

Parting Attack

his 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.

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