1. Set up (David)
   1. Saving
   2. Scenario Selection
   3. Resume a game
   4. Unit placement
   5. New game
   6. Race Selection
2. Random Events (John)
   1. “Dice rolling”
   2. Player order determination
   3. Random events
   4. Random monster/vortex movement
   5. Rally demoralized units
3. Movement (Gabe)
   1. Movement phase
   2. Unit selection
   3. Unit movement
   4. Hex selection
   5. Unit stacking
   6. Zone control
   7. Using portals
4. Magic (Tao)
   1. Mana regeneration
   2. Spell selection
   3. Spell cast
   4. Magic phase
   5. Counter spell
5. Combat (Matt)
   1. Combat phase
   2. Attack hex
   3. Retreat
   4. Advance after combat
   5. Capture
   6. Escape
6. Diplomacy (Camron)
   1. Influencing neutrals
   2. Human sacrifice
   3. Spawn emissaries
   4. Diplomacy
   5. Alliance selection
7. Technical/Misc.
   1. Main Menu (David)
   2. View hex info (Gabe)
   3. View unit info (John)
   4. Players turns (Tao)