

NEW ACTIONS IN COMBAT

THE IMMEDIATE MOVE

Immediate moves are similar to opportunity attacks, though an immediate move is an immediate action, not an opportunity action. Inclusion of immediate moves in game play requires the following changes in the Player's Handbook.

The text to follow is modified on Page 268, under the heading "Immediate Action".

IMMEDIATE ACTION

- ◆ **Trigger:** Each immediate action – often a power – defines its specific trigger. There are two types of immediate actions available to all combatants: The readied action (see "Ready an Action," page 291) and the immediate move (see "Immediate Move (House Rule)").
- ◆ **Once per Round:** You can take only one immediate action per round. If you haven't taken an immediate action since the end of your last turn, you can take one when a trigger allows you to. You can't take an immediate action on your own turn.

The following line is added to the immediate action section of the chart on page 289.

IMMEDIATE ACTION

| Action | Description |
|----------------|---|
| Immediate Move | Make a move action on another combatant's turn. |

The following new condition is added to the conditions section on page 277.

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- ◆ You can take no more than one move action.
- ◆ You can take a standard action only if you do not take a move action.

The following passage is added to "Actions in Combat", between the listings for "Grab" and "Opportunity Attack".

IMMEDIATE MOVE (HOUSE RULE)

Combatants constantly watch for their enemies to make sudden movements. Enemies cannot flee the combat area without giving you the opportunity of pursuit, neither can they make a break for the golden idol or beat you to the dropped crossbow without racing you to get there.

You may give chase to an enemy you can see when that enemy performs a double move action, so long as you have not already acted in the round and are not in a threatened square.

IMMEDIATE MOVE: IMMEDIATE ACTION

- ◆ **Move Action:** An immediate move is a move action (page 267).
- ◆ **Additional Move-Action Provokes:** An immediate move is triggered when a combatant you can see substitutes, for a standard action, a move action that requires or enables movement of two or more squares. That combatant becomes the "target" of the immediate move.
- ◆ **Able to Move:** You can't make an immediate move if, at the beginning of the target's turn, you are surprised, or are adjacent to an enemy, or have already acted this round.
- ◆ **Interrupts Move Action:** The immediate move interrupts the triggering move action. You move before the target's move action is completed. A double-move by the target is interrupted at the half-way mark (rounded down).
- ◆ **Overtaking the Target:** You may move into and through squares adjacent to the target. Your movement does not provoke opportunity attacks.
- ◆ **Adjacent Enemy Ends Move:** Your move action ends immediately if you enter a square adjacent to an enemy other than the target of the immediate move.
- ◆ **Other Actions Limited:** You are sapped until the end of your next turn.
- ◆ **Optional Rule (Recommended):** Make an Endurance opposed check at the end of the target's turn. The highest-scoring combatant to move in that turn may then move one additional square.