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## Combat Sequence

initiative	1.	Both sides roll 1d6 for initiative; high roll wins.
missile/spell	2.	In initiative order, both sides fire missiles, cast spells, etc.
movement	3.	Side with initiative moves up to half move
movement	4.	Side without initiative moves up to half move
missile/spell	5.	In initiative order, both sides fire missiles, cast spells, etc.
movement	6.	Side without initiative moves the remaining half move
movement	7.	Side with initiative moves the remaining half move
missile/spell	8.	Unengaged combatants fire missile, cast spells, etc.
melee	9.	Engaged combatants fight one round of melee.

### Rules for Missile/Ranged Attacks

- Archers standing still may fire twice (in phase 2 or 5, and phase 8)
  - Archers taking a half-move may fire once (in phase 2 or 8). However, archers with split-move-and-fire ability (e.g. elves, mounted archers) that take a half-move may fire once in a missile phase of their choice (2, 5, or 8).
  - Archers taking a full-move may not fire. However, archers with split-move-and-fire ability (e.g. elves, mounted archers), may take a full-move and fire once in phase 5, only.
  
  - Slings standing still may fire once (in phase 2, 5, or 8)
  - Slings taking a half-move may fire once (in phase 2 or 8).
  - Slings taking a full-move may not fire.
  
  - Crossbowmen standing still may fire once (in phase 2 or 5) and reload\*
  - Crossbowmen standing still may reload\* and fire once (in phase 5 or 8).
  - Crossbowmen taking a half-move may fire once (in phase 2 or 8) or reload\*
  - Crossbowmen taking a full-move may reload\*, but may not fire
  - \* Heavy crossbowmen require a full round (with no movement) to reload
  
  - Combatants hurling spears, axes, or hammers may fire once (in phase 2, 5, or 8) and take a full-move, including charge, if desired.
  - Combatants hurling daggers or javelins may fire once (in phase 2, 5, or 8) and take a full-move with charge.
  - Combatants hurling daggers or javelins may fire twice (in phase 2 or 5, and phase 8) and take a full-move without charge.
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## Rules for Spellcasting

- A spell caster cannot move and cast a spell in the same round.
- A spell caster may cast a maximum of one spell per round.
- Casting time for spells depends on the level and type of spell

1st-2nd level spells Power Words Holy Words Word of Recall Devices Innate Abilities	IMMEDIATE/NO DELAY
3rd-6th level spells 1st-2nd level scrolls	+1 SPELL PHASE
7th-9th level spells 3rd-6th level scrolls	FULL ROUND
7th-9th level scrolls	FULL ROUND + 1 SPELL PHASE

## Rules for Melee & Movement

(Also see [Movement in Combat](#) and the [Table of Movement Rates](#))

- Combatants who take a full-move may not engage in melee unless they charge.
  - Combatants are considered engaged in melee when the distance between them is equal to or less than the longest reach (e.g. weapon reach, et cetera)
  - A moving combatant who becomes engaged may not leave engagement or continue movement to the flanks or rear of his opponent during the initial round of engagement. A combatant **not already engaged in melee** may move a maximum of 5' right or left in order to confront and contact an enemy attempting to bypass or move into a flanking position.
  - If one combatant in a melee has allies to his immediate left or right which are not engaged with other enemies, these allies may move into flanking positions against their common enemy **after the first round of melee**.
  - Flanking position grants a +1 bonus to hit and negates any benefit from the target's shield.
  - Rear positioning grants a +2 bonus to hit, and negates any benefit from the target's shield.
  - Disengage: a combatant with a clear path (i.e. through an area out of enemy reach) may attempt to disengage with up to a half-move.
  - Retreat: a combatant may retreat from melee with movement in excess of a half-move. However, he loses the benefit of his shield, and his opponent gets a free attack with a +2 bonus to hit.
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