

## Combat Example of Play

The Necromancer uses her Move Action to gain her speed (6) in squares of movement. She then moves 3 squares to end next to the Goop.

Now that she is adjacent, she can attack. She spends her Attack Action and uses this power:

☠ **Terrifying Visage** At-Will ⚔ 2

**Effect:** Target must use its Move Action on its turn to move its speed away from you or take 3 damage.



She rolls a 3, which means she could deal the enemy 2 damage or apply the Effect. She chooses the **Effect**: the Goop is terrified of her and must spend its move action to flee from her on its next turn.

Because she is a Controller, she has the following feature:

“When you roll a 3 to 6 on an attack, you may choose to either slow the target until the end of its next turn, or to slide the target 3 squares.”

She elects to slide the Goop 2 squares, putting him directly between her and her ally, Hippocampia. On Hippocampia’s turn, she will have Advantage if she attacks the Goop because she and the Necromancer are flanking.

She uses her Role Action to use the following power on the Goop:

☠☠ **Sap Strength** At-Will ⚔10

Target is Weakened until the end of its next turn.



Now the Goop is Weakened and will do half damage on any attacks next turn. Using a ranged attack would grant an Opportunity to adjacent enemies like the Goop, but Sap Strength is a Role Power, and not an attack. Role powers do not grant Opportunities.

She still has 3 squares of movement. If she moved, she would grant the Goop an Opportunity and she would take 2 damage, but she’s happy where she is. The Necromancer is done with her turn.

A few minutes later, after Hippocampia has taken her turn, it’s the Goop’s turn. The GM has been thinking about what to do during Hippocampia’s turn. The Goop seems to have two reasonable choices:

The Goop could “trade down” its Attack Action for a Move Action and use it to shift so that it is only next to the Necromancer and not Hippocampia (shifts do not grant Opportunities), then spend its Move Action to run away, granting the Necromancer an Opportunity and taking 2 damage.



The Goop could spend its Attack Action trying to attack the Necromancer or Hippocampia (doing half damage if he hits because he is weakened), and then either stay put and take 3 damage from Terrifying Visage or spend his Move Action to run away, granting Opportunities to both players and taking a total of 4 damage.



This was the Necromancer’s plan all along: instead of dealing 2 damage immediately, she put the enemy in a spot where it has to choose between taking 3 or 4 damage or taking 2 damage but giving up its Attack Action.

