

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**.

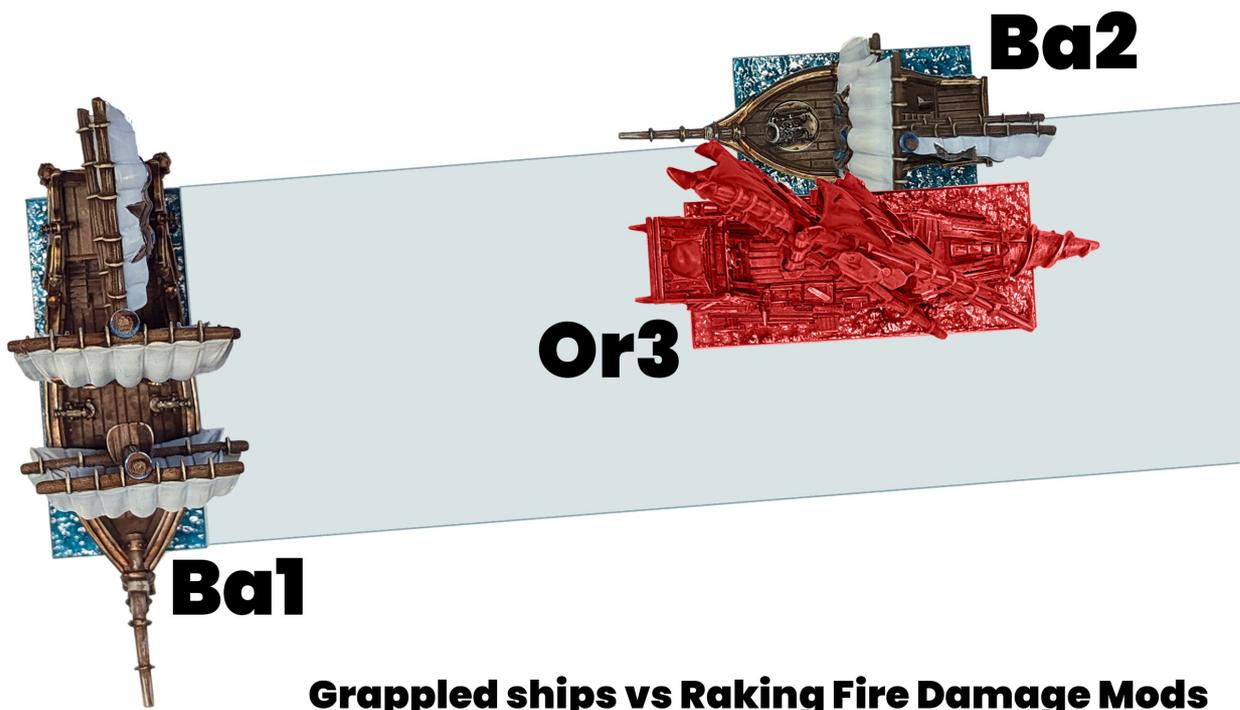
OFFICIAL RULINGS SECTION:

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](#)



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:

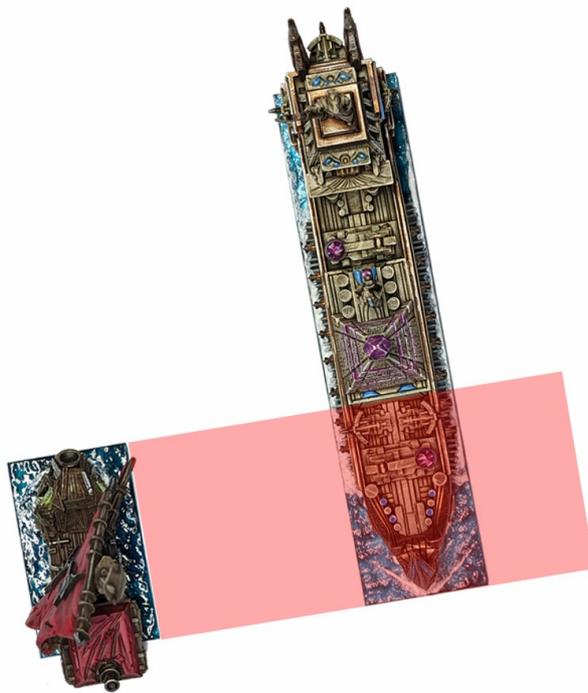
These rulings are based on the rulebook but are not officially confirmed or denied by Mantic Rules Committee.

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