

# Flying Combat

*These rules apply to both air vs. air and ground vs. ground.*

Flying combat does not follow the [combat procedure](#)'s regular method for determining first attacks. Instead, combat happens on each "pass" the flyer makes, which is determined by its speed and maneuverability class.

On a pass, attacks are resolved in order of weapon length, as though resolving a charge. This is not actually a charge though, unless the flyer is diving. So do not grant a [MV](#) increase or a +2 to hit, nor should AC be reduced.

When making a pass, unlike with ground combat, flyers are not "breaking off from melee" as they go by, so they are not subject to free attacks at +4.

Some creatures such as the [dragon](#) can use less of their melee attacks than usual when making a pass, as per their description. However, some monsters also gain special abilities when flying, such as the dragon's breath ability noted on that page.

## Charging

Seem to be no direct official rules on this. The following is being playtested:

Flying creatures (and those under the *fly* spell, etc.) can charge once a turn as normal. However, they must have reached full speed. If their maneuverability class indicates they take a period of time to reach full speed, that speed must have been reached by the end of a previous round in order to be able to charge.

Levitating creatures cannot charge.

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