

COMBAT ACTIONS

MELEE 1/1

① Wait — ② Move ½ and Attack
② Attack

① Move ½ — ② Move ½ and Attack
② Attack

① Move ½ and Attack — ② Wait
② Move ½

① Attack — ② Wait
② Move ½

MELEE 2/1 For 3/2, round 1 is 1/1 and round 2 is 2/1

① Wait — ② Move ½ and Attack 2x
② Attack 2x

① Move ½ — ② Move ½ and Attack 2x
② Attack 2x

① Move ½ and Attack — ② Wait
② Move ½
② Move ½ and Attack
② Attack

① Attack 2x — ② Wait
② Move ½

① Attack — ② Wait
② Move ½
② Move ½ and Attack
② Attack

MELEE 3/1 For 5/2, round 1 is 2/1 and round 2 is 3/1

① Wait — ② Move ½ and Attack 3x
② Attack 3x

① Move ½ — ② Move ½ and Attack 3x
② Attack 3x

① Move ½ & Attack 1-2x — ② Wait
② Move ½
② Move ½ & Attack (balance)
② Attack

① Attack 3x — ② Wait
② Move ½

① Attack 1-2x — ② Wait
② Move ½
② Move ½ & Attack (balance)
② Attack (balance)

CHARGING

(All characters reduced to 1/1)

① Charge ½ and Attack — ② Wait
② Move ½

① Charge ½ — ② Charge ½ and Attack

MAGIC

① Wait — ② Cast a Spell

① Cast a Spell — ② Wait
② Move ½

① Move ½ — ② Cast a Spell

MISSILE 1/1

① Wait — ② Fire

① Move ½ — ② Fire

① Fire — ② Wait
② Move ½

MISSILE 2/1 For 3/2, round 1 is 1/1 and round 2 is 2/1

① Wait — ② Fire 1-2x

① Fire 1-2x — ② Wait

① Move ½ — ② Fire 1x

① Fire 1x — ② Move ½

MISSILE 3/1 For 5/3, round 1 is 2/1 and round 2 is 3/1

① Wait — ② Fire 1-3x

① Fire 1-3x — ② Wait

① Move ½ — ② Fire 1-2x

① Fire 1-2x — ② Move ½
② Fire (Balance)