



Boarding Assaults

See Additional Pages -->
for expanded examples

A model **CANNOT** initiate a Boarding Assault if:

- * Range is more than 4", or 8" for Extended Range MAR
- * Model has fired any weapons at the target during this turn
- * Either this model or target model is submerged**
- * Model has 0 AP Available (after collisions)
- * Model is an escort that does not have a parent model
- * Model is broken or out of command

COLLISIONS

- * Available AP for attacker is cut in half
- * Available AP for defender is cut in half
- * ALL other non-available Defending AP is still alive and can be killed in the assault.
- * ALL Defending AP (available or not) must be killed for a prize or derelict result.

ROBOTS

- * Diving and Flying Robots can be targeted by Ordnance weapons in RB1 while boarding, until their next activation.
- * Robots must be in base-to-base contact to initiate an assault (they may choose to make it a collision)
- * Anti-Boarding Ack-Ack is rolled against a Robot's DR/CR, it does NOT reduce the Robot's AP
- ** Diving Robots (either submerged or surfaced) CAN initiate assaults against submerged models.
- * Diving Robots CANNOT initiate boarding assaults against Obscured models.

ANTI-BOARDING Ack-Ack & CC (Defender ONLY)

- * Defending Squadron can use all firing options
- * Any model may be the Primary defender
- * All models measure distance to targeted model
- * Well-Trained CAP link AA with parent model
- * Escort models combine AA & CC with parent model
- * Against multiple attackers, anti-boarding AA/CC must be allocated against separate attacking models before rolling. Any AA hits in excess of the AP on a model are wasted and do not kill AP from another model.

CC vs. diving Models' AP: 5,6

AA vs. non-diving Models' AP: 5,6

CC vs. diving Robots' DR/CR: 4,5,6

AA vs. non-diving Robots' DR/CR: 4,5,6

BOARDING ASSAULT AD (Attacker & Defender)

- * AP AD from Models and Robots hit on a base 4,5,6 and each hit kills 1 opposing AP.
- * The Gas Alert MAR AD is rolled even if all of the model's AP was killed the Anti-Boarding AA
- * Against multiple attackers, defending AP must be allocated against separate attacking models before rolling. Any hits in excess of the AP on a single model are wasted and do not kill AP from another model.
- * Attacking models do NOT allocate their AP AD, and all rolls are made against the Total AP value of the Defender. This is regardless of defender's allocations or any non-available defending AP from collisions.

Allocating Defenders Golden Rule:

- * Attackers always roll their total combined AD vs the total Defending AP.
- * Defenders only roll their allocated AD vs. each separate group of Attacking AP

BOARDING RESOLUTION

1. Chart. The Total defending AP must be killed for a prize/derelict result, not just the Available AP due to reductions from collisions or allocation.
2. Sabotage. If the attackers scored more casualties than the defenders (do not count excess mis-allocated hits) of a Capital Class model, AND the attacker has at least 1 AP after Ack-Ack, they may roll a critical. The critical result is resolved immediately, including the 2HP damage.
3. Prizes. Choose amount of any Prize crew; the model is now Prized.

- * Robots have the advantage when boarding due to AA, but are no different than models when boarded.
- * Collisions DO NOT make the defender easier to prize, it CAN make the defender easier to sabotage.
- * Collisions DO NOT prevent any/all defending AP from being killed by any/all attacking AP.
- * Allocation DOES NOT make the defender easier to prize, it CAN make the defender easier to sabotage.
- * Allocation DOES NOT prevent any/all defending AP from being killed by any/all attacking AP.

RESOLUTION CHART

Successful Boarding Assault

If defender has 0 AP and attacker has more than 0. Models can be prized or left derelict; Robots are destroyed.

Succeeded

If both the attacker and defender end the assault with 0 AP. Model is derelict, Robot is destroyed. No Prize result, but Sabotage allowed.

Failed

If the defender has more than 0 AP. Model or Robot can be Sabotaged if attacker scored more AP casualties.