

Encounter Sequence

1	Surprise Roll D6 for each side	<ul style="list-style-type: none"> Apply DM adjustments to D6 roll Check roll against Surprise range of members Surprised groups/individuals do not act in the Surprise Round If ALL groups/individuals are Surprised or Not Surprised, move to 2
1b	Surprise Round	<ul style="list-style-type: none"> All Unsurprised groups/individuals act as per 2 below Surprised groups/individuals Do Nothing <i>Surprised individuals use Surprised Armor Class</i>
2	Declare Spells	<ul style="list-style-type: none"> Spellcasting is declared <ul style="list-style-type: none"> GM declares in secret <ul style="list-style-type: none"> Lore Check can determine specific spell Players declare
3	Initiative Roll D6 for each side Highest roll <i>"has initiative"</i>	<ul style="list-style-type: none"> In case of a Tie <ul style="list-style-type: none"> Individuals act by descending Dexterity modifier Individuals with identical modifiers act simultaneously
4	Movement & Missiles	<ul style="list-style-type: none"> Members of a group may determine individual order freely <ul style="list-style-type: none"> Conflicts settled with Dexterity modifier An individual <i>with initiative</i> may hold his Missile to fire at any point during phase 4b For disengagement from Melee, see the <i>Better part of Valor</i> rule below
4a	All individuals <i>with initiative</i> moves and fires missiles	
4b	All individuals <i>without initiative</i> moves and fires missiles	
5	Melee & Magic	<ul style="list-style-type: none"> Members of a group may determine individual order freely <ul style="list-style-type: none"> Conflicts settled with Dexterity modifier For spellcasting in Melee, see the <i>Sitting Duck</i> rule below
5a	All individuals <i>with initiative</i> fights in melee and casts spells	
5b	All individuals <i>without initiative</i> fights in melee and casts spells	
6	End of Round	<ul style="list-style-type: none"> Check spell durations and cyclical effects Return to step 2 when done

Special Rules

Better part of Valor	You may move from Melee if at least one otherwise unengaged ally is engaged with all your opponents. If not, <i>all opponents engaged with you may follow you, as long as they have movement allowance left for the round</i> . If you instead want to run away screaming, you may do so at Run speed or higher, but then provoke a Free Attack with a +2 bonus from any opponents engaged with you.
Sitting Duck	Casting a spell in melee is asking for trouble; <i>any opponents who have not yet made an attack this round may elect to attack you as soon as you cast the spell</i> . These attacks take place just before the spell does, and if they hit and cause damage the casting will be unsuccessful.