Foeman: condensed fantasy combat roleplaying game, simplified ruleset of the MindWand complex (a Melee/ Wizard rehash); variant of Metagaming's '70s- era microgames by Steve Jackson. Free playtesting release X0 Copyright 2019 by Droll.

   These game rules provide an introduction to the playing of man- to- man fantasy skirmishes using miniature figures in a roleplaying context. This file is freely available at playhob.com/Fomn/fmnX0Md.rtf (& .pdf).
   Components: Essentially just these design rules, with a player supplying dice, a hexmap, and markers for figures, objects and items. Find the free "Trice" adventure module at playhob.com/Fomn/trcX0Md.txt (& .pdf).
   Dice type= 6- sided, but generally used as faces 0.. 5 (6- spot face treated as a zero); at least 4 needed.
   Hexmap= Hexagonally- tiled grid type (typically scaled to .375" hexsides).
   Figures= Typically as .5" square counters/ markers, or any very small, toy soldier- like miniatures.
   Objects= Generally inanimate structures placed as obstacles, and not assigned to any side.
   Items= Conceptually the weapons, shields & armor handled by figures. Dice rolls are used to implement their operations. Item markers might be used mainly for location of any having been dropped/ thrown.

   The convention for a figure marker's depiction shows a silhouette as if viewed from the back for right/ left orientation. The marker of a figure bounded by a hex, that is, of 1- hex size or less, must align with one of the surrounding hexsides, since the head of a silhouette is considered the facing direction for that figure.
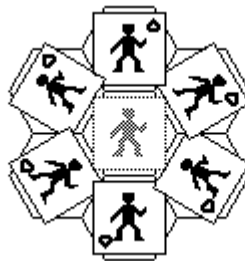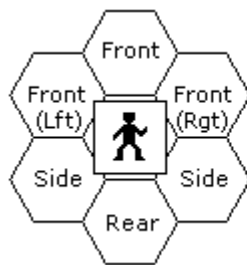
ST 11   Sample Figure
DX 13 (-3)
IQ 8
MA 10 (-2)
 Chainmail armor
 Small shield
 Mace Dagger
 Horsebow

Race	Attributes	Inherent Bonus	Adventurer Figures Table
Human	888 +8	none	
Elf	797 +8	MA +1 (additional hex of movement capability)	
Dwarf	977 +8	unc at mST 0, die at -1 (extra 1 pt of damage- taking capacity)	
Halfling	688 +8	1 free talent use (1st talent SV failure in an encounter ignored)	
Orc	776 +10	ST +1 for wpn reqs (allowed to wield a weapon of an RQ 1 better than its ST)	
Goblin	666 +10	SVs Top>0 -1 (any SV initial roll Top die more than 0 gets a -1 mod)	

   Racial Attributes are given as least scores for ST (Strength), DX (Dexterity) and IQ (Intelligence) in that order, plus an adder to be distributed among the three. For example, the Halfling stats of 688 +8, mean that a starting Halfling figure will have an attribute total of 30 with at least a ST of 6, and DX and IQ of at least 8 each. In addition, if a least score for an attribute is lower than one of the others, then the figure's starting score for that attribute must be lower than its starting score for the attribute with the higher least score. So, a starting Halfling's chosen ST must be lower than either of its chosen DX or IQ scores. Figure gender is assigned by the player as deemed appropriate, but currently signifies no attribute conditions. A figure must adhere to these racial attribute restrictions only when it's first generated. When a figure's attribute scores are revised thereafter (per Experience Points Awards & Advancement, or by other means), no further requirements apply.
   Modified attributes (mST, mDX & mIQ; also mMA per Moving Figures' Options) are temporary numerical adjustments made to one's relatively stable basic attributes to reflect the rated effects of locally prevalent conditions and circumstantial influences over the given figure. For instance, a figure of ST 10 having taken 3 wounds then has mST 7, or one of DX 11 attacking from another's Rear has mDX 15 for the hit roll.

Dice Rolls: A "D" refers to a 0.. 5 face die, while a "d6" refers to a 1.. 6 face die. The general object in performance attempts is to get a D- type dice roll total of less than or equal to a required score. An initial result of 1 times the number of dice rolled or less would denote an automatic hit/ success unless any subsequent reroll exceeds the required score, and when such is improved by any reroll is a critical hit (ref Damage Modifiers); while an initial roll total of 4 times the number of dice rolled or more is an automatic miss. When recorded, the listing order of multiple dice results in a roll is from left to right as lowest to highest.

Saving Throws: A saving throw (SV) is allowed to a figure under some conditions to reactively avoid or extenuate a threatened effect. To make a SV, a figure's controller rolls the required number of dice and compares the result to the stated attribute or score. The most often seen formula is: "SV 4D: mDX", meaning the figure in question must calculate its modified Dexterity in the present circumstances, then roll and total four

dice: passing the SV (avoiding the threat) on a total less than or equal to its mDX. The basic attack hit roll uses the same procedure, although a hit roll gets more involved (ref Strike, in Action Options).

Talent - Weapon Proficiency (known to all): An attacking figure must declare use of Weapon Proficiency prior to its hit dice roll, and if successful the Low damage die will gain +1 if odd, or +2 if even. Then SV 3D (4D if the attack missed): mIQ, and if the SV fails this talent is unusable for the remainder of an encounter (one battle).

Experience Points (Ep) Awards & Advancement - Level: A figure's level, which is the number of attribute points in total it currently posseses in excess of the attribute total it was assigned when generated, begins at zero.
   Encounter Grade (EG): An opponent to be faced will have an EG rating its degree of dangerousness. For simplicity, assume any opponent you might create (with a ST of 6.. 16) has an EG of 4.
   Gaining Ep: When an opponent figure takes damage in combat, the attacking figure gains Ep equal to the EG times the number of wounds suffered by the target in the attack, with each exhaustion point treated as half a point (and should it be defeated without being reduced to mST 1 or less, half its remaining mST), with the unmultiplied addition of the target's base DX if it is killed or knocked out, and subtracting from that result the attacker's level (giving at least the number of physical wounds effected).
   If an adventurer successfully makes a SV on four dice or more with a required score of 3 times the number of dice or less, the figure gains Ep equal to the difference of the required score minus the rolled total. A figure that fails a SV loses Ep equal to half the difference of the rolled total minus the required score.
   Advancement In Level: When an adventurer figure has accumulated Ep of at least a number 100 times its next level, it may add an attribute point to ST, DX or IQ and deduct the required number from its Ep total. This can only be done at a time when the figure is in a secure location and has no reductions to any attribute.

Type =Unskilled=	Damage (DG)	Top die (TD)	Hand/Jab (HN)/(JB)	HtH/Hurl (HH)/(HL)	Req ST (RQ)	Standard Weapons Table
Unarmed	-3T-3>2	012012		yes/ no	16	
Rock	-3T-2>1	010123		yes/ yes	9	
Club (Cudgel)	-2T-1>2	012234		no/ yes	6	
=Hilts=						
Dagger	-2T-2>3	012323		yes/ yes	4	
Rapier	-3T+2=4	012365	1hd/ yes		7	
Cutlass	-2T-2=3	012145			8	
Shortsword	-3T+1=5	012346		yes/ no	10	
Broadsword	-2T-1=1	002345			12	
Langsword	-2T+1=3	012445	1hd/ hds		13	
Greatsword	-1T-1<5	001235	2hd/ yes		15	
=Hafts=						
Whip (Chain)	-3T7->1	015432	1hd/ yes		6	
Staff	-3T+3=0	312345	2hd/ yes		8	
Hammer	-2T-1=3	012245		no/ yes	10	
Mace	-2T-1=2	011345		no/ yes	11	
Axe	-2T+1<2	122345		no/ yes	13	
Flail	-2T+2=2	014345	1hd/ hds		14	
Battleaxe	-1T-2=4	012325	2hd/ yes		15	
=Poles=						
Picket	-2T-1>0	001234		no/ yes	5	
Javelin	-2T3-<4	321045	1hd/ hds	no/ yes	7	
Spear	-2T-1=4	012335	1hd/ hds	no/ yes	9	
Bipole (Trident)	-3T9->2	012654	1hd/ yes	no/ yes	10	
Lance	-3T+1<4	123445	2hd/ yes		12	
Halberd	-2T+1=2	013345	2hd/ yes		13	
Pikeaxe	-1T-1>3	012334	2hd/ yes		15	
=Bows=						
Sling	-3T+1=1	022345			7	
Smallbow	-2T-1=5	012344	2hd/ no		9	
Horsebow	-2T8->2	012543	2hd/ no		11	
Longbow	-2T-1<3	001345	2hd/ no		12	
Lt Crossbow	-2T+1<3	123345	2hd/ no		14	
Hv Crossbow	-1T-2=5	012343	2hd/ no		15	
Matchlock	-3T+2>2	012567	2hd/ no		16	

   Attacking: Procedure per Strike in Action Options; though only Fire for Bows. Rate of attack for all figures is one attack per round (round duration approx= 5 seconds).

2- Hand Weapons: Noted by "2hd" in HN stat. 1- handed use of a 2- hand weapon is disallowed.

Jab Capability: Weapons with a JB entry of yes, and also those of hds when the user has a free hand with the weapon ready, may be used to Jab at 2- hex range, but then only the higher half of damage dice are applied.

Hand- to- Hand Capability: A weapon without HH cap used to Strike in or from HtH is treated as a Jab attack for damage.

Required ST: Basic ST attribute value for a figure to handily wield the weapon. The effects of a user's higher or lower ST are shown under Damage Modifiers.

Type =Armor=	Protect (PR)	Rating (RT)	Block (BL)	mDX- (DX-)	Moves- (MA-)	Standard Armor & Shield Table
Cloth	1	4	1	1	0	
Leather	2	2	1	2	2	
Chainmail	2	2 (3..4)	2 (1)	3	2	
Half- Plate	3	2 (3..4)	2 (1)	4	4	
Full Plate	3	2 (3..4)	3 (1)	5	4	
=Shield=						
Defend Opt	0	4	1	0	0	
Small Shield	1	2	1	0	0	
Large Shield	1	2 (3..4)	2 (1)	1	0	

Employment: When an attacker's final hit roll is less than the score he needs to hit minus the RT of the armor/ shield, only the item's PR value number of damage points is stopped from that attack; otherwise the item's BL value is added to the amount of damage stopped.

Encumbrance: DX- & MA- are the cumulatve effects to a user's mDX and/ or mMA for such a readied item.

No more than one armor type may be worn at a time. Armor intercepts attacks from any direction.

Any shield type carried is separately additive in effect with armor, but only intercepts attacks through the user's center & left (or right if the user is specifically noted as wielding a weapon left- handed) front hexes, unless Defending (per Action Options). A shield user can't make an attack into one's shield- hand front hex.

The Defend Opt would require either a weapon held in one or both hands, or a shield, which then gets the better of the Opt's or item's RT and BL values, is effective against noted attacks through all front hexes, and may be separately additive with the BL of another overlapping shield item.

Damage Application & Exhaustion:

An attack that generates less than one damage die does no damage. Damage dice from any kind of attack are arranged in order (per Dice Rolls) and applied sequentially from high to low as discrete die increments, accumulating initially against any armor defensive points, then wrapping over against figure modified ST (mST) points; halting and discarding remaining dice on a target rendered unconscious (at an mST of 1 for non- Dwarf figures) or dead (at mST <unc) upon applying any one die's damage. The Top die (TD) is treated as physical damage (pDG), the second- highest die is treated as exhaustion damage (eDG), and any succeeding dice are treated as pDG, though for Unskilled weapon attacks (eg Unarmed, Club) all but the TD are treated as eDG.

Any eDG applied can't reduce a figure below mST 1. Although pST & eST losses otherwise identically reduce a figure's mST points, they're kept track of separately for purposes of their potential recovery.

Recovery of Incidental Exhaustion: During a combat some eST points lost by a figure may be treated as incidental. For weapon damage, any exhaustion points more than 2 suffered by a figure in a single attack are considered incidental. Incidental exhaustion may be recovered at a rate of no more than one point overall at the end of each round, beginning the round after such incidental damage is taken.

Movement phase   Round Sequence

Force Retreats based on previous round damage taken.

Sides choose Move order by rolled Initiative, then figures on a side choose Movement options in any order.

Action phase

Bid cycles: All unacted figures by mDX order choose Action options and bid a number of dib dice.

Movement Phase:

Force Retreat: Before any other movement in a phase, a standing figure A which hasn't already been retreated this round, and which lost mST on the previous round by damage from an adjacent figure B currently engaging it that took no mST loss by damage from any source on the previous round and whose last step wasn't a Back step, may be moved one hex in any direction at figure B's option; at which figure B may move into the vacated hex if desired. All moves obey normal facing requirements. Any hexes moved aren't counted versus figures' Mp (figures would still be considered unmoved for option conditions below), though a Back step last move would be flagged if made. Both parties are permitted further movement and options for the round in their sides' orders, though a figure retreated a step loses any existing Watch option Aim bonus.

Initiative: Each side rolls an initiative (IT) D, using tiebreakers if needed, with the highest result giving initiative to the side that rolled it.

Choose The Next Moving Side: A side with initiative declares whether it will make its movement, or cede movement priority to the side with the next highest roll. The side which ends up moving first in a round gains a +1 bonus to its IT roll on the following round.

Moving Figures' Options: The primary rule of conduct during a figure's move is that if it steps to a hex (in open terrain costing 1 Mp= Movement point out of its total rated mMA) where it has spent Mp of its mMa or more, or it is engaged by an opposing figure or figures, it must end its movement for the round at that hex (Pivoting still possible on spent Mp <mMA). Being engaged means that a figure's marker is in the same hex as, or within the Front hexes of, one or more opponent figure markers.
   When a figure is chosen to begin its move, it's given a mMA (modified Movement Allowance) of 2 for the phase if it's engaged. An unengaged figure that's lying prone is given a mMA of 3 (falling costs no Mp, rising to stand costs 2 Mp). Otherwise, an unengaged figure's mMA is calculated by taking its MA stat (=10 for all adventurer figures here) modified by racial bonus (eg Elf), and penalty for armor worn (see Standard Armor & Shield Table). The resulting mMA from all conditions is then further halved for a figure whose last recorded move was a Back step.

Front step: When a figure steps into one of its front hexes, its marker is oriented to face in the direction of the move (as represented in the upper three hexes of the second graphic).

Back step: When a figure steps into one of its side or rear hexes, its marker is oriented to face in the direction opposite the move (as represented in the lower three hexes of the second graphic).
   Making a Back step ends a figure's move unless it's the first step the figure makes, or it's converted to a Front step as an About step. So after a first Back step, the figure may continue to move or to Pivot subject to the normal conditions of engagement and Mp used. However, a step ending in a Back step following the first step of a figure's movement terminates the figure's movement immediately with no further options.
   A recorded last back step for a figure would be converted to a last front step at the end of the figure's side's segment of a Movement phase during which that figure did not take any step.

About step: A figure which makes a Back step, having a recorded last Back step, makes a mandatory Pivot to face the move direction without ending its move. The condition of a last Back step can span a round, as it could have been made in the previous Movement phase. An About step carries no additional move cost or restriction; no more than for a Front step.

Shift: An engaged figure not in Hand- to- Hand which makes its first step to a hex which is adjacent to all figures that had engaged it is said to have made a Shift. That is, a Shift requires that a figure remain adjacent to all those that had engaged it, but not necessarily remain engaged by them (within their front hexes). If the moved figure isn't engaged following its first step, it may continue moving (though ordinarily limited to mMA 2).

Disengage: An engaged figure not in Hand- to- Hand which makes a first step that's not a Shift is said to Disengage. A Disengaging step requires an extra Mp +1 over and above the cost of the terrain in the hex moved to, though any step subsequent to the first requires no such extra Mp, and if the moving figure becomes engaged again it is halted as usual.

Attempt Hand- to- Hand: To enter a hex occupied by any standing opponent figure(s) requires a moving figure to have started its move unengaged, to have moved no more than 2 steps prior to entry - having used Mp of less than half its current modified MA - and to make its entry step as a Front step (may not be an About step). Upon entry, a SV is allowed to the mover's declared target opponent figure already in the hex, on 5D: mDX +(mST of mover -mST of target) /2. If the SV is failed or disregarded, all figures stacked in the hex remain standing and are considered engaged in HtH, terminating the mover's move. However if the SV is passed, the moving figure is displaced 1 step to an adjacent hex chosen by the target, continuing to face in accordance with its accounted step, and its move ended with the addition of that hex's Mp cost, being given an optional pivot as allowed.
   Figures in HtH retain their facings in the hex and still engage and may attack other figures as usual (see DX Modifiers: HtH, and the Standard Weapons Table HH note).

Disengage HtH: To Disengage from HtH, a moving figure in an opponent- occupied hex must SV 5D: mDX + (mST of moving figure -highest mST of opponent figures) /2. If the SV fails, the figure remains where it is and its movement is terminated for that round, though at no Mp cost. If the SV passes, the figure displaces with a typical step to any adjacent hex under the same conditions as ordinary Disengage rules (including the additional Mp +1 cost).

Pivot: A figure may Pivot only at the end of its move, and can't Pivot if it used up its entire mMA in Mp during a round, or if its last recorded step was a Back step; with the following exception. A figure which made only one movement step or none in a round is allowed to Pivot, regardless of mMA or final move direction.

A figure allowed to Pivot may turn only one hexside to right or left if it used more than half its mMA in Mp, or if it has mMA 0, or if it is engaged (including ongoing HtH) in the halt hex; otherwise it may choose any facing. A figure restricted to a 1- hexside Pivot which makes a Pivot must pass a heads up SV for control under pressure, of 4D: mIQ if engaged, or 3D otherwise, or take -1 mDX, or -2 mDX on SV >mIQ +2 or auto miss, for the remainder of the round.

Action Phase:

Order of Actions: Among those figures not yet acted, priority within a round's bid cycles is determined by high- to- low standing of mDX order for proposed action declarations, and if a mDX adjustment consequent to a declaration lowers a figure's mDX, then priority for ties on the declared number of dib dice bid with one's option choice devolves to the one whose mDX turns out higher within that bid cycle. Execution in any one bid cycle is granted to the (highest priority for ties) figure with the highest number of dib dice bid, so that a figure which has declared how many dib dice it will roll in an attempted action (min 1, max 9), may be preempted by another figure declaring its own option attempt using a greater number of initial dice.

No rebidding of an option or its number of dice is allowed within a bid cycle. One cycle ends after the high dice's actor executes. If subsequent actions (any performed by others in later cycles) effect a higher overall mDX or use a greater number of dice, no retraction of prior events occurs.

Action Options - Action Restrictions By Movement: The action options from which a figure may select are conditioned by the number of Mp it expended in the Movement phase of the same round. These qualifications are predicated upon the number of Mp the figure used/ paid, as opposed to the actual number of hex steps the figure was moved. In general, a figure may: Strike or Defend (/ Dodge) at Mp <=mMA /2, Hurl or Ready at Mp <=mMA /4, Jab or Watch at Mp <=mMA /6, Fire or Use at Mp <=mMA /8. Any option is exclusive: only one may be chosen for each round (eg Strike or Defend, but not both).

All divisions round up. Note that in all cases the Mp used must be less than the figure's full mMA for the round, since a figure which uses or exceeds its full mMA in Mp cost may do nothing other than Move.

Move: The figure performs no actions other than those involved in its movement.

Strike: Against a target in one of the actor's front hexes or the same hex, roll the chosen number of dib dice against mDX. If passed, the player may add rerolls for any zero die results as desired, for up to 9 total hit dice. If the final hit roll totals less or equal to mDX, subtract the first negative number of the ready weapon's DG stat from the total number of hit dice rolled and roll that number of damage dice, arranging them in order of value, then without reordering revise the Top (high) damage die per the weapon's TD stat.

Defend (/ Dodge): Automatically assigned a dib dice value of 9 (put into effect immediately & applied throughout the remainder of the phase). A Defend choice converts to Dodge for an unengaged figure against a Hurl or Fire attack if such is employed before any Defense is used. In either case the Hit Roll Modifier for Guard is applied to hostile hit rolls through any of the figure's front hexes. The shielding Defend Opt (per Standard Armor & Shield Table) applies against Strikes & Jabs, and combines with any other held shield.

Hurl: A ready weapon with HL capability is propelled at a target from 1 up to 10 hexes distant in line of sight through the actor's front hexes, as for a Strike to hit and damage, remaining as dropped in the target hex.

Ready: Drop Shield or Double Grip may be done at will, but even a change of hands for an item requires the Ready option. Readying and unreadying any number of items, including picking up an item in one's hex or exchanging items with another figure, requires a dib dice (commonly 3 ..5) choice of this option; for a SV of dibD: mDX +(4, unless in HtH when @-1 per colocated opponent); a failed SV ending the figure's actions.

Jab: A Jab at 2- hex range (using an appropriate weapon) can't be made through a figure in an intervening hex (ie must have a clear line of sight through one of the actor's front hexes). Hit dice for any Jab are rolled as for a Strike, but then just the higher half of the ordered damage dice are applied.

Watch: As Wait; is automatically assigned a dib dice value of 1 (enabling revision while being systematically outbid on dib dice til end of phase). A figure whose final option for a round is Watch gains an Aiming advantage of +1 mDX on a following round attack. An Aim bonus of up to +2 mDX may thus be gained by choosing Watch for 2 or more consecutive rounds preceding an attack (but see Movement Phase's Force Retreat).

Fire: A loaded, ready weapon of the Bows category is shot by an actor at a target with no range limit in a clear line of sight through the actor's front hexes, rolling to hit and damage as for a Strike. Reloading with the appropriate ammo is allowed during either one's movement or action unless engaged at the time.

Use: Cast a spell or employ an item with a special function of a kind not incorporated in another option.

DX Modifiers:
  Armor & Shield: As per items' DX- of Standard Armor & Shield Table.

  Duress: The following penalties are imposed on a figure which has suffered the indicated damages.
    -2 mDX upon one succeeding round if 5 or more wounds are sustained in a single attack once per round.
    -2 mDX through remainder of current round and one succeeding round when 8 (or 2 /3 one's basic ST if greater) or more wounds are sustained within a round.

  Hexside: Bonus for making an attack through the target's side, or its rear hexside= +2, or +4 mDX to hit. Applied to Hurl and Fire attacks as well as Stike attacks.

  HtH or Prone: A figure in the same hex is attacked at +2 mDX, interposing a shield only if Defending. In addition to any hexside bonus, with damage treated as Jab, a figure in HtH attacks those not in its hex at -4 mDX, who attack it at -2 mDX; a prone figure attacks those not in its hex at -2 mDX, who attack it at +2 mDX.

  Aim/ Gauge: (ref Watch option) Cumulative @+1 mDX to hit for up to two prior consecutive rounds.

  Hurled weapons: @-1 mDX to hit for each 2 hexes of range to target (ie. -1 @1..2, -2 @3..4, etc.).

  Fired weapons: @-1 mDX to hit for each 4 hexes of range to target (ie. -1 @1..4, -2 @5..8, etc.).

  Doubling Grip on a 1- Hand Weapon: Voluntary -1 mDX in a Strike or Jab - not for DX order of precedence, SVs, etc. Gain Top die +1 damage up to that weapon's highest TD stat result.

Hit Roll Modifiers:
  Guard (ie Defending or Dodging): Both cause +1 to all initial hit roll die results of 1..4, and 5s are treated as 7s. Any zeroes rolled are unaffected, and any rerolled dice values are unmodified.

Damage Modifiers:
  The following conditions and associated modifiers are additive in combination and generally applicable: that is, any that apply are added or subtracted as indicated and the use of one doesn't nullify any of the others that apply. They are applied in the order listed. All noted divisions are to be rounded up.

  Jab Attack: Just the higher half of the ordered damage dice are applied (eg 1 damage die would still be 1).

  Use 1- Hand Weapon in Offhand (vs one's chosen stronghand): Strike or Hurl attack damage is treated as Jab damage; being further halved in a Jab.

  Basic ST: Number of highest damage dice limited to ST /4, +1 for each hit reroll (not each die rerolled).

  Doubled Grip on a 1- Hand Weapon: Gain Top die +1 damage up to the TD stat for that weapon's maximum result (eg 6 for a Rapier).

  Critical Hit Bonus: A Top die result less than the weapon's highest TD stat's result becomes its highest TD result, or else its highest TD result +1.

  Adventurer Damage Bonus: A player- controlled figure adds +2 to one's second highest damage die when that die's rolled value is less or equal to the lowest die, barring zeroes, of the figure's associated hit roll.

  Use weapon with req ST > user basic ST: -2 to (up to differential/ 2) number of damage dice other than Top die in descending order (second highest to lowest), with min die result= 0.

  Use weapon with req ST < user basic ST: +1 to (up to differential/ 2) number of damage dice other than Top die in ascending order (lowest to second highest), with max die result= 5.

  Weapon Proficiency Talent: The Low damage die gains +1 if odd, or +2 if even. So the attack must have generated 2 or more damage dice, and the Low die, if otherwise unaltered, comes to either 2, 4 or 6.