

# Halo Fleet Battles

## Community Update Version 2.1, Summer 2022

This is a semi-official document for *Halo: Fleet Battles* that will act as a compilation for errata and answer frequently asked questions (FAQs). It includes changes added by the **official** FAQ, the CFAQ, and now also includes some changes to the rules which have been discussed and tested by the Rules Committee and playtesters.

As it gets updated, it will have a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**.

## Core changes: Rulebook

### ERRATA

#### Page 30 – VULNERABLE TOKENS

Replace first and second paragraph with the following:  
“An Element with Vulnerable Tokens lowers the number of successes in ANY Defending Dice Pool by the Number of Vulnerable Tokens present. Note: The Damage Track of the Element is NOT affected.”

Ignore the example.

#### Page 31 – SUMMARY

Replace last bullet point with the following:  
“Vulnerable Tokens negatively affect Defense Dice Pool totals.”

#### Page 71 – DETERMINE THE FIREPOWER RATING

Replace the 1<sup>st</sup> sentence with:

“The default Firepower Rating for Wing Attack Runs is 5.”

#### Page 74 – EXAMPLE OF DOGFIGHT RESOLUTION

Replace the entire example with the following:

“In the example above, a Wing of 4 Covenant Tarasque Bombers has been Locked by a Wing of 5 Broadsword Interceptors. Not wishing to leave anything to chance, a second Wing of 3 Broadswords also moved in to perform a Multiple Lock on the poor Bombers!

In the Wings Attack Segment, the UNSC player elects to activate one of the Broadsword Wings involved in this dogfight, which also activates all other Wings involved. Both players generate their Attack Dice pools. The Covenant have an Attack Dice Pool of 4; 1 for each Flight Token of Tarasque Bombers, and will be using Firepower Rating 3.

The UNSC has an Attack Dice Pool of 16; 2 for each Flight token of Broadsword Interceptors, and will be using Firepower Rating 5.

Both players roll their dice and calculate their Successes. The Covenant score 4 successes, while the UNSC only score 7 successes.

The UNSC player now looks up the Damage Tracks of his Flight Tokens; the Broadswords have DR2, so 4 successes are enough to destroy 2 Flight Tokens, and they are removed.

The Covenant player now looks up the Damage Tracks of his Flight Tokens; the Tarasques have DR2, so 7 successes are enough to destroy 3 Flight Tokens, and they are removed.

Annihilation Roll: The player that had more successes now rolls one Halo dice for each remaining Flight Token, in this case the UNSC player gets to roll 6 dice. Rolling no less than THREE 2's, the beleaguered Tarasque Bomber is torn apart as it struggles to escape them.”

### Page 79

After the first paragraph, add:

“Any Element may choose to **Hold Station** and not move at all. This Element is not allowed to make any Turning Actions, and immediately gains a Vulnerable Token as it presents such an easy target.

### Page 83 – A PRIMARY/SECONDARY WEAPON

Replace the last paragraph with the following:

“You will also see that a Marathon has a **Secondary Weapon** (Archer Missiles), which is listed as **F or P+S**. This means the element can fire its Secondary Weapon in two ways: once into each of its **Port** or **Starboard Arcs of Fire**, or it can use the **Missile Barrage** Loadout to focus its Archer Missiles into a single salvo directed at its **Fore Arc**. See **Arcs of Fire** overleaf for more details.”

### Page 95 – RESOLVE DEFENSIVE FIRE

Replace 1<sup>st</sup> bullet point with:

“The Defender does not target a single Boarding Craft; instead the Defense Pool is rolled against all incoming Boarding Craft.”

Replace the 4<sup>th</sup> bullet point with:

“The attacking Boarding Craft’s owner now allocates the Successes to his Boarding Craft tokens. Once a token is allocated a Success, you must keep allocating successes to that token. If sufficient Successes are rolled to equal the token’s damage track, that Boarding Craft must pass an immediate Heroic Save or be *Destroyed* before it reaches its target. See page 114 for more details. Any further Successes are then allocated to the next Boarding Craft token.”

**Example:** Sarah has two UNSC Pelican Boarding Craft and a Spartan stream out to attack Joe’s Covenant CCS Battlecruiser.

The CCS Battlecruiser has a Point Defense value of 3, so Joe rolls 3 Halo dice, scoring a Skull, 1, and 2. Sarah doesn’t want to risk her Spartan, so allocates all three Successes to one of her regular Pelicans. It fails its Heroic save and is removed from play.

### Page 97 – NOMINATE AN UNRESOLVED BOARDING ASSAULT (major rules change)

Replace the entire sequence with the sequence detailed in **Addendum 2**.

### Page 97 – UNLAUNCHED BOARDING CRAFT

Replace the 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> paragraphs with the following:

“Any Boarding Craft used in this manner counts as having a Security Detail of 1 and an Assault Specialist value of 0 instead of their normal values.”

### Page 100 – ASSAULT EXTRACTION

Replace the first paragraph with the following:





“In certain circumstances at the end of a Boarding Action, surviving Tokens belonging to the Attacker may attempt to extricate themselves from an enemy in a mad rush to reach the safety of nearby friendly Elements capable of berthing them.”

### Page 100 – EXPELLED INTO SPACE!

Ignore the 2<sup>nd</sup> sentence.

### Page 102 – DEFUSE COUNTDOWN TOKENS

Replace the bullet points with:

- For each , nothing happens for that dice
- For each , remove a single Countdown token
- For each , add 1 additional Countdown token
- For each , add 2 additional Countdown tokens

### Page 104 – ‘ADRIFT’ TOKENS (major rules change)

Play the rules as printed in the rulebook.

### Page 107 – GLIDE (DISTANCE”)

Replace the last sentence with:

“An Element using its **Glide** Loadout may make any Turning Actions following the normal chart on page 79.”

### Page 108 – DEFENSE ARRAYS (VALUE)

Replace the entire section with the following:

“An Element with the Defense Arrays (Value) Loadout may add the Value listed in the parenthesis to its Defense Dice Pool when defending against an Attack by the enemy or when colliding with Terrain.

**Example:** A Marathon Heavy Cruiser has delivered a punishing assault against a damaged Covenant CCS Battlecruiser. The Battlecruiser had previously suffered both a **Damage Token** and a **Vulnerable Token**. It is

then forced to defend against the attentions of the Heavy MAC on the UNSC Marathon Heavy Cruiser.

With 8 successes in the Attack Pool, the Covenant player generates the Defense Dice Pool. The CCS has **Defense Array (4)**, and so rolls 4 Halo Dice at Firepower Rating 4, scoring an impressive 3 successes, reduced by 1 to 2 successes after the Vulnerable Token is taken into account.

With the CCS having a current Damage Track of 7 at its second value, this means the **Defense Array** has soaked up enough to take the Attack Pool below the amount needed to register a point of damage!”

#### Page 109 – MAGNETIC ACCELERATOR CANNON

Replace the 3rd bullet point with the following:  
“If the combined Values of the MACs is 6 or more, roll ONE Halo Dice. On the result of a Null (miss), 1 (Success), or 2 (Exploding Dice), the target Element gains a Vulnerable Token.”

#### Page 113 – ASSAULT SPECIALIST (VALUE)

Replace with:  
“Elements with this loadout may add the highest value of the Loadout participating in the assault, applying it to the winner’s Boarding Result Table.”

#### Page 114 – LABYRINTHINE

Replace with:  
“Elements with the **Labyrinthine** loadout ALWAYS reduces the result on the Attacker Boarding Table by -2, and adds to the result on the Defender Boarding Table by +2.”

#### Page 114 – CARRIER ACTION (VALUE)

Add:  
“However, a player may choose to alter the mix of Interceptors and Bombers – the Flight Tokens simply represent the number of tokens available to redeploy into battle. For example, if you have 10 Bomber tokens in the Scrapyard, you can swap any number out for Interceptor tokens (e.g. 5 and 5).”

#### Page 118 – WRECKED SECTIONS

In the 2<sup>nd</sup> paragraph, after the 1<sup>st</sup> sentence, add:  
“**Boarding Craft** remaining on a *Wrecked* section are not *Expelled Into Space*. They stay on the *Wrecked* section

and can’t be launched, but may be moved to a different section on the Massive element during the End Phase, resolved at the same time as **ADRIFT TOKENS**.”

#### Page 118 – WRECKED SECTIONS

In the 2<sup>nd</sup> paragraph, replace the last sentence with:  
“However, the Massive Element as a whole suffers from the catastrophic structural damage and canny commanders can exploit the weakness. All surviving Sections gain a **Vulnerable Token** that cannot be removed by any means.”





#### GENERIC FLEET COMMANDERS

No named Heroes and Commanders can be used in Competitive Games (unless otherwise specified) as they are intended to only be used in narrative gaming. The set of Generic Fleet Commander variants is to be used instead.

See **Addendum 1** for Generic Fleet Commanders.

#### DICE

In place of Halo Dice, you may use regular D6 instead. You may cover them with stickers to show the correct facings (<https://www.thegamecrafter.com/parts/blank-dice-stickers>), or use the following conversion method if you use regular D6:

- 1 =  Skull (fail)
- 2-3 =  Null (miss)
- 4-5 =  1 (success)
- 6 =  2 (exploding dice)

#### FAQs

*Q: Can Primary Weapon Systems from one ship and Secondary Weapon systems from another, that are the same name, be used together in the same firing solution? For example, Plasma Cannon Arrays on a Heavy Corvette element and Plasma Cannon Arrays on a Supported CCS Battlecruiser.*

*A: Yes, as long as both Elements are part of the same Battle Group.*

*Q: Some Orders state they must be issued “after any initial dice are rolled”. Does this mean, for example, you*

*have to issue "Focused Attack" before applying your rerolls from Exploding Dice?*

A: Yes.

*Q: Can you use multiple orders on a single action? – e.g. using multiple "Brace Brace Brace!" orders on the same firing solution to reduce the incoming fire by a lot.*

A: Yes. This is an important part of the rules.

*Q: Can Assault Craft board other ships after being sent to aid against boarding? Or do I need to first make an Assault Extraction?*

A: If the boarded vessels have no berths for the relieving Assault Craft to relaunch from they must make an assault extraction when able...otherwise they are stuck onboard a vessel they cannot launch from under normal conditions.

*Q: Can I field Formations from Specialist Battle Groups in Standard Battle Groups?*

A: No. Formation Base overlays with a Yellow Damage Track box can only be taken in Specialist Battle Groups, and always count as being in one. However, this does mean you can take any single such element in your fleet as its own Specialist Battle Group, though it will not have any special rules. For example, you may take a single UNSC Reinforced Marathon Heavy Cruiser as a Specialist Battle Group, without needing a second one. Since there aren't any special rules written for such a group though, it will not have any.

*Q: What happens when an element is forced to fly off the table, but not via a scenario special rule?*

A: If any part of an element's base is forced off the table it is considered destroyed, so be careful how you move!

*Q: Is there a minimum distance between enemy groups when arriving from reserves?*

A: Yes. An element from a battle group may not be within 6" of an enemy element when it arrives from reserves.

*Q: How do you measure ranges for Elements?*

A: The range between Elements is always measured center to center of the formation bases for every reason, whether it's for shooting, explosions, or other effects.

*Q: What happens if my active Element can't make a legal move (must move half speed minimum, cannot end with overlapping bases) because of intervening non-active Elements?*

A: If an Element has no legal move available to it, then it makes the following move instead:

**"Proximity Maneuvering** – Move the Element straight forward and it cannot make any turns. Once it reaches base contact with the first non-active Element in its path it stops, and place a Vulnerable Token on each Formation Base to represent their unreadiness with the dangerous maneuvering."

*Q: How many Boarding Craft can be present on any single element?*

A: 12; you can have up to 6 **Attacking** and 6 **Defending** Boarding Craft on any single element.

*Q: What is the smallest wing size you can launch from an element?*

A: The smallest the rulebook allows is a wing size of 2. Wing size of 1 can exist while in combat but it cannot be launched as 1.

*Q: Can wings be merged? Say a wing of 2 and 3 bombers merge into a wing of 5?*

A: No, wings cannot merge for any reason at this time.

*Q: If you have multiple wings of bombers attacking an Element: Do you roll all wings together as a single attack or separate?*

A: Each **wing** (stack of bomber tokens) will roll their attack separately from each other wing of bombers. That means each wing will suffer Point Defense fire before they attack.

*Q: Can Emplacements turn even though they are immobile?*

A: Yes, the turn -as a medium Element- happens regardless of the movement value, the Emplacement movement value is Zero, but it does not restrict the ability to turn 45 degrees.

*Q: Are the Penitent RCS and Penitent CCS different Specialist Groups? Meaning: Can you take both in a Fleet?*

A: Yes, they count as separate groups, meaning you can take each as its own Specialist Battle group.

*Q: What happens if there is a tie in the Halo dice roll in the new boarding system?*

A: While this is exceedingly rare, a tie results in an automatic stalemate outcome on the results table.

# Faction Changes:

## UNSC

### Errata

#### STATISTICS SHEETS

- **Supported Marathon Heavy Cruiser** has the following changes:
  - o Titanium Armor (3), not (4)
  - o Heavy MAC has 9 dice, not 10
  - o Missile Batteries have 8 dice, not 7
- **Marathon Heavy Cruiser** has the following changes:
  - o Point Defense (3), not (4)
  - o Heavy MAC has 7 dice, not 8
  - o Missile Batteries have 6 dice, not 7
- **Paris Frigates** in the **Shield Formation** have the **Elusive** Loadout.
- Change **Paired Marathon Heavy Cruisers** to 200 points.
- The range of Heavy MAC on all **Marathon Heavy Cruiser** variants is 16"/32"
- All **Valiant Super-Heavy Cruisers** variants have the High Value Target special rule.
- Change **Spartans** on all commander/character Data Sheets to +40 points.
- Change the Damage Track for all Boarding Craft (regular and special) to 3.
- **UNSC Broadsword Interceptor Flight (+ Sabre)**
  - o Add to the Weapons:
    - vs Element Targets | Contact | (2)
- **UNSC Longsword Bomber Flight**
  - o Increase the vs Element Targets dice to 3
- **New Ship Added: Halcyon Class Light Cruiser** (see stat cards)

### FAQs

*Q: If an element has all of its Damage Markers removed via Lord Hood's "Do what it takes" order, does the element regain its Titanium Armor?*

A: Yes. Titanium Armor is considered to be active if the Element in question has no Damage Markers.

*Q: With Lord Hood, can you spend 5 Order Dice to roll 5 times to remove 5 Damage Tokens?*

A: Yes.

*Q: Which rule takes precedence: Cortana's "Missile Command" or the Minister of Etiology's "Protect the Minister!"?*

A: Should Cortana use her "Missile Command" special order to target a formation base that has the Minister of Etiology aboard, that player can use his "Protect the Minister!" order to force the UNSC player to target something else.

#### **Additional Specialist Battle Groups:**

##### **Wolf Pack Specialist Battle Group**

**Contains 3x Elements of Halberd Destroyers in Axe Formation**

##### **Chimera Specialist Battle Group**

**Contains 2x Elements of Reinforced Halcyon Class Light Cruisers**

**Special Rule: Wall of Fire** – The Chimera Battle Group may roll 2x Halo Dice rather than just 1 when attempting to overload an enemy's defenses with MACs, prior to a Defensive Dice pool being rolled.



# Faction Changes:

## Covenant

### Errata

#### STATISTICS SHEETS

- All **CPV Heavy Destroyer** variants have the High Value Target special rule.
- Change **CPV Heavy Destroyer** special rule **Penitents** to:
  - o This element counts as having the **Assault Specialist (1)** loadout while defending during the boarding resolution phase.
- Change **Covenant Assault Carrier** to 750 points.
- **Escorted Blockade Runner** has the following changes:
  - o Change the points to 190
  - o Change the damage track to 7-6-5
  - o 3 Boarding Craft, not 2
  - o Point Defense (5), not (4)
  - o Plasma Torpedoes have 11 dice, not 9.
- Increase **Paired CCS Battlecruiser's** Plasma Lance dice value to 20.
- Increase **Carrack Merchant Cruiser's** Defence Array Loadout to (2)
- Increase **Escorted Carrack Merchant Cruiser's** Defence Array Loadout to (3)
- Increase **RCS Armored Cruiser's** Defense Array Loadout to (3)
- Increase **Supported, Defended, and Escorted RCS Armored Cruiser's** Defense Array Loadout to (4)
- Increase **Reinforced RCS Armored Cruiser's** Defense Array Loadout to (5)
- Increase **Penitent RCS Armored Cruiser's** Defense Array Loadout to (6) and Plasma Lance dice to 18
- Change **Zealots** on all commander/character Data Sheets to +10 points.
- Change **Zealots** Security Detail to (4).
- Change the Damage Track for all Boarding Craft (regular and special) to 3.
- Covenant Tarasque Bomber Flight
  - o Increase the vs Element Targets dice to 3
- Added new ship: **DDS Class Carrier** (see stat cards)

### FAQs

*Q: If both players are using Xytan and both activate his "Perfect Time to Strike" order, who gets the Initiative?*

A: If both players execute the same order in the same game turn, then the two orders cancel each other out and Initiative must be determined in the normal fashion.

*Q: If the Minister of Etiology is assigned to a formation base on a Massive element, like a Covenant Assault Carrier, and his formation base gets targeted by a firing solution, can he use "Protect the Minister!" to change the target to any other formation base on the Massive element?*

A: Yes. Because Massive elements consist of multiple formation bases in the same Battle Group, this order may be used to redirect attacks away from his own base to any other, including Wrecked sections.

#### **Additional Specialist Battle Groups:**

**Bountiful Harvest Specialist Battle Group**  
Contains 3x Elements of DSC Support Ships

**Redeeming Fury Specialist Battle Group**  
Contains 2x Elements of Defended CPV Heavy Destroyers





## Addendum 1: Generic Fleet Commander Variants

These are meant to replace the current faction-specific generic commanders with non-faction-specific characters; that is to say, fleets from any faction may be led by any of the commanders listed below. They have exactly the same **STANDARD ORDERS, POINTS COST,** and **SPARTAN/ZEALOT RULES** (sans point cost, see above) as the previous Generic Fleet Commanders, but their unique ability changes depending on which one you take.

### Assault Commander

Replace **UNIQUE ABILITY** with the following:

#### **“TAKE IT TO THEM!”**

The Assault Commander has access to special boarding craft with the following limitations:

- For every 1000 points, you may purchase:
  - 0-6 ODST tokens at +10 points each
  - 0-2 Spartan tokens
  - 0-7 Zealot tokens
  - 0-3 Hunter tokens at +20 points each

*(printable tokens for these special boarding craft may be downloaded from the Google drive)*

### Fleet Commander

Replace **UNIQUE ABILITY** with the following:

#### **“BRILLIANT STRATEGY!”**

When rolling the order dice during the Order Dice Phase, you may change 1 Order Dice to any desired result.

### Gunnery Commander

Replace **UNIQUE ABILITY** with the following:

#### **“FIRE AT WILL!”**

When executing the Increased Firepower order, add +4 Attack Dice to the firing solution instead of +2.

### Wing Commander

Replace **UNIQUE ABILITY** with the following:

#### **“STRENGTH IN NUMBERS!”**

Add 2 to your Faction’s Wing Size Limits.



# Addendum 2:

## Boarding Assault

The rules for boarding have, in the opinion of both the community and rules committee, not quite been good enough to feel right or be balanced in a fun way. This isn't the first edit to the rules, and it probably won't be the last! To that end, consider what follows to be the most current iteration of the Boarding Assault rules, along with the changes in the Errata/FAQ above.

### I. BUILD THE ATTACK DICE POOL

The Attack Dice Pool is created by taking one **Die** per point of **Security Detail** present on board the Boarding Craft taking part in the Boarding Action. The default **Firepower Rating** for this Attack Dice Pool is **4**.

Remember to refer to any relevant **Loadouts** or **Fleet Commander Orders** that might be in effect, in case they modify the number of dice; certain famously deadly **Heroic Characters** in the **Halo** Universe might add a few dice to the Attack Dice Pool, for example!

### II. BUILD THE DEFENSE DICE POOL(S)

The Main Defense Dice Pool is created by taking one **Die** per point of **Security Detail** of the Element being boarded, as well as adding one **Die** for each friendly Boarding Craft that is "ready to launch" onboard the element, ignoring any **Assault Specialist** rules they may have. The default **Firepower Rating** for this Attack Dice Pool is **5**.

Any friendly **Boarding Craft** that are participating as a **Relief Action** add in their full **Security Detail** and **Assault Specialist** bonuses, and have a Firepower Rating of 4. It is recommended that you roll these separately from the Main Defense Dice Pool and then combine the results.

### III. ROLL THE ATTACK AND DEFENSE DICE POOLS

Simultaneously roll the respective Attack and Defense Dice Pools. The player that rolls more successes is the winner.

### IV. ROLL ON THE BOARDING RESULT TABLE

The winning player now rolls a D6 and refers to the relevant table, adding these modifiers:

- +2 for winning with twice as many hits
- +[x] for winner's **Assault Specialist** Loadouts
- -2 for **Labyrinthine** on the Attacker table
- +2 for **Labyrinthine** on the Defender table
- Any effect for Orders if applicable

### V. RESOLVE BOARDING EFFECTS

During this Action, players must follow the effect noted on the relevant Boarding Result Table.

Attacker Victory		
Score	Result	Effect
1	<b>Ambushed!</b>	Attacker loses 1 <b>Boarding Craft</b> , chosen by the <b>Attacker</b> (No <b>Heroic Saves</b> allowed)
2-3	<b>Stalemate</b>	No <b>Boarding Craft</b> lost. Fighting continues.
4	<b>Defenses Breached</b>	Place one <b>Vulnerable Token</b> , then roll a <b>Halo die</b> , on a 1 or 2 result add one additional <b>Vulnerable</b> or <b>Countdown Token</b> , chosen by the <b>Attacker</b> .
5	<b>Focused Sabotage</b>	Place two <b>Vulnerable Tokens</b> , plus one additional <b>Vulnerable</b> or <b>Countdown Token</b> chosen by the <b>Attacker</b> . 1 <b>Defender Boarding Craft</b> is destroyed ( <b>Heroic Saves</b> allowed)
6	<b>T -4 Minutes...</b>	Place two <b>Countdown Tokens</b> , plus one additional <b>Vulnerable</b> or <b>Countdown Token</b> chosen by the <b>Attacker</b> . 1 <b>Defender Boarding Craft</b> is destroyed ( <b>Heroic Saves</b> allowed)
7	<b>T -2 Minutes...</b>	Place three <b>Countdown Tokens</b> , plus one additional <b>Vulnerable</b> , <b>Countdown</b> , or <b>Damage* Token</b> chosen by the <b>Attacker</b> . 1 <b>Defender Boarding Craft</b> is destroyed (Saves allowed)
8+	<b>Critical Core Breach!</b>	See rules for <b>Critical Core Breach</b> on Page 100 on Core Rulebook.

\*A Damage Token may only be placed if it will be the last damage needed to destroy an Element.

Defender Victory		
Score	Result	Effect
1	Poor Defense	Defender loses 1 Boarding Craft, chosen by the Defender (no Heroic Saves allowed) If no such Boarding Craft present, the next Defender roll is made at FR 4.
2-3	Stalemate	No Boarding Craft lost. Fighting continues.
4	Hold them back!	Attacker loses 1 Boarding Craft, chosen by the Attacker (Heroic Saves allowed)
5	Show them!	Attacker loses 1 Boarding Craft, chosen by the Defender (Heroic Saves allowed but must reroll successful saves)
6	Repulsed!	Attacker loses 2 Boarding Craft, one chosen by the Attacker and the other chosen by the Defender (Heroic Saves allowed, but must reroll successful saves)
7	Bloody Repulse	Attacker loses 2 Boarding Craft, chosen by the Defender (no Heroic Saves allowed)
8 +	Vainglorious Assault	All Attacker's Boarding Craft are Expelled into Space. Half of them (rounded up, chosen by the Defender) are automatically destroyed, with no Heroic Saves allowed.



**BIG THANKS!**

**Source Material:** Spartan Games et al

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