

FACING/FLANKING RULES

(MODIFIERS WHEN FIGHTING MULTIPLE OPPONENTS)

Description

- > position #1 = straight ahead
- > positions #2-3 = front flanks
- > positions #4-5 = side flanks
- > positions #6-8 = rear flanks

When attacking...

- > positions #1-3 = no modifier
- > positions #4-5 = -2 to hit
- > positions #6-8 = cannot attack

When attacked from...

- > positions #1-3 = no modifier
- > positions #4-5 = attacker gains +2 to hit
- > positions #6-8 = attacker gains +4 to hit

Changing Face

- > you may turn up to 90 degrees in either direction as a free action once per round, before being attacked
- > turning beyond 90 degrees = partial action (only once per round)

Facing Effects in Feats and Abilities

- > Cleave: if you succeed in using the cleave feat, an attack to the flanking positions #4 and 5 suffer no penalty to hit on the free attack
- > Combat Reflexes: this feat gives you another facing change as a free action
- > Two Weapon Fighting: the penalty to attacking flank positions #4 and 5 is lowered to -1 (to hit)
- > Whirlwind Attack: at the end of the whirlwind attack, you can pick which square will be your new front no matter where you were facing when you began
- > Sneak Attack: a rogue can always make a sneak attack at position #7

Attacks of Opportunity (PH 122)

- > no AO's against you when:
 - 1) all you do is a full move (not run), from a threatened space during your turn, or...
 - 2) your only movement for the round is 5'
- > you cannot make an AO against #4-8 when already engaged in combat

