

Parting Attack

This is the +4 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](#)). This is known as an "attack of opportunity" in later editions.

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.

From:

<https://demonidol.com/> - **Demon Idol**

Permanent link:

https://demonidol.com/parting_attack?rev=1708383167

Last update: **2024-12-22 15:53**

