

# Charging

Rules for charging are on DMG 66. Note that encumbered creatures cannot charge.

## Outdoors

[MV](#) bonus when charging outdoors is only 33.33%, compared to the 100% bonus when indoors. Quadrupeds get a 50% bonus outdoors instead.<sup>1)</sup>

## From within melee

Can be done, but has the same downsides as [disengage-retreat](#) – enemies in melee each get a free rear+stunned attack against the charger, since the charger is breaking melee recklessly.

## Without intent to strike

A charge can be performed to obtain the once-per-turn extra movement even if the charger will not end up engaged or attack at the end of the movement.

<sup>1)</sup>

DMG 66.

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