



# Boarding Assaults cont.

## Example 1:

Assaults from Multiple Attackers vs. one Defender

- \* A squadron of 4 PE frigates moves within 4" of a squadron of 2 Tanuki Gunships.
- \* All 4 frigates use their guns on one of the Tanukis. They cause a critical hit and -2HP damage; this causes their AA rating to drop by 2.

== End of Movement & Combat Phases ==

- \* The frigates then announce they will be boarding the other Tanuki (they cannot board the wounded Tanuki because they've fired weapons on it this activation).
- \* Each frigate must commit all of its AP into the assault, so they are assaulting with a Total of 12 AP (in four separate groups of 3AP).
- \* The Tanukis now declare anti-boarding Ack-Ack. The healthy Tanuki has 6AA, while the newly-damaged Tanuki has just 4. They may link for a total of  $6+2 = 8AA$ .
- \* The Tanukis now must allocate those 8AA because there are more than one group of AP assaulting them. They can allocate these any way they wish. They choose to do 2AA on each of the four groups; needing 5+ to hit the AP.
- \* Rolling one group at a time, so the frigates can record which ship lost how many AP, the results of the four rolls see 1 hit, 2 hits, 0 hits, and 6 hits. The result of 6 hits is reduced to just 3 kills, since extra allocated hits are wasted and do not "spill" into another group.
- \* AP casualties are removed from the frigates. The frigates are now Assaulting with groups of 2AP, 1AP, 0AP, and 3AP, for 6 total AP.

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

- \* The target Tanuki has 6AP; the other Tanuki in the squadron cannot add their AP and is no longer involved in the boarding assault.
- \* The defender must once again allocate its AP AD against the individual boarding groups, just as they did with the anti-boarding Ack Ack. They choose to allocate 2AP against each of the three remaining groups of attackers; 2 vs. 2, 2 vs. 1, and 2 vs. 3.
- \* The attackers ignore allocation, and roll all 6 of their remaining AP AD against the 6 total defending AP.
- \* Both sides need 4+ to hit each other.
- \* The attackers roll 6 dice, and score 7 hits. This counts as 6 casualties (the max AP on the Tanuki).
- \* The defenders, again rolling in separate groups so that the frigates can record which ships have lost how many AP, roll three separate times with 2 dice each. They result in 1 hit, 1 hit, and 5 hits. The result of 5 hits is reduced down to 3, however, since extra allocated hits are wasted and do not "spill over" into another group.
- \* After removing casualties, the result sees the Tanuki reduced to 0AP, and the frigates have 0AP, 1AP, and 0AP left.
- \* According to the chart, this results in a Successfully Boarded assault.

== End of the Boarding Assault ==

- \* The PE player may now choose to inflict a sabotage crit roll on the Tanuki, since he scored 1 more casualty during the assault than the defender (6 to 5). They choose not to Sabotage.
- \* The PE player now has the option of leaving that 1AP aboard the Tanuki and claiming it as a prize, or returning the 1AP to its frigate and leaving the Tanuki derelict.
- \* The PE leaves the 1AP aboard the Tanuki, prizing it (and thus cannot Sabotage the ship).

### Defender Ack-Ack Rolls:

$$6AA + (4/2)AA = 8AD$$

Must allocate against 4 boarding groups.

Four Separate Rolls:

### Allocation vs. #1:

2AD vs. 3AP

### Allocation vs. #2:

2AD vs. 3AP

### Allocation vs. #3:

2AD vs. 3AP

### Allocation vs. #4:

2AD vs. 3AP

### Attacker Assault Roll:

$$6AP = 6AD$$

One Roll:

6AD vs. 6AP

### Defender Assault Rolls:

$$6AP = 6AD$$

Must allocate against 3 boarding groups.

Three Separate Rolls:

### Allocation vs. #1:

2AD vs. 2AP

### Allocation vs. #2:

2AD vs. 1AP

### Allocation vs. #3:

2AD vs. 3AP

**Tactics:** Allocation is a big advantage to the boarding parties since hits do not "spill over" between groups. The higher the number of separate groups are boarding, the higher the chance that the defender will mis-allocate some hit rolls. Having to allocate in both the anti-boarding Ack-Ack phase and the Assault phase means there are two opportunities to mis-allocate those hits, as well. The Tanukis chose to allocate 2 anti-boarding AA on each of the frigates, as they were all healthy. Had they allocated 4AA on just 2 of the frigates instead, they they would guarantee that at least 6 frigate AP would survive (from the 2 non-allocated groups) and had a higher chance at mis-allocated hits; but at the same time, had a better chance at eliminating 2 entire groups of boarders. That would have made their Assault allocation easier, as they'd only have to allocate their 6AP against only two groups of boarders (reducing their risk at missed hits and a Prized result). It's a risk either way.