

## KoW: Armada unofficial FAQ v.1.3

This document is **not official** and is a fan made compilation of official rulings made by Mantic Rules Committee. The document is divided into two sections: Official Rulings Section (presenting rulings made by the Mantic Rules Committee including sources) and Unofficial Rulings Section (presenting unofficial rulings not confirmed by the MRC).

Updates will be marked **RED**.

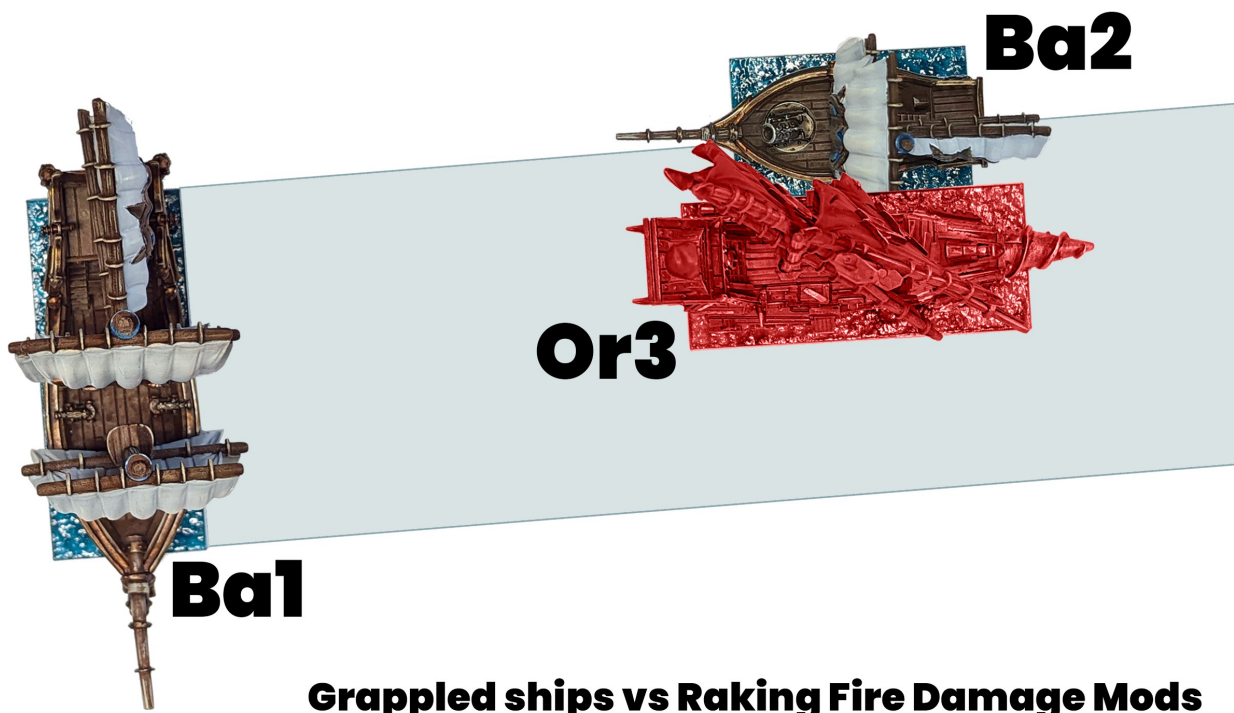
### OFFICIAL RULINGS SECTION:

#### SHOOTING:

Q: How does the Damage multiplier from Raking Fire works against a grappled ship(s)?

A: „Only the target ship is counted when working out modifiers for point blank range and/or raking fire bonuses. Add up the total damage excl damage caused by the critical hit table as normal, and then divide it equally between all the ships in the grapple.”

*Rules Committee, FB 28.6.2021 Chris Cowburn [link](#)*



#### Grappled ships vs Raking Fire Damage Mods

Q: Can a ship elect to Fire as She Bears in the same Move in which it attempts to Ram or Evade enemy ship, but before the Evade occurs?

A: „A ship may not Fire as She Bears in a Move Step in which it Evades, or will Evade, a collision. This includes during a Ramming action when the ship automatically fails its Skill Test to Evade.”

*Rules Committee, Forum 08.11.2021 KoshtraBelorn [link](#)*

Q: When shooting is a natural roll of 10 an auto success?

A: No. „Regarding the shooting..., the example on page 24 states that no shooting is possible if the dice score required is >10. But, any successful hits that score a natural score of a 10 (or in the case of IDW, any successes that score a 9 or 10), will also cause a critical hit in addition to the usual damage.”

*Rules Committee, FB 4.6.2021 Chris Cowburn [link](#)*

## **CREW LEVEL AND SKILL TESTS:**

Q: When taking a Skill Test is a natural roll of 6 an auto success?

A: „A 6 on a skill test is not an automatic success. This means there will be the odd situation where something is impossible.”

*Rules Committee, FB 4.6.2021 Chris Cowburn [link](#)*

## **FULL WIND RULES:**

Q: Does Full Wind Rules affect Squadrons, and if so, how?

A: Squadrons are not impacted by the full wind rules. They act as normal (1 move step with up to 2 turns to face any direction).

*Rules Committee, FB 28.6.2021 Chris Cowburn [link](#)*

Q: When using Full Wind Rules and making a Tack turn, is any direction legal?

A: A ship can choose which way they want to turn when Tacking.

*Rules Committee, FB 28.6.2021 Chris Cowburn [link](#)*

## UNOFFICIAL RULINGS SECTION:

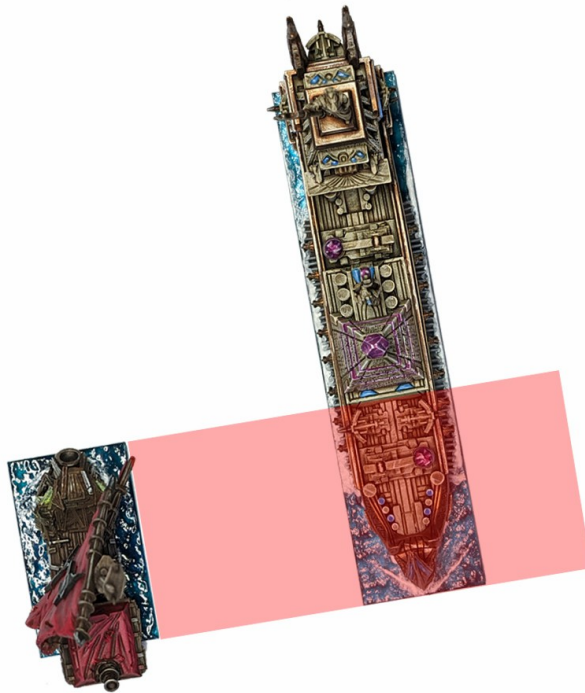
These rulings are based on the rulebook but are not officially confirmed or denied by Mantic Rules Committee.

### SHOOTING:

Q: If S size ship fires a broadside at an unobscured XL size ship from a parallel position, does XL ship count as Partially Visible for the purposes of to-hit modifiers?

A: Yes, as even at it's maximum the area of XL ship's base within S ship's firing arc would be 40% of XL ship's base total size.

#### EXAMPLE: PARTIAL VISIBILITY S VS XL SHIP



### SCENARIOS:

#### Scenario 2 - Capture the Kraken

Q: Can a Ship elect to Fire as She Bears against the Kraken?

A: Yes, as even though the Kraken is not technically designated as a Ship and according to rb.p.7 Friends and Enemies rules it is Neutral, it otherwise follows rules for Enemy ships.

Last updated by Maciej Kulesza 18 Nov 2021