# 8. Sequences

For some events in the game, such as fights and coordinated moves, precise timing and order of actions will be very important. This chapter presents a few game mechanisms which help resolve these events. An event played out this way is called a “sequence”.

Sequences are mostly turn-based, with limited emulation of real-time execution. Time is divided into rounds and each character participating in the sequence will get to act at least once over the course of one round (unless they refuse to, which is allowed).

A square or hex grid along with some miniatures to represent characters may be helpful for playing out a sequence (especially a combat), but it's not mandatory.

Sequence Basics:

Now we’ll go over the most important terms used for sequences:

Initiative:

Whenever there’s a question of who gets to act first, we look at the actors’ current Initiative values and the one with the higher one gets precedence.

Initiative is determined at the start of each round by rolling a single d12 and adding any relevant modifiers the character may have.

Action Points:

Action points (AP) are a currency that sequence participants spend in order to perform actions (talk, attack, defend, use items etc.). Quicker actions cost less AP.

At the start of a new round, each participant’s action points are reset to their maximal value (see chapter ???). They can’t be carried over from the previous rounds.

Movement:

In addition to any actions a character may perform during the course of a round, they may also move. Whenever it says that a character “may move” (look at the round structure below) they may move any distance, but the total distance covered during the round must not exceed their movement speed characteristic.

At any point during the action phase of the round (look below), the character may forgo half\* of their movement, if they haven’t already spent it, to gain 2 additional AP. This may be done up to two times per round (obviously).

\***Note:** If the character’s movement speed is an odd number, they trade the lower half of their movement for the first 2 AP, then the higher half of their movement for the second 2 AP.

The trade can also be done the other way round – an actor can trade 2 or 4 AP to gain additional movement equal to 50 or 100 percent, respectively, of their normal movement. This can only be done at times when the actor is allowed to move.

The Round:

A round is a time span which realistically lasts about five to ten seconds, but in order to make keeping track of timings easier, it's usually regarded as lasting exactly six seconds (and then one minute is exactly ten rounds).

When a round ends a new one begins and the cycle repeats until the sequence is over.

Characters’ actions within a single round can be said to happen simultaneously or one after another, which ever makes sense.

Just as the whole sequence is subdivided into individual rounds, a single round consists of a few different phases. We’ll cover them in more detail on the next page.

Round Structure:

There are three different phases that happen one after another in every round:

* **Initiative phase:** All participants roll and record their initiatives for this round.
* **Action phase:** Action points reset for all participants. Then they spend AP to perform some actions (which, despite the name of the next phase, can include movement).
* **Movement phase:** All participants spend their remaining movement. After this a new round begins.

Initiative Phase:

All sequence participants determine their Initiative values. For rounds after the first, each unspent action point from the previous round grants +1 to the Initiative roll for the current round. The results stand for the rest of the round.

If two or more actors end up with the same result, randomly determine who gets precedence.

Action Phase:

The action phase is where the bulk of the round happens. First, action points are fully replenished for all sequence participants.

Then an “initiator” needs to be appointed (the initiator is a person who will begin the chain of actions). To do this, all players (including the GM) who wish to be the initiator announce it. The role is given to the person who has been the initiator the least number of times during the current round. In the case of a tie, which will happen often, the one with the higher Initiative has precedence. If it so happens that nobody wishes to be the initiator, or doesn’t have enough AP to do it, skip the rest of this phase and move to the movement phase.

The appointed initiator may now move. After that, they must announce the action they want to take and spend the appropriate amount of AP.

At this point it’s time to introduce interrupts. Anyone other than the initiator may choose to interrupt the initiator with an action that costs less AP than that of the initiator. In that case, their action will be resolved first (after spending AP) and the initiator’s action after that.

However, the interrupting player may also be interrupted by an action that costs less AP yet again. Interrupts can be chained like this until someone does an action that costs 1 AP, and then all actions will be resolved in ascending AP cost order, with the initiator’s action being last. If it so happens that someone’s action is no longer doable after resolving all the interrupts, then the AP spent is wasted.

When multiple people want to make an interrupt, person with the highest initiative has precedence.

When all the actions are resolved, go back to appointing a new initiator and repeat the cycle until movement phase is reached.

Action Phase Recap:

Here you can see the action phase in numbered steps:

1. Action points reset for all participants.
2. Appoint an initiator (or alternatively end the action phase).
3. The initiator may now move.
4. The initiator announces their action and spends AP.
5. Resolve any potential interrupts.
6. Go back to step 2.

Movement Phase:

All who haven’t spent all of their movement in the action phase can now move again, starting with the person with the highest initiative and proceeding in descending initiative order.

A player may decide to delay their character’s movement, so that they can move after somebody with a lower initiative (for example, if they want to follow them).

**Note:** If it comes to a stalemate, where two or more players are constantly delaying their movement, do the following: Each player may decide to either forgo their movement or move immediately, starting with the one with the lowest Initiative value and proceeding in ascending Initiative order.

After the movement phase, the current round ends and a new one begins, where all the phases will be repeated again. Alternatively, if all players agree that it’s appropriate – end the sequence.

Special Actions:

<Introduction>

Run:

If a character moves for twice his normal\* movement speed (by first utilizing regular movement and then “buying” another for 4 AP) during a single round, his player may announce that the character starts running and immediately gain a 3rd full move for free (this cannot be traded for AP).

In most situations running won’t be any different than regular movement (walking), but if the character is trying to be silent, or the ground is slippery, to name a couple of examples, it may make a difference.

\***Note:** If the character is slowed down somehow, he cannot move for twice his **normal** movement speed, and thus cannot start running either.

Stand up:

A character in the prone position can stand up by spending 4 AP.

More Sequence Stuff:

<Placeholder>

-Determining AP costs