

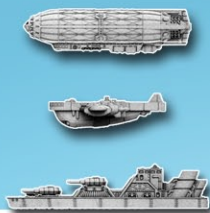


Ack Ack

- ✧ Ack Ack is an Auxiliary Weapon
- ✧ Ack Ack may be used as an Attack, a Counterattack, as Defensive Fire, and as Anti-Boarding Fire

To Hit with Ack Ack (as an Attack or Counterattack)

from
Obscured, Flying,
or Surface
8" Range



vs. Small Obscured or Small Flying: **5,6**
vs. non-Small Obscured or non-Small Flying: **4,5,6**
vs. TFTs: **5,6**
vs. Submerged and Surface: **n/a**

from
Tiny Flyers
4" Range



vs. Small Obscured or Small Flying: **5,6**
vs. non-Small Obscured or non-Small Flying: **4,5,6**
vs. Submerged and Surface: **n/a**
TFT Fighters vs. any other TFTs: **3,4,5,6**
TFT Bombers vs. any other TFTs: **6**
TFT Recon Planes vs. other TFTs: **5,6**

from
Submerged



Attack & Counterattack Ack-Ack
cannot be fired from the Submerged level

✧✧✧ if any of the following conditions apply, they REPLACE the above to-hit numbers IF they are more advantageous for the TARGET ✧✧✧

Cloud Generator - Ack-Ack fired by models & TFTs vs. models with an ACTIVE Cloud Generator: **5,6**

To Hit with Ack Ack (as Defensive Fire)

from
Obscured, Flying, Surface & Submerged

vs. Rockets: **5,6**

To Hit with Ack Ack (as Anti-Boarding Fire)

from
Obscured, Flying,
or Surface



vs. non-Diving Robots: **4,5,6**
vs. all other non-Diving Models: **5,6**
vs. Diving Models or Diving Robots (use **GG** instead): **n/a**

from
Submerged



Anti-Boarding Ack-Ack
cannot be fired from the Submerged level

- ✧ Ack-Ack is reduced by loss of HP
- ✧ Ack-Ack hits are canceled by successful Shield Generator saves of **4,5,6**
- ✧ Ack-Ack has a 360 degree arc (ignores LOS) and is measured from any point on the Model or Wing.
- ✧ Ack-Ack may only Link with other Ack-Ack.