

Main phase						End phase			
1	2	3	4	5	6	7	8	9	10
Half-move						Full move			

End phase move is permitted if:

- (i) character is unengaged
- (ii) character is not doing any other end phase action
- (iii) character did not move during the main phase (except for taking a step)

### MAIN PHASE ACTIONS

<b>Engaged</b>	MELEE ATTACK GRAPPLE ATTACK DISENGAGE
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<b>Unengaged/ Engaged (TA)</b>	PASS MISSILE ATTACK SPELL/PSIONICS/ ABILITY MAGICAL ITEM RISE GROPE
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<b>Unengaged</b>	FULL MOVE ENGAGE CHARGE
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### END PHASE ACTIONS

<b>Engaged</b>	OTHER MELEE ATTACK(S)
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<b>Unengaged/ Engaged (TA)</b>	OTHER MISSILE ATTACK(S) SPELLS/ETC (CONTINUED)
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<b>Unengaged</b>	END-PHASE GROPE FULL MOVE (CONTINUED) END-PHASE MOVE
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### Summary

Chose an action

Roll initiative on 1d6 plus modifiers ( Min 1 / Max 6 )

Actions are resolved one segment at a time beginning with segment/initiative 1

Moving before an action is permitted but adds 1 to initiative per segment moved

Moving after an action is not permitted except as an end-phase move

Casting spells with non readied material components means a minimum initiative of 3

A character must stop moving if he enters an enemy's engagement zone (unless charging)

Entering an enemy's engagement zone without a readied melee weapon grants a TA

### Multiple attacks in end phase

Tot # att	7	8	9	10
2 (6)				x
3 (7)		x		x
4 (8)		x	x	x
5 (9)	x	x	x	x

### Surprise phase/TA actions

Move (MR feet)

Melee attack (engaged and armed)

Missile attack (prepared missile weapon)

Grope

Innate ability/spells with <= 1 seg CT

Activation of items <= 1 seg