

# Parting Attack

This is the +4 attack which can be made by a melee combatant against an enemy that breaks off of combat by moving more than 1" in a round (see [Avoiding](#)). For this attack, the enemy counts as [stunned](#) and has no shield or DEX modifier. Thieves can backstab without checking HIS/MS. Bonuses from a parting attack do not stack with invisibility. Every combatant executing a parting attack on fleeing enemies gets only one attack routine as a parting attack, regardless of how many attack routines they normally get per round.

Times when a parting attack is NOT made are:

- [Flying combat](#).
- Movement similar to flying combat, such as if a creature is leaping over the head and past an enemy.
- A [water weird](#) retracts with a victim.

This is known as an "attack of opportunity" in later editions.

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