

# Alternate Turn Sequence

- [Advanced rules](#) - no longer being developed

## Segments

Counters representing each character in a combat are moved on a chart of segments. Each segment represents half a round or 3 seconds.

## Initiative

Roll initiative as normal. From highest initiative to lowest, place counters every two segments.

## Actions

- Standard Action: 1 segment (only once every 2 segments)
- Move Action: 1 segment (only once every 2 segments)
- Full-Round Action: 2 segments
- Free Action: 0 segments
- Swift Action: 0 segments (only once every 2 segments)
- Immediate Action: 0 segments

## Movement

Movement in squares on a battlemap. One square = 5 feet.

- **Walk**
  - Speed 15 = 3 per 2 segments
  - Speed 20 = 4 per 2 segments
  - Speed 30 = 6 per 2 segments
  - Speed 40 = 8 per 2 segments
  - Speed 50 = 10 per 2 segments
  - Speed 60 = 12 per 2 segments
- **Hustle** = x2 squares
- **Run (x3)** = x3 squares
- **Run (x4)** = x4 squares

## Spells

## Casting Times and Duration

1 hour = 1200 segments 1 minute = 20 segments 1 round = 6 seconds = 2 segments 3 second = 1 segments

## Time based spells

- **Haste** - halves the length of time needed for any task.
- **Slow** - doubles the length of time needed for any task.

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