COMBAT RESOLUTION
A combat round is not a static 6-second unit, it varies person-to-person and round-to-round, which is why taking a single Standard Action is usually stressed. Therefore, a combat round could be a mere half-second or more than 6 seconds.

TYPES OF ACTIONS

Standard Actions
Characters typically take one Standard Action per round. A character who takes a single Standard Action, invokes no penalties to all of his actions for the round.

Examples of Standard Actions include:

• Making an opposed Attack roll.
• Making an unopposed Attack roll against a defenseless, surprised, or helpless opponent.
• Moving a number of yards equal to your Movement Rate on foot or on horse.
• Moving a number of yards equal to half your Movement Rate on uneven terrain.
• Moving a number of yards, on uneven terrain, equal to your Movement Rate on foot (requiring a Dexterity check) or on horse (requiring a Horsemanship check).
• Making a lance charge while moving a number of yards up to your horse’s Movement Rate.
• Performing a maneuver on horseback (turn around, leap a fence) while moving your Movement Rate (requiring a Horsemanship check).
• Mounting or dismounting a horse.
• Mounting a horse and having it move a number of yards equal to half its Movement Rate (requiring a Horsemanship skill check).
• Standing up after falling or suffering a Knockdown.
• Making a squire roll to get a new weapon or other assistance. If more than one squire is at hand multiple rolls may be made as 1 Standard Action.
• Rearming with a new weapon or shield.
• Firing an arrow from a bow or light crossbow and reloading.
• Reloading a medium crossbow.
• Making a Trait or Passion Check.
• Making a skill check, such as commanding others through a Battle skill roll, or scrutinizing the surroundings through an Awareness or Hunting roll.

Combined Actions
A character sometimes wishes to attempt two or more Standard Actions in a round. In such cases each action beyond the first incurs a cumulative -5 penalty to each action attempted. Thus a character who performs two Standard Actions receives a –5 penalty to both actions (if both actions normally require a skill check).

Examples of two action Combined Actions include:

• Moving a number of yards up to half of your Movement Rate on uneven terrain and making an Attack roll.
• Moving a number of yards up to your Movement Rate (on foot or on horseback) and making an Attack roll other than a lance charge.
• Moving up to your Movement rate on uneven terrain (requiring either a Dexterity or Horsemanship check) and making an Attack roll. While on uneven terrain even lance charges count as Combined Actions.
• Moving a number of yards equal to twice your full Movement Rate on foot (requiring a Dexterity check) or on horse (requiring a Horsemanship skill check).
• Standing up after falling and making an Attack roll.
• Making an Attack roll while commanding others with a Battle skill check.
• Making a squire roll to get a new weapon or other assistance while mounting a horse (requiring a Horsemanship skill check).
• Making a lance charge while moving a number of yards up to twice your horse’s Movement Rate (requiring a Horsemanship skill check).