

CHAINMAIL

TURN SEQUENCE

THE MOVE/COUNTER MOVE SYSTEM

1. Both opponents roll a die; the side with the higher score has the choice of electing to move first (move) or last (counter-move).
2. The side that has first move moves its figures and makes any split-moves and missile fire, taking any pass-through fire possible at the same time.
3. The side that has move now moves its figures and makes any split-moves and missile fire, taking any pass-through fire possible at the same time.
4. Artillery fire is taken.
5. Missile fire is taken.
6. Melees are resolved.
7. Steps 1 through 6 are repeated throughout the remainder of the game.

Note: Missile fire from split-moving troops is considered to take effect immediately during the movement portion of the turn, and the same is true of pass through fire. All other fire, both artillery and missile, is considered to simultaneously take effect just prior to melee resolution.

THE SIMULTANEOUS MOVEMENT SYSTEM

1. Both sides write orders for each of their units (groups of figures of like type), including direction of movement and facing.
2. Both sides move their units according to their written orders, making one-half of the move, checking for unordered melee contact due to opponent movement, and conducting split-moves and missile fire and taking any pass-through fire; then the balance of movement is completed as ordered.
3. Artillery fire is taken.
4. Missile fire is taken.
5. Melees are resolved.

Note: Exact orders for each unit (group of figures of like type) must be given. Cavalry may be given the order to "Charge if Charged" (CIC), either in their own behalf or in support of any nearby friendly unit. Such CIC movement begins at the one-half move and is only half of a normal charge, i.e., a unit of medium horse CIC to support a unit of archers would move up to 12" during the second half of the turn.

WARRIORS OF MARS

TURN SEQUENCE

Two different systems of play are considered.

WRITTEN ORDERS (1:50 scale only)

1. Both sides write orders for all units which are in play or will come into play during the turn. Orders must include formation, and formation changes, distance of movement, and type of movement (including special attack).
2. Beginning turn fire is taken simultaneously.
3. Movement according to orders is carried out; with mid-turn fire taken.
4. End turn missile fire is considered simultaneously taking place, although one side or the other may determine effects first, and casualties are extracted simultaneously.
5. Morale checks necessary are made.
6. All melees are resolved.
7. Morale checks necessary are made.
8. Repeat steps 1-7.

MOVE-COUNTERMOVE (either scale)

1. Beginning turn missile fire is taken simultaneously.
2. Side "A" moves all infantry units, with mid-turn fire taken.
3. Side "B" moves all types of units, with mid-turn fire taken.
4. Side "A" moves all cavalry units, with mid-turn fire taken.
5. End-turn missile fire is conducted simultaneously.
6. Morale checks are made as necessary.
7. All melees are resolved.
8. Morale checks are made as necessary.
9. Steps 1-8 are repeated each turn with the roles of "A" and "B" alternating [i.e. on the 2nd turn "B" would move all infantry units first].

SWORDS AND SPELLS

TURN SEQUENCE

Opponents alternate in the role of first-mover ("side A") and second-mover (side "B"). To determine which opponent moves first, a simple die roll will suffice, and the higher score gaining the first-move status on the first turn: they then alternate on subsequent turns. The parts of a turn are:

1. Sides "A" and "B" may opt to fire loaded missile weapons, cast ready spells, and/or discharge breath weapons; casualties from any such attacks are immediately removed.
2. "A" moves all, some, or none of its figures up to a maximum of one-half of normal movement, including split-movement.
3. "B" now moves all, some, or none of its figures up to the maximum distance allowed, including charge bonus. At the mid-point of this movement, excluding charge bonus movement distances, mid-turn fire is taken. All missile fire, spell casting and discharge of breath weapons desired and possible take place simultaneously on both sides.
4. "A" completes its movement, including charge bonus.
5. Both sides fire missile weapons, cast spells, and/or discharge breath weapons of those figures not meleed.
6. Melees are fought for one round, and retreats due to poor morale are made immediately.
7. Opponents alternate the role of "A" and "B" for steps 1 through 7 for the balance of the game.

Note: Morale checks necessitated by missile, spell, or breath weapon are taken as necessary immediately during the appropriate turn segment.

ADVANCED DUNGEONS & DRAGONS (1979-1989)

Steps for Encounter and Combat

1. Determine if either or both parties are surprised.
2. Determine distance, if unknown, between the parties.
3. If both parties are unsurprised, or equally surprised, determine initiative for that round.
4. Determine the results of whatever actions are decided upon by the party with initiative:
 - A. Avoid engagement (flee, slam door, use magic to escape, etc.) if possible.
 - B. Attempt to parley.
 - C. Await action by other party.
 - D. discharge missiles or magical device attacks or cast spells or turn undead.
 - E. Close to striking range, or charge.
 - F. Set weapons against possible opponent charge.
 - G. Strike blows with weapons, to kill or subdue.
- H. Grapple or hold
5. Determine the results of whatever actions are decided upon by the party which lost the initiative (as per A. through H. above).
6. Continue each melee round by determination of distance, initiative, and action until melee ends due to fleeing, inability to continue, or death of one or both parties.

DUNGEONS & DRAGONS (1982-1984)

Combat Sequence

- A. Each side rolls for initiative (1d6).
- B. The side with initiative acts first (if simultaneous all actions are performed by each side at the same time).
 1. Morale checks, if needed.
 2. Movement, per round, meleed opponents may only move defensively (spell casters may not move and cast spells).
 3. Missile fire combat.
 4. Magic Spells.
 5. Melee Combat.
- C. The side with the next highest initiative acts second, and so on using the order above, until all sides have completed melee.
- D. The DM handles any surrenders, retreats, *etcetera*, as they occur.

DUNGEONS & DRAGONS (1984-2000)

Combat Sequence

- A. Initiative: Each side rolls 1d6 to determine initiative.
- B. First Side Goes: The side that won the initiative acts first.
 - 1. Morale (Optional): Monsters and NPCs roll Morale Checks. Also, anyone who needs to make a saving throw versus an ongoing effect does so now.
 - 2. Movement: Characters who choose to move do so now.
 - 3. Missile Combat: Characters using missile and thrown weapons make their attacks.
 - 4. Magic: Characters using magic cast their spells.
 - 5. Hand-to-Hand Combat: Characters fighting hand-to-hand make their attacks.
- C. Second Side Goes: The side that lost the initiative acts now, performing the same five steps.
- D. Special Results: The DM announces any special results.

Keep in mind that the sequence is a guideline-DMs should ignore it when common sense overrides the normal sequence.

ADVANCED DUNGEONS & DRAGONS (1989-2000)

Combat Sequence

- 1. The DM decides what actions the monsters or NPCs will take, including casting spells (if any).
- 2. The players indicate what their characters will do, including casting spells (if any).
- 3. Initiative is determined.
- 4. Attacks are made in order of initiative.

These steps are followed until the combat ends; either one side is defeated, surrenders, or runs away.

The above sequence is not immutable. Indeed, some monsters violate the standard sequence, and some situations demand the application of common sense. In these cases the DM's word is final.