



Boarding Assaults cont.

Example 4:

Gas Alert MARs, Shredded Defenses and Well-Trained CAP

- ✦ 5 Tetsubo Small Flyers move to within 4" of a RoF Dreadnought and announce they are all boarding.
- ✦ Boarding is not considered an attack, so this does not prompt a counterattack by either the dreadnought nor the CAP.
- ✦ The Dread has a CAP of 5 fighters with the Well-Trained MAR. The Dread has also suffered a crit previously, Shredded Defenses. Shredded Defenses still allows Well-Trained CAP to add their AA to the parent for anti-boarding Ack-Ack. 0+5 AA results in a total of 5 anti-boarding Ack-Ack AD.
- ✦ The Tetsubos have 1AP each. The Well-Trained CAP decides to allocate 1 Ack-Ack AD against each flyer, for their total of 5AA.
- ✦ The CAP needs 5+ to hit for each dice, rolled individually so that the attacker can keep track of which ships lose AP. Rolling 5 sixes, all 5 Tetsubo AP are killed (the 6s still only result in 1 kill each, since the Tetsubos were attacking in groups of 1 and excess hits don't "spill over" to the next group).

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

- ✦ The Tetsubos all have the Gas Alert MAR, which adds +2 AD to each assault group. These are not extra AP, they are only extra AD for this activation only. Thus they get to roll 10AD against the defending Dreadnought (5 Tetsubos x 2AD each).
- ✦ The Defender has nothing to roll. Because the Tetsubo AP were killed in the anti-boarding Ack-Ack, the Dreadnought's AP AD does not have any targets that can be killed. You cannot kill AD, you can only kill AP.
- ✦ The Gas Alert AD rolls 12 hits on a 4+, so the dread must remove 10AP as casualties. This leaves 0 remaining AP aboard the dread. Consulting the chart, the Boarding Assault was a Success result, and the Dread is derelict. The Gas Alert AD is not considered AP, so the Tetsubos cannot Prize the dreadnought.

=== End of the Boarding Assault ===

- ✦ The final casualties inflicted were 10 for the Tetsubos, and 0 for the Dreadnought (Anti-Boarding Ack-Ack kills are not considered casualties for determining Sabotage results).
- ✦ However, since no Tetsubo AP made it past the Ack-Ack to the Dread, the Tetsubos also do not get the option of rolling a Sabotage critical. Gas Alert requires at least 1 AP to make it onto the ship. Had even 1 AP made it past Ack-Ack, they would have been able to roll the crit (since the max amount of casualties the dread could inflict was only 1).

Defender Ack-Ack Rolls:
 $0AA + (10/2)AA = 5AD$
 Must allocate against 5 boarding groups.
 Five Separate Rolls:
 Allocation vs. #1-5:
 1AD vs. 1AP

Attacker Assault Roll:
 $0AP = 0AD +$
 $5 \text{ Gas Alert} = 10AD$
 Rolls 10 dice
 10AD vs. 10AP

Defender Assault Roll:
 $10AP = 10AD$
 10AD vs. 0AP
 No targets (no roll)

Tactics: Because the Dread had shredded defenses and couldn't use AA, the Tetsubos were a good bet to at least cause a sabotage critical on the dread by using their 10AD Gas Alert MAR from 5 different assaulting groups. Forcing the defender to allocate the Ack-Ack against 5 different groups gives a great chance at landing at least one of those AP to get through (a prerequisite to the sabotage). Unfortunately, their chance of a sabotage ended when the Well-Trained CAP rolled lucky, and all of their AP were killed in the anti-boarding Ack-Ack. However, the Tetsubos were equally lucky rolling their Gas Alert AD, wiping out all of the defending AP causing the dread to become a derelict. As long as the Tetsubo has its 1AP, it can initiate a boarding Assault which guarantees a 2AD attack on the defender's AP (since anti-boarding Ack-Ack cannot shoot down the Gas Attack - it's AD, not AP). This makes the Tetsubo a great one-shot boarding threat on large targets.