



# Boarding Assaults cont.

## Example 3:

Collisions, Sabotage, and Magazine Explosions

- \* Squadron of 3 CoA Cruisers move to board a damaged PE Battleship.
- \* One cruiser chooses to collide with the BB, suffering a crit in the process. This is resolved immediately, and is a Half AD crit. This won't have any effect this turn, as colliding with a ship larger than you prevents you from firing ordnance anyway.
- \* The other cruisers fire their weapons at a separate squadron.

== End of Movement & Collisions ==

- \* The Cruisers announce they are boarding, and must dedicate their entire AP from all ships that are participating. This is 4, 4, and 2 for the cruiser who collided into the BB. The other 2 AP are not available for this activation, but they are still alive and not removed as casualties.
- \* The BB must allocate its anti-boarding AA against the three groups of boarders, it chooses to allocate its 4 AA (due to previous damage) to one of the unharmed cruisers in hopes of eliminating one entire healthy group.
- \* The anti-boarding AA needs 5,6 to hit as it is not a Robot, and scores 3 kills. The AP is removed from that cruiser immediately.

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

- \* The Cruisers have 4, 1, and 2 AP available, for a total of 7AP, in three groups.
- \* The BB has 10 total AP, but only 5 are available to be allocated because of the collision.
- \* The BB decides to allocate 2AD on the 2AP Cruiser and 3AD on the 4AP Cruiser, and ignore the 1AP Cruiser.
- \* The Attacker doesn't need to bother with allocation, so they roll all 7AD against the defender's 10AP in one roll (Collisions don't protect the other 5 AP from being killed), 6 hits.
- \* The BB rolls well and scores 5 hits on the 2AP cruiser, and 3 hits on the 4AP cruiser. The result of 5 hits is adjusted to 2 casualties (since there are only 2 AP that can be killed from that group, and extra hits don't "spill over" into another group).
- \* The BB removes 6 of its AP, and the Cruisers remove 3AP and 2AP from their cruisers.
- \* Since the BB still has 4AP remaining, the Boarding Assault is a Failed result.

== End of the Boarding Assault ==

- \* The final casualties inflicted were 6 by the cruisers, 5 by the BB. Therefore, since the cruisers had more successful hits, they are allowed to sabotage the Battleship. This is resolved immediately, and a double 1 Magazine Explosion results.
- \* The cruisers suffer some damage from the magazine explosion as well, but since the Sabotage is after the Boarding Assault has finished, the surviving AP from the cruisers are not destroyed on the Battleship, they're already safe back aboard the Cruisers.

Defender Ack-Ack Rolls:

4AA = 4AD

Must allocate against 3 boarding groups.

Three Separate Rolls:

Allocation vs. #1:

4AD vs. 4AP

Allocation vs. #2, #3:

0AD vs. 4AP (no roll)

0AD vs. 2AP (no roll)

Attacker Assault Roll:

7AP = 7AD

One Roll:

7AD vs. 10AP

Defender Assault Rolls:

10AP (collided) = 5AD

Must allocate against 3 boarding ships.

Three Separate Rolls:

Allocation vs. #1:

2AD vs. 2AP

Allocation vs. #2:

3AD vs. 4AP

Allocation vs. #3:

0AD vs. 1AP (no roll)

**Tactics:** The cruisers could have chosen not collide with the BB, and instead launch an assault with all 12 of their AP. This would've given them 12AP against the BB's 10AP. Factoring in anti-boarding Ack-Ack, the chances of prizing, derelicting or sabotaging the BB was slim. By colliding one of the cruisers into the BB, they reduced their own AP by only 3 (cutting 5 in half), while reducing the BB's AP by 5. That made the odds 10AP vs. 5AP for purposes of a Sabotage result (they'd still need to score 10 hits for a prize or derelict, so those odds did not improve). By temporarily cutting the defending AP in half in a collision, they also limited the amount of AD the defenders could roll against them, which allowed more of their own attacking AP to survive. The BB would have been better off allocating its Anti-boarding Ack-Ack against the collided cruiser's 2AP, as that would have eliminated one of the AP groups completely. The less groups they need to allocate against, the better chance they will have of not rolling extra "wasted" hits during the Boarding Assault phase.