

COMBAT (Chapter 9, P264)

ACTIONS IN COMBAT (P286)

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

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

Minor Action

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

Free Action

Drop Held Item (P267)	Use Action Point (P286)
End a Grab (P290)	Talk (P267)

Other Actions

Readied Action (P291)	Immediate Reaction
Opportunity Attack (P290)	Opportunity Action
Delay (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.