

The Combat Round (Action Sequence)

The myth master checks for morale for each character (see page 89). (NB! This is normally only done at the beginning of every combat, and then again for a character every time he is injured.)

Every player declares what his character is going to do that round. The myth master secretly does the same for the NPCs.

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Every player casts a D6 to find his Initiative. The myth master secretly does the same for the NPCs. (See page 86) (NB! This can be done every round, every minute or perhaps only once for every combat.)

Every player tests his Acrobatics skill to see if he manage to stay on his feet during the fight (see page 88, **Optional Rule 13**).

The myth master check if there is any random movement (see page 91, **Optional Rule 16**)

All actions are performed. The character with the best Initiative result acts first, and his action can influence the performance and actions of the characters acting after him this same round.

The myth master checks if there has been any item damage for any of the characters involved in mêlée combat, or for those hit by a missile weapon (see page 89, **Optional Rule 18**).

The myth master records how many Stamina Points (SP) the characters have spent that round.