Initiative Order

Action Declaration

Situational Modifiers

Defender Results Calculation

Defender Vs. Opponent Results Matrix

Opponent Results Calculation

Flee

Outcome Options
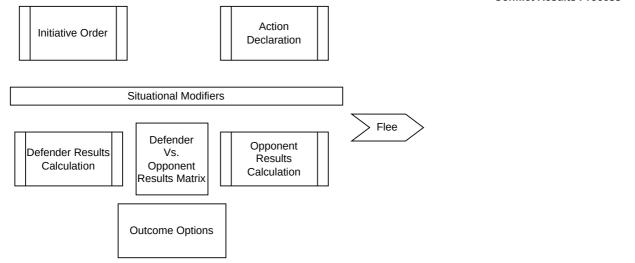
Our Abstracted System Layer

Game System Specific Layer