stimulant: Trigger 5 Temporary Mana (Valid strictly for this specific turn duration). |

| Fortification | Bulwark: Apply `Shield(5)` to your team's Nexus (MOBA variant)

OR directly onto your Hero (FFA variant). |

Note: In MOBA operations, Objective Deck rewards strictly apply to the entire active Team. In FFA operations, the reward is utterly selfish.