



# Boarding Assaults cont.

## Example 2:

Robots, Escorts, and Crits during Ack-Ack

- ✧ Two John Henrys board a KoB BB with 3 escorts.
- ✧ The John Henrys are in base contact but decide not to collide.

== End of Movement & Collisions ==

- ✧ The John Henrys announce the boarding action, and must dedicate their entire AP from both models. Combined, this is 12 AP.
- ✧ Even though some escorts are out of range of the John Henry bases, anti-boarding AA is measured to any point on the targeted ship, so all 3 combine with the BB.
- ✧ The escorts combine AA with the parent BB. After combining, the defenders must allocate the AA AD between the two robots in any way they wish. They choose to allocate all 14AA to one of the John Henrys.
- ✧ The combined AA needs 4,5,6 to hit because the JH is a robot.
- ✧ Scoring 10 hits, these are applied to the DR/CR of the Robot, not the AP. This results in a single crit (excess of the CR are wasted like normal damage).
- ✧ The crit is resolved immediately. Rolling Chaos & Disarray, the JH loses 4 AP. These AP are removed immediately and not involved in the Boarding Assault.

== End of Anti-Boarding Ack-Ack ==

- ✧ The John Henrys have 8 combined AP remaining. The BB has 8 AP in total. The escorts do not add their AP, their involvement in the assault is over.
- ✧ The Defender must allocate his 8 AP against both or either of the Robots, just as it did with the Ack Ack. They choose to allocate all 8 against the healthy Robot.
- ✧ The Attacker does not need to allocate anything, and rolls his total combined 8AP against the total combined 8AP of the defender.
- ✧ Both the Attacker & Defender need 4,5,6 to hit.
- ✧ The John Henrys end up with 7 hits. The BB ends up with 8 hits on the single John Henry. The John Henry only has 6AP, so it is reduced to 0. The excess 2 hits are wasted and not counted as casualties. The AP for both is marked and removed.
- ✧ The Boarding Assault was a Failed result, as the BB still has 1 AP left alive.

== End of the Boarding Assault ==

- ✧ The final casualties are John Henrys inflict 7AP, the BB inflicted 6AP. The John Henrys score more casualties, and thus can choose to sabotage.
- ✧ On the sabotage roll, Chaos & Disarray is once again the result and is resolved immediately. The BB loses their remaining 1 AP. Because sabotage crits occur AFTER the Boarding Assault Resolution step, the John Henrys cannot Prize (Robots never Prize) nor derelict the BB, even though it now has 0AP. It is simply an active BB with 0AP.
- ✧ Until the John Henrys' next activation, they suffer from "Robot Vulnerability", which means that surface models may fire at them in RB1 with their ordnance weapons (even though they are a flying unit and would otherwise be unable to do so).

### Defender Ack-Ack Rolls:

5AA + (3x3)AA = 14AD

Must allocate against 2 boarding Robots.

Two Separate Rolls:

Allocation vs. #1:

14AD vs. DR4/CR6

Allocation vs. #2:

0AD vs. DR4/CR6 (no roll)

### Attacker Assault Roll:

8AP = 8AD

One Roll:

8AD vs. 8AP

### Defender Assault Rolls:

8AP = 8AD

Must allocate against 2 boarding robots.

Two Separate Rolls:

Allocation vs. #1:

8AD vs. 6AP

Allocation vs. #2:

0AD vs. 2AP (no roll)

**Tactics:** By concentrating all of the Ack-Ack on one of the Robots, the BB had a better chance of destroying or critting one of them. If they'd allocated equally, they wouldn't have a good chance of at least reaching the Robots' DR/CR. This worked about as well as could be hoped for, resulting in a Chaos & Disarray crit that helped right away. However, by then allocating all of their defending AP AD also against just one Robot, they limited their total potential hits in the Assault to just 6 (that's the max AP on the healthy Robot), which - while wiping out the robots' AP for the rest of the game - made the BB a greater risk to suffer the sabotage. Had they allocated equally, their 8 rolled hits would likely have counted, and thus prevented the sabotage.