At your turn to move, if you are disengaged, choose an action and perform the movement part. Position (standing, kneeling, prone) and injury may affect options differently.

Action	Stand (g)	Cast Spell (h) or Disbelieve (i) or Dodge (c) or Drop (d) or Missile Attack (f) or Ready New Weapon (e) or Stand (g)	Cast Spell or Charge Attack (b) or Disbelieve or Dodge or Drop or Missile Attack or Move (a) or Ready New Weapon	Charge Attack or Dodge or Drop or Move or Ready New Weapon	Charge Attack or Dodge or Drop or Move	Move
Movement	Crawl 1 or 2	Move 0 or Stand up after actions (g)	Move 1	Move 2	Move 3 to ½ MA	Move ½ MA to MA

At your turn to move , if you are in han	d-to-hand combat:	
You don't move but you can	not attack	attack
Then at your turn to act, perform the a	ction part of the selected action or or	ne of the other actions in the same column.
Action	Disengage (v) or Draw Dagger (u)	HTH Attack (t)

The Fantasy Trip: Bob's Option Helper

by Bob Portnell

Action	Stand (p)	Attempt Hand-To-Hand Combat (o) or Cast Spell (r) or Change Weapons (m) or Defend (k) or Disbelieve (s) or Disengage (n) or Melee Attack (j) or Missile Attack (One Last Shot) (l) or Pick Up Dropped Weapon (q) or Stand (p)	Attempt Hand-To-Hand Combat or Cast Spell or Change Weapons or Defend or Disbelieve or Disengage or Melee Attack
Movement	Crawl 1 or 2	Move 0 or Stand up after actions (p)	Shift 1

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