

## COMBAT (Chapter 9, P264)

### ACTIONS IN COMBAT (P286)

Standard Action	Description
<b>Admin. Potion</b> (P255)	Use a potion on an unconscious creature
<b>Aid Another</b> (P287)	Give a +2 bonus to an ally's attack roll, defense, skill or ability check
<b>Charge</b> (P287)	Move and make a melee basic attack or bull rush with +1 bonus
<b>Coup De Grace</b> (P288)	Automatically critical hit a helpless enemy
<b>Grab</b> (P290)	Strength vs. Reflex (or move them at half speed, Str vs. Fort)
<b>Ready an Action</b> (P291)	Give an action a trigger and make it an Immediate Reaction
<b>Second Wind</b> (P291)	Spend a healing surge and get a +2 bonus to defenses
<b>Total Defense</b> (P292)	+2 bonus to all defenses until the target of your next turn
<b>Ready or stow a shield</b>	

Move Action	Description
<b>Crawl</b> (P288)	Move half your speed, prone
<b>Escape</b> (P288)	Escape a grab and shift
<b>Run</b> (P291)	Move up to your speed +2; grant CA and -5 penalty on attack rolls
<b>Stand Up</b> (P292)	Stand up from prone
<b>Shift</b> (P292)	Non-provoking 1 square move
<b>Squeeze</b> (P292)	Reduce your space by 1, move half speed, grant CA
<b>Walk</b> (P292)	Move up to your speed

### Minor Action

<b>Draw/Stow Weapon</b>	<b>Open/Close Door</b> (P219)
<b>Drink Potion</b> (P255)	<b>Pick up an Item</b> (P267)
<b>Load Crossbow</b> (P277)	<b>Retrieve/Stow an Item</b>

### Free Action

<b>Drop Held Item</b> (P267)	<b>Use Action Point</b> (P286)
<b>End a Grab</b> (P290)	<b>Talk</b> (P267)

### Other Actions

<b>Readied Action</b> (P291)	Immediate Reaction
<b>Opportunity Attack</b> (P290)	Opportunity Action
<b>Delay</b> (P288)	No Action

### Opportunity Attack

**Moving Provokes:** If the enemy willingly leaves an adjacent square without shifting or teleporting.

**Ranged and Area Powers Provoke:** So long as the enemy using them is adjacent to you.

**One Opportunity Action Per Turn:** One per combatant turn, but any amount during the round.

**Interrupts Target's Action:** After your attack resolves, their triggering action resumes if possible.

### COMBAT ADVANTAGE (P279)

#### You gain combat advantage when defender is...

Balancing (P 180)	Restrained (P277)
Blinded (P277)	Running (P291)
Climbing (P182)	Squeezing (P292)
Dazed (P277)	Stunned (P277)
Flanking (P285)	Surprised (P277)
Helpless (P277)	Can't see attacker (P281)
Prone (melee only, P277)	Unconscious (P277)

### ATTACK MODIFIERS (P 279)

Circumstance	Mod
Combat advantage	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has cover	-2
Target has superior cover	-5
Target has concealment (M&R only)	-2
Target has total concealment (M&R only)	-5
Long range (weapon attacks)	-2
Charge attack (melee only)	+1

### Surprise Round

If you get to act in the surprise round, you can choose a Standard, Move, or Minor Action. You can take free actions, but not spend Action Points.

### COVER (P280)

#### Against All Attacks...

**Cover (-2 Penalty to Attack Rolls):** The target is behind a medium obstacle (around a corner, behind a small tree, large furniture, low wall)

**Superior Cover (-5 Penalty to Attack Rolls):** The target is protected by a significant terrain advantage (behind a window or portcullis)

**Area and Close Attacks:** Cover is determined from the origin square of the attack, not attacker.

**Reach:** If a reach attack is made through a square that would give the target cover if they were in it, then the target has cover.

**Ranged Attacks:** Allies grant other allies cover against ranged attacks, and enemies give each other cover against ranged attacks.

**Determine Cover:** Draw a line from *one* chosen corner of your square to *all* corners of a target's square. If 1 or 2 lines are blocked by an object or enemy, the target has cover. If 3 or 4 lines are blocked, the target has superior cover.

### CONCEALMENT (P281)

#### Melee and Ranged Attacks only...

**Concealment (-2 Penalty to Attack Rolls):** The target is in a lightly obscured square or in a heavily obscured square but adjacent to you.

**Total Concealment (-5 Penalty to Attack Rolls):** You can't see the target. The target is invisible, in a totally obscured square, or in a heavily obscured square and not adjacent to you.