

AoA combat v2

Melee attack is renamed combat action

Magical attack is renamed magical action

At the beginning of each combat round, each combatant secretly specifies how many of their combat or magical action points are being assigned to initiative. The highest total wins.

The first combatant then allocates their actions among movement, attack, or defense actions. The first combatant then resolves their actions. Defenders may use some of their action points for defensive actions, but the points will be then be spent, just like the points used on initiative.

The next combatant then allocates their actions among movement, attack, or defense actions. The combatant then resolves their actions.

This continues until all combatants have resolved their rounds actions.

New round.

Some 'rules'

Combatants can have as many defensive, attack, or movement actions as they can allocate points for.

A defensive block or parry increases a combatants defense against one attack - unless they choose to

Action	Cost in action points
Drawing a weapon	1
Covering five foot	1
Blocking/parrying	To be specified by player
Attacking with a weapon	To be specified by player
Knocking an arrow	1
Loading a sling bullet	2
Loading a crossbow	5
Changing target	1
Additional attack	Each additional attack cost 1 + the amount used for the attack
Select a target	1

Cast spell/prayer/whatever	Number of action points required by spell
General action	Whatever the gm decides is appropriate