

## Timing and Turns

### The Turn Order

Turns in Emlia are simultaneous: both players use the same turn. The turn is ordered into two phases: the activation phase, and the resolution phase.

### The Activation Phase

Most of the actions that take place in Emlia occur in the activation phase. In this phase, each unit or entity activates in turn, and performs one or more actions such as moving, attacking, or casting spells. Both players' units activate in the same phase, in a specific order based on the Initiative abilities of each unit. Remember that a single independent entity is also a unit.

### Timing

Timing is a key attribute – every unit in the game possesses it at some value or another. The higher the value, the better the unit's sense of tactics and the flow of the battlefield is, and the sooner in the turn the unit gets to act. See the Phase Order for the Activation Phase, below. The phase is divided into Initiative Steps – each number corresponds to a step. Higher numbers pass first in the turn, and count down to 0 – units with Initiative 0 always perform their actions last in a turn.

### Phase Order

1. Determine the unit that has the highest Initiative, and has not used its activation this turn, and begin that Initiative Step.
  1. In the event of multiple units having the highest Initiative, the player that activated a unit least recently chooses one of his or her unit with that Initiative value and activates it.
  2. Repeat step 1.1 until all units at that Initiative Step have been activated.
2. Activate the unit with the highest Initiative, or the unit chosen if more than one unit has the highest. That unit may perform its actions, or it may Delay, reducing its Initiative ability to a lower value, of its controller's choice, until the end of the turn.
3. Repeat the process for the next Initiative Step.

### Activating a Unit

Once a unit has been chosen to activate, it must perform its actions, or Delay. Delaying, as was stated above, reduces a unit's Initiative value until end of turn, to a value of its controller's choice. You may not Delay for 0 Initiative – you must reduce the unit's Initiative by at least one, meaning units that act on Initiative Step 0 cannot delay, even if multiple units are acting on that step. (If a unit could Delay for 0, it is possible for a turn to go on indefinitely, with two units acting on Step 0 and each delaying when its turn to activate comes up).

Note: Delaying does count as activating a unit.

If a unit does not Delay, then the unit must perform its actions. Broadly, a unit may perform each of two actions during its activation once:

- Move
- Primary Action

The two categories are very broad – in addition, there are sometimes Free Actions a unit may perform, which do not count as either of the two actions it can perform during a turn. Note that the order of Move and Primary Action is unimportant – a unit may Move, then Act, or Act, then Move.

If an action requires a unit to forfeit its Primary Action or Move, the unit may not perform that action if it has already used the action that would otherwise be forfeited this turn.

Move actions include (see Movement for details):

*Double Pace:* A unit may take a Normal Move in addition to any move action other than Double Pace (including another Normal Move).

*Normal Move:* The unit moves its given Speed (in units determined by the ground scale) along a path chosen by its controller.

*Drop Down:* Mark the unit as being in the Prone state.

*Stand Up:* Remove the Prone state from the unit.

*Take Cover:* Mark the unit as being in the Taking Cover state.

Primary Actions include:

- Aimed Fire: direct fire attacks
- Close Combat: melee attacks
- Disengage/Distract: distracting a unit so that oneself or another unit may escape
- Volley Fire: concentrated indirect fire from ranged attacks
- Charge: move quickly and attack in melee

Some units may also have abilities that grant them additional actions. See Skill Checks and Actions for how these actions are taken.

Free Actions include:

- Ignore Initiative Conditions: Force a unit to act on orders
- Ignore Morale Effect: Convince a unit to ignore poor morale
- Ignore Terrifying Enemy: Rally a unit against fear
- Improve Morale: Rally a unit's morale back to normal
- Reorder (Ordered Commander Only): Reorder a confused unit
- Take Command: Take command of a unit
- Join Units: Join with another unit

## **The Resolution Phase**

After the Activation Phase, comes the Resolution Phase – in this phase, effects expire, and combat resolution is calculated for any close combat or ranged combat events. In addition, all Hit markers left on units are cleaned up.

### **Step 1: Combat Resolution**

#### Remove Casualties

First, any unit members or units marked as casualties are removed.

#### Forcing

Every unit that was involved in close combat suffers the effects of combat resolution. For every Hit an engaged unit took this turn, regardless of the damage, it will be Forced 1 GSU. In Skirmish Combat, the entire combat is Forced in a direction chosen by the player who inflicted the Hits, in order of the least hits to the most. After all Forcing of a combat is done, its new position is determined. It is assumed that the combat did not thrash about in all of these directions, but instead moved in a more-or-less straight path from where it was at the start of the Resolution Phase to its new position.

*Example: Jack, Mike, and Roger have three big units in a skirmish combat. Jack scored 5 hits on Mike's unit and 6 on Roger's. Mike scored 14 hits on Jack's unit. Roger scored 8 hits on Mike's unit and 4 on Jack's. Since they are all in the same skirmish combat, only total hits on the enemy are considered, so first Mike forces the combat 11 GSU, then Roger forces it 12, then Mike forces it 14 more. The end result is where the combat has moved to.*

Press and Penetration: When two blocks of troops in Ranked Formation meet head to head in ranked combat, their meeting

point becomes a tumultuous press of bodies as soldiers from rush forward into each others' lines, trampling over the dead and wounded and pushing their comrades forward into the enemy. In some situations, the firm line of battle will become jagged, and troops will penetrate the ranks of their enemies; in other cases, the line will hold firm as more and more soldiers are thrown onto the enemy as the press of bodies gets thicker.

In such a combat, both units involved will suffer Press Hits, at base damage 0, equal to the number of ranks of troops **behind** the fighting rank, multiplied by the Size of said troops. The number of press hits is limited to the lowest number of engaged unit members, multiplied by the depth of the unit receiving the hits.

*Example: Joe gets a crazy idea and lines up his men in a single file in order to generate lots of Press Hits. He charges them into a block of enemy infantry, all in a row. Joe's troops are normal human infantry (Size 1) and 20 deep, so 20 press hits are generated. The problem is, as Joe only has one troop engaging the enemy, the lowest number is 1. The enemy unit is 4 deep, so he generates a whopping 4 press hits. Arranging his unit in a 3 wide, 6 deep formation instead would net him a dozen press hits, the most he could generate with his unit formation. That said, with only three soldiers engaging his lone front man, combat damage will at least be light!*

A unit in Ranked Combat being forced works differently, as the positions of all involved units are known. For each unit, follow the following process.

1. For each front in contact with an enemy unit (or group of units, treated as one unit for this purpose):
  - a. Count the difference of hits inflicted versus hits received. Include Press Hits in this count. The side that inflicted more hits will force the other based on the difference.
  - b. Calculate the Mass Factor of both sides. Mass Factor is equal to the number of members times size of each unit. For example, 8 calvary (size 2) have a Mass Factor of 16, whereas 16 human infantry have the same Mass Factor.
  - c. Using the Mass Factor of each unit, determine by how much one side outmasses the other. For every whole factor (2:1, 3:1, 4:1, etc, ignore fractions) multiply or divide the difference in hits, based on which side is being forced. If the losing side is more massive, divide the difference; if the winning side is the more massive, multiply it.
  - d. Move the losing side away from the line of battle a number of GSU equal to this final value.

All of this Forcing occurs simultaneously for the unit's purposes, so if a unit is being Forced by multiple enemies, determine its final distance and direction before moving it – it will only move once, in a roughly straight line. Finally, if a unit is left unengaged and has not been Forced in any way itself after Forcing an enemy away from its front, or away from itself if it is in close or open formation, it will follow that unit and stay engaged with it in the same relative position. An Ignore Initiative Conditions action will yet again prevent this from occurring.

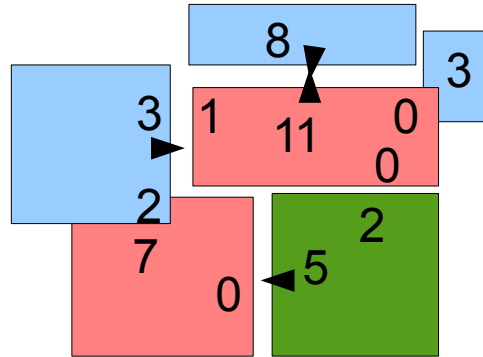
A unit that has been Forced may make an Ignore Initiative Condition action at -X, where X is equal to the number of GSU the unit would be Forced, minus the unit's current Morale. If at least one success is scored, the unit is not Forced, but the unit instead receives Hits with a base damage of 0 equal to  $\frac{1}{2}$  the distance in GSU it would be forced. If the check fails, the unit is Forced as normal. If the check is fumbled, the unit is forced, and the unit receives hits as above, plus one additional hit per excess 1 rolled.

If the unit is Forced into another friendly unit, the lines of both units will immediately break and interweave. Both units assume Close Formation and become engaged as a mixed unit. Additionally, both units are now Disordered, and suffer -1 morale. Likely the boundary of the two units will need to be expanded in order to accommodate models (assuming the unit being pushed into was in ranked formation): the rule in this case is to expand equally in all directions, except towards the enemy.

If the unit is Forced into another enemy unit, all hell breaks loose. The lines of the unit being Forced will immediately break, and the unit suffers a -4 morale penalty. The attacking unit, and the unit the Forced unit contacts, gain +2 morale. The ranks of both the attacking unit, and the unit the Forced unit contacts, will break unless an Ignore Initiative Conditions check is made for each unit: if this check is made, instead of ranks being penetrated, the defending unit will suffer immediate additional Press Hits from the unit it was Forced into.

*Ridiculous Example: Jack, Mike, and Roger have a ranked combat that looks like this. Hits inflicted across each front are shown by the numbers. The front of each unit is shown by the arrow. Units with odd shapes or no facing are in close or open formation (irrelevant which). Jack's units are pink, Mike's are blue, and Roger's unit is green. Let's start by*

figuring out Mike's upper-right unit, the easiest. It has inflicted 3 hits on Jack's unit, and taken 0 back, so it goes nowhere.



Drawing 1: The messiest combat EVER. Confused yet? Luckily these never really happen.

Now let's try something trickier, figuring out where Jack's beleaguered middle unit, beset on all sides, goes. It has inflicted a whopping 11 hits to the front, but it has also taken 8 back, and 3 from the upper-right. It has also inflicted one hit to the left, and taken 3 back. Finally, it has taken 2 from the rear, and inflicted 0 back. Tallying all of this up, it moves 2 forward, 3 back, 3 to the lower-left, and 2 right. This leaves it moving roughly one GSU somewhere south-south-west, causing it to break ranks into both friendlies and enemies, simplifying next turn's combat greatly (likely turning the entire mess into a skirmish combat).

The process is much simpler for the other units: see if you can figure it out yourself. The answers are: Mike's left unit is forced up 5 GSU. Jack's lower-right unit is forced left 5 GSU. Mike's upper unit is forced up 3 GSU. Only one unit is able to follow up: Mike's upper-right unit, which can chase Jack's middle unit into the skirmish combat caused by it being Forced into Roger's unit.

Note that this entire example assumes no single unit outmasses any other on a front. If there was any significant outmassing, it would simply be a matter of multiplying the number for that direction by the mass ratio of the two units as appropriate.

### Step 2: Morale Effects

Apply all Morale modifiers at the end of the turn. Morale modifiers all stack, so if for example a unit suffers 50% casualties, it faces a -4 to morale (casualties, 25% casualties, 50% casualties) and units nearby within 20 GSU suffer -1. If that unit is wiped out next turn, friendly units within 20 GSU suffer -3 morale (nearby unit takes casualties, nearby unit wiped out).

Note that all casualty/damage effects are measured based on the unit's number/damage points at the start of the turn.

#### Negative

Condition	Morale Modifier
Attempted to Charge but did not reach enemy	-1
Fighting Melee Combat Uphill	-1
Suffered Casualties or Damage	-1
Suffered 10% Casualties or Damage	-1
Suffered 25% Casualties or Damage	-2
Suffered 50% Casualties or Damage	-4
Suffered 75% Casualties or Damage	-6
Suffered casualties from an enemy the unit was not aware of	-1
Unit is outnumbered by enemies in melee with it	-1
One or More Friendly Units At Morale -4 or lower in sight	-1

Per Friendly Unit in Sight Within 20 GSU Taking Casualties	-1
Per Friendly Unit in Sight Within 20 GSU Wiped Out	-2
Friendly Unit at Morale -4 or Lower Moves Between 2 members of unit	-2
Unit Leader Killed	-2
Army General Killed in sight	-2
Forced into Friendly Unit	-1
Friendly unit Forced into self	-1
Forced into Enemy Unit	-4

**Positive**

Attacked, but suffered no damage or losses	+1
Unit inflicts casualties or Damage	+1
Unit inflicts 10% or more casualties on an enemy	+1
Unit outnumbered enemies in melee with it	+1
Unit wipes out an enemy unit	+2
Enemy attacked by unit reaches -4 morale or worse this turn	+1
Enemy attacked by unit reaches -7 morale this turn	+2
Forced enemy into another enemy unit	+1
Forced enemy into a friendly unit	+2
Enemy Forced into unit	+2

**Step 3: Expire Effects**

Effects that expire at the end of the turn will expire now.

**Step 4: Remove Leftover Hit Markers**

Now that the Hit markers have been used to calculate combat resolution and morale effects, they have no additional purpose. Clean up the leftover Hit markers.

**Step 5: Begin Next Turn**

Resolution is now finished, the next Activation Phase can begin.