

*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.*

<i>Action</i>	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
<i>Movement</i>	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

*Then at your turn to **act**, perform the action part of the selected action or one of the other actions in the same column.*

*At your turn to **move**, if you are in **hand-to-hand** combat:*

<i>You don't move but you can....</i>	not attack	attack
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*Then at your turn to **act**, perform the action part of the selected action or one of the other actions in the same column.*

<i>Action</i>	Disengage (v) or Draw Dagger (u)	HTH Attack (t)
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*At your turn to **move**, if you are **engaged**, choose an action and perform the movement part. Position (standing, kneeling, prone) and injury may affect options differently.*

<i>Action</i>	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
<i>Movement</i>	Crawl 1 or 2	Move 0 or Stand up after actions (p)	Shift 1

*Then at your turn to **act**, perform the action part of the selected action or one of the other actions in the same column.*