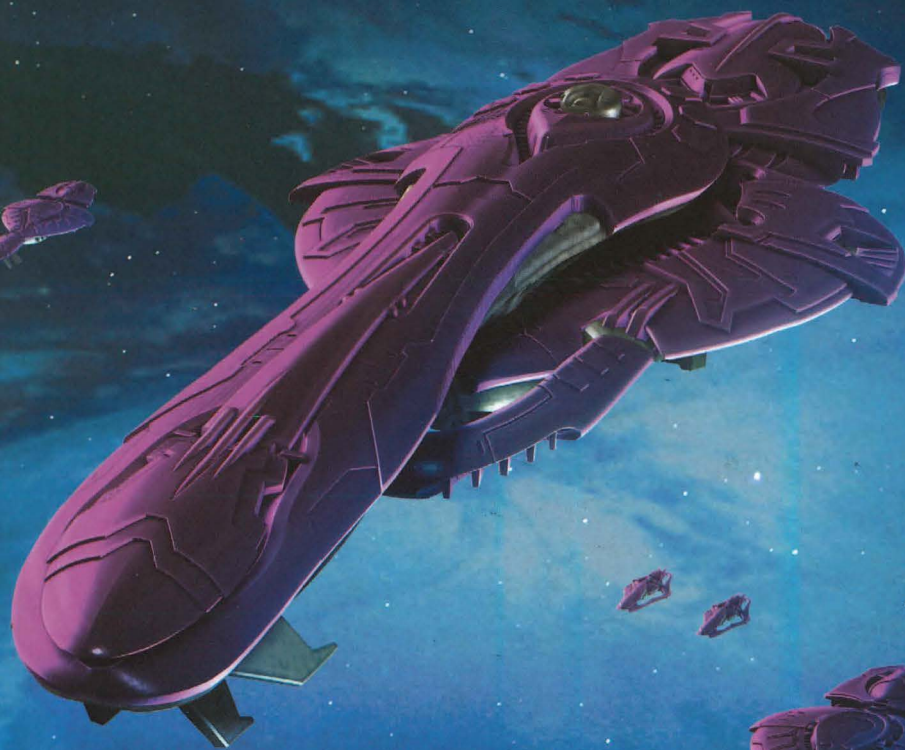


HALO

FLEET BATTLES



CORE RULEBOOK



HALO

FLEET BATTLES



CORE RULEBOOK



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THE HALO UNIVERSE

The year is 2552. Humanity has been forced to the brink of extinction by a fanatical alliance of alien races known as the Covenant. Human forces have fallen back to the fortress world of Reach, prepared to sell their lives dearly to protect Earth and buy time for a desperate gambit that may yet tip the tides of war.

DOMUS DIASPORA

In the year 2291, mankind was unleashed upon the stars with the discovery of slipspace and its use for faster-than-light travel. An overcrowded Earth and its burgeoning colonies quickly seized on the promise of exploration and colonization to break free of our solar system and find a new destiny.

By 2310 the first wave of pioneers traversed the vast gulf of space to find myriad new worlds to explore, inhabit, and exploit, taking humanity's dreams and grievances with them. As colony ships were built in ever-increasing numbers the trickle of colonists became a mass exodus from the Sol system – historically known as the Domus Diaspora.

Colonies blossomed on verdant worlds and above resource-rich moons. Habitable planets that could be quickly reached through slipspace became home to sprawling cities and orbital factories tied together through trade and the influence of massive star-spanning corporations.

Early terraforming successes and improvements in slipspace navigation spurred exploration and colonization further and further from the light of Sol. Within two hundred years billions of people were living, breathing, working, and dying under alien suns. For a time, all of mankind's energy was expended in this frenzy of expansion.

Those colonies on the nearby worlds prospered, drawing in investment and building infrastructure extensive enough to become self-sufficient and send their surpluses back to Earth; these core worlds became known as the Inner Colonies. Meanwhile smaller, lonely outposts of the greater human civilization spread ever outward along slipspace routes from this developed and tightly controlled zone to become the Outer Colonies. And, beyond that, the great unknown of the Orion Arm.

THE INTERPLANETARY WAR

Humanity's expansion into the Sol system in the 21st and 22nd century did not come without cost. Global wars on Earth had previously shattered the power of the old nation-states even as virulent new philosophies spread among the solar colonies. Not everyone embraced relative peace under the aegis of the United Nations and its successor, the Unified Earth Government, and new factions with militant ideologies exacerbated political and economic fracture lines to the breaking point.

In the late 22nd century these factions would engage in wars, terrorism, and petty vengeance that spanned the Sol system and changed the face of human governance. Fear and simple practicality during this Interplanetary War led to a consolidation of power with Earth's technocrats and the formation of a new, unified, military force to police the solar system: the United Nations Space Command.

THE SPARTAN-II PROGRAM

With the specter of civilisation collapsing and a long night falling on humanity, Earth turned to a drastic plan. Locating candidates of exceptional potential from throughout the colonies, Dr. Catherine Halsey and the Office of Naval Intelligence kidnapped dozens of children for indoctrination and augmentation into the ultimate super-soldiers – living weapons that could be aimed directly at the heart of the growing Insurrection. The survivors of the grueling training and augmentation program would be known as Spartans.

The final phase of this plan integrated the Spartans with Mjolnir powered assault armor, enhancing their already-formidable reflexes, strength, and speed. A perfect fusion of man and machine, Spartans clad in Mjolnir were walking tanks; later additions added dissipative energy shielding reverse engineered from the Covenant.

SPARTAN-III

A partially successful attempt to create large numbers of Spartans (or Spartan-equivalents), SPARTAN-III transformed orphaned children into a new breed of super-soldier using streamlined biological and cybernetic augmentation processes paired with dangerous combat drugs. Though most were fated to be thrown into hopeless (though strategically important) meat grinder battles, particularly talented individuals were secretly moved to Special Warfare teams and other shadowy organisations. The most notable of these were the members of Noble Team, who – except for Jorge-052 – were SPARTAN-III augmentees.

MANKIND DIVIDED

But even with an opportunity to create infinite new futures for itself with vast resources and room to expand, humanity quickly turned against itself.

Questions of power, prestige, and old grudges were revealed as the pace of expansion slowed. Citizens of the colonies chafed under legal and corporate obligations as Earth demanded an ever-larger share of the colonial riches. Grumblings about fairness became complaints, and complaints became protests, but the people of Earth had long ago grown accustomed to the labor of the colonies and were disinterested in renegotiating arrangements with worlds they seeded and financed. Resentment and greedy overreach gave rise to dozens of small independence movements on many colonies, helping to cement unique local identities separate from the original Sol-born founders.



A SPARTAN-III

UNITED NATIONS SPACE COMMAND

The United Nations Space Command (UNSC) is the Unified Earth Government's (UEG) military arm, responsible for the defense of Earth and all her colonies.

The UNSC is composed of four military branches: Air Force, Army, Navy, and Marine Corps, operating within two major commands.

The Office of Naval Intelligence (ONI) is technically a part of the Navy, though it has absorbed the functions and personnel of most other UEG intelligence agencies and now operates independently.

Fleet Command (FLEETCOM): Dominated by the Navy, with token representation by the Marine Corps, FLEETCOM is responsible for the security of UEG space and transport of UNSC combat forces to farflung battlezones.

Unified Ground Command (UNICOM): All UNSC ground forces fall under UNICOM authority, as do most aerospace assets out to close orbit. UNICOM coordinates all terrestrial operations, and has authority to take control of colonial militias and security forces to this end.

In the distant Outer Colonies these groups grew especially proud of their pioneering heritage (real or imagined) and began to violently resent control by Earth's governing agencies and the Inner Colony mega-corporations.

Poorly-organized agitation for independence soon developed into outright rebellion, with the first major clashes closing out the last years of the 25th century. Earth's colonial government responded swiftly, but overzealous police actions galvanised resistance and destroyed any opportunity for a political solution to the slow-moving crisis. Small groups quickly consolidated, creating alliances that pressed an anti-centralisation and pro-autonomy campaign, resonating with many colonists, including those in the Sol system. The rebellion spread almost as quickly as the original growth of the colonies themselves.

Branded as terrorists, any hint of rebellion was ruthlessly suppressed by the Unified Earth Government, who realized that human interstellar civilization was in danger of collapse. Entire worlds fell under martial law as the UNSC moved ships and troops into the Outer Colonies, but the rebel movements only grew in scope and violence as the conflict escalated beyond any possibility of agreement.

But even as Earth prepared a massive campaign to retake the colonies and the rebellion grew into a semi-unified Insurrection a new threat appeared that would – at least for a time – unite humanity in a single goal: survival.

THE COVENANT

The Covenant is a confederation of diverse alien species, joined together by a singular religious vision. A strictly hierarchical social caste system dominates the relationship between the various species that make up the Covenant. Ruled over by the Prophets and their enforcers, the Elites, the Covenant is unified in the belief that an ancient civilization known as the Forerunners built a series of Holy Rings which were used to transcend the mundane world and enter a higher plane of existence. The pursuit of these rings and following the path of the Forerunner's divine sublimation is known as The Great Journey, and the punishment for those who interfere is death.

MINISTRY FLEETS

Strictly speaking, the Covenant lacks a standing military. Instead it possesses a bewildering variety of martial organizations under the control or influence of one or more Ministries: governing bodies who direct vital religious and secular activities. The power and prestige of their groups waxed and waned as they waged bloody internal wars for bureaucratic dominance and promotion of their particular brand of orthodoxy, but only three were of any significance (to humans) during the Covenant War.

Ministry of Resolution: Originally a minor organization tasked with countering piracy and ensuring the safety of trade and conversion ships, assignment to the Ministry of Resolution was considered an honorable posting that implicitly removed members from regular society due to long missions outside the explored rim of Covenant space. Under the direction of the High Prophets, the Ministry of Resolution grew rapidly in the early years of the Covenant War as it provided cover to send fleets beyond the fringe and then hide combat losses to stall inconvenient questions by Sangheili military leaders.

Ministry of Fervent Intercession: Justly famous for the sheer number of Zealots in their ranks, the Ministry of Fervent Intercession was a semi-monastic organization obsessed with the discovery and control of Forerunner sites.

Held in awe by many in the Covenant, these fleets could call upon resources and volunteers directly from the colonies and even other Ministries as a result of their prestige and the force of ancient writs dating back to the founding of the alliance. Their fanaticism in defending Forerunner sites made them useful during the war against humanity, though their independent commanders often paid little heed to orders that did not deal directly with the safety of reliquaries.

Ministry of Tranquility: A Ministry with ambitions that far exceeded its reach, the Ministry of Tranquility worked to extend its influence and power by acquiring Forerunner artifacts and bringing new species into the Covenant, and wasn't picky about how they accomplished their goals.

Caring little for the opinions of even the High Prophets, privateers preying on Covenant artifact depositories were often traced back to the Ministry of Tranquility, and their missionaries were often little more than slavers and raiders. Ministry of Tranquility forces almost never participated in major fleet actions during the War, instead swooping in to steal artifacts from human and Covenant forces alike in the chaotic aftermath.



COVENANT CCS BATTLECRUISER

THE COVENANT WAR

Appearing out of the depths of uncharted space, an alliance of alien species called the Covenant made first contact on the colony of Harvest in 2525, leaving devastation in their wake. With their vastly superior technology and a tireless religious zeal, the Covenant obliterated humans wherever their presence was found. Soldiers, civilians, children . . . no one was spared.

The start of the Covenant War saw dozens of Outer Colonies fall in only a matter of months. Most were demolished from orbit, with their population centers targeted for plasma bombardment. Only rarely would Covenant troops take the battle to the surface to seize seemingly meaningless spots of ground or due to some inexplicable rule of war. Yet, despite the Covenant's overwhelming technological superiority, humanity refused to give up. Shattered fleets were rebuilt, entire armies reformed to continue the fight. But despite innumerable stories of valor and courage the war was an endless roster of defeats and holding actions. For the first time in centuries, humanity was collectively united, but it was seemingly too late.

BATTLE FOR SIGMA OCTANUS IV

In 2552, Covenant forces struck at Sigma Octanus IV, searching for artifacts and intending to eradicate whatever human populations existed there. After a brutal ground campaign, the UNSC miraculously succeeded in defeating the Covenant assault, but the true moment of decision occurred in space, where a titanic fleet engagement resulted in a rare victory – however pyrrhic. Unfortunately, the depleted human forces could only evacuate Sigma Octanus IV and retreat back to Reach – unknowingly bringing with them a probe that would lead the Covenant fleet to the planet.

In less than two decades most colonies were destroyed, abandoned, or cut off. Despite heroic efforts by the UNSC, the Covenant invasion could not be stopped, only delayed. And now they have found Reach, the heart of humanity's defenses and the last remaining bastion of UNSC power. If the Covenant cannot be stopped here then Earth will soon fall.

In the end, Reach will fall, but its defenders will make sure the Covenant pays a price in ships and soldiers that will never be forgotten. This is now your story.



COVENANT GROUND ASSAULT



UNSC NAVY

With its remaining ground forces consolidated on Earth and Reach, the only representative that many surviving colonies have of UEG authority and defense are the ships of the Navy. As the senior service of the UNSC, it is the Navy that has responsibility for “showing the flag” in every corner of human space and providing what aid it can to colonies cut off from direct military assistance. Unfortunately, these are desperate times; worlds with little strategic value or unstable local governments are abandoned to the depredations of the Covenant or their short-sighted civil wars rather than risk the loss of irreplaceable ships and—more importantly—personnel.

FLEET ORGANISATION

The UNSC Navy is organised into numbered expeditionary fleets and named defense fleets. Prior to the Human-Covenant War the defense fleets were considered little more than glorified revenue police, though they proved invaluable in the opening years of the war—providing desperately needed training cadres and battle-ready (if outdated) warships when the expeditionary forces were decimated. By late 2552 there is no appreciable difference between fleets, as the Navy is no longer capable of conducting offensive operations without leaving the remaining colonies and Earth dangerously vulnerable.

Fleets are traditionally assigned to sectors, groupings of Inner and Outer Colony systems organized by the most efficient slipspace routes branching away from Reach, and the UNSC stubbornly maintains these divisions even as ships are withdrawn to Reach and Earth alone. Fleets are subdivided into numerous battle groups, flexible fighting organisations that can be “plugged together” into ad-hoc task forces. Squadrons are currently administrative, not tactical, units that ships are enrolled in for record-keeping and honorific purposes; the Navy’s AI administrators are sticklers for regulations though, carefully arranging the dwindling ship rolls into attack, battle, carrier, monitor, and support squadrons that lost any meaning over two decades ago.

DEAD FLEETS

Most of the Navy’s fleets are “paper fleets” with no command and no ships, assigned to sectors long-ago lost to the Covenant, their destroyed squadrons remaining attached to honor their sacrifice and as deference to tradition. Occasionally a new ship will be inadvertently attached to one of these ghost fleets due to bureaucratic error, which is considered an ill omen by even the least superstitious crewman.



GAMING THE HALO UNIVERSE

Halo: Fleet Battles is an exciting tabletop game that allows you and your friends to simulate the titanic spaceship battles of the iconic **Halo** Universe in your own home, gaming club or a local gaming store. It provides you with the opportunity to immerse yourself deep in the bitter struggle between the beleaguered United Nations Space Command (UNSC) and the ascendant alien alliance, the Covenant.

A tabletop miniatures game puts you in the Fleet Commander's chair on the bridge of your Flagship, and overlooking the tabletop you are fighting your battle on you must make the tactical choices that dictate where your fleet moves, how they work together and what attacks they make. The rules in this book are designed to arm you with everything you need to collect and battle your **Halo** fleets.

As **Halo: Fleet Battles** expands over time it will incorporate the many significant milestones in the history of the **Halo** Universe, along with the introduction of an exciting family of highly-detailed models, designed by Spartan Games in partnership with 343 Industries. Ship models will include Carriers, Cruisers, Heavy Cruisers, Supercarriers, Heavy Corvettes, Space Stations, Frigates, Assault Carriers and many more. We will also realise such iconic vessels as UNSC *Infinity*, UNSC *Spirit of Fire*, UNSC *Pillar of Autumn*, Ardent Prayer and many more.

REALISING THE VISION

One of the most exciting aspects of **Halo: Fleet Battles** is the chance to work with 343 Industries to bring iconic ships to a gaming table. Over the years a stunning array of spaceship designs have been created for **Halo**, but what is perhaps even more exciting with this game is the opportunity to bring ships that have never been physically seen before to your gaming table.

With the support and guidance of 343 Industries, the Spartan Games team has taken concept artwork and a host of exciting ideas and created new spaceships and modelled them for use in **Halo: Fleet Battles**. Examples of this include the UNSC Epoch-class Heavy Carrier and ORS Covenant Heavy Cruiser, but such models are just the beginning.

CHOOSING A FLEET

Every game starts by picking the force you will command. Both the UNSC and Covenant play very differently in **Halo: Fleet Battles**, with the former using the flexibility of tactical formations to defeat their enemy, whereas the latter using physical domination and devastating weaponry to crush all that stand before them.

Once the fleet of your choice has been selected it is time to imagine what vessels types you want to play with. Is your play style all about a few big, powerful vessels? Or are you more of a 'swarm' commander, with numerous ships jabbing at your opponent, looking for weaknesses? Numerous options are made available to you as discover what it takes to lead a fleet.

Spaceships are only one dimension of this exciting tabletop game. Who will lead your fleet is just as important a decision as the ships you fight with. Selecting the Fleet Commander to represent you on the tabletop is a key decision, so choose wisely!

Leaders such as Covenant Supreme Commander Rho 'Barutamee or UNSC Vice Admiral Michael Stanforth are represented in a game of **Halo: Fleet Battles** not only with custom rules on Data Sheets that allow them to issue key Orders to a Fleet during the heat of battle, but also with stunning busts that can be painted and used during a game to show your Fleet Commander in all his glory.

THE HOBBY

Halo: Fleet Battles is designed to be played almost straight out of the box, with only simple assembly needed as each fleet is provided in a colour which best represents that Faction from the Halo Universe. However, many players will also want to explore the broader hobby side of tabletop miniatures gaming, by painting their fleets and creating custom scenery for the game that helps bring the experience of playing a game to the fore.

We heartily recommend that players embrace the immersive experience of creating visually spectacular fleets and terrain. This allows players to create a fleet of painted miniatures that is fully canon accurate to the **Halo** Universe, but it also gives players the opportunity to paint fleets in their own unique styles. Looking at a gaming table full of **Halo: Fleet Battles** models you can imagine seeing your assembled fleet battling for victory against a deadly opponent.

The creation of a worldwide community of gamers, who come together to play **Halo: Fleet Battles**, is an important aspect of the game. Painting and modelling competitions, organised tournaments and online events will form the backbone of tabletop gaming in the **Halo** Universe. Head over to the **Halo: Fleet Battles** Forum at www.spartangames.co.uk to share stories of your exciting battles and to show us images of your painted fleets.

Remember – the fate of an entire Universe is now in your hands...

EPOCH-CLASS HEAVY CARRIER







GAME BASICS

Welcome to ***Halo: Fleet Battles***, a fast-action tabletop miniatures game set in the exciting ***Halo*** Universe. As players, you assume the role of Fleet Commanders whose decisions and tactical brilliance will see your fleet emerge triumphant from a battle or, if you fail in your command, will see your force turned into a smouldering mass of space debris!

As Fleet Commander, you will be called upon to decide which vessels in your fleet will activate first, making tactical moves to engage the enemy fleet. The use of cunning tactics – combining the strengths of your most powerful vessels to help compensate for any weaknesses your fleet may have – will be called upon through all stages of gameplay. Only the tactically adept will force the enemy to reveal their weak points before striking hard and fast to deliver the killer blow.

A game of ***Halo: Fleet Battles*** starts with players choosing a Fleet to build and then moves on to choosing the vessels that will form the backbone of that Fleet. This chapter will equip you with the necessary information to understand the common names and game mechanics used throughout ***Halo: Fleet Battles***.

WHAT YOU NEED TO PLAY

To play ***Halo: Fleet Battles***, a number of components are needed:

- Appropriate ***Halo: Fleet Battles*** Miniatures for your Fleet
- ***Halo: Fleet Battles*** Game Tokens to show the likes of Damage, Activations, *Vulnerable* ships, Countdown Timers, and small space craft such as Boarding Craft, Bombers and Interceptors
- Custom ***Halo*** Dice which come inside a ***Halo*** 2-Player Battle Box, inside a ***Halo*** Fleet Commander Set or sold in a ***Halo*** Dice Pack
- A Tape Measure (preferably marked in inches)
- A flat Gaming Surface measuring at least 3' by 3'. This can be as simple or as complex as you want to make it. Start with a simple tabletop, and as you gain more experience you may wish to create a more dynamic setting for your miniature space battles
- Terrain Templates (if being used), or crafted Terrain made by the players, such as asteroids, space stations or space debris
- Two Normal Dice (D6)

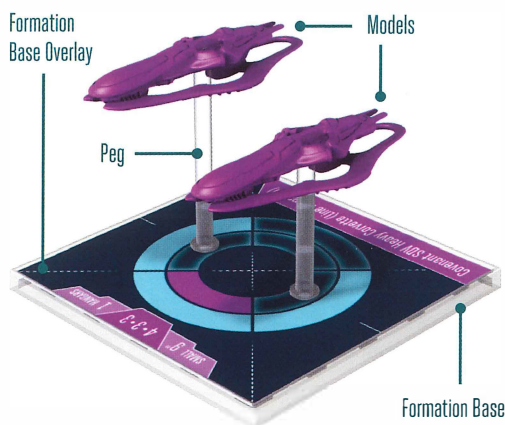
MODEL ELEMENTS

Halo: Fleet Battles uses high quality 1:20,000 scale Models produced by **Spartan Games** under license from **Microsoft** and **343 Industries**. These are available from www.spartangames.co.uk and many other retailers.

Throughout the rules, we will refer to **Elements**.

The term Element relates to a **Formation Base** upon which is mounted a model or models (as illustrated below). All models are supplied with Formation Bases and pegs; models are mounted on the pegs, which push into the Formation Bases, therefore becoming **Elements**. As a Fleet Commander, it will be your job to combine these various Elements to form a powerful **Battle Group**. Elements, Battle Groups and Fleets are explained in greater detail in the **Core Game Mechanics** chapter on **PAGE 17**.

Most commonly, the Formation Bases will be 60mm x 60mm, although larger ships may use several of these. Each base will have a **Formation Base Overlay** that is placed on it before the pegs are inserted and the models added. These Overlays indicate which models form the Element, which peg holes they fit into and therefore which Element type the base represents in the game rules. The Overlay will also list commonly used statistics, to give a quick reference point that will make gameplay much smoother.



MEASURING AND PRE-MEASURING

All measurement in **Halo: Fleet Battles** is done in inches (often abbreviated as "X" in the rulebook, where X is the number of inches being measured). A tape measure is the easiest way to measure distances. If you do not have a tape measure marked in inches, please use the standard conversion of 1" = 2.5cm.

Measuring is allowed at any time for any reason you like. This is a game of tactical skill, not a game of who can best estimate distances!

THE BATTLEFIELD

Halo: Fleet Battles is played on what we refer to as a **Battlefield**. The Battlefield represents the area of space where a climactic battle is taking place, where massive space-going vessels are locked in deadly combat, small flights of Interceptors and Bombers are engaging each other on suicidal sorties, and **Boarding Craft** streak through the velvet darkness intent on bringing the fight to the enemy through deadly close combat.

The amount of table space you will need to play **Halo: Fleet Battles** is dependent on the points value of the game being played. Some games will be compact engagements using a relatively small Battlefield, whereas engagements between huge space fleets will require a much larger gaming space in order to allow the appropriate number of Elements and Battle Groups to be used.

A Battlefield should typically be 4' x 4', although a larger Battlefield will be needed if players wish to put a large number of Battle Groups on the table. Players should use their discretion to define the space they have available, although we recommend a Battlefield does not have any side shorter than 3', unless a specific **Scenario** is being played.

For more about the Battlefield, including what sizes are recommended for different **Maximum Fleet Values**, see the **Pre-Game Set-Up** chapter on **PAGE 48**.



PEN AND PAPER

Players might need to use pen and paper to keep track of their kills in-game, or to keep other helpful notes. This becomes important when playing Scenarios and for determining the eventual victor in any engagement. Which leads us neatly on to:

VICTORY POINTS AND WINNING

All Elements in a game of **Halo: Fleet Battles** have what is known as a **Build Rating (BR)** – see the **Fleet Building** chapter on **PAGE 32** for more details. As well as being crucial for the formation of Battle Groups, the BR plays an important role in determining the victor of a game.

Whenever an Element is **Destroyed** during gameplay, make a note of its BR using your pen and paper. This BR total of **Destroyed** Elements will translate into what we call **Victory Points**. In **Halo: Fleet Battles** Scenarios require the players to reach a certain number of victory points to win the game.

Build Rating and Winning the Game are all explained in more detail in the **End Phase** on **PAGE 102**.

DICE IN HALO

Halo: Fleet Battles uses dice to generate results for actions. The use of dice generates exciting random outcomes that simulate the chaos of battle, the varying skill levels of crew members, and much more. The use of dice means that you can never completely predict the outcome of any tabletop action, and that even in the darkest hour, there is always hope...

During a game you will be asked to roll three types of dice: **Halo Dice**, Halo **Order Dice** and **Normal D6**. More about dice mechanics can be found in the **Core Game Mechanics** chapter on **PAGE 26**.

GAME TOKENS

In the deadly fury of space combat, anything can happen: crippling damage to ship hulls, shield and defence systems brought offline, boarding parties planting bombs on board enemy vessels... and much worse!

To summarise and track these effects, **Halo: Fleet Battles** uses a system of **Game Tokens**. These are generally placed on an Element's **Formation Base** when they are applied. On the following page we will look at several Game Tokens and how to use them.



UNSC
F-41 'BROADSWORD'



UNSC
YSS-1000 'SABRE'



COVENANT
TYPE-31 'SERAPH'

INTERCEPTORS



UNSC
GA-TL1 'LONGSWORD'



COVENANT
'TARASQUE' BOMBER

BOMBERS

BOMBER AND INTERCEPTOR FLIGHT TOKENS

These Tokens, referred to in the rules as **Flights**, are used to create **Wings** (see the **Wings** chapter, **PAGE 65**). Small Craft in **Halo** are important to space combat, but in a game of **Halo: Fleet Battles**, the key focus is on larger spacecraft, so these Wings are simply represented by stacks of Flight Tokens.

BOARDING CRAFT TOKENS

These are used to show a **Boarding Craft** packed full of soldiers, and also to show if any heroic individuals, such as **Spartans** or **Zealots**, are on board. During a game, a player will use the Tokens to show an Element that has yet to launch its own Boarding Craft OR to show an Element that has been boarded.



UNSC PELICAN
BOARDING CRAFT



UNSC PELICAN
BOARDING CRAFT
(SPARTANS)



COVENANT TYPE-28
BOARDING CRAFT



COVENANT TYPE-28
BOARDING CRAFT
(ZEALOTS)

OTHER IMPORTANT TOKENS

There are only a few more tokens used in **Halo: Fleet Battles**, and they represent distinct effects that can apply to Elements during a game. Below you can see the Tokens you will use:



DAMAGE TOKENS are used throughout a game to show that an Element has taken Damage.



ACTIVATED TOKENS are placed on a Battle Group once it has completed its Activation. See **PAGE 76**.



COUNTDOWN TOKENS are used to show how much danger an Element is in from bombs being planted aboard it by enemy boarding troops.



VULNERABLE TOKENS are placed on Elements suffering from effects that cause it to become more susceptible to enemy attacks.



CORE GAME MECHANICS

GAME TURNS

A game of **Halo: Fleet Battles** follows a sequence of what are known as **Game Turns**, and a game can last for a number of these Game Turns. Each Turn is commonly subdivided into **Phases**, which are effectively ways of allowing key events in the game to be sequenced and easily controlled.

Think of a Turn as a simple house-keeping mechanic for ensuring events in **Halo: Fleet Battles** all happen in the right sequence, allowing players to know exactly when to perform different actions.

For example, in the **Order Dice Phase**, players will roll **Order Dice** and determine **Initiative**. In the **Wings Phase**, players will, in Initiative order, alternate the Activations of their **Wings** of **Interceptors** and **Bombers**.

In the **Battle Group Phase**, players will alternate Activations. The player who is Activating will pick one un-activated Battle Group, and then **Move** and **Fire** with that Battle Group, after they have done this, their opponent will pick an un-activated Battle Group to Activate, and so on, until ALL Battle Groups, and therefore all Elements, have been Activated.

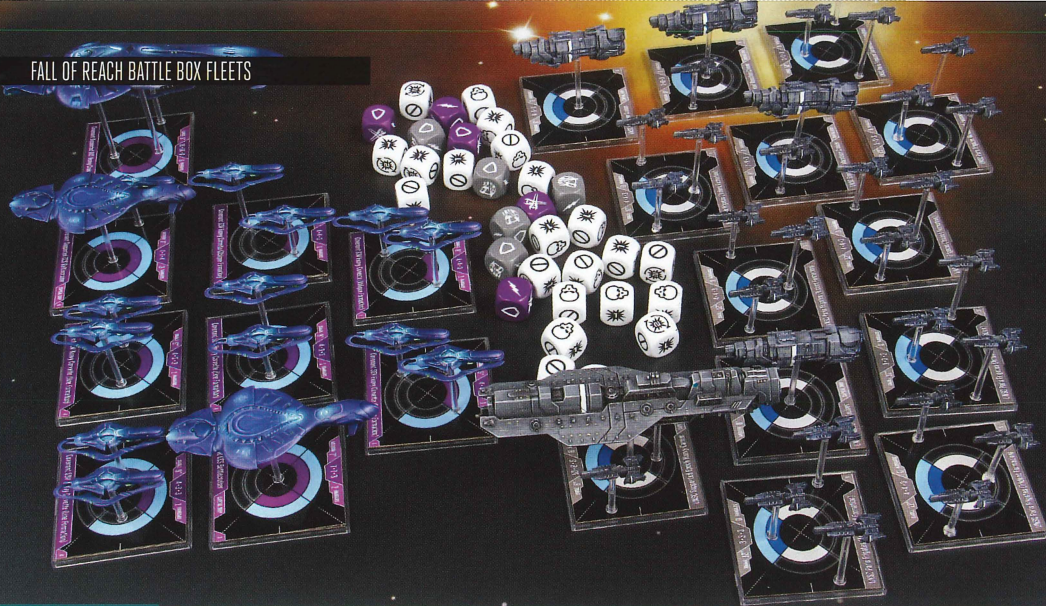
Play will then move to the **Boarding Resolution Phase**, during which time deadly face-to-face fighting on board enemy ships will be resolved.

Lastly, play will shift to the **End Phase**, during which various effects are resolved and the Battlefield made ready for the following Turn.

As stated, a game of **Halo: Fleet Battles** will last for multiple Game Turns, with any **Scenario** being played stipulating the maximum number of Game Turns it will last (should there not be a clear winner before then).

For a more detailed outline of a Game Turn, see the chapter **Breakdown of a Game Turn** on **PAGE 60**.

All other aspects of the game are controlled by what is known as a Game Mechanic, and these are invariably controlled by the rolling of Dice. The remainder of this chapter will take you through the various key Game Mechanics we use in **Halo: Fleet Battles**, and following this we will break down all aspects of a game and discuss how the various Game Mechanics are used.



ALTERNATING ACTIVATION

In every Game Turn, players get to Activate their **Wings** (composed of stacks of Tokens) and their **Battle Groups** (composed of multiple model Elements) in an alternating fashion.

During the **Wings Phase** players will use a system of **Alternating Activation**, where the player with the Initiative will choose a Wing to activate, followed by their opponent activating a Wing, with players alternating until ALL Wings have been Activated.

In the Battle Group Phase, players will also use a system of **Alternating Activation**. The player whose turn it is to go will pick ONE of their Battle Groups that has not yet been activated, and will **Activate** it.

Activating a Battle Group means using those Elements in a Battle Group to move and then fire their Main Weapons (how to move and fire is described in the **Movement Segment** and **Attack Segment** chapters). After a player has Activated an Element, they will mark the Battle Group with an **Activated Token** – showing that it may not be used again this Game Turn.

Once one player has selected and Activated ALL of the Elements within a Battle Group, play will shift to the other player, who will select and Activate a Battle Group.

In this way players will alternate one after the other, Activating and using their Battle Groups until ALL the Battle Groups in the Battlefield have been Activated that Turn.

This system of shifting back and forth, with each player selecting and using a Battle Group, is a vital component of the game experience, as it places pressure on player choices. A player may often be faced with dilemmas such as:

- Do I activate a Battle Group for tactical reasons?
- Do I activate a Battle Group because it is under threat?
- Which Battle Group should I use first?
- What is my opponent doing, and how can I put them under pressure?

Keeping track of Activations is an important part of the gameplay, and remembering to alternate Activations is critical to building the tension during a game of **Halo: Fleet Battles**.

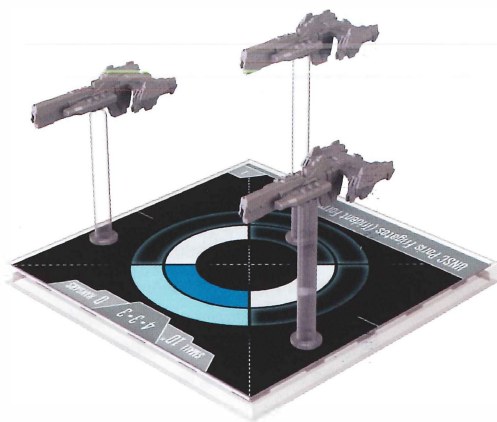


BUILDING YOUR FLIGHTS AND WINGS

Wings are made by combining (stacking) a number of **Flight Tokens** together to create a more effective fighting force. A Wing is represented on the tabletop by a **Stack** of Flight Tokens, and is Activated as one entity during the **Wing Phase**. See **PAGE 65** for more detail on Wings.

Each Wing has a statistic called **Flight Slot**. The Flight Slot value of all the Flights in a Wing are added together, and may never exceed the limitations listed in a Faction's **Fleet List**.

This means that some Factions will be able to take larger Wings of Interceptors, while others may be able to create larger Wings of Bombers. Flight Slots and how to build a Wing are explained in more detail in the **Wings** chapter (see **PAGE 65**) and in the **Covenant** and **UNSC Appendices (PAGES 120-127)**.



ELEMENTS

As already stated, an **Element** is the term used to refer to a model – or several models – on a single **Formation Base**. When building your Battle Groups and Fleet you do so by combining Elements – see the **Fleet Building** chapter on **PAGE 32** for more details.

Although an Element may be a single model, or several models, a single Element always attacks and takes damage as a single entity. Several Elements in a Battle Group may also combine their attacks in what are known as **Firing Solutions**. See the **Attack Segment** chapter on **PAGE 82**, for more details).

In addition to the models on the **Formation Base**, each Element will also be identified via a **Formation Base Overlay**, a card sheet that fits on top of a Formation Base and provides an easy reference point for a range of common statistics. This Formation Base Overlay will also have a hole, or holes, in it to show where the pegs are plugged into the base, and therefore where the models go that form that specific Element.

Certain Elements may represent custom formations used by a particular Faction. These Elements are manifested on the game table by several ships placed on the Formation Base in a particular way, giving them a different set of strengths and/or weaknesses.

For example, shown left is a picture of a UNSC Paris Class Frigate Element. As you can see, there are three Paris Class Frigates mounted on pegs on the Formation Base. They are treated as a single Element for game purposes, as the effect of their attacks, or indeed their ability to soak up attacks, is considered to be combined. Players should note that in this example they are in a UNSC 'Trident' Formation.



For example, above is a picture of a Covenant CCS Battlecruiser mounted on a peg at the centre of its Formation Stand. It is a stand-alone Element.

Elements may also be single vessels on a Formation Base. These can differ from faction to faction, and in some cases, may even be particularly large vessels on multiple Formation Bases, and each Formation Base could house its own Formation Base Overlay containing its own rules.

BUILD RATING

Each Element has an important statistic called the **Build Rating (BR)** and this is clearly displayed on a Formation Base Overlay on the bottom row. The BR gives an indication of the size and effectiveness of an Element, and is used for a variety of purposes in **Halo: Fleet Battles**, the most important of which is how you can combine Elements into a Battle Group.

On the Covenant CCS Battlecruiser example above the BR is 3. This number is also used to calculate Victory Points. See the **End Phase** on **PAGE 102** for more on how you convert BR into Victory Points.

BATTLE GROUPS

As already described, a Battle Group is a collection of Elements, assembled to form powerful combat groups trained to work together, capable of laying down significant weapons fire, or created to fulfil a specific role within a Fleet.

Battle Groups adhere to some simple rules:

- They **MUST** contain at least **1 Capital Element**
They **MUST** contain at least **1 Non-Capital Element**
- The combined **Build Rating** **MUST NOT** exceed **BR 6** (see the **Fleet Building** chapter on **PAGE 22**).

Despite these restrictions, players can create highly flexible Battle Groups, where the intended tactical use of one Battle Group may vary significantly from another, due to the different ways the two are constructed.

SPECIALIST BATTLE GROUPS

Each Faction also has access to a range of **Specialist Battle Groups**. These are unique formations that represent the particular tactical style of a Fleet Commander or Faction. A player may take **ONE** Specialist Battle Group for every Standard Battle Group used in their Fleet.

Specialist Battle Groups will commonly have custom rules associated with them that reflect their experience, training and expertise. They may, at times, exceed the BR limit of 6. See the UNSC or Covenant Fleet Lists for more details. Unless specifically stated otherwise within a **Scenario** or **Campaign**, only **ONE** of each listed Specialist Battle Group can be used in any given Fleet.

KEEPING TRACK OF YOUR BATTLE GROUP

Keeping track of which Elements belong to which Battle Group is essential. Players should therefore pay close attention to tracking individual Elements and which Battle Groups they belong to.



FLEETS

Fleets are constructed from a number of Battle Groups that have been brought together to form a potent fighting force. A small Fleet may only have 2-3 Battle Groups, while a large space armada may be made up of 15 or more Battle Groups.

Collecting and painting your Fleets is an important part of playing **Halo: Fleet Battles** as you and your opponents collect a range of **Halo** models that span the great factions of the **Halo** Universe. For those players who do not want to paint their models, forces are supplied in a coloured plastic, allowing the models to be instantly recognised on the Battlefield.

FLEET COMMANDERS

The **Fleet Commander** is the individual in overall control of a Fleet. Every Fleet in **Halo: Fleet Battles** **MUST** have a Fleet Commander.

Over time, new Fleet Commanders will be made available to players, allowing them to select one that they feel best represents their own playing style – so choose wisely. See **PAGE 39** for more details on Fleet Commanders and how they work in a game.

HEROIC CHARACTERS

Larger Fleets will have access to **Heroic Characters**; individuals (or even Artificial Intelligences) who, by their actions, have become synonymous with bravery and sacrifice in the Halo Universe. The levels at which these characters can be introduced to the game will depend on the Factions being played, and can sometimes be required as part of the narrative for a **Scenario** or **Campaign** setting. See the **Commanders & Heroes** chapter for more details.





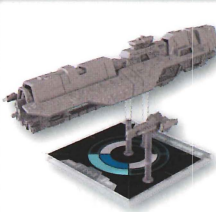
ANATOMY OF AN ELEMENT PROFILE

An Element Profile allows players to quickly access the relevant statistics of Elements in a game:

- A Faction Name** – Each Profile Card will name the Faction this Element belongs to. Cards are also colour coded to make identification easier.
- B Element Name** – This shows the type of Element.
- C Ship Class** – **Capital** Elements contain large, monolithic vessels, whereas the **Non-Capital** Elements are generally filled with smaller vessels that often have to band together to engage the enemy effectively.

Remember, unless otherwise noted, ALL Battle Groups MUST contain at least 1x Capital Element AND 1x Non-Capital Element. The Designation of **Small**, **Medium**, **Large** or **Massive** effects how manoeuvrable the Element is (see the **Movement Segment** on **PAGE 78**).
- D Points Cost** – The cost of each Element included in the Fleet is added together and the total must not exceed the agreed **Maximum Fleet Value (MFV)** – See **PAGE 48** for more details.
- E Movement** – This shows the maximum number of inches an Element can move during its Activation.

- F Damage Track** – The Values noted shows how many Successes are needed to cause Damage to an Element. In most cases, multiple Values will be shown. When an Element sustains Damage the Value needed to Damage it again moves to the next number (reading Left to Right).
- G Build Rating** – This section shows how large an Element is, and is used in forming a Battle Group. This number will vary greatly, depending on the sizes of the individual Elements involved. As a general rule of thumb, no Battle Group may exceed a total combined **Build Rating** of 6.
- H Hangars** – This denotes how many Flights of **Bombers** or **Interceptors** are available as a result of fielding this Element. Some Elements, such as **Carriers** or **Massive** Elements, have a high capacity flight bays.
- I Boarding Craft** – This section notes how many **Boarding Craft** Tokens an Element has at the start of a game. These **Tokens** should be stacked on an Element's Base until they are launched towards the enemy or lost during a boarding defence.
- J Security Detail** – This section shows the number of security personnel tasked with defending an Element from incoming boarding attacks. This number is constant in the game, but can be increased by launching **Relief Boarding Actions** or by sacrificing one of an Element's **Boarding Craft** Tokens to 'repel boarders'.

A UNSC Supported Epoch Heavy Carrier		Capital Ship, Large (190 PTS)		
	Movement	E	6"	Systems Loadouts Carrier Action (3) Hard Burn (1") Missile Barrage* Point Defence (6) Titanium Armour (5)
	Damage Track	F	10•8•5	
	Build Rating	G	5	
	Hangars	H	6	
	Boarding Craft	I	3	
	Security Detail	J	5	
Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (1)	F	12
Secondary Weapon	Range	Weapon Loadouts	Arc	Dice
Missile Batteries	12/24"	Missiles	F* or P+S	15

K System Loadouts – These are the Loadouts that are pertinent to the Element and can affect it in general game terms. See **Appendix 1: Loadouts (PAGE 107)**. In some cases a Loadout may have a Value listed in the parentheses – this Value will often have an effect on Dice Pools.

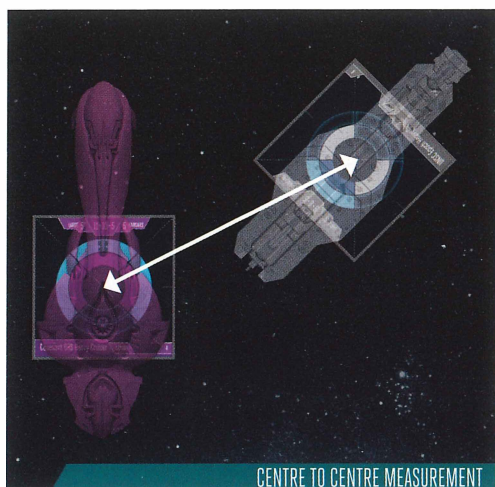
L Primary/Secondary Weapon Names – Elements with weapons of these types will have them named here. Should an Element be without a certain type of weapon (such as a Primary Weapon for example) the entry will show a ‘-’. Some Elements may have ‘**AND**’ and ‘**OR**’ inserted here, referencing an Element's ability to choose which weapons it will use during an Activation. For example, a Covenant ORS Heavy Cruiser can fire a Plasma Lance **OR** a Plasma Beam when Activated, but not both.

M Primary/Secondary Weapon Ranges – Elements with weapons of these types will have the **Short** and **Long Ranges** their weapons can fire listed here, with Short Range listed first and Long Range listed second. If an Element has a weapon that cannot fire at one of these ranges, or lacks a Primary or Secondary weapon altogether, the Range entry will show a ‘-’.

N Weapon Loadouts – This section will show the Loadouts associated with that weapon. Should an Element be without a certain type of weapon (such as a Primary Weapon, for example) the entry will show a ‘-’.

O Weapon Arcs – All Weapons in the game are divided into 4 Arcs of Fire: **Fore (F)**, **Aft (A)**, **Port (P)** and **Starboard (S)**. Weapons will often have multiple Fire Arcs. If this is the case, they might have **F/P/S** in this box representing a weapon that can fire in EITHER the Fore, Port or Starboard Fire Arcs. Some weapons can fire into BOTH Port (P) and Starboard (S) arcs during the same activation (but only as part of different Firing Solutions): these are represented in the Profile with a **P+S** notation. In some instances, where weapons can fire in any Arc, the **All** notation will be used.

P Weapon Dice – In this entry, each weapon used will have a number of **Dice** allocated to it. This will allow certain weapons to be ‘combined’ to give larger totals. These Dice can only ever be combined across the Element/Battle Group if they are the same **Weapon Name** (although in certain circumstances prefixes may be ignored). These Dice combine within a Firing Solution to create the Attack Dice Pools. See the **Attack Segment, 82** for more details.



RANGES AND MEASUREMENT

Range in *Halo: Fleet Battles* is the distance, measured in inches from centre of a **Formation Base** to centre of a **Formation Base**, along which a **Sighting Action** is measured (see the **Attacks Segment** chapter). Weapons in *Halo: Fleet Battles* will have varying ranges depending on their type.

The Range of a weapon can be found listed on an **Element Profile** (see **PAGE 22**), and is simply divided into two types: **Short** and **Long**.

SHORT RANGE

This is the most effective Range for a given weapon, measured from 0" to the listed value. Depending on a Loadout, some weapons may gain a **+1** to the **Firepower Rating** when firing at this Range (explained in the **Attack Segment** chapter – see **PAGE 82**).

LONG RANGE

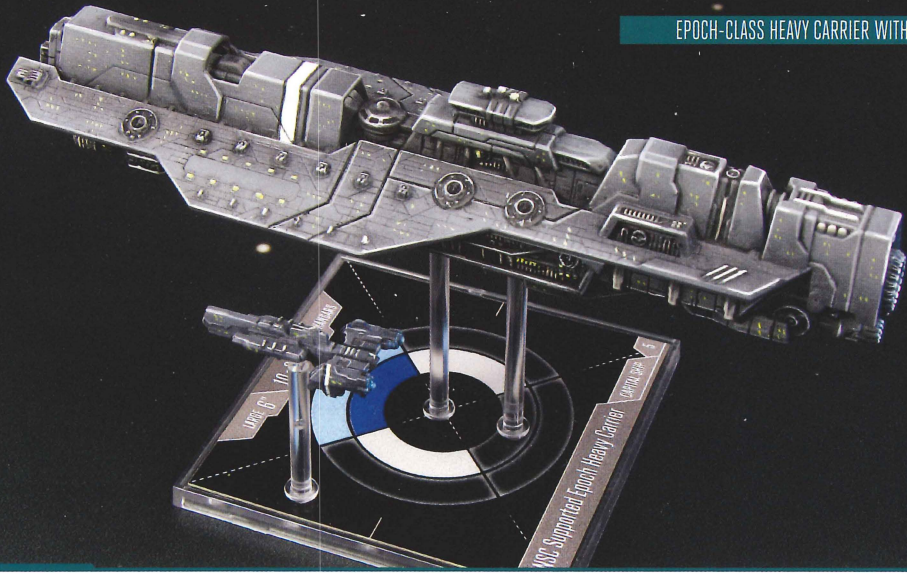
This is the maximum Range of a weapon, measured immediately after the value listed as Short Range, but no further than the value listed for Long Range. Some Loadouts may apply a **-1** modifier to the **Firepower Rating** when firing at this Range.

The Range between Elements is measured from the centre of the Element Formation Base that is firing to the centre of the Formation Base being fired at (see the diagram, left). This is often referred to as measuring **centre to centre**. More on Measuring can be found in the **Attack Segment** chapter on **PAGE 82**.

ANATOMY OF A FORMATION BASE OVERLAY

A **Formation Base Overlay** is used to show where individual vessels are placed on the Base, and assist players in determining their **Fire Arcs**. Note: Elements with multiple vessels on their base are considered to be a single entity for the purposes of the game rules.

- A Faction** – This is also colour-coded to the Faction. Grey for UNSC and **Purple** for Covenant.
- B Element Name** – This names the type of Element, and also any named Formation being used.
- C Capital Ship Indicator**
- D Build Rating** – Used in the creation of Battle Groups and for calculating Victory Points in the End Phase of a Game Turn.
- E Ship Size** – Whether an Element is **Small**, **Medium**, **Large** or **Massive** effects how manoeuvrable the Element is (see the **Movement Segment**, **PAGE 78** for more details).
- F Movement** – This box shows the movement, in Inches, of the Element.
- G Damage Track** – This section shows how many **Successes** are needed to cause damage to an Element. Multiple Values will mainly be shown.
- H Hangars** – This number indicates the number of Flight Slots – and by extension, Flights – the ship can house and therefore deploy.
- I Centre Point** – Where the dashed Arc lines cross (or would cross, if it has been replaced by a Peg Hole), is the point from which the Element makes all of its measurements.



STATES OF AN ELEMENT

During the course of a game, an Element can exist in a number of **States** and these are: **Ready to Activate**, **Activated** or **Destroyed**.

READY TO ACTIVATE

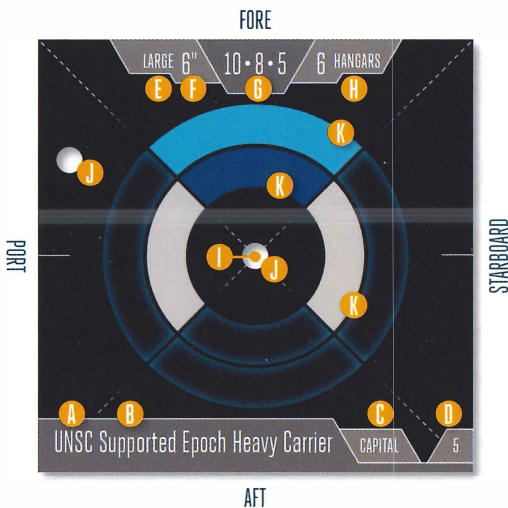
Ready to Activate Elements are identified by their lack of an **Activated Token**. At the start of any Game Turn, all Elements should be considered to be in a **Ready to Activate** State, unless a specific gaming/Scenario condition applies.

ACTIVATED

Activated Elements belong to a Battle Group that has an **Activated Token** placed on it. When in the **Activated** State, the Element may not Activate again during the Game Turn, unless a specific Scenario condition contradicts this rule.

DESTROYED

When an Element has the same number of Damage Markers as Values on its Damage Track, or if an Element suffers a Critical Core Breach, an Element has been **Destroyed** and is immediately removed from the Battlefield and placed in the Scrapyard. Unless otherwise specified, all Boarding Craft on the Element (or Section in the case of Massive Models) are **Expelled Into Space** (see **PAGE 100**).



J Peg Hole Cut Outs – This will show where the flight pegs go and therefore the models too!

K Arcs of Fire – These show the Arcs of Fire of the Element, divided into Fore, Aft, Port and Starboard Arcs. Solid colours indicate the Fire Arcs from which the Element may fire. Primary weapons arcs, where present, are shown in **blue**.

Secondary weapon arcs are shown in the Faction colour (**Grey** for UNSC, **Purple** for Covenant).

Some Overlays may show a third colour if needed, such as above, where the **darker blue** indicates a special Loadout option is present.

THE SCRAPYARD

This term is applied to an area outside of the Battlefield where you store Elements and, most importantly, Flight Tokens, that have been *Destroyed* during a game. It is from this location that players can potentially, due to Loadouts like Carrier Action or Scenario conditions such as Reinforcements, bring Flight Tokens or Elements back.

CRITICAL CORE BREACH

An Element that explodes in this way is torn apart in a cataclysmic series of detonations. The Element is removed from play and all Elements within 8" suffer an out-of-sequence Attack, with an Attack Dice Pool equal to the Element's combined Initial **Damage Values**, as listed on the Element's Profile, using a **Firepower Rating of 5**.

All Boarding craft on board must make a Heroic Save or be lost, with those who survive being Expelled Into Space (see **PAGE 100**). All Wings within 8" are automatically *Destroyed*.

For example, a UNSC Marathon Heavy Cruiser Element detonates, and its Damage Track was 6 • 6 • 3, which means any Element within 8" suffers an Attack of 15 using a **Firepower Rating of 5**. Fortunately there are no Boarding Craft on board, but any **Wings** (friendly or enemy) within 8" must be removed from the Battlefield.

WRECKED





Some Elements are so large that they do not become *Destroyed*, rather they become *Wrecked* instead. These elements are usually Massive in size, and the *Wrecked* rules refer to Wrecked individual Formation Bases that form part of the Massive Element.

Wrecked Elements may not build any Attack or Defense Pools, but MAY still launch Boarding Actions with any remaining Boarding Craft (as these troops attempt to abandon ship) during the **Attack Segment**. See **PAGE 82** for more details.

DICE MECHANICS

Halo: Fleet Battles uses different dice to generate a series of randomised results when playing the game, thus simulating the chaos of a space battle, varying skill levels of crew members, and much more. This means that you can never completely predict the outcome of any action!

HALO DICE

Halo: Fleet Battles uses a set of custom six-sided dice for most Attack and Defence dice rolls. These custom dice are referred to throughout the rules as **Halo Dice**. These dice have one side marked with  (**Fail**), two sides marked with  (**Miss**), two sides marked with  (**Success**), and one side marked with  (an **Exploding** result).



FAIL



MISS



SUCCESS



EXPLODING

ORDER DICE

Halo: Fleet Battles also includes a custom set of **Order Dice**. These Dice are used in the **Order Dice Phase**, and may be used to activate the command issued by **Fleet Commanders** or **Heroic Characters** present during a battle. Order Dice can also be used to help determine **Initiative**.



ROLLING A D6

On occasion, you will use 'normal' six-sided dice – each of the 6 sides are individually numbered from 1 to 6. Singly, these are referred to as a '**D6**'. If a number precedes the 'D6', roll that many dice. For example, if called upon to roll **2D6**, you should roll TWO six-sided dice and add the result together. The most common reason to roll D6 is to determine Initiative at the beginning of a Game Turn.



DICE POOLS

Most of the time in **Halo: Fleet Battles**, you will be rolling multiple **Halo Dice** at once. The number of dice you are rolling for a given task is called the **Dice Pool**. For example, when rolling to Attack, you will gather your dice and roll an **Attack Dice Pool**, and when rolling to Defend against an attack, you will roll a **Defence Dice Pool**.

When rolling a Dice Pool, roll all of the Dice in the pool together, this is called the **Initial Dice Roll**. Following this, re-roll any dice due to game effects such as **Exploding Rolls**, and then total the number of **Successes** together.

DETERMINING RESULTS

To determine the result of a **Halo Dice** roll, you must first determine the number of **Successes**. These Successes are then compared to a target number (for example, the active Value on a ship's **Damage Track**) to determine the effect. The exact method varies with the effectiveness of the attack, defence, or situation being rolled for, and this is manifested in the game through what we call the **Firepower Rating**.

THE FIREPOWER RATING

The **Firepower Rating** is referred to when determining how a Dice Pool will be resolved. All Dice Pools start at a default **Firepower Rating** of **4**, and this Rating may go up or down based on effects during a game.

RATING 1 – IMPOSSIBLE ROLL

At this Rating the Dice Pool cannot be rolled. The circumstances are too bad for any hope of success.

RATING 2 – WEAKENED ROLL









A Weakened Roll counts every INITIAL result of a **Success** (☀) and **Exploding** result (💣) counts as ONE Success, and no rerolls are permitted due to the dice results.

RATING 3 – CRUSHING ROLL

A Crushing Roll counts every INITIAL result of a **Success** (☀) as a Success, but each **Exploding** result (💣) as TWO Successes, with no rerolls awarded due to the dice results.








RATING 4 – EXPLODING ROLL



The Exploding Roll is the default Rating for all Dice Pool rolls, unless a specific gaming condition modifies this. An Exploding Roll counts every INITIAL ☀ as a Success. Each 💣 counts as TWO Successes AND allows you to re-roll one die showing a ☹. The mechanic works as follows:

- 1 Roll your **Initial Dice Pool**.
- 2 Set aside all dice that show  or that show .
- 3 Count the number of dice showing  and Re-roll that many dice showing .
- 4 If a re-rolled dice now shows , you may re-roll an additional  (assuming at least one remains).
- 5 Count up the total number of  symbols. Remember that each  counts as TWO. This is the number of **Successes** you have.




EXPLODING ROLL EXAMPLE

A player rolls a pool of **5 Dice** at **Firepower 4** and the result is .

Setting aside the **Success** () and **Fails** () , the **Exploding** result () allows them to reroll the ... and they roll another . Because they now have an additional **Exploding** result, they would be allowed to reroll an additional **Miss** () result. However, there are no more **Miss** results to reroll, so the player now calculates their Successes:











1 x  = 1 Success. 2 x  = 4 Successes.
The total is **5 Successes**.



RATING 5 – DEVASTATING ROLL

The Devastating Roll follows the same mechanics as above except, when re-rolling dice due to an , a player may reroll any  or  results. This makes a Devastating Roll very powerful!














DEVASTATING ROLL EXAMPLE

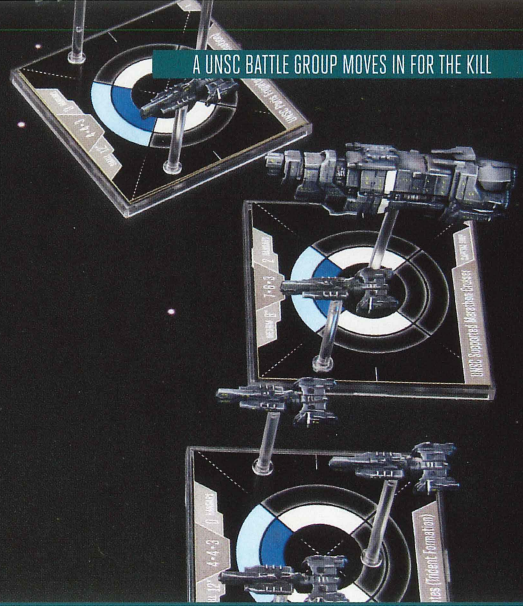
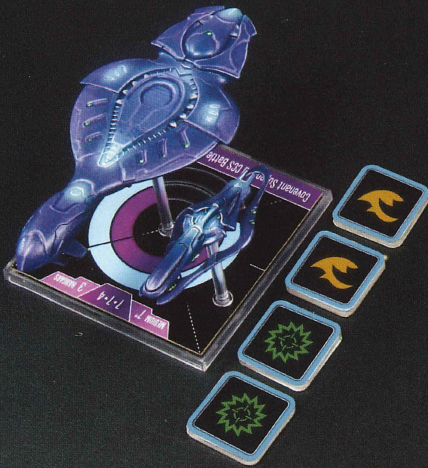
A player rolls a pool of **5 Dice** at **Firepower 5** and the result is .

Setting aside the **Success** () , the **Exploding** result () allows the player to reroll either one of the **Fails** () or the **Miss** ()... They reroll and the result is . Because they now have another **Exploding** result, they can reroll an additional  or  result. They do so and roll a . Having used all their  rerolls, they now calculate their Successes.

2 x  = 2 Successes. 2 x  = 4 Successes.
The total is **6 Successes**.

FIREPOWER RATING TABLE

RATING	NAME / EFFECT
1	IMPOSSIBLE ROLL No Dice are rolled!
2	WEAKENED ROLL Each  counts as 1 Success Each  counts as 1 Success No rerolls are permitted
3	CRUSHING ROLL Each  counts as 2 Successes Each  counts as 1 Success No rerolls are permitted
4	EXPLODING ROLL (DEFAULT ROLL) Each  counts as 2 Successes Each  counts as 1 Success You can reroll one  for each 
5	DEVASTATING ROLL Each  counts as 2 Successes Each  counts as 1 Success You can a reroll a  or  for each 



RE-ROLLING INITIAL DICE


In some cases, players may be able to re-roll Initial Dice due to **Loadouts**, **Orders** or other gaming effects. The re-rolled dice may be chosen from any of the dice rolled and can be a great way of improving the effect of a dice roll.

DAMAGE TOKENS AND SUCCESSES

As a battle unfolds, all vessels are expected to take Damage, be it from incoming fire, terrain collisions or even the massive explosions of nearby vessels. Elements with a **Damage Token** lower the number of Successes in ANY Attacking Dice Pool by the number of Damage Tokens present. This is explained in more detail in the **Attack Segment** chapter on **PAGE 82**.



TAKING A CRITICAL ROLL

If, at any time, an Element takes a **Damage Token**, be it from collisions with various forms of **Terrain**, from an **Attack Run** by Bombers, weapon fire from Battle Groups, or special boarding effects, the opposing player must ALWAYS roll a single Halo Dice after EACH Damage Token is applied to see whether the Damage produced any **Critical Hits**.


Should the player roll a , the Damage the target has actually suffered is a **Critical Hit**, meaning the attack has reached a vital ship-board system that weakens the structural integrity of the Element, leaving it even more open to subsequent attack.

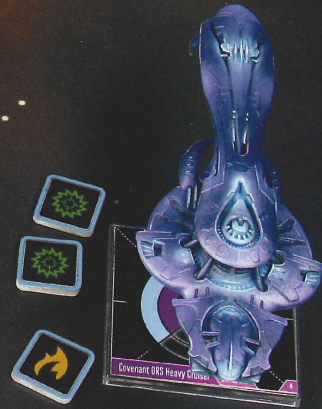
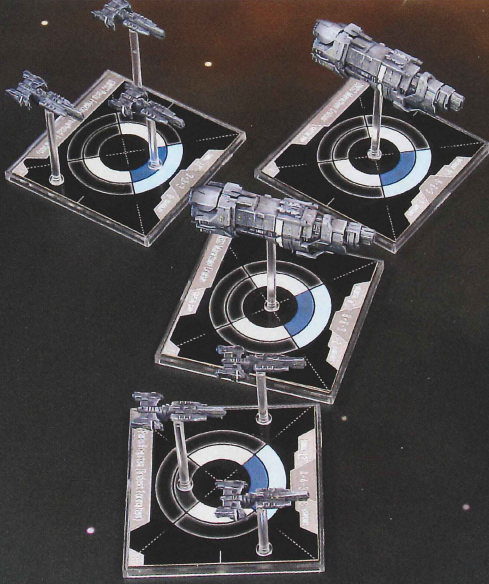
For each Critical Hit inflicted, the target Element also gains a **Vulnerable Token** immediately. This can potentially be repaired during the **End Phase** (see the rules for repairing Vulnerable Tokens in the **End Phase** chapter on **PAGE 102**).

CRITICAL HITS AND AFT ATTACKS

Should ALL weapons taking part in a **Firing Solution** be located in the Aft Arc of a target Element, and the Attack causes Damage, the likelihood of a Critical Hit is increased. When rolling to determine if a Critical Hit has been caused, a roll of  or  will result in the target Element gaining a Vulnerable Token. Collisions, Attack Runs and Boarding Assaults may NEVER claim an Aft Attack bonus.

LAST GASP!

When the final Damage Value of a Large or Massive Element is beaten, you MUST roll a single Attack Dice. On the result of a , the Element has not only been **Destroyed**, but it also explodes using the **Critical Core Breach** rules (see **PAGE 26**), although instead of the usual 8" range of the explosion, it is localised to 4".



VULNERABLE TOKENS

During the chaos of a battle, all manner of explosions and chaos can occur, some deliberate acts of sabotage and some accidental damage incurred as a result of forces clashing on board. Elements in **Halo: Fleet Battles** are affected differently when they become **Vulnerable**.

ELEMENTS WITH VULNERABLE TOKENS

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.



As you can see, these Tokens have nasty combined effects and a player should attempt to individually repair each Vulnerable Token during the **End Phase**. See **PAGE 102** for more details on removing Vulnerable Tokens.



SUMMARY

The **Core Mechanics** chapter details the fundamental rules of **Halo: Fleet Battles**. These will be referred to throughout the remainder of the rulebook, and a player should be thoroughly familiar with the contents of this chapter.

Some of the important points to remember:

- Games are made up of **Game Turns**
- Play Alternates between players at all times
- Small craft are represented by **Flight Tokens** which are in turn compiled into **Wings** for greater effectiveness in game
- Models fit on to **Formation Bases** which are then called **Elements** and Elements are combined together to form **Battle Groups** and Battle Groups will form a **Fleet**
- Battle Groups **MUST** contain at least one **Capital Element** and at least one **Non-Capital Element**
- A Battle Groups cannot exceed a **BR of 6**
- A Fleet **MUST** be led by a **Fleet Commander**
- **Heroic Characters** may be added
- Most **Dice Pool** rolls are during a game are made using **Firepower Rating 4**
- In many cases, a dice result of  is worth TWO Successes AND may allow you to reroll a 
- **Critical Hits** can add **Vulnerable Tokens** to an Element which weakens them
- **Damage Tokens** negatively affect the Attacking Dice Pool totals.
- **Vulnerable Tokens** negatively affect **Defence Dice Pool** totals.

FLEET ADMIRAL TERRENCE HOOD
COMMANDER IN CHIEF OF THE UNSC NAVY



FLEET BUILDING

Building a winning Fleet in **Halo: Fleet Battles** requires careful planning and thought. Victory is reliant on choosing the right formations for battle, and remember that the effectiveness of a Fleet can be influenced by the Fleet Commander chosen to lead it during the heat of battle. See the **Commanders & Heroes** chapter on **PAGE 39** for details.

In **Halo: Fleet Battles**, Models are formed into **Elements**, Elements are grouped together to form **Battle Groups**, and several Battle Groups are grouped to form a **Fleet**. These are the simple building blocks of the game.

There is plenty of opportunity to customise your Fleets to suit your own gameplay, and there are also historical **Halo** precedents of various Fleets available. Build your Fleets to take part in such conflicts as the Second Battle of Harvest, the Battle of Sigma Octanus IV, or take part in the brutal and pivotal Fall of Reach.

In your bid to recreate these military encounters, your Fleet Commander may be a legendary UNSC leaders such as Lord Hood or Vice Admiral Michael Stanforth, or a veteran Covenant warrior such as Imperial Admiral Xytan 'Jar Wattinree or veteran Supreme Commander Rho 'Barutamee.

THE MAXIMUM FLEET VALUE (MFV)

Prior to starting a game, players will need to build their Fleets. While this can be done just before the game begins, it is most often something a player does in advance of a game session. The starting point for this is called the **Maximum Fleet Value (MFV)**.

The MFV is the total number of points each player may spend on the different components which will form their Fleets. These components include Elements, **Fleet Commanders**, **Heroic Characters** and any other upgrades available to a player's Faction, such as elite **boarding troops** like Spartans or Zealots.

When building a Fleet, a player should keep in mind the sort of tactics they are looking to utilise. These will depend on their Faction, and may even be affected by the enemy they are facing. Players should closely evaluate the style of Fleet they want to create, and the role that each Battle Group within a Fleet will play. Will one Battle Group be loaded with long range hitting vessels? Will large formations of Interceptors and Bombers be used? Will another Battle Group be loaded with elite Boarding Craft that streak out ahead of the main Fleet in an attempt to capture and destroy enemy vessels by bloody force? The choice is yours.



To build a Fleet, players must *purchase* the Elements that make up the Battle Groups they want to field. Each Element has a cost in points that is listed under the **Element Profile** (see the **Core Game Mechanics** chapter on **PAGE 17** for a breakdown of an Element Profile).

Fleets are created by bolting together Battle Groups, and while there are simple guidelines (see later) on how a Battle Group must be formed, a player has huge flexibility to make each Battle Group different enough that when brought together, they can synergise on the tabletop.

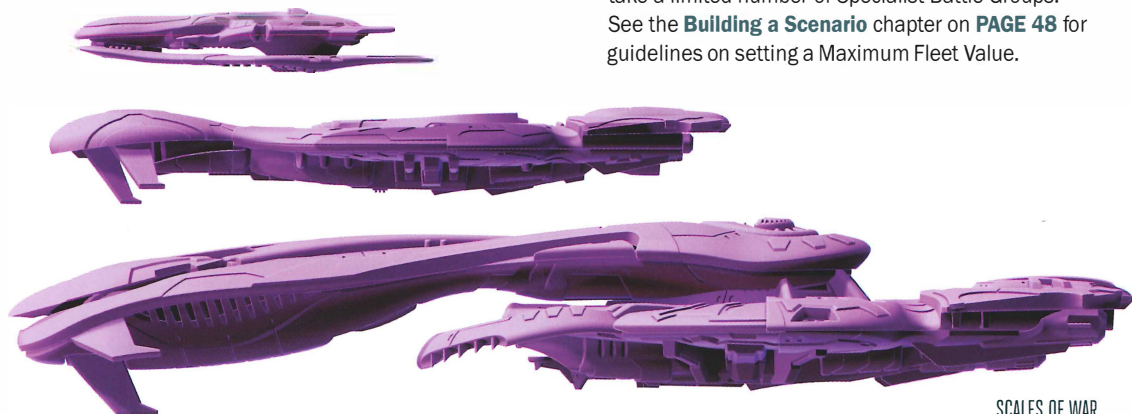
It is from making the most of the synergies within a Fleet, and the Fleet Commander chosen to lead it, that victory is made all the more likely.

BATTLE GROUPS

Battle Groups are the pieces that combine to make a Fleet. Battle Groups can be small or large, but must comply with a simple set of rules as follows:

Firstly, Battle Groups can be **Standard** or **Specialist**. **Standard Battle Groups** are the most common; meaning these are the most common formations used by a Faction when bringing the might of their space navies to bear. Specialist Battle Groups, on the other hand, are rarer, and represent a specific set of Elements that have been trained in fulfilling a specific combat role.

A player may have as many Standard Battle Groups as their **MFV** will allow them to purchase, but may only take a limited number of Specialist Battle Groups. See the **Building a Scenario** chapter on **PAGE 48** for guidelines on setting a Maximum Fleet Value.



SCALES OF WAR

BUILD RATING

The **Build Rating (BR)** is an important statistic listed on an Element's Profile. Elements of small vessels, like **Frigates** or **Corvettes** will generally have a **BR** of **1**, while Elements of medium and larger ships will have a **BR** of **2**, **3** or **4**. Elements that combine a larger ship with a Frigate or Corvette acting as a support vessel will generally have a **BR** of **4** or **5**, and Elements of massive ships will have a **BR** of **6** or potentially even higher.

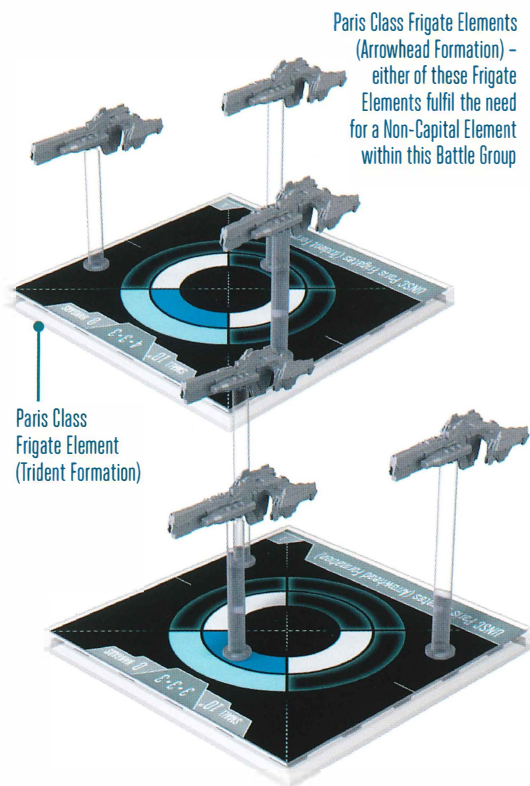
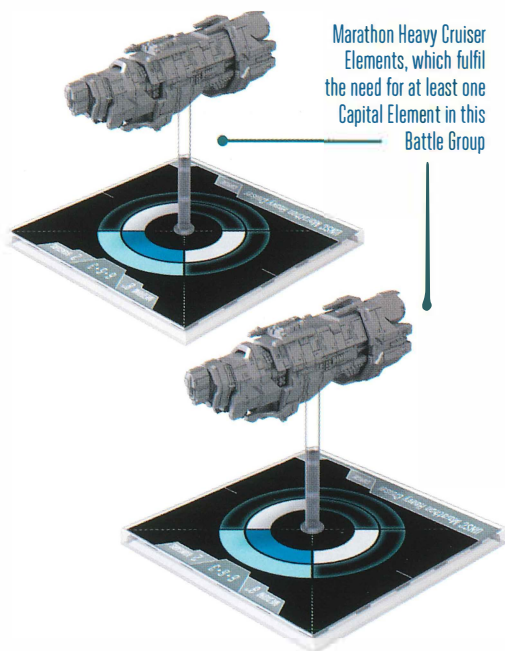
SHIP CLASS

An Element Profile has a listing for what is called the **Ship Class**, and this Class will define an Element as belonging to one of two categories: **Capital** and **Non-Capital**. In general, Capital ships represent the larger and more heavily armed ships that form the backbone of any Fleet, whereas Non-Capital Ships are the smaller vessels, often used en-masse or act as escorts to provide vital support to their larger, more ponderous counterparts.

MODEL SIZE

An Element's Profile will have listed a size category that the Element fits into. These are **Small**, **Medium**, **Large** and **Massive**. For an Element that has multiple ships on it, the overall size will be defined by the largest model on the Element Flight Stand.

The size of an Element is used to determine any movement restrictions, and can also be used in the **Advanced Fleet Building** rules at the end of this chapter. See **PAGE 38** for more details on Element Movement and how size affects it.



CREATING A STANDARD BATTLE GROUP

When creating a Standard Battle Group, a player must adhere to the following simple rules:

- It **MUST** contain at least **1 Capital Element** (explained on the previous page).
- It **MUST** contain at least **1 Non-Capital Element**
- The combined **Build Rating** **MUST NOT** exceed **BR 6**.

AN EXAMPLE OF A STANDARD BATTLE GROUP

John is creating a Standard UNSC Battle Group. He decides that he wants to make it relatively mobile, but still able to deal out plenty of damage. He sees this Battle Group as providing defensive support to the Carrier Battle Group he has just created, and offensive support to another Battle Group he is creating that will be full of elite boarding parties.

To this end he decides that a mix of **Cruisers** and **Frigates** is needed. He decides to take two **Marathon Heavy Cruiser Elements** (BR of **2** each, and **Capital Class**) and to this he adds **2 Elements of Paris Class Frigates** one in an **Arrowhead Formation**, the other in a **Trident Formation** (BR of **1** each and **Non-Capital Class**).

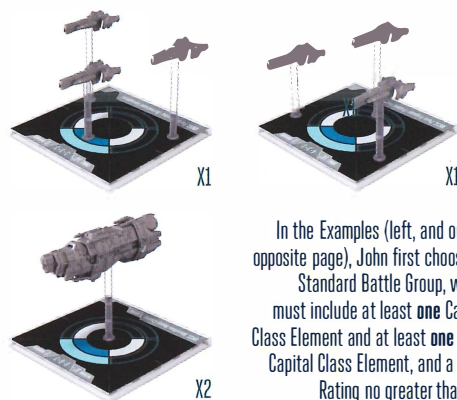
This is now a finished Battle Group of 2 Cruiser Elements and 2 Frigate Elements, and it satisfies the rules for a Standard Battle Group as it contains at least 1 Element that is Capital and at least 1 Element that is Non-Capital, and has a combined **Build Rating** of **6**, the maximum for a Standard Battle Group: **2+2+1+1**.

SPECIALIST BATTLE GROUPS

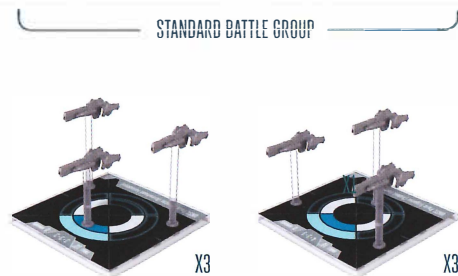
In addition to Standard Battle Groups, it may be possible for a player to take one or more Specialist Battle Groups. Each Specialist Battle Group represents a unique force, and must adhere to the following rules:

- A Fleet may only take 1 Specialist Battle Group for every 1 Standard Battle Group they take.
- A Fleet may only contain 1 of each type of Specialist Battle Group.

Specialist Battle Groups will often have custom rules attached to them, and in some cases this will allow the BR of a Battle Group to go beyond 6. The Faction Appendixes will detail the Specialist Battle Groups that are available, and their use.



In the Examples (left, and on the opposite page), John first chooses a Standard Battle Group, which must include at least **one** Capital Class Element and at least **one** Non-Capital Class Element, and a Build Rating no greater than **6**...



...which then allows him to then add a 'Harpy' Specialist Battle Group, which does not adhere to the same rules.

For example, continuing to build his UNSC Fleet, John decides to add a Specialist Battle Group to his existing Standard Battle Group. As a fan of Paris Class Frigates he elects to add a Harpy Battle Group, favoured by Fleet Commanders in the latter part of the Human-Covenant War.

The Harpy Battle Group consists of 3 x Paris Frigate Elements (in Arrowhead formation) and 3 x Paris Frigate Elements (in Trident formation). Each Element has a BR of 1, for a total BR of 6. But all the Elements are non-Capital, which is why this formation is classed as Specialist and can only be taken in conjunction with a Standard Battle Group.

CORE FLEET SPECIAL RULES

Different Factions may have specific rules that change the way Battle Groups and Specialist Battle Groups are formed, or how many of which may be taken. Such changes to the rules described in this chapter will be shown in the **UNSC** and **Covenant** Fleet List Appendices. In all cases, the Fleet Appendices or Scenarios take precedence over the rules found in this chapter.

FLEET COMMANDERS AND HEROIC CHARACTERS

Fleet Commanders are a vital component of **Halo: Fleet Battles**, and their personalities and individual genius can impact the game through the **Abilities** and **Orders** to which they have access. Every Fleet **MUST** have one Fleet Commander.

Heroic Characters are individuals whose actions can influence the course of a battle, and a Fleet may potentially have more than one.

Use the following simple table to help calculate how to add a Fleet Commander or Heroic Character to your Fleet. You can find more details in the **Commanders & Heroes** chapter on **PAGE 39**.

ADDING COMMANDERS AND CHARACTERS

Individuals	Points Level
1 Fleet Commander	ALL
Covenant Heroic Characters	1 per full 1250pts of MFV
UNSC Heroic Characters	1 per full 1000pts of MFV

CREATING AD-HOC BATTLE GROUPS

All Fleet Commanders have the ability to issue what is called the **Form Up** Fleet Order during a game. This is a vitally important Order as it allows a player to take two or more Battle Groups and form them into a single, new Battle Group. In this way, Battle Groups made weak through the loss of Elements can be combined into a new Battle Group, thereby strengthening their ability to have a continued effect in-game.

To create an **Ad-Hoc Battle Group** the Fleet Commander will issue the **Form Up** Order in the **Execute Orders Step of the Order Dice Phase** (see **PAGE 63** for more details on issuing Orders). Any new Battle Group created through the **Form Up** Order **MUST** follow all the rules for a Standard Battle Group (it must have at least one **Capital** and **Non-Capital** Element, and must not exceed a combined **BR of 6**).

Additionally, any Elements previously belonging to a Specialist Battle Group will lose any of the **Special Rules** or **Loadouts** associated with that Specialist Battle Group.

All Elements ordered to **Form Up** **MUST** be within **Coherency** of each other by the end of the Movement Segment or become subject to the Broken Coherency rules. See the **Movement Segment** chapter for more details on Coherency.

Any remaining Elements that are left behind in a Battle Groups after their fellows have gone off to join a new Battle Group **STILL** count as a Battle Group in their own right.

Note: A Battle Group **DOES NOT** have to have been weakened by battle damage for a player to perform the **Form Up** Order. A player could be re-building Battle Groups to achieve a different tactical advantage during a game, perhaps to head off an offensive move by their opponent.

OPTIONAL RULE: ADVANCED FLEET BUILDING

Players who want a more finely-tuned game experience, and who have already played several games of **Halo: Fleet Battles**, may consider using the Advanced Fleet Building Rules. These rules add layers of complexity to the way a Fleet is constructed. Once an **MFV** has been set, you need to understand the minimums and maximums of your Fleet:

MINIMUM AND MAXIMUM FLEET REQUIREMENTS

All Fleets, no matter what Faction they represent, **MUST** contain at least:

- 1x Large Element.
- 1x Medium Element.
- 1x Small Element.

These Elements can belong to the same **OR** different Battle Groups, but across the Fleet there must be one of each size of Element.

In addition to the Minimum Fleet Requirement, all Factions in **Halo: Fleet Battles** have a limiting set of Fleet Maximums that determine the number of different sized Elements that may be used:

FLEET MAXIMUMS: UNSC

Small Elements	Up to 50% of MFV.
Medium Elements	Up to 50% of MFV.
Large or Massive Elements	Up to 40% of MFV.
1x Fleet Commander	MUST be purchased.
1x Heroic Character	may be purchased per full 1000pts of MFV.

FLEET MAXIMUMS: COVENANT

Small Elements	Up to 40% of MFV.
Medium Elements	Up to 50% of MFV.
Large or Massive Elements	Up to 50% of MFV.
1x Fleet Commander	MUST be purchased.
1x Heroic Character	may be purchased per full 1250pts of MFV.



COMMANDERS & HEROES

Fleets in **Halo: Fleet Battles** are controlled by Fleet Commanders, individuals capable of inspiring those under their command through a mixture of personal charisma and tactical genius. Every Fleet is led by a single Fleet Commander. The Fleet Commander will govern a number of things during a game:

- The size of bonus when players roll **Initiative**.
- How many **elite Boarding Specialists** are available to a Fleet.
- **Standard Orders** available.
- **Special Orders** available.
- **Unique Abilities**.

CHOOSING A FLEET COMMANDER

All Fleets are led by a Fleet Commander and this is the first thing you will add to your Fleet. You CANNOT field a Fleet in **Halo: Fleet Battles** without a Fleet Commander, and this leader is most commonly not present on the Battlefield. This individual is located on a military base, massive spaceship, space installation or even a ground installation. As much as you may want to kill the Fleet Commander of your opponent – it is not going to happen.

ONE Fleet Commander must be purchased no matter what the **Maximum Fleet Value** size of a game of **Halo: Fleet Battles** and the points cost of the Fleet Commander is added to the points costs of your chosen Elements and when calculating your MFV.

Over time different Fleet Commanders will be made available in **Halo: Fleet Battles**. Some examples of famous leaders include:

THE UNSC

- Fleet Admiral Terrence Hood – Commander in Chief of the UNSC Navy.
- Admiral Preston Cole – Legendary Commander of the Outer Colony Defensive Fleets.
- Vice Admiral Michael Stanforth – Commander of UNSC fleet at Reach.
- Vice Admiral Danforth Whitcomb – Commander of Earth's Home Fleet.

THE COVENANT

- Xytan 'Jar Watinree – Imperial Admiral of the Combined Fleet of Righteous Purpose.
- Rho 'Barutamee – Supreme Commander of the Fleet of Valiant Prudence.
- Thel 'Vadamee – Supreme Commander of the Fleet of Particular Justice.

USING A FLEET COMMANDER

Once you have chosen who will lead your Fleet, you need to know when to use them. This is situational and will depend on what Phase of a Game Turn you are in. For example, when calculating **Initiative** (see **PAGE 64**) you can use the Command Dice of your Fleet Commander to add bonuses, the **Focused Attack** Order can only be used in the **Attacks Segment** or **Boarding Resolution Phase**. Chapters detailing the different Phases of a Game Turn will show when Fleet Commander Orders may be used.

ANATOMY OF A FLEET COMMANDER DATA SHEET

Here is an example **Data Sheet** for Vice Admiral Michael Stanforth, Commander of UNSC fleet at Reach. Let's look at the different sections that make up his UNSC Fleet Commander Data Sheet:

A Fleet Commander Illustration

B Fleet Commander Name and Rank – In this case, Vice Admiral Michael Stanforth and the name of his Flagship.

C Points Cost – The addition of Vice Admiral Stanforth to a Fleet costs 100 Points, and this number is added to the points total for Elements and/or upgrades when calculating the **MFV**.

D Boarding Specialist Available – In this case, Vice Admiral Stanforth has access to 0-1 Spartans that are available per full 1000 Points. Any Spartans taken may be distributed across a Fleet he is commanding, replacing a normal Boarding Craft with an elite one. Each Spartan has a Points Cost (in addition to the Fleet Commander's cost), and this total **MUST** be added to a Fleet's overall **MFV**.

VICE ADMIRAL - UNSC LEVIATHAN
MICHAEL STANFORTH
100 POINTS

SPARTANS: 0-1 per full 1000 Points / 4 VP's KIA **EACH SPARTAN COSTS +100 Points**

STANDARD ORDERS

FOCUSSED ATTACK
An Element may re-roll up to TWO Attack Dice. These dice may only be re-rolled once. This Order is issued after any Initial Dice are rolled during either the Attack Segment or the Boarding Resolution Phase.

BRACE! BRACE! BRACE!
When targeted by a Firing Solution or when Colliding with Terrain, the total number of Attack successes rolled against the nominated target is reduced by -2. This Order must be issued before any Initial Attack Dice Roll.

FORM UP!
The Fleet Commander may order the re-building of a Battle Group up to a maximum BR of 6. See the Ad-hoc Battle Groups rules in the rulebook. This Order must be issued during the Execute Orders Step of the Order Dice Phase.

SPECIAL ORDERS

PREPARE FOR BOARDERS!
Increase the Security Detail present on-board a single friendly Capital Element by +4 for this Turn. This Order must be issued during the Orders Step of the Boarding Resolution Phase.

TAKE IT TO THEM!
Increase the Attack Dice of EACH friendly Security Detail on-board a target enemy Element by +2. This Order must be issued during the Orders Step of the Boarding Resolution Phase.

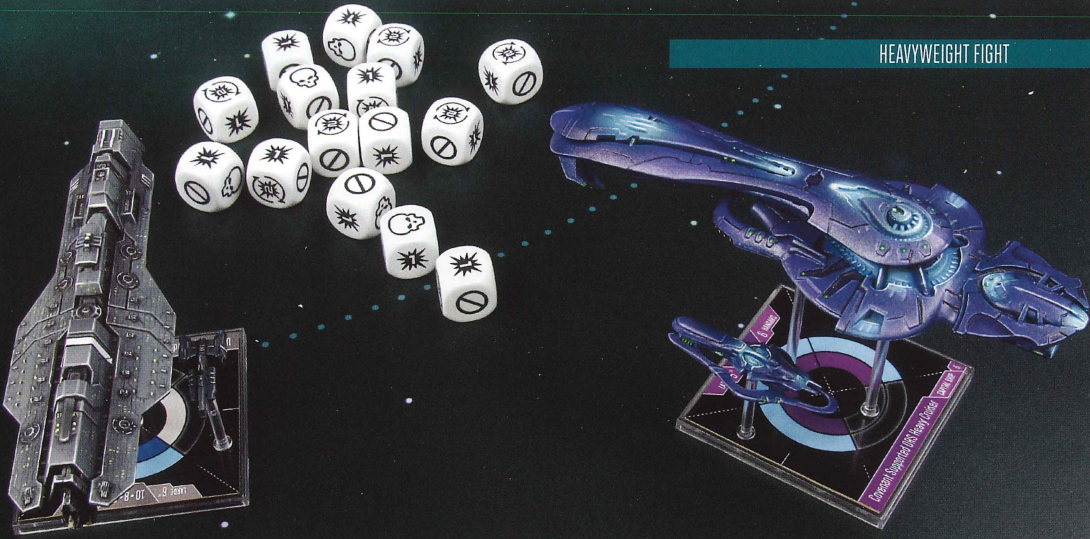
UNIQUE ABILITY
Vice Admiral Stanforth galvanised the UNSC forces at Reach into a formidable force using a combination of raw charisma and intuitive command skills. Stanforth may re-roll TWO Fleet Orders Dice once per Turn. The second result **MUST** be accepted.

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E Order Dice Squares – This is where unspent Order Dice are placed after rolling them in the **Order Dice Phase** – see **PAGE 63** for more details. The results should be shown face up and only removed from the Data Sheet when they are spent on issuing an Order. Some Data Sheets, especially those belonging to **Heroic Characters**, may have fewer slots and therefore fewer Order Dice.

F General Order Dice Square – This slot (with a wider and different-coloured border) denotes Order Dice that may be shared across a Fleet.

G Standard Orders – In this section, the Orders available to all UNSC Commanders are noted, along with the relevant cost in Order Dice.



H Special Orders – These are Orders that are specific to the named Fleet Commander/Heroic Character. For example, Vice Admiral Stanforth can issue a **Prepare For Boarders!** Order to increase the **Security Detail** on board a single friendly Capital Element by **+4** for a Game Turn.

I Unique Abilities – This contains some background information about the character, and lists any Special Rules they may utilise in their play-style.

HEROIC CHARACTERS

The **Halo** Universe is an expansive one, and over the years a multitude of exciting characters and heroes have evolved. In **Halo: Fleet Battles** we call these brave (and sometimes infamous) individuals **Heroic Characters**.

They can range from living legends to artificial intelligences, but no matter what form they take, they are all memorable. Heroic Characters are added to a game based on the size of MFV being played:

- ONE **Covenant** Heroic Character may be added to the Fleet per full **1250 Points** of MFV fielded
- ONE **UNSC** Heroic Character may be added to the Fleet per full **1000 Points** of MFV fielded

For example, Fred and Kelly have set their **MFV** at 1500 Points. They use the Fleet Commanders from the **Halo: Fleet Battles, Fall of Reach** Two Player Battle Box, giving them Vice Admiral Stanforth and Supreme Commander Rho 'Baratume. Based on the size of game they are playing, they can both choose one Heroic Character if they have one available. Fred, playing a UNSC Fleet, chooses the AI Cortana, hoping that her tactical abilities will help him during the battle. Covenant player Kelly, deciding that inspiration is needed more than tactics, adds a Minor Prophet – The Prophet of Objection – to his Fleet.

Caution must be used when selecting your Heroic Characters. Some are off-table, some are on planets, but some are on board vessels and, unlike Fleet Commanders, these individuals **CAN** be lost or killed during a game of **Halo: Fleet Battles**. Such a loss of a heroic individual can send shockwaves through a Fleet, so be cautious with their use. Examples of Heroic Characters include:

THE UNSC:

- The Master Chief – John-117, penultimate Spartan super-soldier.
- Cortana – Advanced artificial intelligence.
- Captain Keyes – Stalwart commander and hero.

THE COVENANT

- Prophet of Stewardship – an Ambitious minor Prophet.
- Ardo 'Moretumee – Skilled shipmaster.
- Seeker – Counter-cyberintrusion system.

USING A HEROIC CHARACTER

Once you have chosen what Characters will be included in your Fleet, you need to know when to use them. This is situational and will depend on what Phase of a Game Turn you are in. Each chapter that details a different Phase of a Game Turn will show when the Orders issued by a Heroic Character can be issued.

ORDERS

Orders are a vitally important aspect of **Halo: Fleet Battles**, as they represent the influence of Fleet Commanders and Heroic Characters to control and manipulate the military assets they have brought to a space battle. There are two types of Orders: **Standard Orders** and **Special Orders**.

Standard Orders represent the tactics, training and stratagems of a particular Fleet, and different Fleets will have access to a different mix of Standard Orders. An example of Standard Orders includes **Form Up**, **Brace! Brace! Brace!** and **Focused Attack**.

Special Orders represent the skill, insight, and tactical genius of a particular Fleet Commander or Heroic Characters. These Orders will be listed on individual Heroic Characters. An example of a Special Order is Rho 'Barutamee's **Fix Those Defences!** Order.

In addition to their Orders, you will also see that Fleet Commanders and Heroic Characters will have their own **Unique Abilities**. These manifest in a variety of ways, such as Rho 'Barutamee's ability allows him to re-roll an Initiative die if he is unhappy with the result.

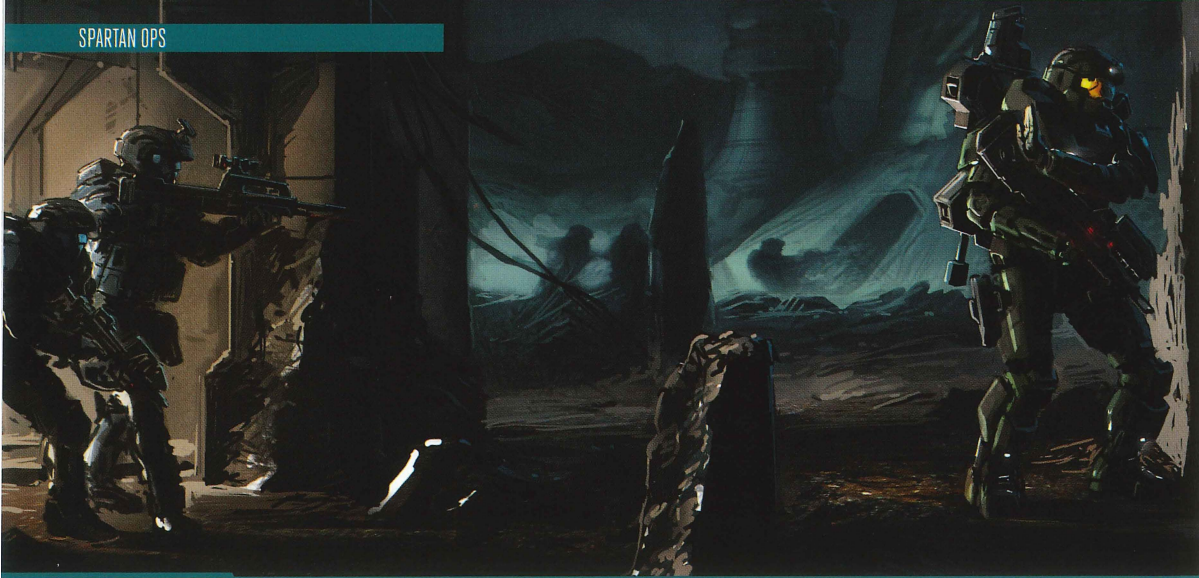


ROLLING ORDER DICE

All Fleet Commanders and Heroic Characters roll their respective number of Order Dice. These dice have three distinct icons upon their faces, representing **Attack**, **Defence** and **Command**.




The result of this roll creates what is called the **Order Dice Pool**, and it is the use of these dice and their icons that dictate how a Fleet Commander or Heroic Character can issue **Standard** or **Special Orders**. All Orders in **Halo: Fleet Battles** are marked with the different dice symbols required to issue the Order.

In the **Order Dice Phase** of a game, players will roll a number of Order Dice for each Fleet Commander and Heroic Character, placing those rolled dice results onto the Commander or Character's Data Sheet. Later in a Game Turn, these dice may be spent by a player to issue Orders – see the **Order Dice Phase** chapter on **PAGE 63** for more details.



To use an Order, a player must have the Order Dice available on their Data Sheet showing the icons required to issue that Order. Once spent, these dice are removed from the card, and may not be used again in the same Turn. When issuing an Order, the dice spent to issue the order must all come from one Fleet Commander or Heroic Character.

IMPORTANT NOTE: Some Data Cards feature a colour-coded General Order Dice square, or squares. The Order Dice placed in these may be used in conjunction with another Data Card that features the same coloured square. This is the **ONLY** time that Order Dice may be used across different Fleet Commander or Heroic Characters when issuing Orders.

Each Order will also specify when, in a Game Turn, it may be played. For example, UNSC Fleet Commander Vice Admiral Michael Stanforth may issue the Special Order **Take It To Them** (see opposite page). This Order requires three Attack results (  ) in order to be used, and this Order may only be issued in the **Orders Step** of the **Boarding Resolution Phase**.

After the Orders Dice have been rolled, a player should think carefully about how best the dice icons may be spent through a Game Turn to issue Orders.

Spending Orders Dice to assist with whatever is happening during a battle can be a powerful boost, but this must be balanced with the player's desire to save certain dice to issue the specific Orders they may have planned for later in the Turn. It will always be a tactical choice.

KEEPING YOUR DICE

Order Dice are kept at the discretion of a player and they therefore **DO NOT** have to be re-rolled at the beginning of each Turn. This is important as some of the more powerful Orders are difficult to execute, and it may take a number of turns to generate the Order Dice needed to execute the Order.

For example, in the first Turn of a game, Jorge rolls five Order Dice and puts them onto his Fleet Commander card. At the beginning of the next Turn, Jorge can choose to re-roll all the Order Dice including those left unused on the Commander Card or roll just a few, keeping some of the unused Dice back in preparation for an important Order later in the game.



TERRAIN

Space is vast, and whilst most battles will take place in the black emptiness of the **Halo** Universe, some of the more titanic struggles will centre in and about strategic locations, such as planets, moons, asteroid fields and space stations.

A good Fleet Commander will work around these space obstacles, but a brilliant one will create advantage from anything they find on the battlefield that can be used to defeat their opponent. Terrain makes a Battlefield more fun to play in, is more aesthetically pleasing to look at, and most importantly, more tactically rich in terms of gameplay.

Terrain in **Halo: Fleet Battles** comes in a variety of options, ranging from asteroid fields (such as in the engagements around Eridanus II), to wreckage from past or continuing battles (as with the ship wreckage created at the Fall of Reach), or even giant gas clouds, space stations or other space phenomena.

Whatever form it takes, Terrain provides both opportunities and dangers for Fleet Commanders. In terms of gameplay, Terrain generally impedes the movement of ships and impacts the accuracy and/or effectiveness of weapon systems. Therefore a tactically adept Fleet Commander should ensure that these problems are much more serious for their opponent than for themselves.

PLACEMENT OF TERRAIN

All placement of Terrain is noted in the relevant **Scenario** being played. However, players should feel free to add or remove Terrain if they wish to better utilise the Terrain they have available to them. More on setting up a Battlefield for play is detailed in the **Pre-Game Set Up** chapter on **PAGE 48**.

TERRAIN FOOTPRINTS

To make using Terrain in your Battlefields simple we have defined three basic categories, or 'Terrain Footprints' as we will refer to them. However, they are only a recommended guide. As players build their own Terrain collections, they should tailor them to meet their Battlefields and the size of their games.

- **Small Terrain** should fit within – or be equivalent in size to – a circle roughly **2.5" by 2.5"**
- **Medium Terrain** should fit within – or be equivalent in size to – a circle roughly **4" by 4"**
- **Large Terrain** should fit within – or be equivalent in size to – an ellipse roughly **8" by 5"**

TERRAIN TYPES

ASTEROID FIELD

An Asteroid field is a region of floating space rocks. Perhaps they occurred naturally, or perhaps they were brought together by someone for a strategic purpose. It is not uncommon for factions to build installations on Asteroids. Whatever the reason for the rocks being there, they remain together in a loose group, and are great to hide behind.

Template Size Any.

Shooting Shooting through an Asteroid Field imposes a **-2 penalty** to the **Firepower Rating**.

Movement Elements moving through an Asteroid Field at above half speed suffer an Attack Dice Pool of **10** using a **Firepower Rating of 4**.



Examples of Asteroid Field templates

GASEOUS CLOUD

A Gaseous Cloud is a region of increased particle density in space. As a very low density object, Gas Clouds impose NO restrictions at all on Movement, but do impede shooting.

Template Size Commonly Large.

Shooting Shooting through a Gas Cloud imposes a **-1 penalty** to the **Firepower Rating**.

Movement Elements moving through a Gas Cloud suffer NO penalties.



An example of a Gaseous Cloud template

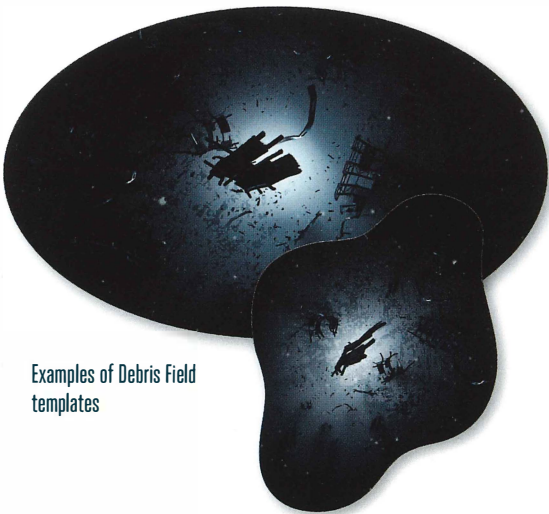
DEBRIS FIELD

A Debris Field is the remnant of an accident or battle in space. It consists of pieces of floating space junk, derelict fighters, or anything of a similar size.

Template Size Medium or Large.

Shooting Shooting through a Debris Field imposes a **-2 penalty** to the **Firepower Rating**.

Movement Elements moving through a Debris Field at above half speed suffer an Attack Dice Pool of **15** using a **Firepower Rating of 3**.



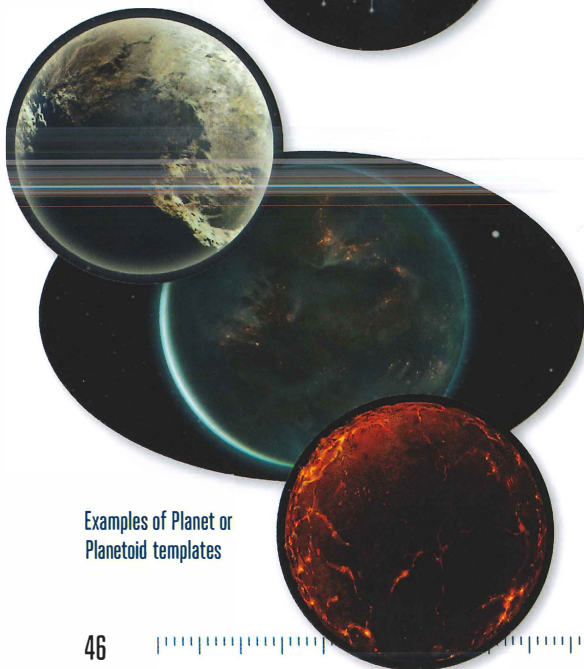
Examples of Debris Field templates



Examples of Wreckage Field templates



Examples of Space Station templates



Examples of Planet or Planetoid templates

WRECKAGE FIELD

A Wreckage Field is the dense remains of a violent battle. It consists of one or several destroyed vessels, mostly intact but with gaping holes, and definitely with no signs of life.

Template Size Small or Medium.

Shooting Shooting through a Wreckage Field imposes a **-3 penalty** to the **Firepower Rating**.

Movement Elements moving through a Wreckage Field at above half speed suffer an Attack Dice Pool of **15** using a **Firepower Rating of 5**.

SPACE STATION

All spacefaring Factions commonly build Space Stations. An example of a Space Station from **Halo** would be *Anchor 9*.

Template Size Small or Medium.

Shooting You cannot shoot through a Space Station.

Movement If an Element makes contact with a Space Station both are **Destroyed** and replaced by a Debris Field, unless a Scenario presents different rules for handling collisions.

A Space Station is normally decorative or can be part of a Scenario or Campaign setting.

PLANET/PLANETOID

A small, super-dense planetary body that can act as a focal point for your **Halo: Fleet Battles** games. It is a solid object, and as such ships CANNOT move through or shoot through it.

Template Size Medium or Large.

Shooting If the **Line of Sight (LoS)** from an attacking Element to a target Element passes through a Planetoid, the target Element is NOT a valid target. See **PAGE 86** for more details on LoS.

Movement Elements attempting to move through a Planetoid at any speed are immediately **Destroyed**.



MOVEMENT THROUGH TERRAIN

If, during the movement of an Element, ANY part of the Element's Formation Base touches ANY part of the Terrain Footprint, the Element is counted as '**Moving Through**' that Terrain.

When an Element moves through Terrain of any type, it has two options available to it:

1. An Element may move at half speed for the entire Activation (e.g. if an Element's speed is 10", it may move no more than 5" in the Activation it moves through Terrain).
2. If it moves faster than half its speed, it suffers an **Attack** at the listed strength and Firepower Rating for the Terrain.

NOTE: Battle Groups MUST always attempt to remain in **Coherency** – see **PAGE 80** for more details on Coherency. Therefore, if one Element in a Battle Group chooses to move safely at half speed through Terrain, it might be the case that the other Elements in the Battle Group will also need to move at half speed to retain their Coherency.

SHOOTING THROUGH TERRAIN

Terrain impedes weapon accuracy, resulting in a shift on the **Firepower Rating**. This applies if the **Line of Sight** from ANY attacking Element to ANY valid target Element in an enemy Battle Group passes through ANY part of a Terrain Template. See **PAGE 86** for more about Line of Sight.

Adding plenty of terrain to your games will add to the tension of a game of **Halo: Fleet Battles** and will open up a myriad of tactical opportunities for players. Hide behind asteroid fields or use Gaseous formations to negatively impact the Firepower Rating of your opponents, while you cunningly wait for the right moment to pounce and destroy them.

IMPORTANT NOTE: Line of Sight is a thin straight line drawn from the centre point of the Formation Base of the Firing Element to the centre point of the Formation Base of the Target Element. Therefore, if the firing Element has its Formation Base centre inside a Terrain Footprint, any modifiers created by that Terrain WILL affect the shot. If the Line of Sight passes through multiple Terrain pieces, the penalties to the Firepower Rating will all **stack**.



PRE-GAME SET-UP

When organising a game of **Halo: Fleet Battles**, the players will need to decide on a number of conditions. Like all things, good forward planning will help you bring your games together. In this chapter we provide you with a simple **Encounter Scenario**, designed to introduce new players to the game.

Beyond that we have an easy to use **Scenario Generator** that will allow you to play more tactical Scenarios that are randomly selected before a game.

GAME SIZE

The Game Size is the number of points each player will have to spend on their Fleets. This number, as discussed in the **Fleet Building** chapter (**PAGE 33**), is known as the **Maximum Fleet Value** (or **MFV**). The MFV chosen by the players will dictate two things, the first and most obvious being the number of Battle Groups, and therefore the number of models that are on the table. And secondly, the MFV will have an impact on the recommended size of the Battlefield.

SIZE OF THE BATTLEFIELD

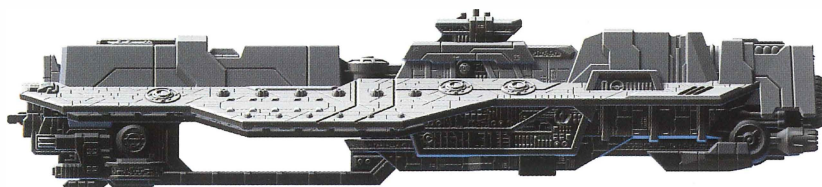
As previously stated, the Battlefield is the table area of space in which the battle takes place. While **Halo: Fleet Battles** can be played on any large table, we recommend that no edge of the Battlefield is less than 3', unless a specific Scenario is being played which dictates a smaller area.

Typically a Battlefield will be a table space of around 4' by 4', although it may be enlarged to a 4' by 6' or even 4' by 8' for bigger engagements.

The table below shows the recommended Battlefield sizes for various MFV. When players are familiar with the game they will be able to determine what sort of feel they like for their games. Generally, the larger the table space compared to the MFV, the more high speed manoeuvring and long range fire will be involved; the smaller the table size compared to the MFV, the more intense and bloody the struggle will be. The quantity of Terrain on the table will also significantly affect the game's feel and tactical focus.

RECOMMENDED BATTLEFIELD SIZES

Maximum Force Value (MFV)	Up to 1000 Pts	1001-3000 Pts	For every extra 1000 Pts beyond 3000
Recommended Battlefield Size	4' by 4'	4' by 6'	Add an additional 2' to the table width



BATTLE GROUP ALPHA

UNSC 770 Point Fleet

Fleet Commander: Vice Admiral Stanforth

100

Battle Group Alpha (with Epoch as the Flagship):

1x Supported Epoch Carrier (Br5)

190

1x Trident Formation of Paris Class Frigates (Br 1)

25

Hangars: 6 = 2 Wings of 3 Interceptors

Build Rating of Alpha = 6

Points for Alpha: 215Battle Group Beta

2x Marathon Heavy Cruiser Elements (Br 4)

190

1x Arrowhead Formation of Paris Class Frigates (Br1)

25

Hangars: 4 = 1 Wing of 4 Bombers

Build Rating of Beta: 5

Points for Beta: 215Battle Group Gamma

1x Marathon Heavy Cruiser Element (Br 2)

95

1x Trident formation of Paris (Br 1)

25

Hangars: 2 = 1 Wing of 2 Bombers

Build Rating of Gamma: 3

Points for Gamma: 120Battle Group Delta

1x UNSC Marathon Heavy Cruiser Element (Br 2)

95

1x UNSC Arrowhead formation of Paris (Br 1)

25

Hangars: 2 = 1 Wing of 2 Interceptors

Build Rating of Delta: 3

Points for Delta 120

Total Battle Groups: 4 (215+215+120+120)

1 Commander: 100 points

No Heroic Character, No Spartans

Total Elements: 9

Total Points 770List of Models Needed

1x Epoch Heavy Carrier

4x Marathon Heavy Cruisers

13x Paris Class Frigates

(12 on 4 Elements + 1 escorting the Epoch)

BUILDING YOUR FLEET

The rules for constructing your Fleets are covered in more detail in the **Fleet Building** chapter (**PAGE 33**), but once players have organised a location, time and date for a game, have agreed on the MFV and Battlefield size, and whether they'll be playing a simple **Encounter** or a **Scenario**, they can sit down in their own time and plan their Fleet.

While building your Fleet can be done just prior to a game, it is typical, and indeed recommended, for players to design their Fleets in advance of a game. This allows players to plan more carefully on what they will include, and therefore the sorts of tactics they will try to employ in the fight.

Deciding which Elements will make up a Battle Group, and how a particular Battle Group may best be used is a vital tactical consideration, and doing this in advance of the game allows you to plan all manner of clever ploys and synergies. Typically, players will write down their Fleet list, including the Elements, Battle Groups and other things that make up a Fleet, and the points total spent.

There is huge amounts of tactical fun to be had as you define your Fleet and micro-manage its contents. As more models become available for the game, so the options for Fleet composition will grow for players, allowing game after game to be built and played differently.

GAME TYPE

This can be decided when the players arrive at the table ready to play, or can be decided in advance. There are two types of game: an **Encounter** and a **Scenario**. Scenarios and the **Scenario Generator** are covered later in this chapter, and is a process both players will contribute to just prior to a game.

It can be helpful when building your Fleet, to have agreed with your opponent whether you will be playing an Encounter or a Scenario (the exact Scenario you will be playing should remain unknown until just before the game commences).

NOTE: Halo: Fleet Battles is set in an exciting universe established in video games, books, TV series, graphic novels, and more. There will be two play styles presented for games of **Halo: Fleet Battles: Campaign** and **Fleet War Games**. The former will focus on the official storyline for **Halo**, recreating the key events in the history of the universe, whereas the latter will be looser in its structure, allowing players to literally rewrite the history of the **Halo** Universe.

'What if' scenarios will be prevalent in the Fleet War Games mode. Examples might include:

- What could have happened if *Infinity* had been at the Fall of Reach?
- What if the UNSC had managed to keep their MAC platforms operational for longer?
- What if Red Team had boarded the enemy flagship rather than landing on Reach?
- UNSC vs UNSC in Fleet War Games – or Red verses Blue as we call it.

The options are endless for players to immerse themselves in 'what if' scenarios.

The more canon-focused fans of **Halo** will, however, likely look for a more asymmetric playstyle that sees the embattled UNSC struggling against great odds as the irrepressible, and seemingly unstoppable Covenant sweep across the **Halo** Universe.

SCENARIO BASICS

Scenarios have a number of universal terms that apply to a game type. These are noted here, along with the rules that are consistent across all Scenarios in **Halo: Fleet Battles**.

Let's look at them one by one:



THE SCENARIO MAP

All Scenarios have a Map – this represents the Battlefield being fought over. The Scenario Map will generally show Deployment Zones, Entry Points, Sectors and other notable areas of interest.

BATTLEFIELDS, TERRAIN & SECTORS

A Battlefield is always divided into Sectors into which Terrain is placed: Sectors are 2' x 2' squares within the Battlefield. A 4'x4' Battlefield for example has 4 Sectors, while a larger game may have 6 or more.

For each Sector on a Battlefield, each player rolls a Halo Die:

- On a roll of , the player **MUST** place a piece of Terrain.
- On a roll of , the player may **CHOOSE** whether or not to place a piece of Terrain.
- On any other result, the player does not place Terrain.



Which piece of Terrain a player chooses to place, and whether Small, Medium or Large, is up to the player. Terrain rules and sizes are described in detail in the **Terrain** chapter on **PAGE 44**. Terrain placed by a player should sit entirely within the relevant Sector. There must be a gap of at least 4" between placed Terrain pieces.

ATTACKERS AND DEFENDERS

Often Scenarios will specify if there are Attackers and Defenders. This is to allow specific gaming conditions to apply to things like deployment, Reserve Forces and such.



BOARD EDGE

After Terrain has been placed, each player should roll a number of Order Dice equal to the number they have available from their Fleet Commander and Heroes in their Fleet. The player who has rolled the highest number of Command Icons ( / ) may choose their preferred Board Edge, and the other player will take the opposite Board Edge. In the case of a tie, re-roll all Order Dice until a clear winner is determined. In cases where no Board Edges are used a different method for determining such effects will be shown.

DEPLOYMENT ZONE

The Deployment Zone is an area into which players deploy their Fleet. Each Deployment Zone will be clearly noted on the Scenario Map.

THE DEPLOYMENT PROCESS

Unless otherwise stated in a specific Scenario, all deployment is done in an alternating process – one Battle Group at a time. Unless otherwise noted in the specific Scenario, the player who lost the roll for Board Edge may decide to deploy first or second. If it is a player's turn to deploy, they must select one of their Battle Groups and place all of its Elements inside their Deployment Zone, within Coherency of each other (see [PAGE 80](#)).

Any Flight Tokens belonging to Elements in the deployed Battle Group must now be formed into Wings of Interceptors or Bombers, and must be deployed with the Battle Group, within 8" of an Element from that Battle Group (for more about Flight Tokens and Wings see the [Wings](#) chapter, [PAGE 65](#)). It should be noted that deployment is the only time in the game where Coherency is relevant for Battle Groups and their Wings.

All Elements and Wings deployed must be placed so the Tokens or Formation Bases are entirely within the Player's Deployment Zone.

Boarding Craft should be placed on the Element that generated them.

Once the first player has deployed a Battle Group, their opponent deploys one of their own Battle Groups following this same procedure. Deployment alternates back and forth, with each player taking it in turn to deploy a Battle Group and associated Wings. Once all Battle Groups and Wings have been deployed, the first Turn of the game begins with the Order Dice Phase.

VICTORY POINT TARGET AND SCORING VICTORY POINTS

The Victory Points Target is the amount a Victory Points a player must generate before they can claim to have won the game. The target number is dependent on the Maximum Fleet Value (MFV) being played:

MFV	VICTORY POINTS TARGET
0-1000	20
1001-1500	25
1501-2000	30
2001-2500	35
2501-3000	40
3001+	40 +5 per full 500 additional MFV over 3000pts

SCORING VICTORY POINTS

Victory Points are always awarded in the End Phase of each Turn (see **PAGE 103**). In every scenario Players score Victory Points as follows unless otherwise directed:

- **Element Destruction:** Every Build Rating point of the enemy *Destroyed* = +1 Victory Point.
- **Sector Control:** If a player is the only player to have Elements in a Sector, they are regarded as having Sector Control = +1 Victory Point per Sector Controlled. These points will be awarded every Turn and a Sector on a Battlefield may only be scored ONCE per Turn.

In some Scenarios, additional Victory Points can be scored by destroying a Flagship, breaking through the battle lines, or even invading a planet. See each Scenario for additional Victory Points on offer. Remember, scoring Victory Points will win you games!

VICTORY POINT TARGET

Every Scenario will list either a set number as the Victory Point Target, or a method for calculating the Victory Point Target.

- If one of the players has reached their Target in the End Turn, their tactical mastery has earned them a **Major Victory**.
- If BOTH players have reached their Targets in the End Turn (OR the Maximum Turn Limit expires), the player with the highest total earns a **Minor Victory**.

- If BOTH players have reached their Targets in the End Turn (OR the Maximum Turn Limit expires) with players scoring identical Victory Point totals the game is classed as a **Stalemate** with no victor.

MAXIMUM TURN LIMIT

A Scenario in Halo: Fleet Battles will normally last a set number of turns or until one player has achieved their Victory Points Target.

PLAYING AN INTRODUCTORY ENCOUNTER









The following text details a simple Encounter Scenario, and assumes a 4' by 4' Battlefield is being used. This should be the first Scenario new players set up and play. It is a good idea to have the rulebook and Summary Sheets in front of you too.

- Use the Scenario Map on **PAGE 54** for the Meeting Engagement.
- The Encounter Scenario has a **Maximum Turn Limit of 6 Turns**.
- Players should place Terrain in the manner stated above.
- All Board Edge and deployment Rules shown above are in play.
- This Scenario has no Attackers and Defenders.
- Victory Points are awarded for Element Destruction and Sector Control.
- Each player has a **Victory Points Target of 15**.

Armed with this, now all you need to do is grab your opponent, follow the rules above and get your forces fighting.

Once you have played the Encounter Scenario a few times and familiarised yourself with the rules of the game, you should move on to the Scenario Generator where new challenges await.


IMPORTANT NOTE: Remember to score the BR of *Destroyed* ships during the End Phase of every Turn.


SCENARIO GENERATOR TABLE		PLAYER 1 RESULT			
					
PLAYER 2 RESULT		ANNIHILATION	BLOCKADE RUN (Player 1 is Attacker)	AMBUSH (Player 1 is Attacker)	PLANETARY ASSAULT (Player 1 is Attacker)
		BLOCKADE RUN (Player 2 is Attacker)	SEEK AND DESTROY	MEETING ENGAGEMENT	AMBUSH (Player 1 is Attacker)
		AMBUSH (Player 2 is Attacker)	MEETING ENGAGEMENT	SEEK AND DESTROY	BLOCKADE RUN (Player 1 is Attacker)
		PLANETARY ASSAULT (Player 2 is Attacker)	AMBUSH (Player 2 is Attacker)	BLOCKADE RUN (Player 2 is Attacker)	ANNIHILATION

SCENARIO GENERATOR

After both players have completed the process of organising their game, including building their Fleet, and before preparing the Battlefield, they should decide who will be Player 1, and who will be Player 2. Once decided, both players roll a Halo Die and cross reference the results on the table above to determine the Scenario that will be played.

For Example:

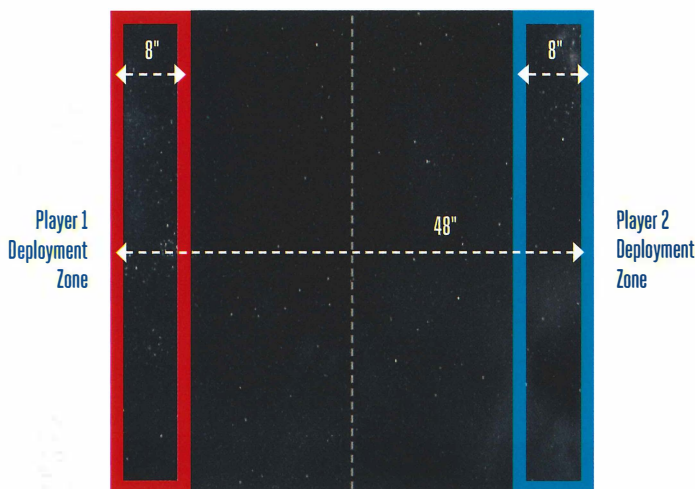
Emile is Player 1 and rolls .

Kat (Player 2) rolls .

Looking at the table, it is clear the game will be an **Ambush Scenario** where Emile will be the **Attacker**.

Each Scenario Description will dictate how to place Terrain, any special rules for deployment, provide the **Victory Conditions** for the Scenario and dictate the Victory Point Target. Scenarios will also include a **Turn Limit**. The Turn Limit is the maximum number of Turns the game runs for. If neither player is able to achieve the Victory Conditions of the Scenario before the **End Phase** of the Turn listed in the Turn Limit, the Game is over, and the player with the highest number of Victory Points at that point wins.

On the following pages are the Scenarios mentioned in the Generator. The Scenario Map represents a 4' by 4' Battlefield. However, we highly recommend that a 6' x 4' gaming area is used as this allows for more tactical gameplay, especially when you are playing a larger MFV game. For a larger Battlefield, players should alter the proportions and positions of the Scenario Maps accordingly.



MEETING ENGAGEMENT

TURN LIMIT: 8 TURNS

TERRAIN

Terrain is placed using the method stated on **PAGE 50**.

ATTACKER AND DEFENDER

This Scenario has no Attackers and Defenders.

BOARD EDGE

Board Edge is determined using the method stated on **PAGE 51**.

DEPLOYMENT

Deployment is determined using the method stated on **PAGE 51**.

VICTORY CONDITIONS

The following Victory Points (VPs) are calculated in the End Phase. See **PAGE 103** for more details.

Sector Control	1 VP Per Sector.
Destruction	1 VP for every Build Rating Point of enemy Elements <i>Destroyed</i> .

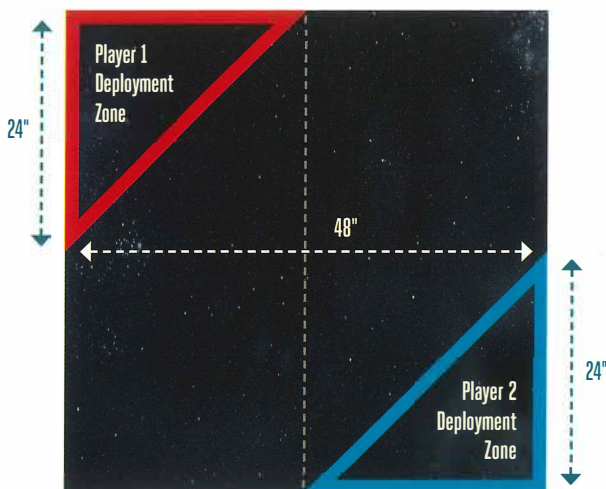
VICTORY POINT TARGET

The Victory Point Target is determined using the rules stated on **PAGE 52**.

GAMEPLAY NOTE

The Meeting Engagement provides a slightly longer game than the basic Encounter Scenario. It is a good place for players to move onto after they have played a few Encounter Scenarios.


Consider the Encounter Scenarios you have so far played as merely *scouting actions* where the fleets are probing for an opening, prior to the main attack: the Meeting Engagement.



SEEK AND DESTROY

TURN LIMIT: 8 TURNS

TERRAIN



Terrain is placed using the method stated on **PAGE 50**. However, players may NOT elect to avoid placing Terrain on a roll of .

ATTACKER AND DEFENDER

This Scenario has no Attackers and Defenders.

DEPLOYMENT ZONES

Both players roll the number of Order Dice available to each player through their Fleet Commander and any Heroes present.

The player with the most Command Icons ( / ) choosing their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until a winner can be determined.

DEPLOYMENT

Deployment is determined using the method stated on **PAGE 51**. In addition, each player must nominate a single Large or Massive Element to act as their Flagship for the coming battle. The Flagship MUST have the highest individual Build Rating in the fleet (although a player may choose if there are multiple options.)

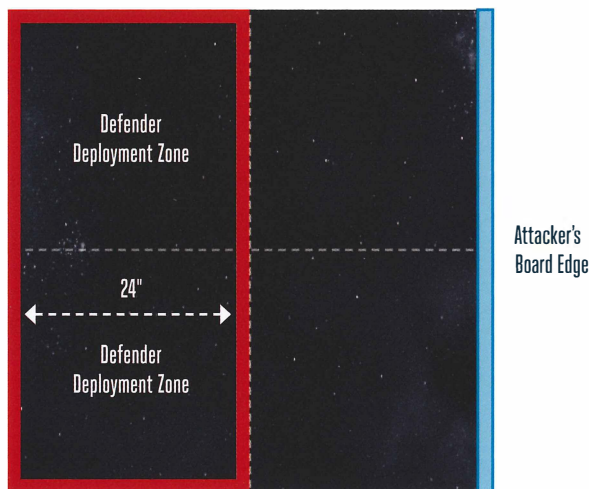
VICTORY CONDITIONS

The following Victory Points (VPs) are calculated in the End Phase. See **PAGE 103** for more details.

Destroy Flagship	3 VP in addition to its BR
Sector Control	1 VP for each Sector containing a Deployment Zone
Destruction	1 VP for every Build Rating Point of enemy Elements <i>Destroyed</i> .

VICTORY POINT TARGET

The Victory Point Target is determined using the rules stated on **PAGE 52**.



BLOCKADE RUN

TURN LIMIT: 8 TURNS

TERRAIN

Terrain is placed using the method stated on **PAGE 50**.

ATTACKER AND DEFENDER

As determined in the **Scenario Generator Table**.

DEPLOYMENT ZONES AND BOARD EDGES

Deployment is determined using the method stated on **PAGE 51**. In addition, each player must nominate a single Large or Massive Element to act as their Flagship for the coming battle. The Flagship **MUST** have the highest individual Build Rating in the fleet (although a player may choose if there are multiple options available.)

DEPLOYMENT

1. The Defender deploys all Battle Groups and Wings.
2. The **Order Dice Phase** of the first Turn begins with the Attacker automatically taking the first Initiative.
3. During the **Wings Phase** of the first Turn when it is the Attacker's Activation, they will move their Wings onto the board from any point along their Entry edge, using the Board Edge as the start point for measuring movement.

4. During the Battle Group Phase when the Attacker activates a Battle Group, they will first deploy their chosen Battle Group onto the Battlefield with the Formation Bases touching their Board Edge and within **Coherency** of each other. They will then activate the Battle Group normally from that point.

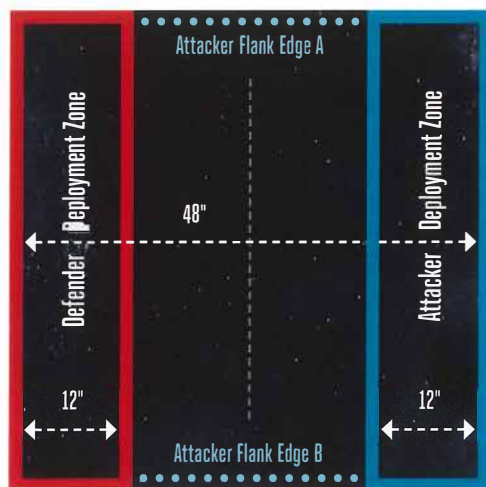
VICTORY CONDITIONS

The following Victory Points (VPs) are calculated in the End Phase. See **PAGE 103** for more details.

Destroy Flagship	3 VP in addition to its BR
Sector Control	1 VP for each Sector containing a Deployment Zone (<i>Attacker only</i>).
Destruction	1 VP for every Build Rating Point of enemy Elements <i>Destroyed</i> .

VICTORY POINT TARGET


The Victory Point Target is determined using the rules stated on **PAGE 52**.



AMBUSH

TURN LIMIT: 8 TURNS

TERRAIN

Terrain is placed using the method stated on **PAGE 50**. However, the Attacking player may elect to avoid placing Terrain on a roll of .

ATTACKER AND DEFENDER

As determined in the **Scenario Generator Table**.

DEPLOYMENT ZONES AND BOARD EDGES



Board Edge is determined using the method stated on **PAGE 51**.

FORCE DIVISION

The Attacker separates their Fleet into a **Main Fleet** and 1-2 two Flanking Battle Groups. The Attacker must designate at least 1 Battle Group as Flanking. The combined BRs of the Elements from the Flanking Battle Groups may not be larger than the combined BR of the Main Fleet.

Each player designates a **Flagship**, which must be their single Element with the highest BR (if there are multiple options, the player chooses). The Flagship's Battle Group must be a part of the Main Fleet.

DEPLOYMENT

1. The Attacker deploys ALL Main Battle Groups and associated Wings belonging to the Main Fleet.
2. The Defender Deploys ALL Elements and Wings.
3. Each Flanking Fleet must be designated in secret, and the Flanking Edge they will enter. Flanking Battle Groups enter the Battlefield during the **Reserves Step** of the **Order Dice Phase** on a Halo Dice result of  or  from Turn 2 onwards. When deployed, they are placed with their Formation Base touching the Board Edge, including any Wings they may have.
4. If any Flanking Battle Groups have not entered the Battlefield by Turn 5, they do so automatically.
5. Move to the **Order Dice Phase**.

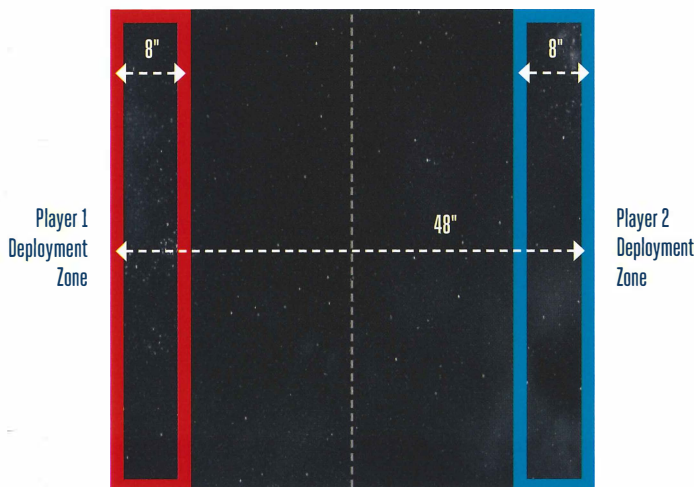
VICTORY CONDITIONS

The following Victory Points (VPs) are calculated in the End Phase. See **PAGE 103** for more details.

Destroy Flagship	3 VP in addition to its BR
Sector Control	1 VP for each Sector
Destruction	1 VP for every Build Rating Point of enemy Elements Destroyed.

VICTORY POINT TARGET


The Victory Point Target is determined using the rules stated on **PAGE 52**.



ANNIHILATION

TURN LIMIT: 10 TURNS

TERRAIN

Terrain is placed using the method stated on **PAGE 50**. However, BOTH players may elect to avoid placing Terrain on a roll of .

ATTACKER AND DEFENDER

This Scenario has no Attackers and Defenders.

BOARD EDGE

Board Edge is determined using the method stated on **PAGE 51**.

DEPLOYMENT

Deployment is determined using the method stated on **PAGE 51**. In addition, each player must nominate a single Large or Massive Element to act as their Flagship for the coming battle. The Flagship **MUST** have the highest individual Build Rating in the fleet (although a player may choose if there are multiple options.)

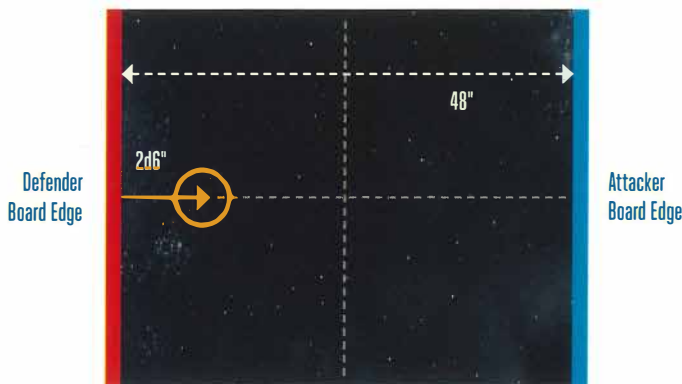
VICTORY CONDITIONS

The following Victory Points (VPs) are calculated in the End Phase. See **PAGE 103** for more details.

Destroy Flagship	2 VP in addition to its BR
Destruction	1 VP for every BR Point of enemy Elements <i>Destroyed</i> .
Annihilation	1 VP for each complete Battle Group <i>Destroyed</i> .

VICTORY POINT TARGET


The Victory Point Target is determined using the rules stated on **PAGE 52**.





PLANETARY ASSAULT

TURN LIMIT: 10 TURNS

TERRAIN

Terrain is placed using the method stated on **PAGE 50**. However, the Defending player may elect to avoid placing Terrain on a roll of .



ATTACKER AND DEFENDER

The Attacker is determined by each player rolling a number of Order Dice equal to the number available to them through the Fleet Commander and Heroes in their Fleet. This player with the most Command Icons ( / ) may elect to be the Attacker or Defender.

BOARD EDGE

The Defender chooses their preferred Board Edge and places a Planet **2D6"** onto the board from the centre point of their Board Edge, moving any existing terrain at least **4"** from the planet's final position. The Attacker must take the opposite Board Edge.

DEPLOYMENT

1. Fleets are not Deployed into the Battlefield at the start of the game, but Wings should be assembled as per the normal rules for Wings. Each player designates a Flagship, which must be their single Element with the highest BR (if there are multiple options, the player chooses).
2. Each Fleet Commander rolls their Order Dice.
3. The player with the highest number of Commands ( / ) may choose whether the Initiative will be theirs or their opponent's. In the case of a tie, re-roll Order Dice until a winner is determined.

4. The game begins with the **Order Dice Phase** as normal. During the **Wings Phase**, all Wings (assembled off-board) will be activated and moved into the Battlefield, measuring from the Board Edge. In the **Battle Group Phase** players will alternate activation of Battle Groups normally. Once a Battle Group has been selected for Activation, it should be positioned in the Battlefield with the rear of the Formation Base touching the Board Edge (and within Coherency). The Battle Group continues its activation normally from there.

SPECIAL RULES – READY THE INVASION FORCES!

The Planet placed by the Defender may be 'invaded' by the Attacker if the Attacker can keep a Large or Massive Capital Element within 4" of the Planet for 2 turns OR if the Attacker can keep a Medium Capital Element within 4" of the Planet for 3 turns.

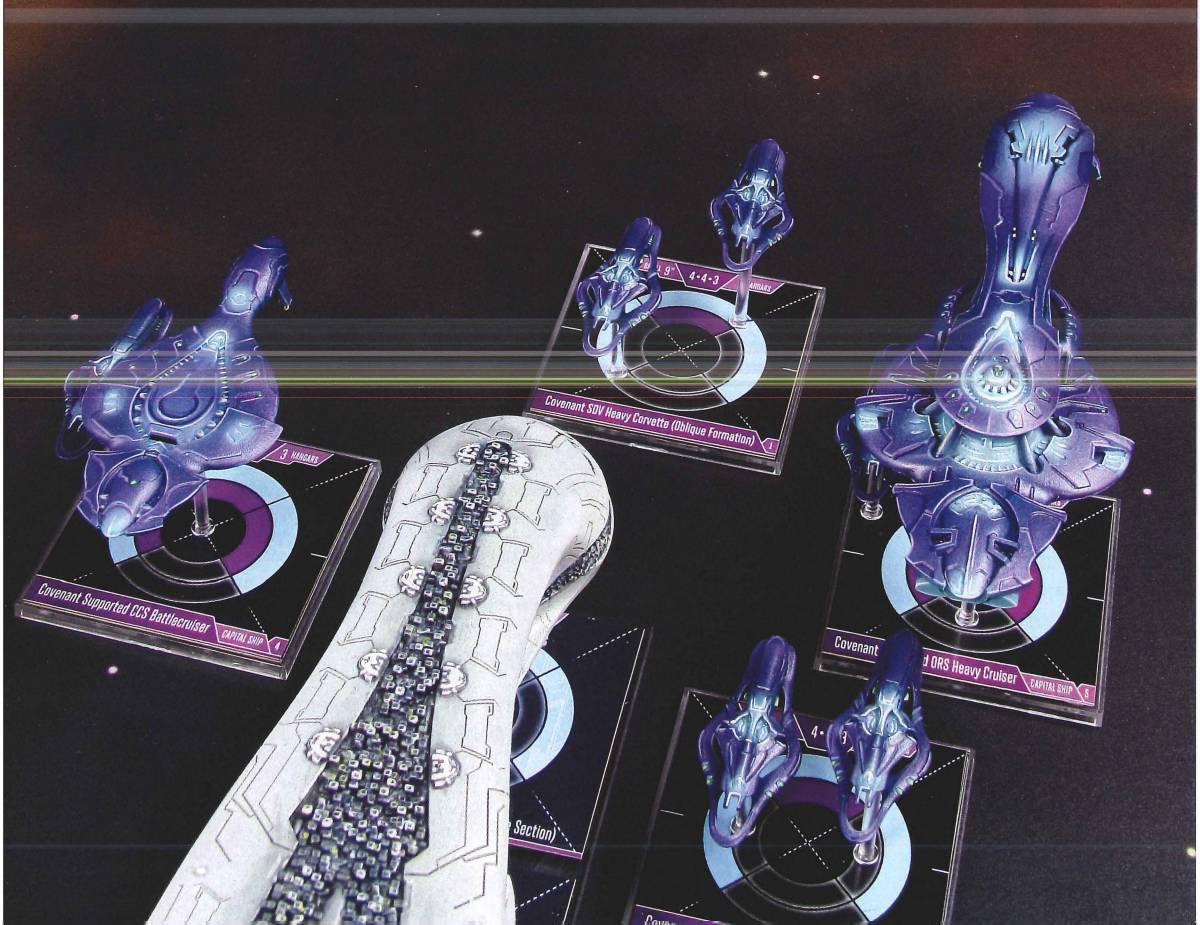
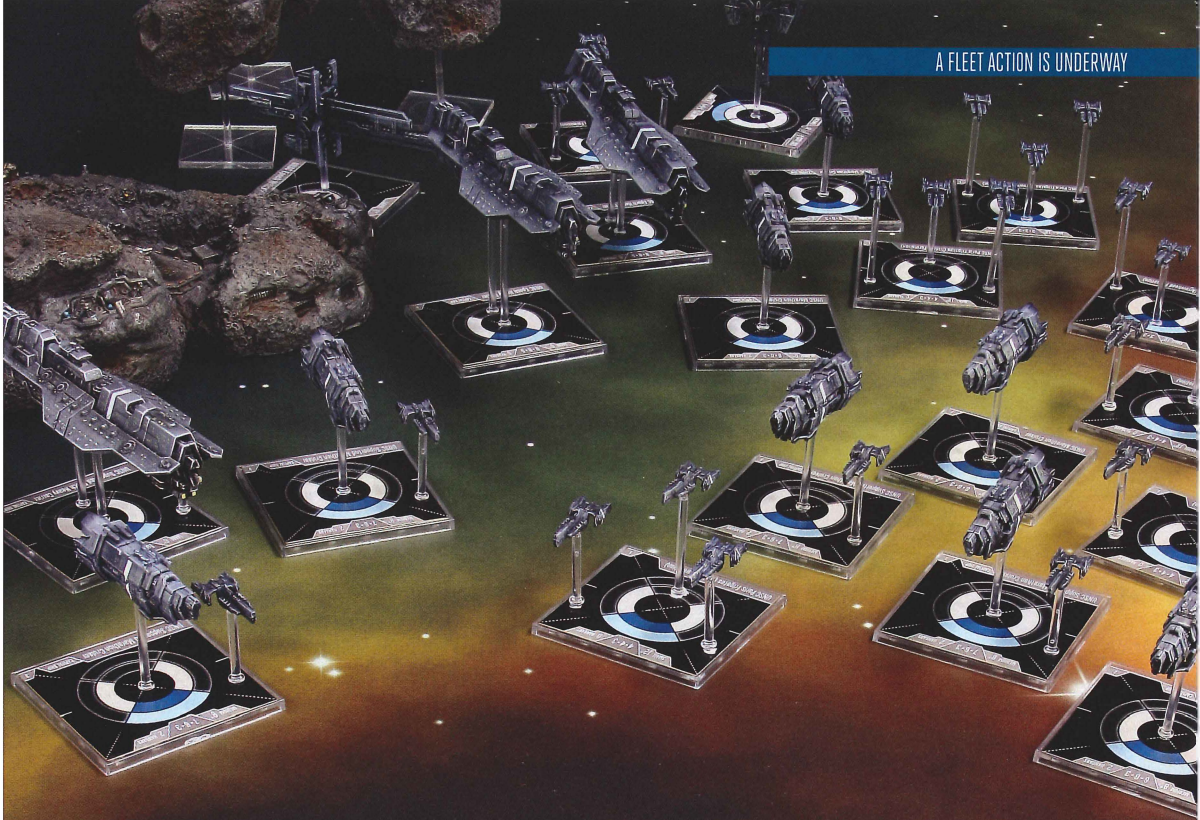
SCORED VICTORY POINTS

Attacker 'Invades' the Planet	10 VP (this can ONLY be scored once)
Defender destroys the enemy Flagship	5 VP in addition to its BR
Destruction	1 VP for every BR Point of enemy Elements <i>Destroyed</i> .

VICTORY POINT TARGET

The Victory Point Target is determined using the rules stated on **PAGE 52**.

A FLEET ACTION IS UNDERWAY





BREAKDOWN OF A GAME TURN

To create a game flow where there is an interesting arc of action and decision making, **Halo: Fleet Battles** is broken down into what are known as Game Turns. A game will last multiple Game Turns, and if you are playing a Scenario it will often dictate the number of Game Turns to be played before a game is classed as 'over' and someone has won or lost.

Game Turns are broken down into multiple parts, not all of which are used every Turn, but only when the parts or action on the Battlefield require them. The granularity of **Halo: Fleet Battles** is:

GAME TURN

↓
Phase

↓
Segment

↓
Step

↓
Action

↓
Sub-Action

IMPORTANT NOTE: Not all **Phases** break down to **Segments** and then **Steps**. Some may go straight from Phase to Step. It all depends on what is being achieved in that Phase.

THE GAME TURN

1. Order Dice Phase

2. Wing Phase

2-1 Wing Movement Segment

2-2 Wing Attack Segment

Move ALL Wings before making Attacks

3. Battle Group Phase

3-1 Battle Group Movement Segment

3-2 Battle Group Attack Segment

Players alternate Battle Group Activations

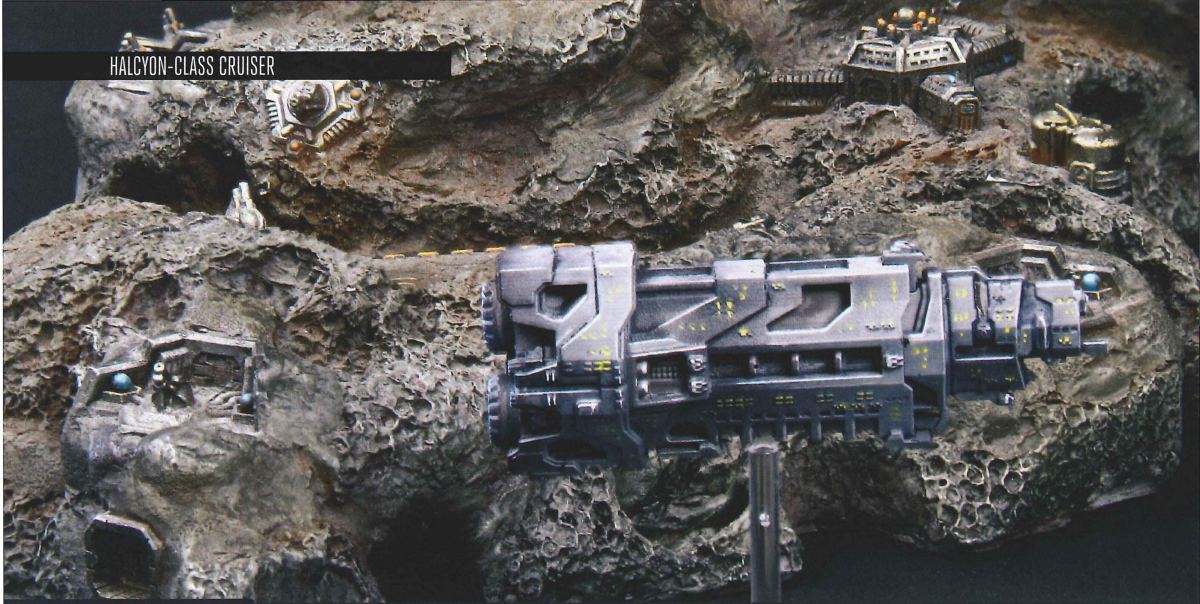
4. Boarding Resolution Phase

5. End Phase

These Phases, and the Segments and Steps and so forth that make them up are described in full detail in the following chapters, but here is a brief overview.

1. ORDER DICE PHASE

In this Phase, both players roll a number of **Order Dice** depending on their **Fleet Commanders** and **Heroic Characters**. The Order Dice will be used later in the Turn to issue Orders. The Order for **Initiative** for the remainder of the Turn will also be determined.



2. WING PHASE

In this Phase, each player will Activate, Move and perform Actions with their **Wings (Flight Tokens)** representing Interceptors and Bombers). The player who won **Initiative** will activate a Wing, then their opponent will activate a Wing, with the players alternating until all Wings have been moved. See the **Wings Phase** on **PAGE 65** for more details.

3. BATTLE GROUP PHASE

In this Phase, the player who is going first will nominate a Battle Group to activate, and the Elements in that Battle Group will go through their **Movement Segment** and **Attack Segment**, which includes attacking the enemy. The opposing player will then nominate a Battle Group, and move through those Segments with the Elements that make up that Battle Group.

Players will alternate in order, with one selecting the next Battle Group to activate, and going through the **Movement** and **Attack Segments** with the Elements that make the selected Battle Group, and then the other player will do the same, until all the Battle Groups (and therefore ALL Elements) on the gaming table have been Activated.

4. BOARDING RESOLUTION PHASE

In this Phase, all the Boarding Craft that were launched during the **Battle Group Phase** will have their Boarding Actions resolved.

5. END PHASE

In the **End Phase**, players will check to see whether either has achieved their **Victory Conditions**, resolve various effects, make repairs, perform Carrier Actions, and clear the table of any Activated Tokens in readiness for the commencement of the next Game Turn.

While no *action* is taking place in this Phase, it is one of the most important Phases of the game. Token management is key, and accurate handling of effects of such things as Vulnerable Tokens and Countdown Tokens is vital to gameplay.

For example, Vulnerable Tokens have a debilitating effect on Elements, and ideally players will look to remove them as quickly as they can. Countdown Tokens are even more serious, and the defusing of (or failure to defuse) these Tokens can see an Element literally blown apart by a gigantic explosion, with all Elements around it potentially suffering Damage as per the Critical Core Breach rules on **PAGE 26**.



ORDER DICE PHASE

The first Phase of every Game Turn is the **Order Dice Phase**. Players will roll the **Order Dice** for their **Fleet Commander** and any **Heroic Characters** present in their Fleet. The dice results for each Commander or Heroic Character will dictate what Orders are available for them to issue during a Game Turn, and players should carefully consider how they wish to use these Dice to best support their Fleet.

The **Order Dice Phase** is divided into the following 5 Steps:

1. Roll the **Order Dice** (remember to roll separately for each Fleet Commander and any Heroic Characters).
2. Allocate the Order Dice to their respective **Data Sheets**.
3. Execute any Orders that are relevant.
4. Determine the **Initiative Order** for the Turn.
5. Determine if **Reserve Forces** Arrive.
6. Move on to the **Wing Phase**.

1. ROLL THE ORDER DICE

In this Step, the players should roll the number of dice indicated on their Fleet Commander or Heroic Character's Data Sheet – each should be rolled for separately. These dice represent the ability of the Fleet Commander or Heroic Character to influence the flow of the battle. Once a player has rolled the dice, they must place those dice (showing the resulting faces) in the reserved areas marked on the Fleet Commander or Heroic Character Data Sheets.

Order Dice may be spent to issue Orders. There are two types of Orders: **Standard Orders** and **Special Orders**. Each Order has a game effect, but also has a cost. If a player wishes to execute an Order and gain the benefit associated to it, they must pay the cost in Order Dice as indicated by the icons.

The results of the Order Dice roll in this Phase will influence which Orders may be issued or not. Once an Order has been issued, the player removes the 'spent' Order Dice from the Fleet Commander or Heroic Character card, and they may not be used again that Turn. Some Orders will require the expenditure of only one Order Die, whereas others may require two or more. For more on Orders and how to issue them, see the **Fleet Commanders** chapter on **PAGE 39**.



Each Order Die has three different symbols on it: These are **Command Icons**. In addition to being spent on Orders requiring Order Dice, the Command Icon is used to provide a bonus when determining **Initiative** in a Game Turn.



These are **Attack Icons**. Orders requiring an Attack Icon are typically aggressive in nature.



These are **Defence Icons**. Orders requiring a Defence Icon typically help reduce Damage.

2. ALLOCATE ORDER DICE



Once Order Dice for an individual Fleet Commander or Heroic Character have been rolled, place them in the spaces provided in the Data Sheet(s) for that Faction, with the result rolled face up. Remember not to mix the Dice up for different Fleet Commanders or Heroic Characters you may have – any Order issued must be issued by a single Commander or Heroic Character (in other words, the dice spent to issue an order must all come from the same Data Sheet).

IMPORTANT NOTE: Data Sheets may include wider-edged, differently-coloured Dice Squares that allow Fleet Commanders and Heroic Characters to share the Order Dice.



3. EXECUTE ORDERS

The Order description on the **Data Sheet** will dictate when in a Turn an Order may be played. Some Orders indicate that they may be given in the **Order Dice Phase** (such as the **Form Up** order). This is when those Orders may be executed, and the rules for them followed (as described on the Fleet Commander or Heroic Character Data Sheets).

4. DETERMINE INITIATIVE ORDER

To determine the Initiative Order, both players roll a single **D6**, adding to their total the number of  or  Command symbols present on their Fleet Commander Data Sheet. The player with the highest score is considered to have won the Initiative. If the players are tied, the Initiative passes to the player who did NOT have the Initiative in a previous turn. In the case of the First Turn, the players must re-roll their respective **D6** until a winner can be determined.

Once Initiative has been decided, the player with Initiative can elect to go first OR to make their opponent go first.

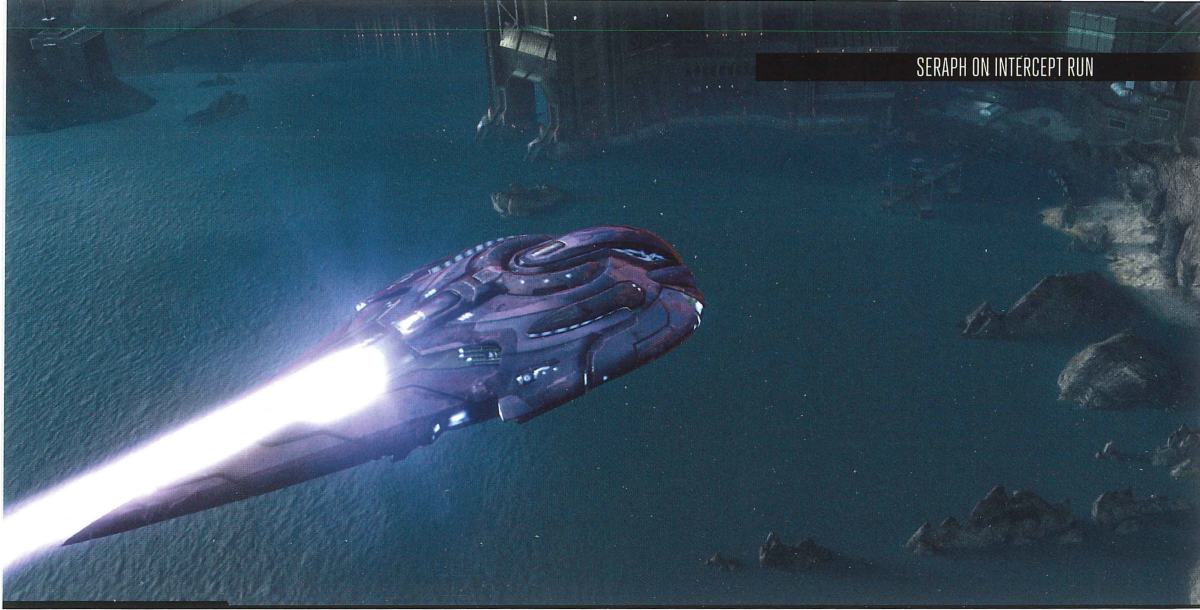
In games with more than two players, simply rotate through the Initiative sequence. Alternatively, players may elect to define Initiative by Faction, choosing to alternate Initiative based on sides, with the D6 roll plus any bonuses from  or  symbols determining which Faction goes first, and then alternating through the player list.

5. RESERVES ARRIVE

Some Scenarios include the use of Reserves, these are Battle Groups and Elements that arrive late to the battle. Typically, a Scenario will detail whether any Reserve forces are in play, and how and where they will enter a game.

6. MOVE ON TO THE NEXT PHASE

Once the Initiative is determined, players are ready to move on to the next Phase – The **Wings Phase** – where small space craft such as Bombers and Interceptors will Activate.



WINGS

Within **Halo: Fleet Battles** there are many craft too small to be represented individually on Formation Bases, yet despite their size they play an important role within the game. These include **Interceptors** tasked with the elimination of other enemy small space craft and **Bombers** that are capable of delivering heavy ordnance against enemy vessels.

These small craft are represented on the tabletop as **Flight Tokens**. When a number of Flight Tokens are stacked together to create a more powerful fighting force they are called **Wings**.

The maximum size of a Wing is determined by the Faction that it belongs to. Check the Fleet Appendices (**Appendix 3: Covenant** and **Appendix 4: UNSC**) to see the maximum number of Flight Tokens that can be combined into a single Wing. The information is also repeated on the following page.

A Wing can ONLY contain one type of Flight Token. Thus a Wing can contain all Bombers, or all Interceptors, but it CANNOT contain both.

IMPORTANT NOTE

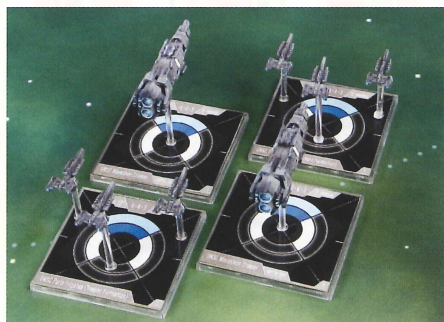
If this is the first time you are reading these rules, please bypass this Phase of **Halo: Fleet Battles** for now and move to the **Battle Group Phase**. Please return to this chapter when you have familiarised yourself with the **Element Movement Segment, Attack Segment** and **Boarding Resolution Phase**.

HANGARS, FLIGHT SLOTS AND CREATING WINGS

Certain Elements in **Halo: Fleet Battles** have **Hangars**, and are capable of carrying and deploying Interceptors and Bombers. Flight Tokens have a statistic called '**Flight Slots**', which is a measure of how much space an individual Flight takes up in a Wing when they are deployed and in the Hangar of its transporting Element.

When creating a Fleet, players will 'fill' the Hangars in a Battle Group, often with a combination of Flight Tokens, be they Interceptors or Bombers. These Tokens are then combined into stacks of Wings.

When building a Fleet, Wings are individually constructed by using the Flight Tokens generated by a **Battle Group**. When a player compiles their Fleet List, they should note the size, and what types of Wings they will be taking in their Fleet for each individual Battle Group.



A UNSC Battle Group – 2x Marathon Heavy Cruiser Elements and 2x Paris Frigate Elements (Trident Formation). Each Marathon Heavy Element has a 'Hangars' stat of **2**. Across the Battle Group, the combined **Hangars = 4** (2 for each of the Marathon Heavy Cruiser).

When building their Fleet, a player will decide how they want to use those 4 Hangars in this Battle Group. They may decide to use those Hangars to create a single Wing of 4 Longsword Bombers (each Longsword takes up one Flight Slot). They may decide to take two Wings of 2 Broadsword Interceptors each (where each Broadsword takes up one Flight Slot). They may decide to take two Wings: one of 2 Longswords, and one of 2 Broadswords, or any other combination adding up to a total of 4 Flight Slots.

When you compile your Fleet List, make sure you are aware of the sizes of the Wings that your Faction is able to take, and you have chosen to field. The minimum and maximum sizes of the Wings will vary, Faction to Faction. For example:

THE UNSC

Flights:

- UNSC Interceptor Flights take up 1 Flight Slot each and a Wing can contain 2 to 4 Flight Slots
- UNSC Bomber Flights take up 1 Flight Slot each and a Wing can contain 2 to 5 Flight Slots

THE COVENANT

Flights:

- Covenant Interceptor Flights take up 1 Flight Slot each and a Wing can contain 2 to 5 Flight Slots
- Covenant Bomber Flights take up 1 Flight Slot each and a Wing can contain 2 to 4 Flight Slots

DEPLOYING WINGS

A player's Fleet List will hold the record of the Wings formed by the Hangars of each Battle Group. When a player deploys a Battle Group (see the **Pre-Game Set-up** chapter on **PAGE 48** for more details), they will also Deploy any Wings formed by that Battle Group. Wings must be deployed within **8"** of ANY Element from that Battle Group.

You are now ready to commence Wing combat!

WING PHASE OVERVIEW

Wing Movement Segment

Nominate Wings and Actions: **A.** Interceptor Dogfight **B.** Bomber Attack Run **C.** Interceptor Escort Duty

Wing Attack Segment – Nominate a Wing and resolve the Attack Run or Dogfight.

Attack Runs Against Elements	Dogfights Against Wings
I. Resolve Point Defence Attacks	I. Total Wing Attack Dice Pools
II. Total Wing Attack Dice Pool	II. Roll Attack Dice
III. Roll Attack Dice Pool	III. Apply Damage*
IV. Total Element Defence Dice Pool	IV. Roll for Annihilation
V. Roll Defence Dice Pool	
VI. Apply Damage to Element	*Damage is Simultaneous
VII. Roll for Critical Hits	

Consolidation Segment. The next player now nominates a Wing and resolves that Attack Run or Dogfight.



THE WINGS PHASE

ACTIVATING YOUR WINGS

The first Activations you will make in the game are with your Wings. This is known as the **Wing Phase** and is broken down into a number of key Segments, Steps and Actions.

KEY TERMS YOU SHOULD KNOW BEFORE READING ON

Engaged – A Wing of Bombers is considered to be *Engaged* if it has made contact with an enemy Element after executing an **Attack Run**. An Engaged Wing CANNOT be *Locked* by enemy Interceptors.

Locked – A Wing is considered to be *Locked* if a Wing of Interceptors performing a **Dogfight Action** moves into contact with it. The *Locked* Wing cannot perform any further Actions until it is *Unlocked* by a friendly Interceptor Wing, or Destroys the enemy in contact.

STEP 1: NOMINATING YOUR WINGS

Using the **Order of Initiative** as defined by the **Order Dice** (see **PAGE 64**), each player can now nominate and perform Actions with their Wings. The player with the Initiative selects a Wing to Activate and performs that Wing's Action. After the Wing has acted, the opposing player selects a Wing to Activate, and performs that Wing's Action.

Players alternate back and forth, Activating their Wings, until ALL the Wings in the Battlefield have been Activated and have performed an Action. Once a Wing has performed an Action, place an **Activated Token** next to the Wing to indicate that it has acted. Once all Wings have performed an Action, the **Wing Attack Segment** of the **Wing Phase** takes place, see below for more.

ACTIVATING AND MOVING YOUR WINGS

Wings may perform one of THREE Main Actions when they are activated: **Dogfight**, **Attack Run** and **Escort Duty**. Each Action will allow a Wing to Move. A player may also elect to simply move their Wing as a sub-action without performing a Main Action. When moving a Wing, the following rules should be followed:

- All Wings may move in any direction (this is referred to as having 360° movement) and may move up to the **Movement Distance** as stated on their **Profile** card.
- This means that a Wing can move to any location within its Movement Distance.
- Wings are unimpeded by any **Terrain**, and may thus move freely through ANY Terrain. However, Wings may NOT finish their move on top of a **Planetoid** Template.

After a Wing has performed its Main or sub-Action the Wing gains an **Activated Token**. Unlike other game Elements, an Activated Token does not mean the Wing has finished for the Turn.

ACTIONS EXPLAINED

I. DOGFIGHT - INTERCEPTORS ONLY

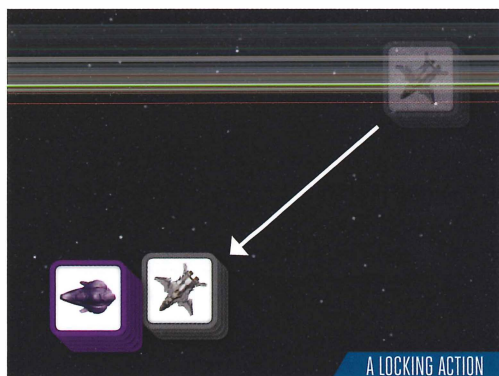
This Action allows an Interceptor Wing to Move and **Lock** an enemy Wing. This Action can also be used to **Unlock** a friendly Wing or distract a Wing that is currently performing an **Escort Duty**, leaving the way clear for an **Attack Run** from a Bomber Wing.

Locking Enemy Wings

ONLY Interceptor Wings can *Lock* enemy Wings. To *Lock* an enemy Wing, the player announces they are performing a Dogfight Action and moves their Interceptor Wing into contact with the target enemy Wing – both Wing Tokens must now be touching. The two Wings are now *Locked in a Dogfight*, and neither can perform any other Action until their enemy is *Destroyed*, or one of the Wings is *Unlocked*.

An Attacking player may elect to Lock an enemy Wing multiple times. If an enemy Wing is Locked by attacking Interceptors, the attacking player may move in with another Wing of Interceptors to Lock it a second time, or more if they have more Wings!

IMPORTANT NOTE: A Bomber Wing *Engaged* with an Element CANNOT be *Locked*. It has reached the target and is making an Attack Run.



Example: In this diagram, a Wing of 4 UNSC Interceptors moves into contact with a Wing of Covenant Bombers, *Locking* them in place.

Locking enemy Wings in a Dogfight is a vital Interceptor role, protecting larger Elements from the enemy Bomber Wings and tying up enemy Interceptors to allow their own Bombers attack.

Unlocking Friendly Wings

If a Wing is Locked in a Dogfight, it can be *Unlocked* as follows: **(1)** An Interceptor Wing allied to the *Locked* Wing moves into contact with a Locking enemy Interceptor Wing. **(2)** The allied Interceptor and the contacted enemy are moved **2"** away into open space in any direction chosen by the active player - Locking them in a Dogfight of their own. **(3)** The released Wing loses its Activated Token UNLESS it had already Activated that turn, in which case the Token remains.

Escaping Multiple Locks

A Wing that is locked by multiple enemy Interceptor Wings can be rescued by friendly Interceptors, but it may take multiple Wings to do so. A rescuing Interceptor Wing makes contact with an enemy Wing, moving the contacted enemy **2"** away in any direction chosen by the active player, Locking them in a Dogfight of their own. Any remaining enemy Wings remain in place, and the target of the rescue attempt is still *Locked* within their own Dogfight with any remaining enemy Wings that may be present.

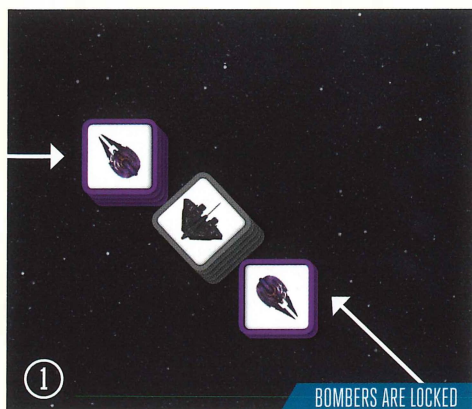
Wings locked in a Dogfight will attack each other in the Wing Attack Segment! See **PAGE 73** for more details.

II. MOVING IN ON AN ATTACK RUN - BOMBERS ONLY

To perform an Attack Run, a player moves their Bomber Wing into contact with an enemy Element. The Wing and the Element are now *Engaged*. An *Engaged* Wing may no longer be *Locked* by enemy Interceptors. In the **Wing Attack Segment**, the Wing will first be attacked by the target Element's **Point Defence** weaponry and then the Wing will, if it survives, make an Attack against the target Element.

III. ESCORT DUTY - INTERCEPTORS ONLY

If an Interceptor Wing moves into contact with a friendly **Capital** Element during its Movement Action, it is considered to have taken up **Escort Duty**. This allows the Interceptors to be used to protect Elements of strategic importance from enemy **Attack Runs**.

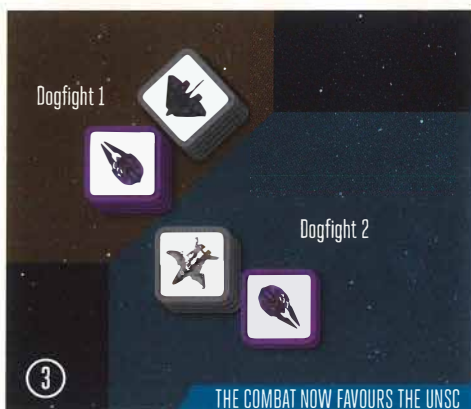
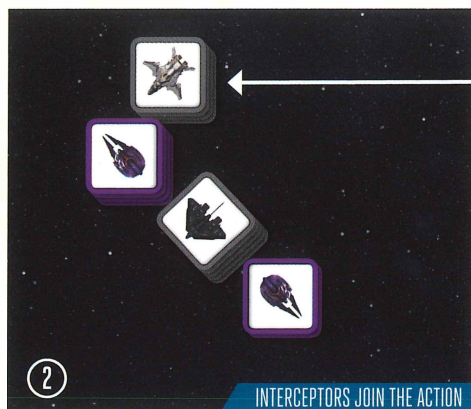


EXAMPLE OF MULTIPLE LOCKS ON A WING

Diagram 1: A Wing of 5 Longsword Bombers has its days numbered, Locked in place by no less than 2 Wings of Seraph Interceptors (4 & 2 Flight Tokens) bearing down on them from all sides.

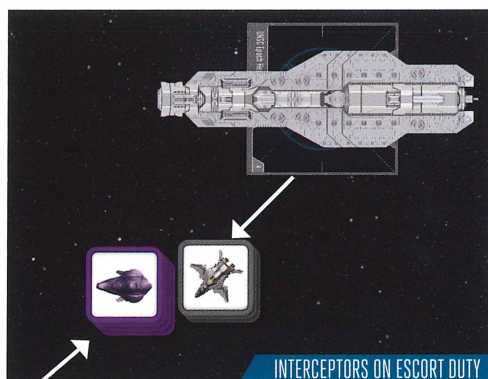
Diagram 2: The UNSC send in a Wing of 4 Broadwords, making contact with the strongest Wing of 4 Seraphs.

Diagram 3: These massed Wings of Interceptors become embroiled in a Dogfight, leaving the 5 Broadwords to deal with just 2 Wings of Seraphs! Things are looking up for the UNSC at last!



Once the Wing makes contact, move it so the stack of Flight Tokens is touching the rear arc of the Element's Formation Base. When the Element moves in the **Elements Movement Segment**, the Escorting Wing is automatically moved with it.

The Element is now *Escorted*. If an Escorted Element is attacked by a Wing on an Attack Run, the *Escorting* Wing can intercede, performing a **free 4" Move Action** to Lock the enemy Wing BEFORE it can make contact. The *Escorting* Wing is no longer considered to be on Escort Duty, as it is now embroiled in a Dogfight! This 4" Movement interrupts the Enemy movement, and is completed before the Enemy Wing becomes *Engaged* with the Element. In other words: if an enemy Wing moves to make an Attack Run on an Escorted Element, the Escort can peel off and lock the enemy Wing in a Dogfight before they manage to Engage.



In the example above, the Covenant make an Attack Run against a UNSC Epoch Heavy Carrier. Fortunately, the Epoch had a Wing of Interceptors on Escort Duty. The Interceptors make a 4" move to quickly intercede.

WING ATTACK SEGMENT

In this Segment, all Wings in contact with an enemy Wing or Element resolve their Attacks. In **Initiative Order**, each player will select one Wing to Activate, and will resolve all attacks with that Wing, before the other player selects a Wing to Activate and so on, until all Wings have been used. When Activating a Wing in this Segment, a player should REMOVE the **Activated Token** the Wing gained in its **Movement Segment**.

Therefore, making a Move Action with a Wing gains an Activated Token, indicating it has completed a Move Action, but after resolving an Attack removes the Activated Token, indicating it has completed an Attack. Wings can perform TWO types of Attacks:

- Attack Runs – Wing Attacks vs Elements
- Dogfights – Wings Attacks vs Wings

ATTACK RUNS: WING ATTACKS VS ELEMENTS

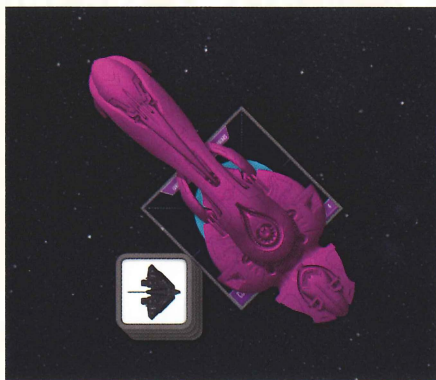
If a Wing is in contact with an enemy Element after its **Movement Segment** has been completed, it MUST perform an Attack Run. An Attack Run is a daring action, as the **Point Defence** systems of the larger Elements will attempt to shred small incoming attackers. However, such Attack Runs can be very powerful, and if successful, can often cripple a target.

Attack Runs are resolved in the following sequence:

I. RESOLVE POINT DEFENCE DICE POOL

The targeted Element first rolls its Defence Dice Pool equal to the number of Dice stated in its **Point Defence** Loadout, with **Firepower Rating 4**, unless modified. Total the number of Successes and compare it to the Damage Track of a Flight.

If the number of Successes is equal to the Damage Value of the Flight, remove a Token from the stack. If the number of Successes is DOUBLE the Damage Value of the Flight, remove TWO Tokens from the stack, and so on.



EXAMPLE: RESOLVING POINTS DEFENCE ATTACKS

A Wing of 4 UNSC Longsword Bomber Flights is making an Attack Run against a Covenant ORS Heavy Cruiser Element. The ORS has a **Point Defence of 6**. Before the UNSC player rolls their attack, the Covenant Point Defence will go to work on the UNSC Wing.

The Covenant player rolls **6 Halo Dice**, scoring a total of **4 Successes** after rolling really well! These **4 Successes** are compared to the Damage Track on the UNSC Longsword Bomber Flight, which in this case is **3**. With **4 Successes**, 1 Longsword Bombers has been Destroyed by the point Defence Fire, and a Flight Token is removed from the Wing. The surviving Longswords in the Wing may continue their Attack Run against the ORS Heavy Cruiser Element.

II. TOTAL WING ATTACK DICE POOL

After the Point Defence has been resolved, any surviving Flight Tokens in the Wing are now eligible to use their Weaponry to Attack.

All Flight Tokens have a profile that details their statistics. When making an Attack Run, a player should add together the 'Element Targets' Dice for all the Flights in the Wing making the Attack. This number of Dice is referred to as the Attack Dice Pool.



For example: A UNSC Longsword Bomber Wing is making an Attack Run on a Covenant ORS Heavy Cruiser Element. After Point Defence has been resolved, the Bomber Wing is made up of 3 Flights. Looking at the Element Target Dice for the Longsword we can see each Flight will contribute 2 Dice to the Attack Dice Pool. Therefore, the Attack Dice Pool of the Wing will be 6 Dice (2+2+2).

III. DETERMINE THE FIREPOWER RATING

The default **Firepower Rating** for Wing Attack Runs is **4** (see the **Core Rules** and **Attack Segment** chapters for more on this rating). Determine if there are any circumstances which would modify the rating, such as **Terrain**, **Loadouts**, **Fleet Commander Orders** or any other **Scenario** effects.

IV. ROLL ATTACK DICE POOL AND COUNT SUCCESSES

The attacking player now rolls their Attack Dice Pool, and totals their Successes. This Step contains two sub-Actions:

- **Roll Initial Dice:** Take the Attack Dice Pool, and roll it. Note any results that allow re-rolls.
- **Perform Re-Rolls:** If the initial dice roll contained results that allow re-rolls, perform them now. Repeat this step until no further re-rolls are permitted.

V. ROLL DEFENCE DICE POOL AND COUNT SUCCESSES

Any Elements with the capability to build a **Defence Dice Pool** can now attempt to defend themselves against the results of the Attack Dice Pool.

The Target Element adds the Defence Dice it generates (these are normally the result of Loadouts such as **Defence Array**) to the Defence Dice Pool. The defender rolls the Defence Dice Pool, using the standard **Firepower Rating** of **4**. For every Success scored by the Defence Dice Pool, remove one Success from the Attack Dice Pool.

The remaining Successes from the rolling of the Attack Dice Pool are now used to calculate the actual Damage that is to be inflicted on a target Element.

VI. APPLY DAMAGE

The total number of Successes are compared to the remaining Values on the **Damage Track** of the Target Element. This is a measure of the quantity of Damage an Element can sustain before it is finally **Destroyed**.

Compare the number of Attack Successes to the Active Value on the Damage Track of the target Element, and if the number of Successes is equal to or higher than this Value, then the target Element has taken Damage. If an Element suffers Damage, remember to place a **Damage Token** on the Element's Base to indicate this.

A particularly Successful attack has the ability to penetrate even the toughest armour. If, after applying the first Damage Token, there are enough Successes remaining in the Attack Dice Pool to beat the next Active Level on the Element's Damage Track, a second Damage Token is placed, and so on.

Any Element losing the last remaining Value on the Damage Track (in other words, it has the same number of Damage Tokens as it has Values on its Damage Track) is *Destroyed*, and removed from the Battlefield.

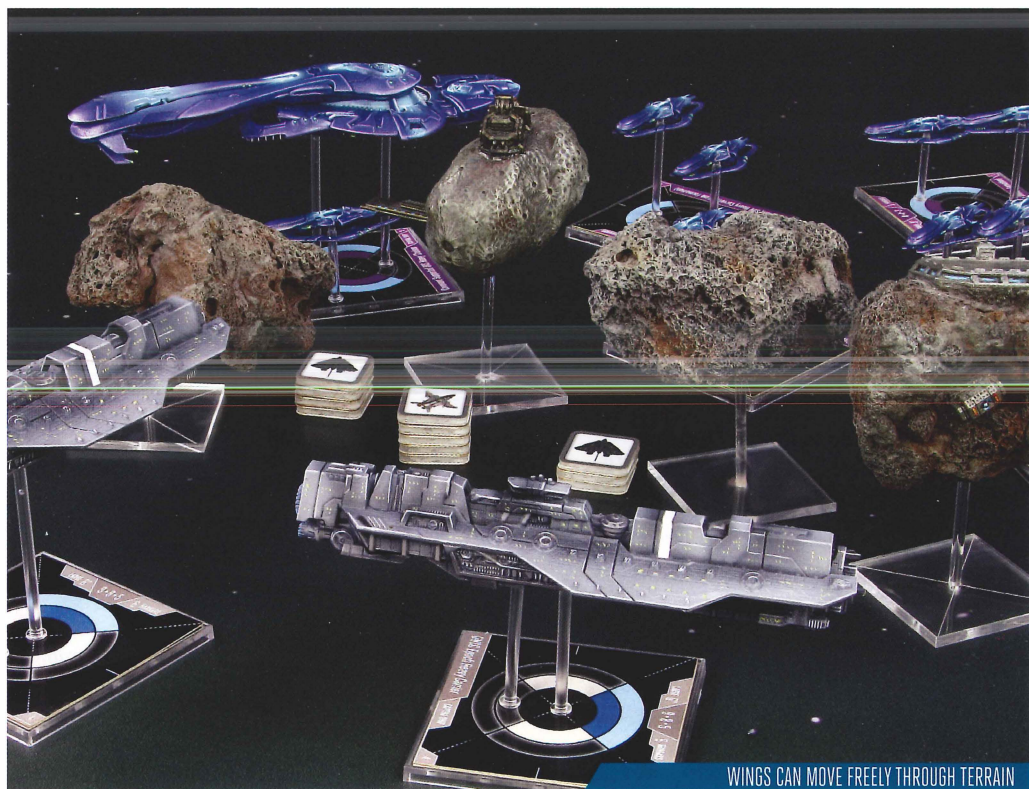
IMPORTANT NOTE: Remember that if an Element has already sustained Damage Tokens from a previous Firing Solution, the Active Value on the Damage Track moves to the right equal to the number of Damage Tokens present.

VII. CHECK FOR CRITICAL HITS

Once you have applied any Damage Tokens, do not forget to make your roll to see if the Damage is a **Critical Hit**. See **Taking a Critical Hit** in the **Game Basics** chapter on **PAGE 29**.

REMOVE ACTIVATED TOKENS

After the Attack Run has been resolved, remove the Activated Token the Wing gained in the **Movement Segment**. The Wing is now ready for its next Activation in the next Turn.





DOGFIGHTS: WING ATTACKS VS. WINGS

Wings locked in a Dogfight with other Wings fight simultaneously. This means that BOTH the players controlling the Dogfighting Wings will calculate their Attack Dice Pools and roll their attacks before Damage from either attack is inflicted.

So, if a player elects to Activate a Wing engaged in a Dogfight, they will also be activating ALL other Wings engaged in that Dogfight.

Even if a Wing is *Destroyed* in this Segment, it still resolves its attack before being removed from play.

After the Dogfight, remove any **Activated Tokens** from ALL of the Wings involved.

Dogfights are resolved in the following sequence:

I. TOTAL WING ATTACK DICE POOL

A Dogfight will involve one or more Wings from both players. When a Wing involved in a Dogfight is Activated, ALL the Wings involved in that Dogfight are Activated. Each player calculates the combined Attack Dice Pools for their Wings as follows:

Consult the relevant Flight Profile card to see how many Dice a Wing uses in Wing vs. Wing combat. The total is your **Wing Attack Dice Pool**.

II. ROLL WING ATTACK DICE POOL

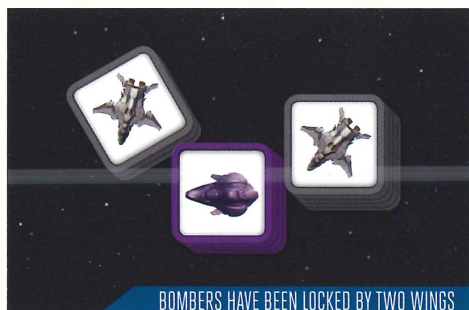
- **Interceptors** calculate Successes using a **Firepower Rating of 5**.
- **Bombers** calculate Successes using a **Firepower Rating of 3**.

When BOTH players are calculating their Attack Successes, remember the following:

- **Roll Initial Dice:** Take the Attack Dice Pool, and roll it. Note any results that allow re-rolls.
- **Perform Re-Rolls:** If the initial dice roll contained results that allow re-rolls, perform them now. Repeat this step until no further re-rolls are permitted.
- **Calculate Successes:** Total all Successes rolled depending on the type of Wing being calculated.

III. APPLY DAMAGE SIMULTANEOUSLY

Once the Wing Attack Dice Pool has been rolled and the number of Successes calculated by the players, Damage is applied to ALL Wings. Both players compare their Successes to the Damage Track of their opponent's Flight Tokens, and for every complete Damage Track value matched a single Flight Token is removed from the board as *Destroyed* and placed in the Scrapyard. Players decide which Flight Tokens will be removed from their own Wings, and they **MUST** allocate ALL Successes made against their Wings to cause maximum damage.



EXAMPLE OF DOGFIGHT RESOLUTION

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 create 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 of 3 (for Bombers).

IV. ROLL FOR ANNIHILATION

After both players have rolled the Attack Dice Pools for their Wings and Damage has been allocated, if one player has managed to achieve more Successes than the other, the winning player should roll a single **Halo Die** for EACH victorious Flight that survived the Dogfight: on each result of an Exploding Success (🎲), a further enemy Flight involved in the Dogfight is removed from the table as *Destroyed* and moved to the Scrapyard. This represents a formation being broken up, routed and forced into disarray.

Once the Dogfight has been resolved, and all Damage applied, the Activated Tokens next to ALL the Wings involved with the Dogfight should be removed.

The UNSC creates an Attack Dice Pool of 16: 10 Dice for the first Wing of 5 Interceptors, and 6 Dice for the second of 3 Wing of Interceptors and will be using Firepower Rating of 5 (for Interceptors).

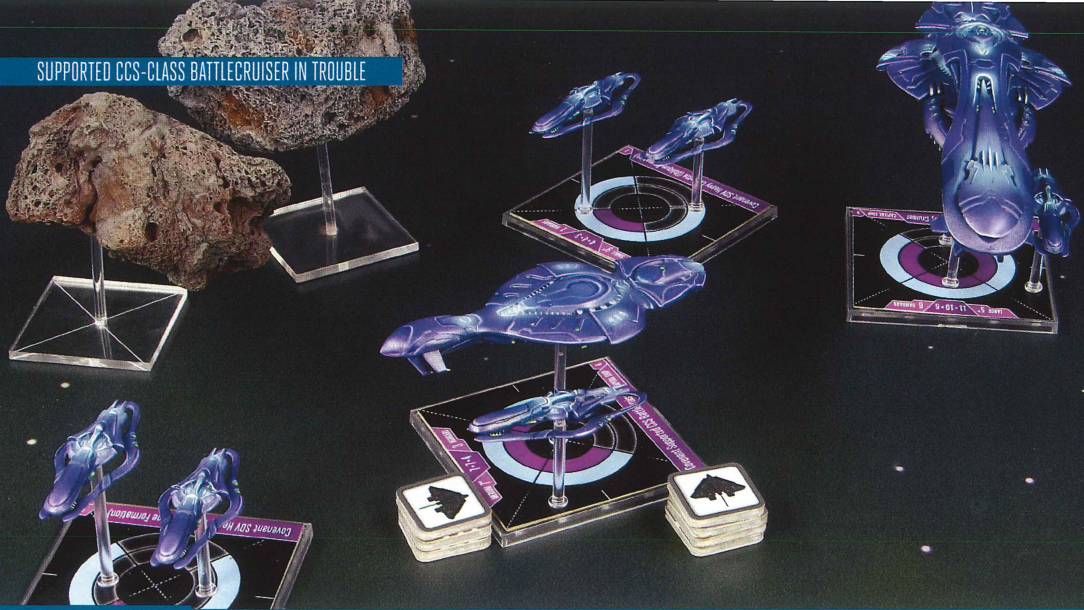
Both players roll their Dice Pools and calculate their Successes: The Covenant Player manages 4 Successes. The UNSC player manages a very poor 7 Successes - a terrible roll.

The UNSC player now looks up the Damage Tracks of his Flight Tokens. With a DR of 2 for a Broadsword, the 4 Successes is enough to Destroy 2 Flights. Choosing to remove from the larger of the two Wings, the UNSC player now removes 2 Flight Tokens.

The Covenant player looks up the Damage Tracks of his Flight Tokens. With DR of 2 for a Tarasque, the 7 Successes is enough to Destroy 3 Flights, with the excess hit being wasted. The Covenant player removes 3 Flights from the Wing, leaving just 1 remaining.

Annihilation Roll: now the player who rolled the most Successes in the Dogfight (the UNSC player) rolls 6 Halo Dice (1 per remaining Interceptor).

Rolling no less than 🎲🎲🎲 results. The beleaguered Tarasque Bomber is torn apart by the rampaging Broadswords as it struggles to escape them. A crushing victory for the UNSC.



CONSOLIDATION SEGMENT

In this Segment, all surviving Wings should ensure that their Activated Tokens are removed, as they are no longer relevant to the current Game Turn:

- You will now remove any remaining **Activated Tokens** of Wings who only performed a basic Movement at this point.
- Wings that survived combat with other Wings remain locked, ready to be activated in the next Turn to continue the Dogfight.
- Any Bombers that survived their Attack Run are now awaiting the next Turn in readiness to perform another Attack Run, handing out more pain to the enemy.

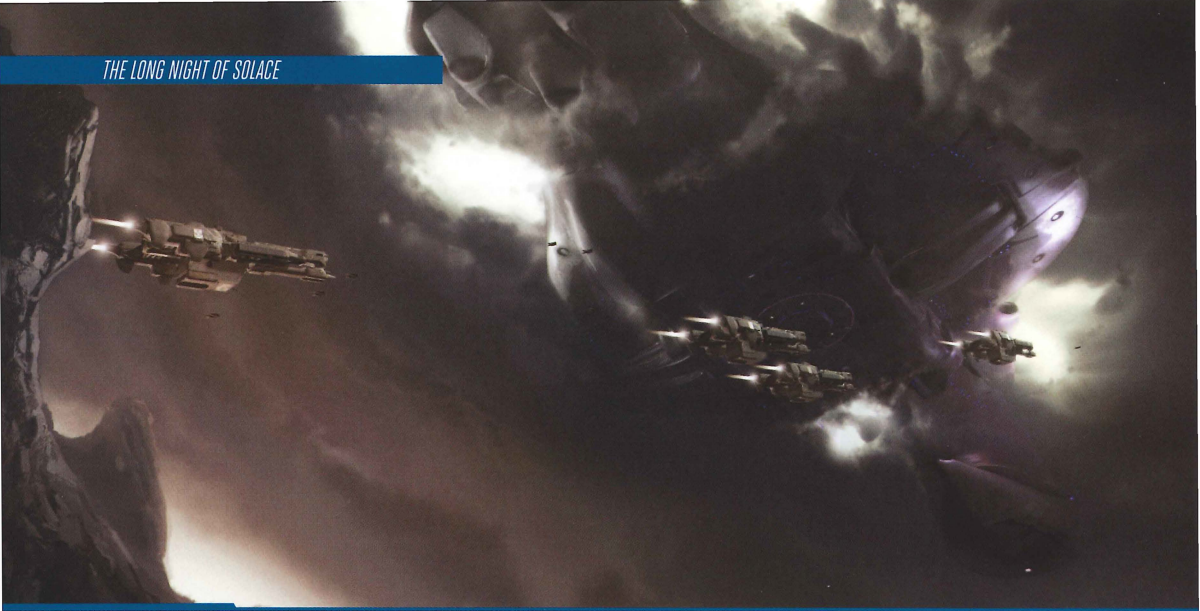
It is now time to move to the Battle Group Phase of the Turn.

IMPORTANT NOTE: A Wing that has fallen below its Minimum Wing Size for its Faction and Type **MUST**, in its next Activation, move towards and 'merge into' another friendly Wing. Standard Wing formation rules apply. If it cannot reach a friendly Wing in this Activation it is instead removed and placed in the Scrapyard.

SUMMARY

While Wings may only be represented on a Battlefield by Tokens, they play a core role within **Halo: Fleet Battles**. Some of the important points to remember about Wings:

- You use the combined **Hangar Ratings** of the Elements within a Battle Group to create Wings.
- Wings can be either Bombers or Interceptors, but not both.
- You gain an Activation Token when you complete any Move Action and lose it again during the Attacks Segment of the Wings Phase (or in the Consolidation Segment if the Wing only performed a basic Move).
- Only Interceptors can *Lock* enemy Wings.
- Only Friendly Interceptors can *Unlock* Friendly Wings by moving in to *Lock* enemy Interceptors.
- Only Bombers can perform Attack Runs against Elements.
- Bomber Wings in an Attack Run are susceptible to Point Defence.
- Wings CANNOT end their Movement on top of Elements (friend or foe) or other Wings.
- In Dogfights, Interceptors create Attack Dice Pools using **Firepower Rating 5**.
- In Dogfights Bombers create Attack Dice Pools using **Firepower Rating 3**.
- Boarding Craft Tokens CANNOT become the target for either a Dogfight or an Attack Run.



BATTLE GROUP PHASE

The **Battle Group Phase** is the pivotal moment during a battle when players will select and Activate their **Battle Groups** and the **Elements** within them, alternating back and forth until they have all Activated. This is the time to enact your skilfully planned battle strategy and bring ruin to your enemy.

The Battle Group Phase is further broken down into two key Segments: the **Movement Segment**, and the **Attack Segment** (both of which are covered in detail in the subsequent two chapters).

In the **Order Dice Phase**, the player with **Initiative** was determined (see **PAGE 64** for more details), and the player with the Initiative elected either to go first, or to make their opponent go first.

This play order was then used in the **Wings Phase**, with the player going first nominating and Activating a Wing, with play alternating between the players until ALL Wings have gone.

The same Initiative Order will be used in the **Battle Group Phase**.

In the **Battle Group Phase**, the player who is going first will nominate a Battle Group to Activate, ALL the Elements in that Battle Group will **Move**, and then use their weapon systems to attack the enemy.

The opposing player will then nominate a Battle Group, and move through the **Movement** and **Attacks** with ALL of the Elements that make up that Battle Group. Once a player has completed the **Attack Segment** of a Battle Group's Activation, they should place an **Activated Token** on one of the bases of the Battle Group. Once all Battle Groups have activated, play moves to the **Boarding Resolution Phase**.

IMPORTANT NOTE: If Player A has more Battle Groups in their Fleet than Player B, players will alternate the Activation of Battle Groups until Player B has no more to Activate, after which Player A will nominate and Activate the remaining Battle Groups, one at a time, until all have been Activated.

BATTLE GROUP PHASE OVERVIEW**Choose a Battle Group****Movement Segment**

- Step 1. For each Element in that Battle Group, resolve:
1. Fleet Orders
 2. First Turning (if applicable)
 3. Remaining Movement
 4. Second Turning (if applicable)
- Step 2. Check Coherency of all Elements within the Battle Group

Sequence

Performed according to the Initiative Order with that player selecting a Battle Group.

The player moves and attacks with ALL the Elements within the selected Battle Group. They then launch any Boarding Craft for Element's within the Battle Group.

Attack Segment

For each Element in that Battle Group, resolve:

1. Execute Fleet Orders
2. Nominate Firing Solutions
3. Execute Firing Solutions
4. Launch Boarding Craft

Play then passes to the next player to do the same with a selected Battle Group.

This alternates until ALL Battle Groups have Activated.

When all Battle Groups have been moved, have fired and launched any Boarding Assaults, advance to the Boarding Resolution Segment

AN EXAMPLE OF BATTLE GROUP ACTIVATION

Carter is playing against Jun. Carter won the **Initiative** in the **Order Dice Phase** and elected to go first.

In the **Wings Phase**, the players alternated and Activated all of their Wing Stacks and performed all Attack Runs and Dogfights.

Play then moves to the **Battle Group Phase**. Since Carter is going first, she selects one of her Battle Groups. Carter moves all of the **Elements** in her selected Battle Group according to the rules for the **Movement Segment**, and then makes attacks with the Elements in her selected Battle Group according to the rules of the **Attack Segment**.

Once Carter has completed the Attacks of her selected Battle Group, play switches to Jun, who now selects a Battle Group of his own to Activate, and runs through the Movement and Attacks with the Elements in his Battle Group.

After Jun has finished, he places an **Activated Token** on the Battle Group, and play switches back to Carter, who selects an un-Activated Battle Group to Activate. Carter will move and then attack with that Battle Group.

Play switches back and forth like this until both players have activated and used ALL of their Battle Groups (and therefore ALL Elements). Once the last Battle Group has completed its Attacks, play will move on to the **Boarding Resolution Phase** of the Turn.



MOVEMENT SEGMENT

Massive power plants and advanced engines propel the gigantic ships of the **Halo** Universe through space. From small and manoeuvrable Frigates through to vast, multi-kilometre long Supercarriers, all vessels rely on their drive systems to move them through the darkness of space, to help them avoid incoming enemy fire and put them in position to maximise the effectiveness of their own **Firing Solutions**.

In the **Movement Segment** of the **Battle Group Phase**, a player will select a Battle Group to Activate, and will perform the Movement Actions of ALL of the Elements within the Battle Group, before progressing to the **Attack Segment** when they will resolve their attacks. The Turn will then shift to the opponent, who will select one of their own Battle Groups to Activate, and so on until all Elements have been Activated (see the **Breakdown of a Game Turn** chapter on **PAGE 61** for more details).

IMPORTANT NOTE: If an Element ends its move on top of a Wing, move the Wing to the nearest point 1" away from the Element, placed in a location that both players can agree on. Should that Wing be involved in a Dogfight, move ALL Wings involved so that they are repositioned continuing their Dogfight.

The **Movement Segment** is broken into the following steps:

MOVEMENT SEGMENT OVERVIEW	
STEP	ACTION
1. Fleet Orders	Execute any Fleet Orders pertinent to the Movement Segment.
2. First Turning	Certain Elements may now perform a 45-degree turn during this Step.
3. Movement	Elements may now elect to move up to their Movement during this Step.
4. Second Turning	Certain Elements may now perform a 45-degree turn during this Step.
5. Check Coherency	Check that no Elements in a Battle Group have moved out of Coherency of 6".

1. FLEET ORDERS STEP

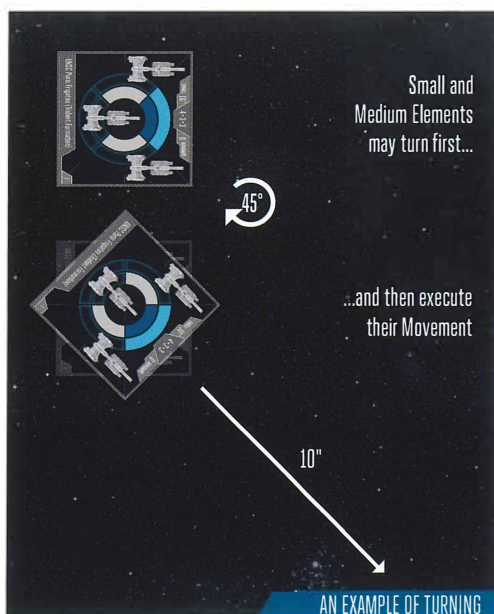
During this Step, players may execute **Fleet Orders** that are pertinent to their Faction and the Movement of Elements. **Movement Orders** are the ONLY type of Order that can be issued in this Step; Orders will describe when they may be used in their description.

2. FIRST TURNING STEP

Elements classified as **Small** or **Medium** may execute up to a 45-degree turn during this Step. This is achieved by taking the Element and simply turning it up to 45-degrees on its central axis. The Element does not need to be rotated the full 45-degrees, but may not be rotated greater than 45-degrees.

WHO TURNS WHEN?

SIZE	1ST TURNING	2ND TURNING
Small Element	Yes	Yes
Medium Element	EITHER 1st or 2nd Turning Step	
Large Element	No	Yes
Massive Element	No	Yes



3. MOVEMENT STEP

During this Step, Elements may now move in a straight line up to the full Movement value as listed on their **Element Profile**. Unless otherwise specified, an Element **MUST** move AT LEAST HALF (rounded down) of its total Movement at this time.

In the example above, a UNSC Paris Class Frigate Element elects to turn during the **First Turning Step**. It simply pivots up to 45 degrees in its preferred direction. It then chooses to move 10" directly forwards during its **Movement Step**.

Left: Frigate Elements also have the **Hard Burn (3")** Loadout, which allows the Element to move an extra 3", but only in a straight line.

UNSC Paris Frigates (Trident Formation)			Small Ships (25 PTS)		
	Movement	10"	Systems Loadouts		
	Damage Track	4•3•3	Elusive		
	Build Rating	1	Hard Burn (3")		
	Hangars	0	Missile Barrage*		
	Boarding Craft	0	Point Defence (2)		
	Security Detail	1	Titanium Armour (2)		
Primary Weapon	Range	Weapon Loadouts	Arc	Dice	
Light MAC	10/20"	MAC (1)	F	3	
Secondary Weapon	Range	Weapon Loadouts	Arc	Dice	
Missile Batteries	12/24"	Missiles	F* or P+S	3	

After the
Remaining Movement
has taken place...

...some Elements may turn,
turn again or, in the case of
Large or Massive vessels, turn
for the first time.



AN EXAMPLE OF TURNING

4. SECOND TURNING STEP

During this step, **Small Elements** may execute a second Turn, **Medium Elements** that DID NOT execute a Turn in the First Turning Step may now elect to execute a Turn, and **Large** or **Massive Elements** may now execute their First Turn, up to a 45-degrees.

This turn is executed in exactly the same way as in the **First Turning Step**, with an Element pivoting around its central axis.

In the example, above, a Covenant ORS Heavy Cruiser elects to make a turn of up to 45 degrees in the **Second Turning Step** – the only step where it is permitted to perform a turn.

5. CHECK COHERENCY STEP

Elements of a Battle Group should attempt to maintain **Coherency of 6"** with other Elements within their Battle Group. This is done by measuring Elements centre to centre of their Formation Bases.

To remain in Coherency, Elements **MUST** maintain a constant unbroken chain where each Element within the Battle Group is at least within **Coherency Distance** of another Element in the same Battle Group.

Should Elements of a Battle Group find themselves **Out of Coherency** in this Step – that is, if an Element or Elements are not within Coherency Distance of another Element in the same Battle Group, the following **Separated Forces** rules come in to play.

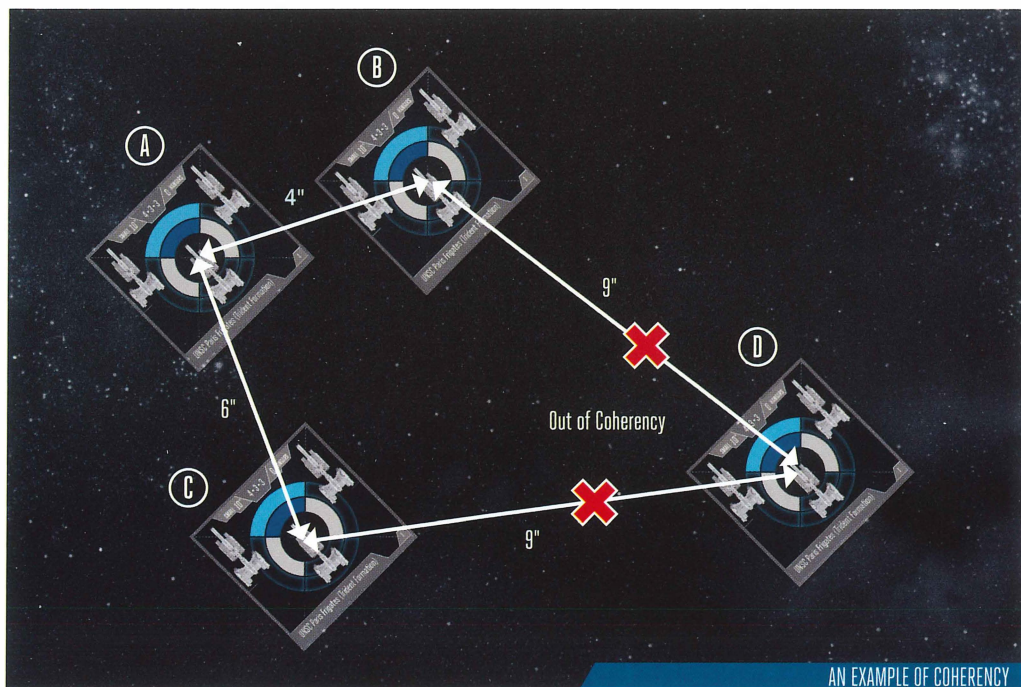
SEPARATED FORCES

A Battle Group with Elements that are **Out of Coherency** is considered to be Separated, with the different parts of the Battle Group designated as either the **Main Force** or a **Separated Force**. The Main Force and Separated Force are identified by totalling up the **Build Rating (BR)** of all Elements that are within Coherency of each other. The Main Force is identified as the Coherent Group of Elements with the highest BR; all other Elements are considered to be Separated Forces.

Should it be found that the totalled BR of any Elements that are no longer in Coherency is tied, the controlling player may simply choose which group of Elements becomes the Main and Separated Forces. Any Separated Forces are severely penalised. They **MAY NOT**:

- Perform **Attack Actions** with any other Elements.
- Launch **Boarding Craft**.
- Perform **Carrier Actions**.

When either the Main or Separated Forces move close enough to the other Force(s) to be within the appropriate Coherency Distance, they lose these penalties, once again becoming a single legitimate Battle Group.



Should Elements of a Battle Group fragment in this fashion, they **MUST**, in their next available Activation, move to reform into a single Battle Group again. Battle Groups **CANNOT** willingly move out of Coherency during a game.

AN EXAMPLE OF COHERENCY

In the diagram below, a Damaged UNSC Battle Group is made up of four Elements of Paris Class Frigates, labelled **A**, **B**, **C** and **D**. The UNSC are trained to work in close formation and have a **Coherency Distance** of **6"**. Measuring the Elements centre to centre reveals that **D** is, after all Movement has been performed, no longer in Coherency. Adding up the BR it is determined that **A**, **B** and **C** have a **BR of 3**, leaving **D** with a **BR of 1**. **A**, **B** and **C** are now classed as the **Main Force** and **D** becomes a **Separated Force** suffering the relevant penalties.

SUMMARY

- Elements perform First or Second Turns based upon their size classification.
- Battle Group Cohesion (6") should be adhered to at all times.
- If Elements become separated from other Elements in their Battle Group penalties apply.

Once all Movement within a Battle Group has been completed, play moves to the **Attack Segment**.

IMPORTANT NOTE: Formation Bases should never find themselves overlapping. If at the end of the Second Turning Step, an Element finds itself overlapping another Formation Base (friend or foe), the Element must retrace its movement until such time as it is NOT overlapping. The Formation Base must still move at least **HALF** its stated Movement Allowance (unless a specific Loadout applies) and may be forced to move in a direction that is not favorable as a result!



ATTACK SEGMENT

Once you have reached this Segment of ***Halo: Fleet Battles*** the time has come to execute a series of devastating attacks against the enemy with the powerful advanced weapon systems your vessels are armed with. The intent being to reduce the opposing enemy to nothing more than floating debris in space.

As you do so, remember that each Die you roll does not represent a single shot, but rather multiple salvos from the vessels that make up the Elements within your Battle Groups.

Once your weapons have fired, Boarding Craft can stream away from your ships, sending brave (or perhaps foolhardy) Marines, Spartans, Grunts and Zealots on desperate boarding assault missions hoping to destroy, disable and sow chaos amongst enemy vessels.

Space warfare is a brutal affair and ***Halo: Fleet Battles*** brings that to your tabletop in this chapter.














ATTACK DICE BASICS

In the **Game Basics** chapter we discussed the core game mechanics that will be used in this Segment, including Ship Profiles, the **Firepower Rating** and how Dice work in ***Halo: Fleet Battles***. But let's quickly recap on some dice basics:

Every attack you make will be resolved through an Attack Dice Pool. The attacking player will roll their **Attack Dice Pool**, and count their Successes according to the results of the Dice rolled and their **Firepower Rating**. All weaponry attacks in ***Halo: Fleet Battles*** start at **Firepower Rating 4 (Exploding Roll)**, unless modified by a **Loadout**, **Terrain** or some other game effect.

Here is a reminder of the Firepower Rating Table:

FIREPOWER RATING TABLE

RATING	NAME / EFFECT
1	IMPOSSIBLE ROLL
	No Dice are rolled!
2	WEAKENED ROLL
	Each  counts as 1 Success
	Each  counts as 1 Success
	No rerolls are permitted
3	CRUSHING ROLL
	Each  counts as 2 Successes
	Each  counts as 1 Success
	No rerolls are permitted
4	EXPLODING ROLL (DEFAULT ROLL)
	Each  counts as 2 Successes
	Each  counts as 1 Success
	You can reroll one  for each 
5	DEVASTATING ROLL
	Each  counts as 2 Successes
	Each  counts as 1 Success
	You can a reroll a  or  for each 

Let's look at some Firepower Rating examples:

Example 1: A Covenant CCS Battlecruiser firing at Long Range with its Plasma Lance at a Marathon Heavy Cruiser would suffer a **-1** modifier on their Firepower Rating because all Plasma Weapons suffer a **-1** Firepower Rating modifier at Long Range. This would take them from an Exploding Roll to a Crushing Roll, assuming no other modifiers were in play.

Example 2: A Battle Group with 3 Paris Class Frigate Elements remaining that is firing at Short Range on a CAS Assault Carrier would gain a **+1** modifier to their Firepower Rating because they are firing on a Massive Element at Short Range. This would take them from an Exploding Roll to a Devastating Roll, assuming no other modifiers were in play.

WEAPON STATISTICS

On the next page is an example of the weapons statistics for a UNSC Marathon Heavy Cruiser.

A PRIMARY/SECONDARY WEAPON

Under the Primary and Secondary Weapon headings you will find the array of Weaponry with which an Element is armed. An Element may have more than one Weapon type, or it may have none. Although Weapons are named Primary or Secondary this DOES NOT dictate the sequence they fire in.

If a Marathon Heavy Cruiser attacks a Covenant Element with its MAC, its **Primary Weapon** will generate an **Attack Dice Pool** of **8 Halo Dice** which can fire into the **Fore Arc**. Two Marathons could combine their dice into a Firing Solution generating an Attack Dice Pool of **16 Halo Dice**.

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

UNSC Marathon Heavy Cruiser		Capital Ship, Medium (95 PTS)		
	Movement	8"	Systems Loadouts	
	Damage Track	6•6•3	Hard Burn (2")	
	Build Rating	2	Missile Barrage*	
	Hangars	2	Point Defence (4)	
	Boarding Craft	2	Titanium Armour (3)	
	Security Detail	3		
Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MAC	16/32"	MAC (2)	F	8
Secondary Weapon	Range	Weapon Loadouts	Arc	Dice
Missile Batteries	12/24"	Missiles	F* or P+S	7

Should an Element be without a certain type of weapon (such as a Primary Weapon, for example) the entry will show a '–'.

Some Elements have '**AND**' and '**OR**' noted for a weapon, referencing the ability to choose which weapons to use during an Activation. For example, an ORS Heavy Cruiser can fire a Plasma Lance **OR** a Plasma Beam when Activated, but not both.

RANGE

The Ranges are listed as two numbers: the first represents a Weapon's **Short Range**, the second its **Long Range**. All measurement are taken from the centre of the attacking Element's Formation Base to the centre of the target Element's Formation Base.

For example, using the statistics of the Marathon Heavy Cruiser above, we can see that its Heavy MAC has a Range listed as **16/32"**. If the Marathon Cruiser is targeting an enemy Element which, when measured is between 0-16" away, it is within **Short Range**. If the enemy Element is beyond 16" (i.e. 16.1"), but 32" or less away, it becomes a **Long Range** target.

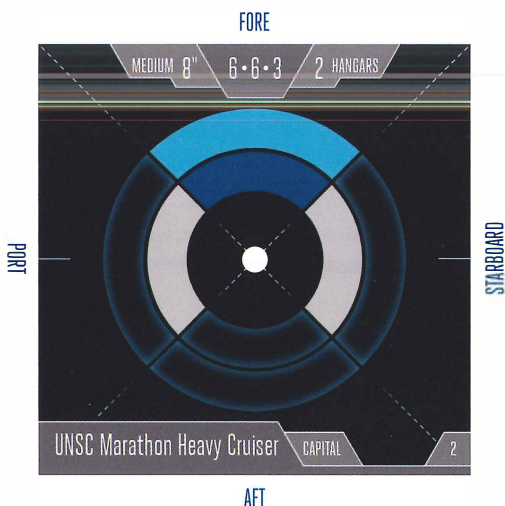
WEAPON LOADOUTS

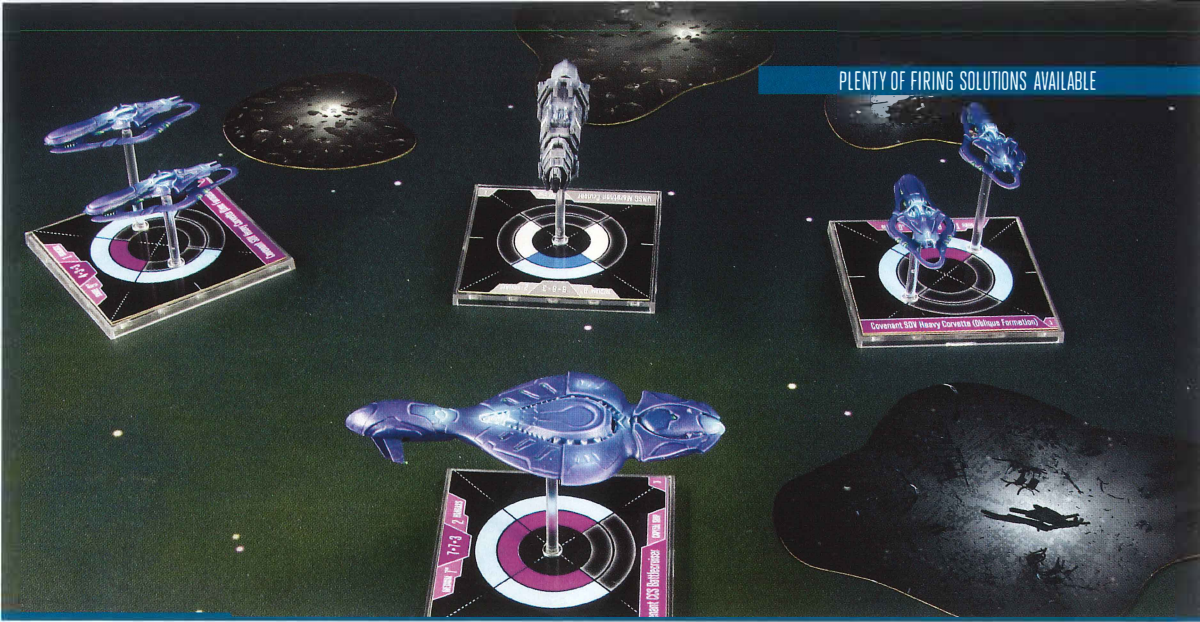
These are special rules which apply to Weapon systems and affect how they function, commonly providing bonuses or negatives to attacks. See the **Loadouts** chapter on **PAGE 107** for more details.

ARCS OF FIRE (ARC)

The ability of a weapon system to strike at an enemy Element is governed by the Arcs in which it can fire its weaponry, and these are known as **Arcs of Fire**.

The dashed lines running diagonally from corner to corner on the **Formation Base Overlay** delineate four triangles. Each represents a 90° arc. The four Arcs of Fire available are: **Fore (F)**, **Starboard (S)**, **Aft (A)** and **Port (P)**. Some weapon systems, such as the Heavy MACs of the Marathon Heavy Cruiser have only one arc through which they fire. Other weapon systems can have several Arcs.





If a weapon system has several Arcs listed, divided by slashes (e.g: **F/P/S**), it may only fire through ONE of those Arcs when making an Attack. Such an Arc represents a mobile platform, such as a turret, and although it has the potential to strike at targets across many Arcs, it may still only fire **ONCE** at any target within those Arcs. See **Sighting Actions** on **PAGE 88**.

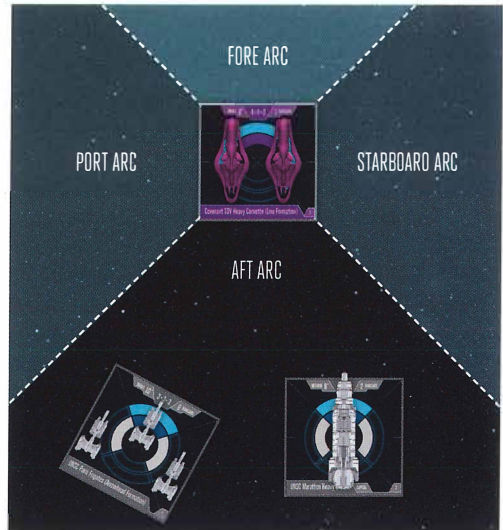
Some weapons, like the Missile weapons of the previously mentioned Marathon Heavy Cruiser, have several Arcs divided by a **+**. This indicates a weapon system that may be fired in one, or in both Arcs.

For example, the Marathon Heavy Cruiser Element in the image above could fire a Missile salvo at an enemy Element to **Port**, plus another at an enemy to **Starboard** because its rules state **P+S**. In this example, the Marathon Heavy Cruiser also has an option to fire its Secondary Missile weapons into its **Fore** Arc instead. Rich pickings!

What counts as 'In Arc' is defined by the centre point of an Element's Formation Base. What defines an Element's position is not the Models on the Formation Base, but the centre point of the Formation Base Overlay, which may or may not have a Peg at its centre. An attacking and defending player should agree which arc an Element is located in by eye.

DICE

The Dice number represent the destructive capability of weapon (see **Halo Dice** in **Game Basics**, **PAGE 13**).



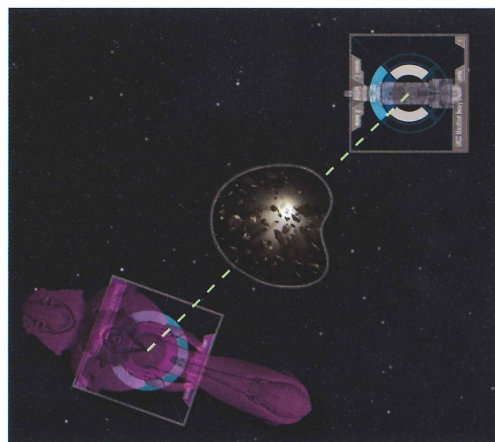
EXAMPLE OF ARCS OF FIRE

In the example above, a Covenant SDV Heavy Corvette has managed to manoeuvre itself into a position whereby **NONE** of its weapon systems can come to bear on the enemy. Normally, the SDV can utilise Fore, Port and Starboard Arcs of Fire – 270 degrees of coverage – for its Plasma Cannon Arrays and a Fore Arc of Fire (90 degrees) for its Plasma Torpedoes. But in this instance, poor tactical choices leave this Element useless in the **Attack Segment**, lacking any valid targets.

LINE OF SIGHT (LOS)

Line of Sight (**LoS**) is a term used to describe whether an Element can 'see' the enemy Element it wishes to attack, and whether something between the Attacker and the Target will affect the attack. When working out Line of Sight, draw a straight line from the centre point of the Attacker's Formation Base to the centre point of the Target's Formation Base. Whilst Elements, Boarding Craft and Wings DO NOT block or affect Line of Sight, if the line crosses ANY Terrain piece, that Terrain piece may affect or even block the attack. See the **Terrain** chapter, **PAGE 44**, for more details.

In the example (right), a Covenant ORS Heavy Cruiser attacks a UNSC Marathon Heavy Cruiser. The player draws a direct line between the two Elements, going 'centre to centre'. From the drawn line, we can see



the UNSC Cruiser is in the Covenant Element's **Port Arc**, and that the Line of Sight is drawn through an Asteroid Field. Shooting through an Asteroid Field will impose a **-2** modifier on the **Firepower Rating** for the ORS Heavy Cruiser's Plasma attacks.

ATTACK SEGMENT

STEP

1. Execute Fleet Orders

2. Nominate Firing Solutions

Once a Firing Solution has been nominated a player cannot change their mind.

3. Execute Firing Solutions

Execute each Firing Solution in order (decided upon by the Attacking Player)

4. Launch Boarding Craft

ACTION

Execute Fleet Orders pertinent to the **Attack Segment**

- Nominate Firing Solution
- Perform Sighting Actions by Checking Range, Arcs of Fire and Line of Sight

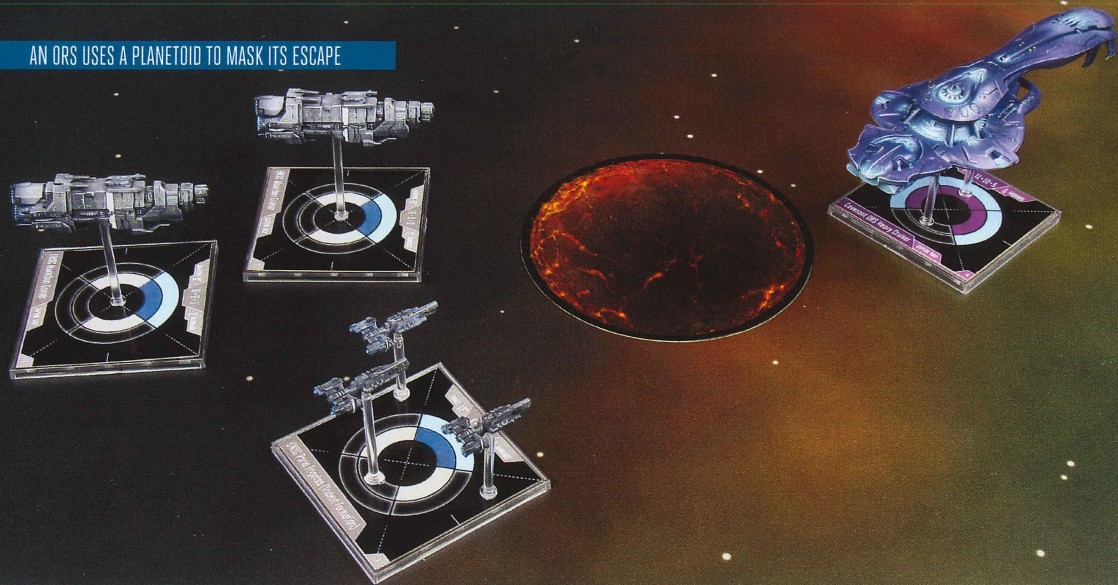
REMEMBER: Certain Terrain types will block LoS

- Execute Fleet Orders
- Compile the Attack Dice Pool
- Determine the Firepower Rating(s)
- Roll Attack Dice Pool And Count Successes
- Roll Defence Dice Pool (if applicable)
- Apply Damage
- Check for Critical Hits

Repeat the procedure for any subsequent Firing Solution

- Execute Fleet Orders
- Designate Boarding Target
- Move Boarding Craft
- Compile Defence Dice Pool
- Determine Firepower Rating
- Resolve Defensive Fire
- Place Surviving Boarding Craft

Once all the Battle Groups and Elements on the table have been Activated, and have completed their **Movement** and **Attack Segments**, move on to the **Boarding Resolution Phase**.



ATTACK SEGMENT OUTLINE

The **Attack Segment** follows a specific sequence, shown on the previous page. Each Step within the Segment has a series of Actions and, in some cases, sub-Actions.

1. FLEET ORDERS

Certain **Fleet Orders** will state that they may be issued in the **Fleet Orders Step** of the **Attack Segment**. These Orders may be issued now. The Attacking player ALWAYS nominates any Fleet Orders they wish to execute before Defending players may execute their Orders.

The execution of Fleet Orders follows the rules stated on **PAGE 42**.

2. NOMINATE FIRING SOLUTIONS

In this Step, the Attacking player must nominate their **Firing Solutions** and check the attacks are viable before rolling any Attack Dice.

FIRING SOLUTIONS

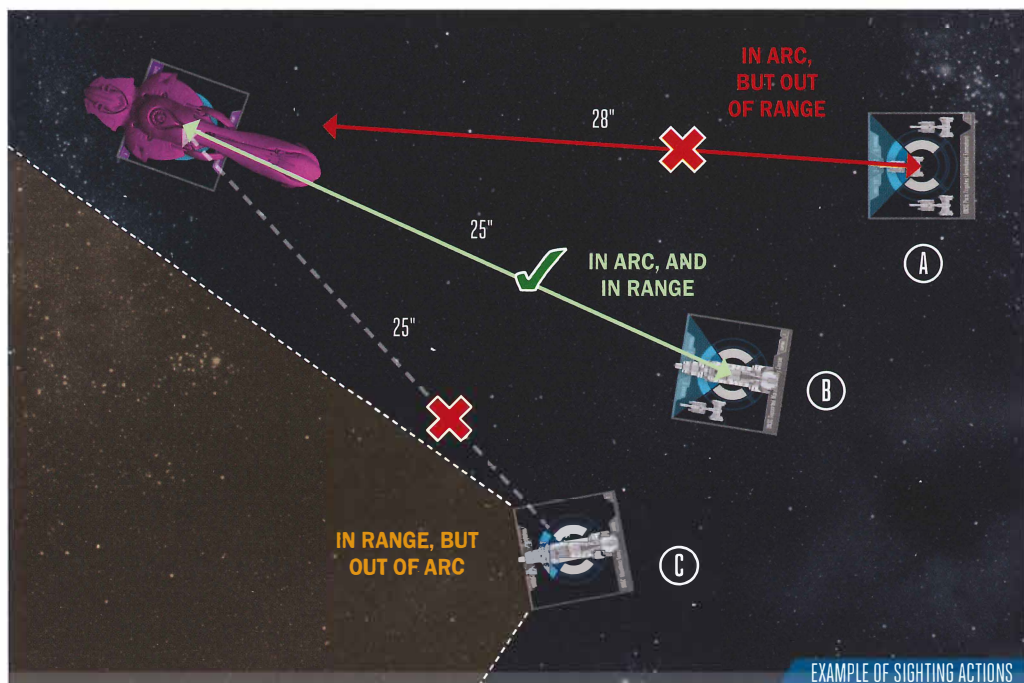
A crucial part of weaponry attacks is the **Firing Solution** – this is the term used in **Halo: Fleet Battles** for any attack made by Primary or Secondary Weapons.

A Firing Solution may comprise just one Weapon system from one Element targeting an enemy Element, or it may be the Weapon systems from multiple Elements in a Battle Group combining into a single devastating attack. Therefore, a Firing Solution can be used to consolidate the Weapon attacks of Elements within a Battle Group, allowing them to concentrate fire, and thereby deliver greater destruction.

The following rules apply to all Firing Solutions:

- Only Elements from the **same Battle Group** may take part in a Firing Solution.
- All Weapons involved in a Firing Solution must have the **same name** (in specific cases prefixes are ignored, for example a Light MAC and a Heavy MAC can take part in the same Firing Solution).
- Each individual Weapon can only take part in **ONE** Firing Solution in a Turn.
- If a particular Element has more than one Weapon with the same name, each Weapon can take part in the same, or separate, Firing Solutions.





A) NOMINATE FIRING SOLUTIONS

In this **Step**, a player must declare which Weapons are targeting which enemy Elements. When making these declarations, they must ensure the target Element is a viable target (see **Sighting Actions**, below), and they must follow the rules for Firing Solutions, as previously described.

B) PERFORM SIGHTING ACTIONS

A player in **Halo: Fleet Battles** may, as described in the **Game Basics** chapter, make any measurement at any time. The Sighting Actions are performed to clearly demonstrate to both players that the nominated Firing Solutions are in accordance with the rules, and that the Elements being targeted are viable targets.

Check Range – While space is frictionless, the Weapons used in **Halo: Fleet Battles** do not have unlimited range, nor is accuracy a constant across the void. Target size, electronic warfare, space debris, and many other factors all limit Weapon ranges and effectiveness. To check if a weapon is within range, measure from the centre of the attacking Element's Formation Base to the centre of the target Element's Formation Base.

In some cases, where the ships that make up an Element are equipped with multiple Weapons systems, Elements may find themselves operating in a mixture of Ranges (Short and Long). In these cases it may be that the Attack Dice Pool from one Weapon system is using a different Firepower Rating than other Weapon systems.

If this is the case, create two or more separate Attack Dice Pools, roll them separately, and count their Successes according to the relevant Firepower Rating for that Pool. The number of Successes from these Pools are then added together before being compared to the **Damage Track** of the Target Element.

EXAMPLE OF SIGHTING ACTIONS

In the example opposite, the three UNSC Elements, **A**, **B**, and **C**, which form a Battle Group, are attempting to attack a Covenant ORS Heavy Cruiser using Primary MAC Weapons that fire in the **Fore Fire Arc** only.

- Elements **A** and **B** have the target in their **Fore Fire Arc**, but Element A's Primary Weapon only has a **Range of 20"** and it is **28"** away.
- Elements **B** and **C** are **In Range** with their Primary Weapons (**maximum Range 32"**).
- Element C has the target in its Starboard Arc and so may not fire its Primary Weapon at the ORS Heavy Cruiser.

ONLY **Element B** is **In Range** of the target AND has it in the **Fore Fire Arc**, so it is the ONLY Element in the UNSC Battle Group able to fire at the target.

Check Fire Arc – Whilst the vessels of **Halo: Fleet Battles** are bristling with Weapons, each Weapon system is usually only able to fire into a limited **Arc of Fire**.

To determine if a target Element is within an Arc, draw a straight line from the centre of the attacking Element's Formation Base to the centre of the target Element's Formation Base. If this line falls within an 'in-arc' segment, as illustrated on a Formation Base, the Weapons can engage the target. As with range, remember that only target Elements 'in-arc' are valid targets for that Weapon.

When determining the Arc of Fire, a player must also determine whether any Terrain piece will be in the **Line of Sight**. See **PAGE 86** for more details on how Line of Sight works.

3. EXECUTE FIRING SOLUTIONS STEP

The following process should be followed to resolve both **Primary** and **Secondary Weapon** Firing Solutions. Execute each **Firing Solution** in order (decided upon by the Attacking Player and of the weapon type of their choosing. For example, they could fire Secondary Weapons before Primary or vice versa); and repeat the procedure for any subsequent Firing Solution.

STEP	ACTION
a)	Execute Fleet Orders
b)	Compile the Attack Dice Pool
c)	Determine the Firepower Rating
d)	Roll Attack Dice Pool and Count Successes
e)	Roll Defence Dice Pool (if applicable)
f)	Apply any Damage
g)	Check for Critical hits

a) Execute Fleet Orders

Any Fleet Orders that can be played at the start of the **Execute Firing Solutions Step** for specific Weapons or Weapon types, should be played now. See the **Fleet Commander** or **Heroic Character Data Sheets** for relevant Orders and how they may affect a game.

b) Compile Attack Dice Pools

The attacking player gathers their Attack Dice Pool by adding together the Dice total from ALL attacking Elements in the Firing Solution (see **Attack Dice Pool Basics** and **Sighting Actions** for more details).

c) Determine the Firepower Rating

All Attacks in this Segment start on **Firepower Rating 4**. Determine if there are any circumstances which would modify the **Firepower Rating**, such as Weapon Ranges, intervening Terrain, Loadouts, Fleet Commander Orders or any other **Scenario** effects.

d) Roll Attacking Dice Pool and Count Successes

The attacking player rolls their Attack Dice Pool, and totals their attacking Successes. This step contains three sub-Actions:

- **Roll Initial Dice:** Take the Attack Dice Pool, and roll it. Note any results that allow re-rolls.
- **Perform Re-Rolls:** If the initial dice roll contained results that allow re-rolls (according to the Firepower Rating), perform them now. Repeat this step until no further re-rolls are permitted.
- **Damage Reduction:** Once no further re-rolls are permitted, remove a number of attack Successes equal to ANY **Damage Tokens** the attacking Element(s) may be carrying.

In some cases the Elements of a Battle Group may be forced to roll using different Firepower Ratings. This could be due to Range, Terrain or some other Scenario effect. If this is the case, compile MULTIPLE Attack Dice Pools and roll separately, and then total the Successes.

SUB-POOLS WITH DIFFERENT FIREPOWER RATINGS

Linda has a Battle Group consisting of one Covenant CCS Battlecruiser Element and two Covenant SDV Heavy Corvette Elements which are attacking a USNC Carrier Battle Group consisting of just the one UNSC Epoch Carrier Element. Linda's CCS Battlecruiser has a clear shot, but his two Heavy Corvette Elements are shooting through a **Gaseous Cloud**, and thus have a **-1** penalty.

The CCS Battlecruiser Element generates **8 Attack Dice**, and the SDV Heavy Corvette Elements each generate **2 AD**. Linda therefore has two Attack Dice sub-pools, one of **8 dice at Firepower 4**, and one of **4 dice at Firepower 3**.

Linda rolls the dice! The CCS Battlecruiser sub-pool gives **5 Successes**, and the Heavy Corvette sub-pool gets a lucky result of **4 Successes**; added together for a total of **9 Successes**!

Note: Remember that Attack Dice Pools are rolled separately and all re-rolls handled for each Pool, with only the Successes combined.

e) Roll Defence Dice Pool

Any Elements with the capability to build a **Defence Dice Pool** can now attempt to defend themselves against the results of the Attack Dice Pool. The Target Element adds the **Defence Dice** it generates (these are usually created by Loadouts such as **Defence Array** or **Titanium Armour**) to the Defence Dice Pool. The defender rolls the Defence Dice Pool, using the standard **Firepower Rating** of **4**.

Total the number of Defensive Successes, and then remove the Number of Successes equal to the number of Vulnerable Tokens that the defending Element may be carrying.

For every remaining Success scored by the Defence Dice Pool, REMOVE one Success from the opponent's Attack Dice Pool. The remaining attacking Successes are now used to calculate the actual Damage on a target Element.

f) Apply Damage Tokens

Compare the Successes to the Active Value in the Damage Track of the Target Element. Some Elements may have a single Value in their Damage Track, while other Elements have multiple Values in their track. This is a measure of the amount of punishment an Element can sustain. Any Element can have multiple Values in their Damage Track but only ONE can be Active at any one time.

As the Element suffers Damage, the Active Value on an Element moves from left to right once per Damage Marker applied (shown on the Overlay and Profile Entry). This means that an Element with no Damage uses the first Value in their Damage Track as Active, an Element with a Damage Marker uses the second Value as Active, and so on. If an Element has no Active Value on its Damage Track, it is **Destroyed**!

Compare the number of Attack Successes to the current Active Value on the Damage Track of the target Element. If the number of Successes is equal to or higher than the Value then the target Element has taken Damage.



For Elements with a single Value remaining (or because they only had one Active Value to start with!), this will mean they are *Destroyed*. For Elements with multiple remaining Values on their Damage Track, this will mean they gain a Damage Token which should be placed on, or next, to the Element Base to indicate the effect.

A particularly Successful attack has the ability to penetrate even the toughest of armour. If, after applying a Damage Token, there are enough Successes remaining in the Attack Dice Pool to beat the next Active Value on the Damage Track of an Element with multiple Values remaining, a second Damage Token is placed (if the target had only two Values remaining prior to the Attack, it would be *Destroyed* at this stage).

This process is repeated until all Attack Pool Successes are assigned, with any excess that were insufficient to cause Damage being discarded **OR** the target has no Active Values left on its Damage Track and is *Destroyed*.

IMPORTANT NOTE: Destroyed Elements with Boarding Craft on board will cause these Tokens to be Expelled Into Space (See **PAGE 100** for more details).

EXAMPLE OF APPLYING DAMAGE

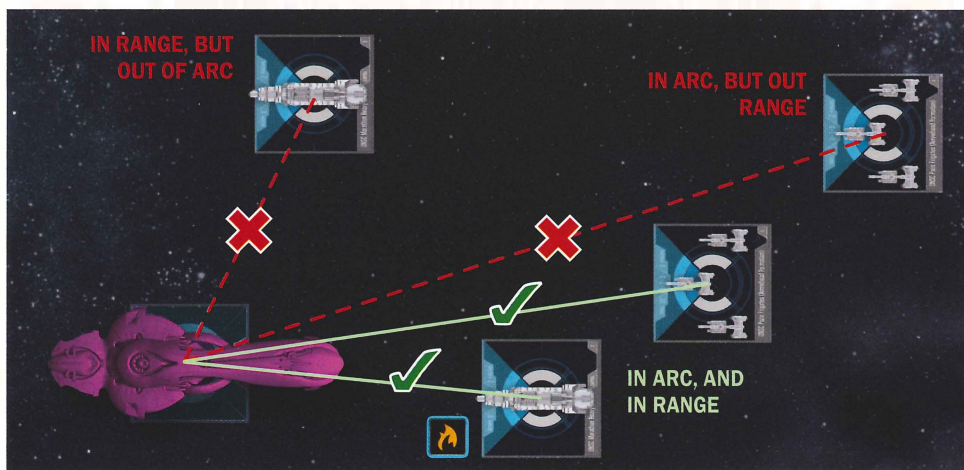
Several Elements in a UNSC Battle Group perform a Firing Solution against a Covenant CCS Battlecruiser Element, scoring **15 Successes**. A CCS has three Damage Values (**7 • 7 • 3**). The 15 Successes are more than the first Value of the CCS Element (**7**), so a **Damage Token** could be applied.

There are also enough Successes to match the second Value (**7**), meaning the **second Damage Token** could be applied, but the one remaining Damage is not enough to match, or better, the third Value (**3**).

The Covenant player can now compile a Defence Dice Pool using the **Defence Array (4)** Loadout to generate **4 Dice**. After a terrible roll where no Successes were rolled all Damage is applied, leaving the CCS close to being *Destroyed*, with 2 Damage Tokens and **2 Critical Hit** rolls to come!

g) Check for Critical Hits

Once you have applied any Damage Tokens, do not forget to make your roll to see if the Damage is a **Critical Hit**. See **Taking a Critical Hit** in the **Game Basics** chapter on **PAGE 29**.









AN EXAMPLE OF A FIRING SOLUTION:

In this example, a UNSC Battle Group, made up of two Marathon Heavy Cruisers and two Paris Class Frigate Elements (Arrowhead Formation), has declared a **Primary Weapon Firing Solution** using MACs against a Covenant ORS Heavy Cruiser (the other Elements in the Battle Group cannot contribute to this Firing Solution, being in Arc but out of Range).

The UNSC player has stated that the MACs of one of his Marathon Heavy Cruiser Elements and one of his Arrowhead Formation Elements will target the Covenant ORS Heavy Cruiser (the other Elements in the Battle Group cannot contribute to this Firing Solution, being in Arc but out of Range).

The **Dice total** for the MAC of the UNSC Marathon Class Heavy Cruiser is **8**, while the **Dice total** for the MAC of the Paris Class Frigates (Arrowhead Formation) is **4**. This means the Attack Dice Pool for the Firing Solution is **12**, using a **Firepower Rating of 4**. The UNSC Player rolls the Attack Dice Pool and gets the following result:







Given that the Firepower rating is 4, and the UNSC Player rolled four , the UNSC player is now permitted to pick up the two , and reroll them, which he does, scoring a  and a . The **Total number of Successes so far is 13** (1 for each , and 2 for each ).

However, in a previous Turn, the UNSC Marathon Heavy Cruiser had sustained a single **Damage Token**, reducing the number of Successes from **13** to **12**.

Now the Covenant player assembles and rolls their Defence Dice Pool. The ORS Heavy Cruiser is a tough nut to crack, and has the **Defence Array (4)** Loadout. This therefore generates a **Defence Dice Pool of 4**, rolled using a **Firepower Rating of 4**.

Before the Defence Dice Pool is rolled, the UNSC player rolls to see if the MACs involved in the Firing Solution place any Vulnerable Tokens on the ORS. Luckily for the Covenant player, the UNSC player rolls badly and no Vulnerable Tokens are placed.

When the Defence Dice Pool is rolled, the Covenant player gets     for a poor total of **1 Success**. The Covenant Defence Dice Pool result of 1 Success removes 1 from the number of Successes scored by the attacking UNSC player, reducing the number of Successes they managed to score from **12** to **11**.

Comparing the number of **11 Successes** to the Damage Track of the Covenant ORS Heavy Cruiser (**11 • 10 • 5**), we can see that the UNSC have managed to match the first number, and Damaged the ORS Heavy Cruiser.

FIRING SOLUTIONS EXAMPLE: ADVANCED

The diagram below shows what several Firing Solutions might look like, as performed by ONE Battle Group in ONE Attack Segment. It may look complicated at first glance, but in truth once you have played a few times this will become much clearer.

A UNSC Battle Group of 2 Marathon Heavy Cruiser Elements and 2 Paris Frigate Elements declare their Firing Solutions against 3 Elements of SDV Heavy Corvettes. The UNSC player assesses the situation and decides to divide the fire of his Battle Group in the following way:

Firing Solution A: The Light MACs of the two UNSC Paris Frigate Elements will fire against the Covenant SDV Heavy Corvette Element 2.

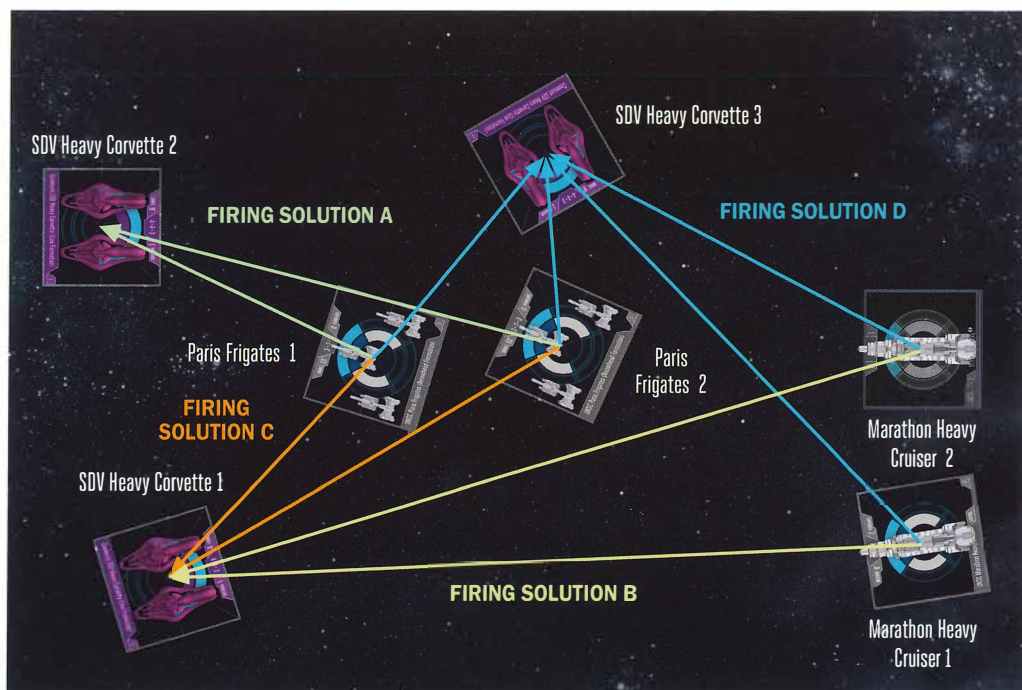
Firing Solution B: The Heavy MACs of the two UNSC Marathon Heavy Cruiser Elements against Covenant SDV Heavy Corvette Element 1.

Firing Solution C: The two Paris Frigate Elements will also fire on SDV Heavy Corvette Element 1 with their Secondary Port Missile Batteries.

Firing Solution D: Since Covenant Heavy Corvette Element 3 is positioned above and to the right of the UNSC Battle Group, as many ships as possible will pour their missiles into it, hoping to cause some damage. The Starboard Missiles of the two Paris Class Frigate Elements, and the Marathon Heavy Cruiser 1 will combine fire on this enemy Element.

The Marathon Heavy Cruiser 2 can also join its Missiles into Firing Solution D using its **Missile Barrage** Loadout to fire its Missiles into the Fore Arc. Normally Missiles fired into the Fore Arc of a UNSC Element MUST target the closest enemy Element, which fortunately, in this example, is SDV Heavy Corvette 3.

Firing Solution D is going to be most painful for the Covenant player to deal with.



4. LAUNCH BOARDING CRAFT

STEP	ACTION
a)	Execute Fleet Orders
b)	Designate Boarding Target
c)	Move Boarding Craft
d)	Compile Defence Dice Pool
e)	Determine Firepower Rating
f)	Resolve Defensive Fire
g)	Place Surviving Boarding Craft

Once the weapon attacks have been performed, it is time to launch **Boarding Craft**. These fast, small, vessels are literally 'fired' at their target, and that target can be friend or foe.

It is this action of 'firing' Boarding Craft at a target that creates their need to be explained at the end of the **Attack Segment** chapter.

a) Execute Fleet Orders

Any Fleet Orders to be used at the start of the **Launch Boarding Craft Step** should be played now. Certain Fleet Commanders are highly skilled in the art of employing boarding enemy vessels.

b) Designate A Boarding Target

A Battle Group may nominate multiple Elements (friend or foe!) within range to be the target of Boarding Craft. These Tokens have a 360° Fire Arc from the Element deploying them. Terrain DOES NOT affect boarding actions, unless a Scenario or Special Rule states otherwise.

There are 2 types of Boarding Assaults:

Aggressive Actions – Fleet Commanders often use the surprise and the brutality of close assault to overwhelm the enemy. Such attacks are often fraught with danger, as enemy Elements attempt to defend themselves using deadly **Point Defence (PD)** systems in a desperate attempt to destroy the incoming craft before they can make contact.

Relief Actions – A Friendly Element that is under attack from enemy boarders may be reinforced by friendly Elements who are within range and able to launch their own Boarding Craft in a desperate attempt to relieve their beleaguered comrades. Relief Actions are not subject to Defensive Fire of course... they are coming to save the day, after all!

Elements may only designate a target for boarding if:

- The launching Element has Boarding Craft Tokens belonging to their own Faction on its Formation Base, and they were not launched previously in the same Game Turn.
- They are within range of the Faction's Boarding Craft **Movement Value**.
- They themselves are not already the target of an enemy Boarding Assault.
- The target element has no more than 6, **OR** through the result of a new Boarding action would have **no more** than 6 Aggressive or Friendly Boarding Craft attached. This means that no Element may ever have more than 6 Friendly and 6 Enemy Boarding Craft Tokens attached to it at any moment.

c) Launch Boarding Craft

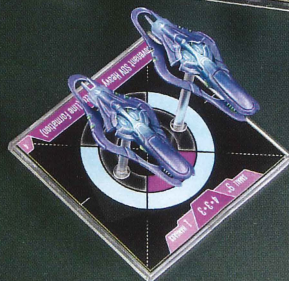
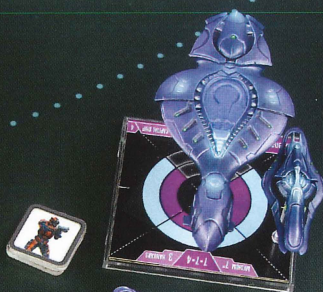
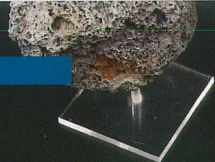
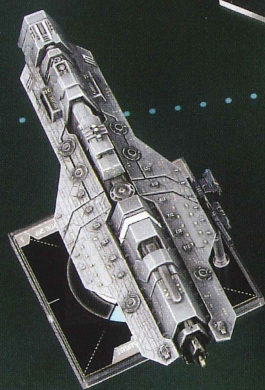
Once the target is designated and is found to be in range, place any attacking Boarding Craft Tokens from the Battle Group touching the target Element. The maximum number of Tokens that can be launched by an Element in a Game Turn may not exceed the number of Boarding Craft listed on its **Element Profile**.

d) Compile Defence Dice Pool

The defending Element may now attempt to shoot down incoming Boarding Craft using **Point Defence (PD)**. Take the PD Rating of an Element and generate a Defence Dice Pool equal to this number. Note that the size of the Defence Dice Pool can be affected by other **Loadouts** and Orders.

e) Determine the Firepower Rating

The Defence Dice Pool starts on **Firepower Rating 4** but there may be circumstances which would modify the Firepower Rating, such as Loadouts, Terrain or Fleet Commander Order effects.



f) Resolve Defensive Fire

Resolve Defensive Fire using the following sequence:

- The Defender can select ONE incoming Boarding Craft to defend against.
- Roll the Defence Dice Pool.
- Add up the Successes using the determined Firepower Rating.
- Compare the number of Successes to the Damage Track of the incoming Boarding Craft. If sufficient Successes are rolled to equal or exceed the target's Damage Value, the targeted Boarding Craft **MUST** pass an immediate Heroic Save or be **Destroyed** before it reaches its target. See **PAGE 114** for more details.

A well planned Assault using multiple Boarding Craft from a Battle Group can be devastating. With Point Defence only directed against a single Token, a Defender must make a choice about which Boarding Craft represents the most threat, and weigh up against which Boarding Craft their Point Defence can destroy.

g) Place Surviving Boarding Craft

The boarding player then places any surviving **Boarding Craft** on the target Element's Formation Base. These remain in place on a target Element's Formation Base until the **Boarding Resolution Phase** where the results of the attack will be resolved.

IMPORTANT NOTE: The effects of a Boarding Assault are not resolved until the **Boarding Resolution Phase** – leaving room for plenty of aggressive Boarding Actions and Relief Actions to take place in a Game Turn.

5. MOVE ON TO THE NEXT ACTIVATION

After Token placement for all Boarding Craft has been resolved, play shifts to the opposing player, who may select an un-activated Battle Group to Activate – a new **Battle Group Phase** now begins. See **The Game Turn** and **Battle Group Phase** chapters for further details.

If all Battle Groups have Activated move on to the **Battle Resolution Phase**.



BOARDING RESOLUTION PHASE

Boarding Assaults provide some of the most exciting and cinematic events in a game of **Halo: Fleet Battles**. Larger vessels can find themselves under attack from dedicated Boarding Craft packed to the brim with desperate fighters, ranging from lowly Grunts to heroic Spartan super-soldiers.

These troops are tasked with destroying the ship from within by means of sabotage, subjugation or extermination. Coupled with this, Fleet Commanders can elect to launch daring Relief Actions to rescue vessels that have been boarded by the enemy in an attempt to eliminate the attackers before they reach critical systems and reap untold destruction.

An Element is considered to be under threat during the **Boarding Resolution Phase** if it has one or more enemy **Boarding Craft** tokens on its Formation Base. These craft have been literally 'shot' at their target by their parent-ship during an **Attack Segment** of a Game Turn.

It is possible that assaults can run over from one Turn to another, with the attacking troops having disembarked and beginning to mount their attack against the crew and infrastructure of their target. The **Boarding Resolution Phase** therefore uses the following sequence:

BOARDING RESOLUTION PHASE OVERVIEW

BOARDING STEP	ACTION
1. Execute Fleet Orders	Fleet Commanders may choose to execute relevant Fleet Orders at this point
2. Nominate an unresolved Boarding Assault	i. Build the Attack Dice Pool ii. Build the Defence Dice Pool iii. Roll both Pools and Compare iv. Roll on the Boarding Result Table v. Resolve Boarding Effects
3. Move on to the next unresolved Boarding Assault	Continue the Process for Step 2 until ALL Boarding Assaults have been resolved. After which move on to the End Phase .

1. EXECUTE FLEET ORDERS

Fleet Orders describe when, within the Game Turn, they may be played, and any Orders that can be played in the **Boarding Resolution Phase** should be declared and executed at this point.

2. NOMINATE AN UNRESOLVED BOARDING ASSAULT

The player with the **Initiative** now nominates an Element in the Battlefield with one or more enemy **Boarding Craft** attached to it and both players resolve the following Actions:

I. BUILD THE ATTACK DICE POOL

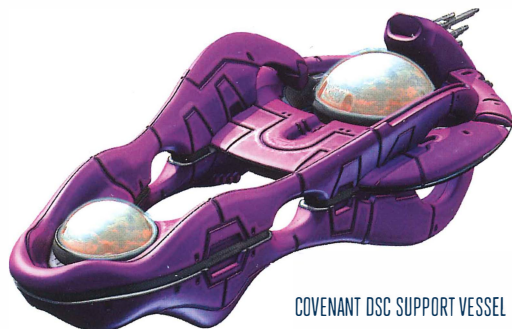
The Attack Dice Pool is created by taking one **Die** per point of **Security Detail** present on board the Boarding Craft taking part in the Boarding Action. The default **Firepower Rating** for this Attack Dice Pool is **4**.

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!

BOARDING ATTACK DICE POOL EXAMPLE:

Three UNSC Pelican Boarding Craft stream out to attack a Covenant CCS Battlecruiser, succeeding in weathering the Point Defences and boarding the enemy Element.

A Pelican has a **Security Detail** of **2**, so the **Attack Dice Pool** is **6** (2+2+2), fighting with a default **Firepower Rating 4**.



COVENANT DSC SUPPORT VESSEL

II. BUILD THE DEFENCE DICE POOL

The defender totals the number of **Security Detail** of the Element being boarded, and adds the Security Detail rating of any friendly Boarding Craft that were launched as part of a **Relief Boarding Action** during the Turn. This total number of Security Detail generates the number of Dice that forms the **Defence Dice Pool**.

To this total amount of dice, add any relevant Loadouts or Fleet Orders that might be in effect – certain famously dogged Heroic Characters might add dice to a Defence Dice Pool, for example. The default **Firepower Rating** for this Defence Dice Pool is **4**.

UN-LAUNCHED BOARDING CRAFT

Friendly Boarding Craft that are present on the Element's Base prior to being launched will struggle to contribute to a Defence Dice Pool during a Boarding Action since these troops are forced to relocate off their transports and make their way through the ship to attempt to root out the invaders.

The Defender may sacrifice ONE un-launched Boarding Craft on the Base during the **Build the Defence Dice Pool Action** of the **Boarding Resolution Phase**, in order to aid in the defence of the Element under attack.

To sacrifice an unlaunched Boarding Craft simply remove it from play. This allows the Defender to increase the Element's Security Detail by the number of Security Detail of the Boarding Craft for the duration of this **Boarding Resolution Phase only**.

Should the nominated Token have access to the **Heroic Save** Loadout, this save may be attempted after all **Boarding Effects** have been resolved, and if successful, the Boarding Craft is returned to the parent element.

BOARDING RESULT TABLE

SCORE	RESULT	EFFECT
1 or less	<i>Vainglorious Assault</i>	<ul style="list-style-type: none"> The Boarding Action fails! All Attacking Boarding Craft are expelled 4" into space.
2-3	<i>Bloody Repulse</i>	<ul style="list-style-type: none"> Attacker loses 2 Boarding Craft (chosen by the Defender). The lost Boarding Craft are expelled 4" into space.
4-5	<i>Repulsed</i>	<ul style="list-style-type: none"> Attacker loses 1 Boarding Craft (chosen by the Attacker). The lost Boarding Craft are expelled 4" into space.
6-7	<i>Stalemate</i>	<ul style="list-style-type: none"> No Boarding Craft lost. Fighting continues into the next Turn.
8-9	<i>Critical Defences Breached</i>	<ul style="list-style-type: none"> Place 1 Vulnerable Token on the attacked Element's Base. Defender loses 1 Boarding Craft (chosen by the Defender). Any lost Boarding Craft are expelled 4" into space.
10	<i>Focused Sabotage</i>	<ul style="list-style-type: none"> Place 2 Vulnerable Tokens on the attacked Element's Base. Defender loses a Boarding Craft (chosen by the Defender). Any lost Boarding Craft are expelled 4" into space.
11	<i>T-Minus 4 minutes...</i>	<ul style="list-style-type: none"> Place 1 Damage Token and 2 Countdown Tokens on the attacked Element's Base. Defender loses a Boarding Craft (chosen by the Defender). Any lost Boarding Craft are expelled 4" into space.
12	<i>T-Minus 2 minutes...</i>	<ul style="list-style-type: none"> Place 1 Damage Token and 4 Countdown Tokens on the attacked Element's Base. Defender loses 2 Boarding Craft (chosen by the Attacker). Any lost Boarding Craft are expelled 4" into space.
13+	<i>Critical Core Breach!</i>	<ul style="list-style-type: none"> The Element is torn apart in a cataclysmic explosion, removing it from play. See the rules for a Critical Core Breach on PAGE 100.

III. ROLL THE ATTACK AND DEFENCE DICE POOLS

Simultaneously roll the respective Attack and Defence Dice Pools to create an Attack Dice Total and a Defence Dice Total. Unless otherwise stated, both the Attacker and the Defender use **Firepower Rating 4** when determining their Successes. Make a note of the winner as you will need this for the next Action.

- If the Attacker's Dice Total was TWO TIMES higher than the Defender's Total, **add 4** to the result!
- If the Defender's Dice Total was higher than the Attacker's Total, **deduct 2** from the result.
- If the Defender's Dice Total was TWO TIMES higher than the Attacker's Total, **deduct 4** from the result!

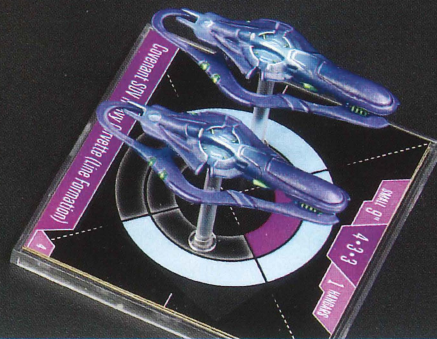
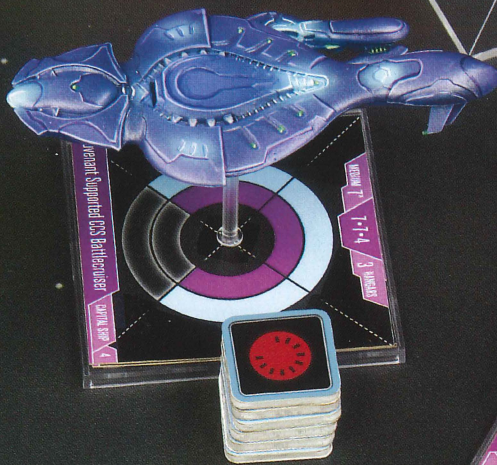
IV. ROLL ON THE BOARDING RESULT TABLE

Each player now rolls a D6, adding them together and referring to the table above, taking into account the following:

- If both the Attacker and the Defender Dice Totals were **equal**, do not change the result and simply roll unmodified on this table.
- If the Attacker's Dice Total was higher than the Defender's Total, **add 2** to the result.

V. RESOLVE BOARDING EFFECTS

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



3. MOVE ON TO THE NEXT UNRESOLVED BOARDING ASSAULT

The next player then nominates the next Boarded Element to resolve, and the players repeat the procedure. This process of each player, alternating from one to the other, selecting a Boarding Assault to resolve and resolving it, continues until ALL Boarding Assaults have been resolved for the Turn.

Note that even after all Boarding Assaults have been resolved, there still may be enemy Boarding Craft on an Element's base – this represents the ongoing clash of forces on board, and will be resolved as a Boarding Assault again in the following Turn.

Once all Boarding Assaults have been resolved, play moves on to the final Phase of the Game Turn – **The End Phase.**

COUNTDOWN TOKENS

Countdown Tokens can be used to represent a number of effects in **Halo: Fleet Battles**, from the effects of explosives placed on board an Element during a Boarding Assault to a sabotaged central core about to go critical. While directly used in relation to Boarding and the **Boarding Result Table**, they may also be used for **Scenario** effects.

The number of Countdown Tokens on an Element determines how long it has before its inevitable end. If an Element reaches **6 Countdown Tokens**, the Element detonates, suffering a **Critical Core Breach** (the rules for which can be found on the next Page). This DOES count towards the Victory Point total.

CRITICAL CORE BREACH

A Critical Core Breach is an effect that can be achieved instantly as a result of the Boarding Result Table, or may be an effect that occurs as a result of an Element gaining 6 or more Countdown Tokens during the course of a game, or by the result of a **Last Gasp** roll (see **PAGE 29**).

With a Critical Core Breach, an Element is torn apart in a cataclysmic series of devastating explosions. The Element is removed from play and **all Elements within 8"** suffer an immediate Attack, with with an **Attack Dice Pool** equal to the Element's combined **Damage Track**, as listed on an Element's Profile. Each Element within range of the explosion attacked in this way, with each rolled for separately, using a **Firepower Rating 5**. Ships attacked in this way may still compile their **Defence Dice Pool** as per usual (see the **Attack Segment** chapter for more on attack sequences).

All Assault Craft on board the removed Element are Expelled Into Space **4"**, measured from the centre of the exploding Element.

All **Wings** within **8"** of the Element that suffered the Critical Core Breach are removed from play as *Destroyed*.

COUNTDOWN CORE BREACH EXAMPLE

A UNSC Marathon Heavy Cruiser has been boarded multiple times over the course of the last few Turns, and as a result, has gained **6 Countdown Tokens**. After the placement of the 6th Countdown Token, the UNSC Cruiser suffers a **Critical Core Breach**. The UNSC player adds together the values of the Marathon Heavy Cruiser's Damage Track: **6+6+3=15**. Every Element within **8"** of the Marathon Heavy Cruiser now suffers an immediate attack, with an Attack Dice Pool of **15** using **Firepower Rating 5**. The Marathon's un-launched Boarding Craft are Expelled into Space. In addition, all Flight Tokens within **8"** are *Destroyed*. The Tokens are removed from play and placed in the players' Scrapyards.

ASSAULT EXTRACTION

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.

For a friendly Element to be a viable **Extraction Point** it must:

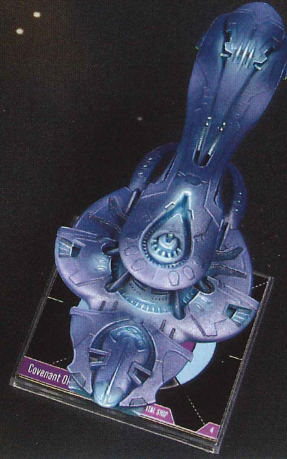
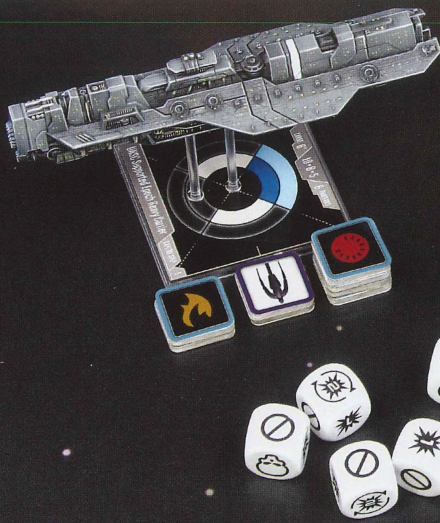
- Have capacity and space to berth Boarding Craft (determined by their **Boarding Craft Allowance** on their Profile).
- It must be within the Boarding Craft's **Movement Range**.
- It may not currently be the subject of an **Aggressive Boarding Assault** by the enemy.

If these conditions are met, the Defending player in control of the Element being attacked may elect to open fire with a free Point Defence attack, targeting ONE Boarding Craft as it attempts to extract (chosen by the Defender). Remove any surviving Tokens from the engaged Element, and immediately place them on the Formation Base of the friendly Element(s) that are acting as their Extraction Point.

EXPULSED INTO SPACE!

Should a Boarding Craft to be Expelled Into Space, the owning player **MUST** place the Tokens anywhere within **4"** in open space (i.e. not on top of any Elements/Wings/other Tokens) from the centre of the Element from which they were expelled. See the **End Phase** on **PAGE 104** for the Heroic Save rules and how they work.

Boarding Craft Expelled into Space **CANNOT** become the target for either a Dogfight or an Attack Run.



EXAMPLE OF A BOARDING ACTION

A Marathon Heavy Cruiser has been the target of an Aggressive Boarding Action.

During the **Attack Segment**, a nearby Covenant CCS Battlecruiser Element launches its full complement of 2 Boarding Craft at the UNSC Marathon Heavy Cruiser. The Marathon's Point Defence (PD) was unlucky, and failed to take down any incoming Covenant Boarding Craft.

In the Boarding Resolution Phase, a total of 4 **Security Detail** (2 per Token) attack the Marathon Heavy Cruiser, which has a **Security Detail of 3**. The Covenant player compiles their Attack Dice Pool (4 Dice). The Defending UNSC player compiles their Defence Dice Pool (3 Dice, one for each Security Detail).

The Marathon Heavy Cruiser still has its complement of two unlaunched Boarding Craft, and decides to *sacrifice* one to increase its Security Detail, and hopefully its chances of survival. One Pelican Token is removed from the Marathon Element base and placed in the **Scrapyard**, and a further 2 Dice are added to its Defence Dice Pool.

The Attack Pool is now 4 Dice, and the Defensive Pool is 5 Dice. Both players now roll their Dice Pools...

The UNSC player rolls 3 **Successes**, The Covenant player rolls much better, managing 7 **Successes**, and wins this Boarding Assault with ease. The Covenant player rolls on the **Boarding Result Table**. Since the Covenant Attack Total of 7 beat by double the UNSC Attack Total of 3, the Covenant player get to add +4 to the 2D6 roll.

The player rolls a combined total of 5, +4 for a new total of 9, a result of **Critical Defences Breached** against the UNSC ship. Due to this Boarding Result, the UNSC player must roll to try and save the un-launched Boarding Craft still on board using the Heroic Save, but fails to save them.

He then attempts to save the brave Boarding Craft who sacrificed themselves at the start of the Boarding Action! Sadly this also fails, leaving the Covenant player to enjoy the fruits of a deadly Boarding Action which wiped out TWO UNSC Pelican Boarding Craft AND saw the placement of a **Vulnerable Token** on the Marathon heavy Cruiser's Base all in the same Phase!





THE END PHASE

In this Phase, players will resolve any outstanding effects and situations generated by the events of a Turn. Elements will attempt repairs, and in certain situations, Elements may even suffer a Core Breach and explode! You will also check to see if a player has won a game.

1 – REPAIRS

A. DEFUSE COUNTDOWN TOKENS

An Element with **Countdown Tokens** MUST attempt to make a **Repair Test** in the **End Phase** to try to remove any Countdown Tokens from its Base. The Element must roll a **Halo Dice** for EACH Countdown Token attached to the Element:





- For each  REMOVE a Countdown Token.
- For any other result, ADD a Countdown Token.
- If the Element still has Enemy **Boarding Craft** fighting on board, any roll of a  during a Repair Test will add TWO Countdown Tokens instead.

Should an Element reach **6** Countdown Tokens, after all Repairs have been resolved, the Element detonates, suffering a **Critical Core Breach** (see the **Game Basics** chapter on **PAGE 26**).

END PHASE OVERVIEW

STEP	ACTION
1. Repairs	A. Defuse Countdown Tokens and resolve any resulting Critical Core Breach effects. B. Repair Vulnerable Tokens . C. Perform Carrier Actions .
2. Calculating Victory	Check Scenario Conditions and score Victory Points .
3. Adrift Tokens	A 'Adrift' Heroic Saves . B. Move 'Adrift' Tokens .
4. Prepare for the Next Turn	Once all the above Actions have been completed, make ready for the next Game Turn.



EXAMPLE OF COUNTDOWN TOKEN REPAIR

A Covenant CCS Battlecruiser has **4 Countdown Tokens** on it. The Covenant player rolls **4 Halo Dice**:    .

Given these results, the Covenant player would remove 3 Countdown Tokens and add 1, resulting in 2 Countdown Tokens being removed, with a total of **2 Countdown Tokens** remaining on the Element ($4-3+1=2$).

B. REPAIR VULNERABLE TOKENS

The engineers aboard a vessel must work tirelessly to repair critical systems in order to bring an Element back up to its full fighting capability.

To repair a Vulnerable Token, roll one Halo Die for each Vulnerable Token on board. On a , remove ONE Vulnerable Token. On a , remove TWO Vulnerable Tokens. On any other result, no Vulnerable Tokens are removed.

C. PERFORM CARRIER ACTIONS

Elements with the Carrier (Value) Loadout may re-launch a number of Wings equal to the Value listed in their Loadout's parentheses at this point during the End Phase. The Wing or Wings are immediately deployed within "8" of their Formation Base.

A Wing deployed in this manner must be formed into a legal Wing (see the respective Fleets for the minimum and maximum Wing sizes) and they **MUST** be taken from the casualties in the Faction's **Scrapyard**.

2 – CALCULATING VICTORY

CHECK SCENARIO CONDITIONS

Games are won and lost on the back of **Victory Points**. Victory Points represent not only the ability of one side to dominate and destroy the other, but also to satisfy particular strategic and tactical goals.

Victory Points can be awarded for a number of reasons, but the two most common are: **Destroying the Enemy**, and **Controlling a Sector**.

DESTROYING THE ENEMY

Players should keep a running tally of the **Build Ratings** of all the enemy Elements they have managed to *Destroy*. In most scenarios, players will receive one Victory Point for every Build Rating point of enemy Elements they have *Destroyed*.

For example, if, by the **End Phase** of a Turn, a player has managed to destroy three enemy Elements, with the Build Ratings **1**, **4**, **1** respectively, the total number of Victory Points accrued would be **6**.

Remember that certain Heroic Tokens (Spartans or Zealots) are also worth Victory Points if they are Killed In Action. This can be the result of Point Defence (PD) attacks against their Boarding Craft, failed Boarding Actions, being **Expelled into Space** (see Step 3) or the result of a Critical Core Breach explosion.

SECTOR CONTROL

Some Scenarios will award Victory Points for **Sector Control**. If a player (or Faction if there are multiple players per side) is the only side to have Elements in a Sector, they are considered to be in control of that Sector. Points for controlling Sectors are awarded every turn, but on any given turn, each Sector in a Battlefield may only be scored once.

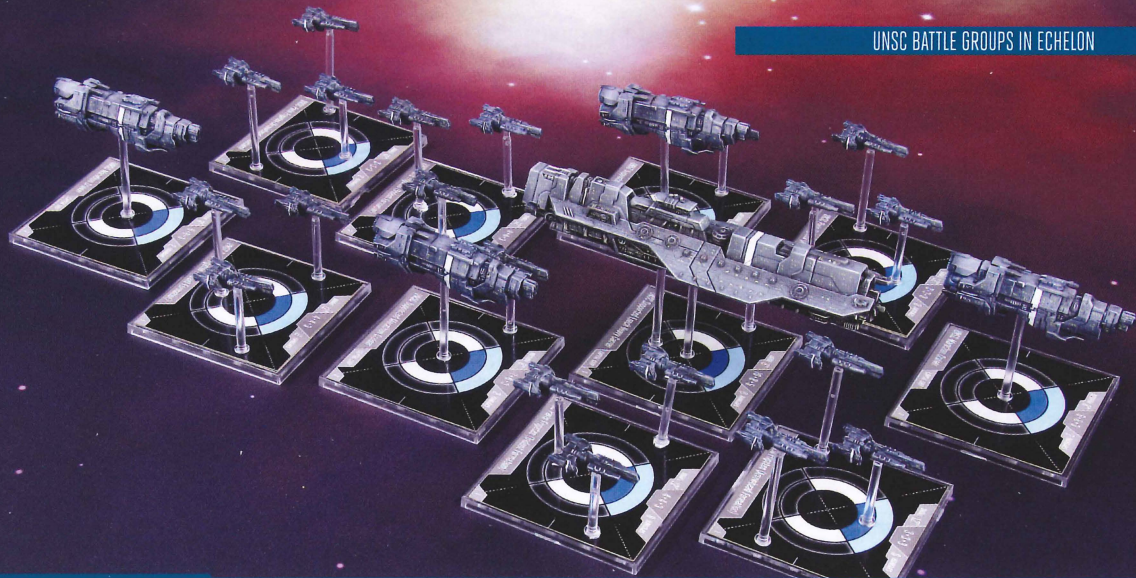
SCENARIOS

Scenarios may also have other conditions under which points are awarded. See the **Pre-Game Set-Up** chapter on **PAGE 48** for more about calculating Victory Points.

VICTORY POINT TARGET

Every Scenario will list either a set number as the Victory Point Target, or a method for calculating the Victory Point Target.

- If one of the players has reached their Target in the End Turn, their tactical mastery has earned them a **Major Victory**.
- If BOTH players have reached their Targets in the End Turn (OR the Maximum Turn Limit expires), the player with the highest total earns a **Minor Victory**.
- If BOTH players have reached their Targets in the End Turn (OR the Maximum Turn Limit expires) with players scoring identical Victory Point totals the game is classed as a **Stalemate** with no victor.



3 – 'ADRIFT' TOKENS

A. 'ADRIFT' TOKENS

Adrift Boarding Craft Tokens do not need to take any Heroic Saves to stay in play.

B. MOVE 'ADRIFT' TOKENS

All Tokens that were *Expelled into Space* during the Game Turn may move 12" in any direction. If this movement takes them in base contact with a **friendly** Element, they may be placed on board and are allocated to the Element's complement of Boarding Craft, ready to be launched in another Turn. A maximum of **6 Boarding Craft** may be on board any single Element's formation base.

While any friendly Element may have more Boarding Craft aboard than their original complement, they may only launch, per turn, a number of Boarding Craft equal to their Boarding Craft Value.

If an Element has a Boarding Craft Value of 0, they may only launch 1 Boarding Craft per turn, and it can only be launched at a friendly Element.

However, if there is no spare space on a friendly Element, they cannot be simply added to the Element, and must instead replace an existing Boarding Craft Token already on board the Element.

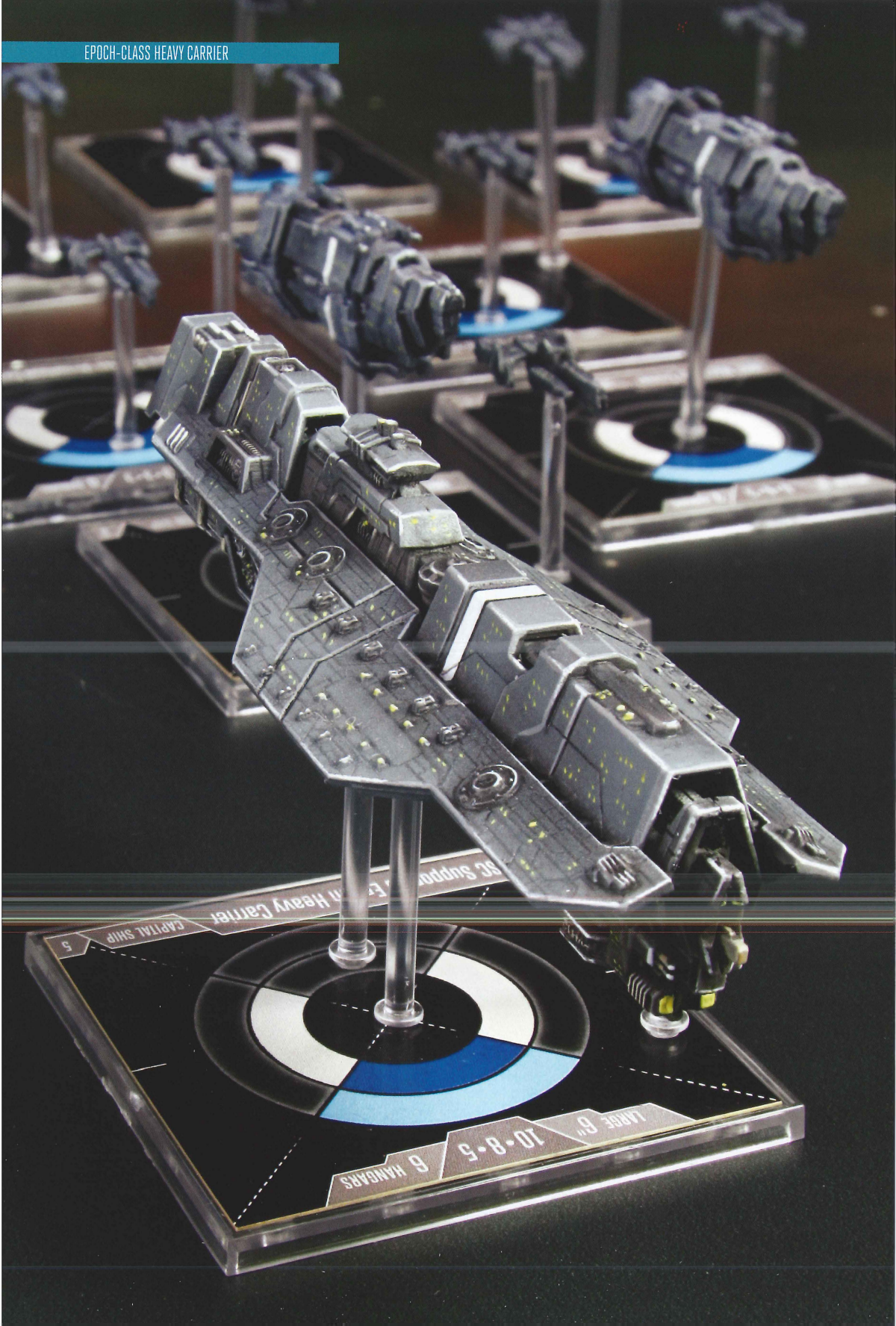
If a Token cannot make base contact with a friendly Element, or cannot be allocated a Token, it remains adrift and may not take any further part in the battle. Remove it from the table, it is destroyed.

4 – PREPARE FOR THE NEXT TURN

Assuming no **Victory Conditions** are met, players should now prepare for the next turn. The Battlefield should be tidied to make sure all relevant Tokens and effects are on the correct Bases, and used Order Dice should be retrieved.

Unused Order Dice can be removed from the **Fleet Commander** and **Heroic Character Data Cards** in preparation for the following Turn but only if a player so chooses. Players then proceed with the **Order Dice Phase** of the new Turn (see **PAGE 63**).





APPENDIX 1: LOADOUTS

Loadouts are a set of rules that reflect specific conditions or effects, usually representing technologies that give bonuses to your Fleet, or append the normal game rules in some way.

There are two types of Loadouts: Systems and Weapons. Those listed in an **Element Profile** under Systems Loadouts usually reflect some benefit, capability or penalty that comes as a result of the technology used in both the construction of the Element (i.e. **Titanium Armour**), or the way the Element has been designed to supplement its military capability (i.e. **Hard Burn**).

The other type of Loadouts, listed under the **Weapon Profiles**, tend to reflect the strengths and weaknesses of particular Weapon systems. In both cases the Loadouts are clearly listed, and give individual Elements particular capabilities that a good Fleet Commander will utilise to best effect!

LOADOUT ORGANISATION

For convenience, we have organised the Loadouts into **Movement**, **Firing**, **Boarding** and **Other**, representing the Phases where they are most likely to appear. Under each heading, the Loadouts are also listed alphabetically.

MOVEMENT

GLIDE (DISTANCE")

Elements with the **Glide (Distance")** Loadout may forgo their standard Movement to move laterally (sideways) instead. The distance they may travel is denoted in the parenthesis. An Element using its **Glide** Loadout may not make any Turning Actions during its Movement.

HARD BURN (DISTANCE")

Elements with this Loadout may increase their movement by the value listed in parenthesis, provided the Element DOES NOT execute a Turning Action during its Activation.

For example, if an Epoch Heavy Carrier Element makes a Hard Burn, its **Hard Burn (1")** means its normal Movement of **6"** becomes **7"**, but no turns may be made during the movement.

LUMBERING

Elements with this Loadout count as being one size class LARGER than listed. This will affect the way this Element may execute Turning Actions (see the **Movement Segment** chapter on **PAGE 78**).

NIMBLE

Elements with this Loadout count as being one size class SMALLER than listed. This will affect the way this Element may execute Turning Actions (see the **Movement Segment** chapter on **PAGE 78**).

FIRING

CLOAKING SYSTEM

An Element with this Loadout causes enemy Attacks to suffer a -1 to their **Firepower Rating** when firing at **Long Range**.

DEFENCE ARRAYS (VALUE)

An Element with the **Defence Arrays** (Value) Loadout may add the Value listed in the parenthesis to its Defence 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 **Defence 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 **Damage Track of 7** at its second Value, this means the **Defence Array** has soaked enough to take the Attack Pool below the amount needed to register a point of Damage!

ELUSIVE

An Element with the **Elusive** Loadout causes any attack made by an enemy Element against it to suffer a -1 to its **Firepower Rating**. However, if the attacker is a Bomber Wing on an Attack Run, or if **ALL** Elements initiating the Firing Solution at the target also have the **Elusive** Loadout, this modifier is ignored.

HARD TARGET

An element with the **Hard Target** Loadout critically limits ALL weaponry Attacks made against it. The effect is as follows: any Attack Dice Pool – generated by Primary or Secondary Weapons – will see ONE Success REMOVED from the Attack Dice Pool Total for each  rolled during an attack. This is done at the end of the process and after all Successes have been determined by a player.

MAGNETIC ACCELERATOR CANNON (VALUE)

Magnetic Accelerator Cannons (MACs) fire dense projectiles at extremely high velocities, delivering immense amounts of kinetic energy to their target.







These weapons are governed by the following rules, designed to simulate the battle tactics of the UNSC to overwhelm and weaken the defensive systems of Covenant vessels with sustained hits from MAC-based weaponry.

Roll the Attack Dice Pool as normal. Assuming the target Element is required to make a Defensive Pool Roll (because the attack is going to cause damage!), BEFORE rolling the Defence Dice Pool, check the combined values of all of the MACs taking part in the Firing Solution by consulting the following table:

MAC POWER COMBINATION TABLE

Size of MAC	Value
Light or Medium	1
Heavy	2
Super	3



- If the combined Values of the MACs is 2-3, roll ONE Halo Dice and on a result of a  the Target Element gains a **Vulnerable Token**.
- If the combined Values of the MACs is 4-5, roll ONE Halo Dice and a result of a  or a  the Target Element gains a **Vulnerable Token**.
- If the combined Values of the MACs is 6 or above, roll ONE Halo Dice. On the result of a   OR  the Target Element gains a **Vulnerable Token**.

Remember that this effect takes place **BEFORE** any Defence Dice Pool rolls and **CANNOT** be affected by Loadouts.

You should also bear in mind that any Damage could also become Critical Damage and apply even more **Vulnerable Tokens**. See **PAGE 30** for more details.

MASSIVE

An Element with the **Massive** Loadout causes enemy weaponry to gain a **+1** to their **Firepower Rating** when firing at **Short Range**. See the additional rules on **PAGE 115** for more details about Massive Models.

MISSILE BARRAGE

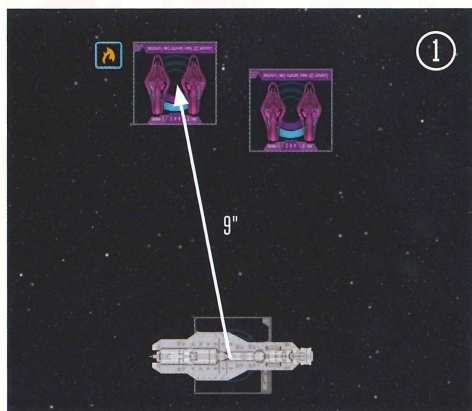
Despite being launched from the Port and Starboard Missile housings of a vessel, these weapons may redirect themselves to target Elements within the **Fore Arc** with a **SINGLE** salvo. However, unlike standard Firing Solutions, this salvo of Missiles **MUST** target the **CLOSEST** enemy Element in the firing Element's Fore Arc, and Port and Starboard Arcs may not be used during the Activation.

For example, an Epoch Heavy Carrier can build two Firing Solutions firing into its Port and Starboard Arcs, with an Attack Dice Pool of 15 generated for each attack. Or instead, it can choose to fire in its Fore Arc with ONE Firing Solution of 15 Dice, which **MUST** target the nearest enemy Element in that Arc.

IMPORTANT NOTE: Certain Heroic Characters have the ability to ignore the Missile Barrage *closest-target* rule, allowing the targeted Element to be of the player's choice.

MISSILE WEAPONS

Elements with the Missile Loadout gain a **+1** on their **Firepower Rating** when firing at targets at **Long Range**. In addition, Elements defending against Missile Weapons may add the Value in their **Point Defence (Value)** Loadout when constructing a Defence Dice Pool.

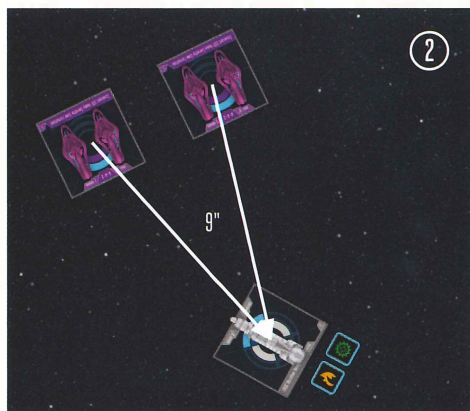


EXAMPLES OF MISSILE WEAPON

In **Diagram 1**, an Epoch Carrier targets a Covenant Battle Group containing two SDV Heavy Corvette Elements. The UNSC Fleet Commander decides to hit one Element with all of its 15 Attack Dice.

The SDVs have **Elusive** and **Cloaking** Loadouts. As the Missiles are firing at Short Range there is no modification to the **Firepower Rating**, and the Cloaking Loadout is ineffective. However, **Elusive** will reduce the Firepower by **-1**.

The SDV can defend itself with its **Point Defence (2)** and **Defence Array (2)**, which will allow it to generate a Defence Dice Pool of **4 Dice**.



In **Diagram 2**, a pair of SDV Heavy Corvette Elements in Line Formation move in to fire with their Plasma Torpedoes at a UNSC Marathon Heavy Cruiser. The Marathon suffered a **Vulnerable Token** and **Damage Token** due to a Boarding Action earlier in the battle.

Rolling the Attack Dice, the **Plasma Torpedoes** gain a **+1** to the Firepower Rating for firing a Plasma Weapon at **Short Range**. In addition, the Marathon Element can only add its **Point Defences** to the Defensive Pool (due to its **Titanium Armour** being lost!). To make matters worse the Marathon Element suffers a **-1** to the Values in its Damage Track and must also deduct **ONE** Success from its Defence Dice Pool due to its Vulnerable Token.

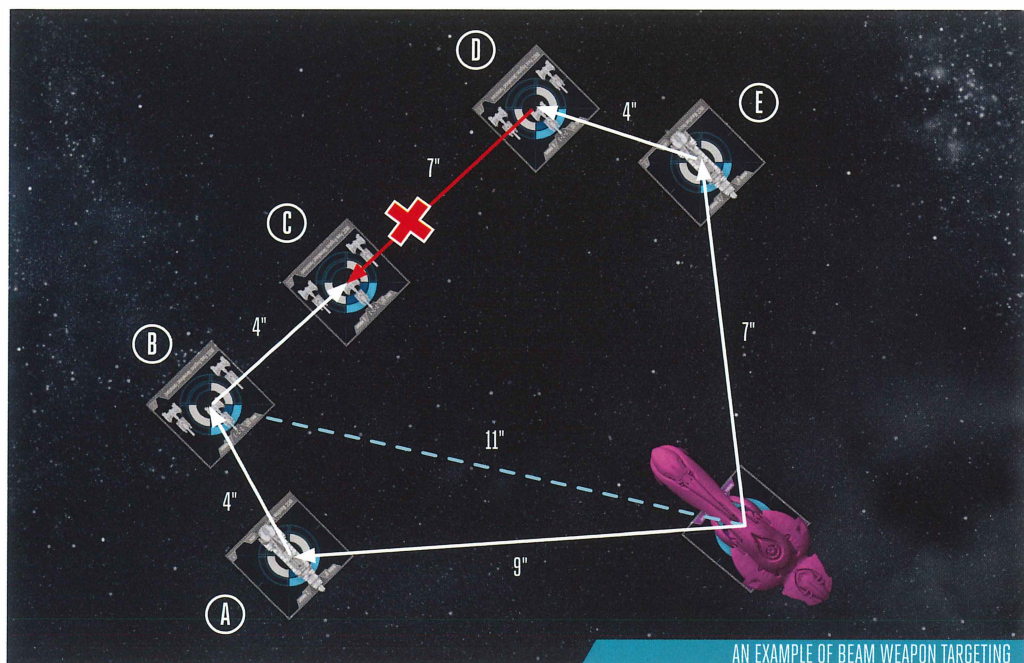
PLASMA WEAPONS

Only weapons of the identical type and name can be combined as part of a Firing Solution. All Plasma-based weapons irrespective of their type gain a **+1** to the **Firepower Rating** at **Short Range** and a **-1** at **Long Range**. The Covenant employ a number of types of Plasma-based Weaponry in **Halo: Fleet Battles** summarised into: **Beam**, **Lance**, **Cannon Arrays** and **Plasma Torpedoes**.

Plasma Beam Weapons are Short Range cutting ordnance that can target multiple Elements at once. These weapons may NEVER take part in Firing Solutions with any other weapon – they are simply too powerful and unpredictable to use with other weapons in concerted fire.

Beam weapons are fired in the following manner:

- Nominate a Primary Target as normal and allocate the first number in the Dice Profile for the weapon to it.



- Then nominate a different enemy Element within **6"** of the first and allocate the second number in the Dice Profile to that Element.

Note: Unlike normal Firing Solutions, this Target does NOT have to be part of the same Battle Group as any other target.

- Finally, nominate a different third target within **6"** of the second and allocate the third number in the Dice Profile to that target. Note: This Target does NOT have to be part of the same Battle Group as any other target.

Each of the models targeted by the Beam Weapon is attacked and resolved separately. This Loadout DOES NOT permit the weapon to fire at a target that is beyond its stated Range or Arc of Fire.

Due to the overwhelming power of Beam Weapons, Attack Dice Pools use a starting **Firepower Rating 5 as default**. The effects of Terrain and Loadouts are still applicable.

BEAM WEAPON EXAMPLE

An ORS Heavy Cruiser wishes to use its Plasma Lance as a Beam Weapon. There are a number of targets in front of the vessel, but two Firing Solutions are most likely to do high levels of damage.

The **Firing Solution E→D** only allows for two targets to be fired upon, since the distance between **D** and **C** is **over 6"**. The third target would not be nominated and that shot would be wasted.

The Firing Solution **A→B→C** is best, as it fulfils the requirement for all range and Arc requirements. Each Element takes the full brunt of the Beam attack!

Plasma Cannon Arrays are the workhorse weapon systems of the Covenant Fleet and are capable of forming a Firing Solution across any Battle Group in the Fleet. These weapons have no special rules attached to them other than the Plasma Loadout.

Plasma Lances are the long range killers of the Covenant Fleets, and represent a single, focused attack that is able to deal out high levels of damage.

Plasma Torpedoes are subject to the usual Plasma-based rules for firing at Short and Long Range, but additionally use the same rules as Missile Weapons, meaning at Long Range the Firepower modifier for Plasma Torpedoes is **+0** (-1 for Long Range, +1 for Plasma Torpedoes). Just like any other Missile Weapon, Plasma Torpedoes can be reduced by Point Defences Dice Pools.

POINT DEFENCE (VALUE)

This Loadout represents weapons most commonly used to defend against **Bombers** and **Boarding Craft** that are performing **Attack Runs** or **Boarding Assaults** against a target Element.

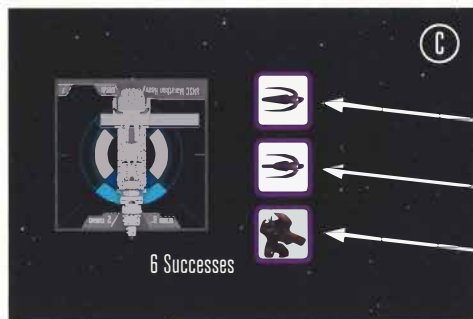
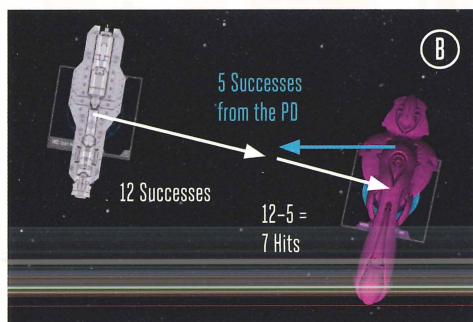
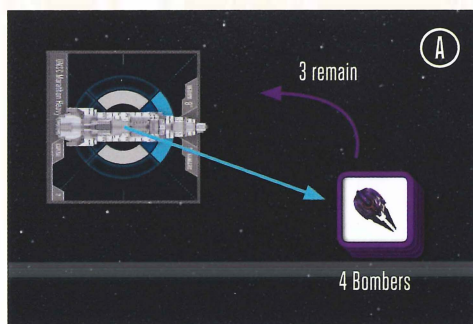
In addition, Point Defence systems can also be used to defend against attacks made by Elements with the **Missile Weapons** Loadout. In all cases, the Value inside the parentheses is the number of Dice added to an Element's **Defence Dice Pool** prior to rolling.

EXAMPLES OF POINT DEFENCE

In **Diagram A**, a Wing of Covenant Tarasque Bombers moves in to mount an Attack Run against a Marathon Heavy Cruiser. The Marathon Heavy Cruiser musters its **Point Defence (PD)**, rolling the **4 Dice** listed in the PD Loadout for its Defence Dice Pool. Scoring **3 Successes**, the UNSC ship has done enough Damage to Destroy a single Flight of Tarasque Bombers, leaving the others free to complete their Attack Run!

In **Diagram B**, an Escorted Epoch Heavy Carrier is trading broadsides with an ORS Heavy Cruiser. Firing its missiles at the ORS, the Epoch scores **12 Successes**! The ORS Heavy Cruiser has a formidable level of **Point Defence**, however, and adds **5 Dice** to its **Defence Dice Pool** and then adds **4 Defence Array** Dice for a total of **9 Dice** in its Defence Dice Pool. Rolling these, the ORS scores **5 Successes**, reducing the Attack to just **7 Successes** – well below what was needed to cause Damage.

In **Diagram C**, a Marathon Heavy Cruiser is the target of a **Boarding Assault**, and must attempt to defend against the incoming Boarding Craft. The Boarding Craft with the **Zealots** on board is particularly worrying! The Marathon Heavy Cruiser's **PD** Loadout generates a Defence Dice Pool of **4 Dice** targeting the Zealot. A superb roll generates **6 Successes**! This should Destroy the Zealot Boarding Craft, assuming the Covenant player fails their **Heroic Save (Zealot)** roll!





TITANIUM ARMOUR (VALUE)

An Element with the **Titanium Armour (Value)** Loadout may add the Value listed in the parenthesis to its **Defence Dice Pool** when defending against an Attack, provided the Attack is made against the **FIRST** level of Damage on the Element's **Damage Track**. Once an Element with **Titanium Armour** takes a **Damage Token**, the benefit of **Titanium Armour** is lost, and the Value can no longer be added to any Defence Dice Pools.

Example: Incoming fire against a UNSC Supported Marathon Heavy Cruiser Element totals **8 Successes**. The Marathon has **Titanium Armour (3)** and scores **2 Successes**, reducing the Hits to **6...** insufficient to cause Damage as the Marathon has a Damage Track of **7 • 6 • 3**. The **Titanium Armour** is still in effect against the next Firing Solution...

A second Salvo comes in and this time the incoming fire causes **9 Successes**. The **Titanium Armour (3)** roll scores only **1 Success** and so reduced the hits to **8...** the Marathon takes a **Damaged Token** and the **Titanium Armour** is now lost for the remainder of the game on the Marathon Heavy Cruiser Element.

BOARDING

ASSAULT SPECIALIST (VALUE)

The value in the parenthesis is added to the Boarding Value for its side.

Example: During a Boarding Assault, the UNSC player has a **Spartan** engaged with the Covenant on board a CCS Battlecruiser. After all Dice are rolled, the UNSC manage to roll more (but not double) the number of Successes of the Covenant player.

The players now roll their respective **D6** for the **Boarding Assault Effect**, with **+2** added to the result because the UNSC player won.

Referring to the **Boarding Result Table** (see **PAGE 98**), the total rolled is **4**. The UNSC player adds **+2** due to winning the Assault, taking the total to **6**. A **Stalemate**, But as Spartans are made of tough stuff, the UNSC player may add **Assault Specialist +2** to their result, taking it to **8 – Critical Defences Breached!**

LABYRINTHINE

Elements with the **Labyrinthine** Loadout ALWAYS reduce the result rolled on the **Boarding Result Table** by **-2**. This is applied after all other Loadouts have taken effect.

OTHER

CARRIER ACTION (VALUE)

Elements with the Carrier Action (Value) Loadout may re-launch a number of Wings equal to the Value listed in their Loadout's parenthesis during the End Phase. The Wing or Wings are immediately deployed within 8" of their Formation Base.

Flight Tokens deployed in this manner must be formed into a legal Wing (see Fleet appendices for the minimum and maximum Wing sizes) and they may only be taken from the casualties in a Faction's **Scrapyard**.

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).

EMPLACEMENT

An Element with this Loadout may only form Battle Groups with other **Emplacements**, may not use the **Form Up** Fleet Order, and do not require the usual **Capital** and **Non-Capital** Elements to form a Battle Group. In addition, Element **Coherency** amongst **Emplacements** within the same Battle Group is **12"**.

HEROIC SAVE (TYPE)

If at any time a Token with the **Heroic Save (Type)** Loadout should be called upon to be removed as a casualty, roll a single Halo Dice and refer to the Type listed in the parentheses.

Spartans: on a roll of anything other than a , the Spartan Token remains in play and is NOT removed as a casualty.

Zealots: on a roll of a  or , the Zealot Token remains in play and is NOT removed as a casualty.

Troopers: on a roll of a , the Trooper Token is NOT removed as a casualty.



UNSC AUTUMN-CLASS CRUISER



APPENDIX 2: MASSIVE ELEMENTS

Within the **Halo** Universe, you will find a vast array of spacefaring vessels, ranging from tiny fighters to vast multi-kilometre-long Supercarriers. Within **Halo: Fleet Battles**, the most prevalent vessels range from the Small to Large categories, but both UNSC and Covenant Fleets can also include Massive models.

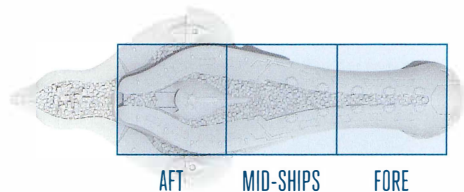
It is the Covenant that best illustrates the use of giant spacecraft, with vessels like the *Long Night of Solace*, which is a vast 28,960m (95,014 feet), taking centre stage in such pivotal battles as the Fall of Reach. But not all 'Massive' vessels need be this gigantic. A superb example of this is the Covenant Assault Carrier, or CAS Assault Carrier, which at 5,347m (17,541 feet) is still classed as Massive. In **Halo: Fleet Battles** a CAS is 26.7cm long.

As for the UNSC, perhaps humanity's best known Massive spacecraft is the *Infinity*, an advanced fighting machine created by the UNSC using reclaimed Forerunner technology. *Infinity* is 5,694m long (18,682 feet) and in **Halo: Fleet Battles** manifests itself as an 27cm model.

Other exciting Massive UNSC vessels include the Trafalgar-class Supercarrier, a huge vessel in comparison to standard UNSC vessels, but still tiny when compared to the *Long Night of Solace*.

BREAKDOWN OF A MASSIVE ELEMENT

Typically a Massive Element will comprise 3 Sections: a **Fore Section**, **Mid-Ships** and **Aft Section**. Here we have a top-down view of a Covenant CAS Assault Carrier with its three Sections clearly marked.



Some Massive Elements may comprise only two Sections, Fore and Aft. This will vary from craft to craft. Sections on a Massive Element are simply Elements that are physically connected.

DEPLOYMENT

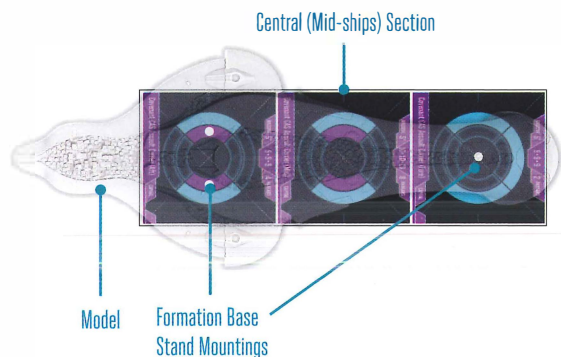
Should a Massive Element be deployed onto the Battlefield and there is insufficient space/room (due to the Formation Bases being longer than the **Deployment Zone**), the Element should be placed with its Aft Section base touching the table edge regardless.





MOVEMENT AND FORMATION BASES

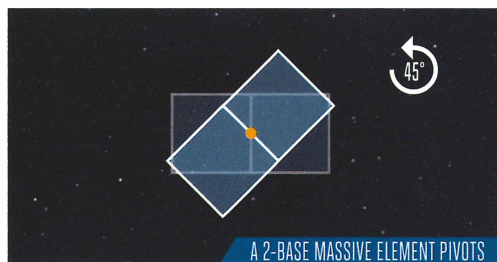
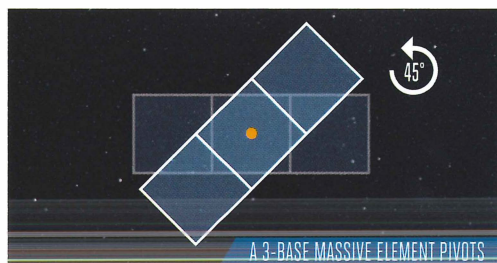
As previously mentioned a Massive Element may exist on two or more **Formation Bases** or may involve the use of a custom-sized Movement Base that sits underneath the standard Formation Bases. Such models still use **Formation Base Overlays**, but instead of one, it will likely have two or more such Overlays.



Above is a Covenant CAS Assault Carrier, mounted on 2 Formation Bases, with a central Section between them. The CAS is considered to have 3 Sections: 2 on bases and one area that has no Pegs, but the model still uses 3 Formation Base Overlays.

MOVEMENT FOR MASSIVE ELEMENTS

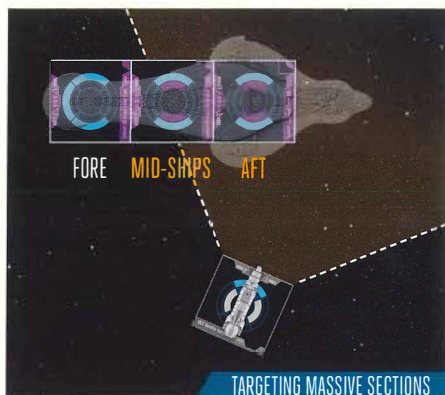
A Massive Element is treated as a single entity for movement and turning is always done around the central axis (shown by the orange dot in the diagrams below). All Massive Models are treated as Large Models for the purposes of Turning.



ATTACKING MASSIVE ELEMENTS

TARGETING SPECIFIC SECTIONS OF A MASSIVE ELEMENT

All Firing Solutions **MUST** nominate a specific Section of a Massive Element as the target of an attack, and Damage is tracked for each Section individually. Unlike other Elements, when targeting specific Sections on a Massive Element the firer **MUST** be able to target the centre of the Section **WITHOUT** crossing the centre of other Sections (Surviving or Wrecked).

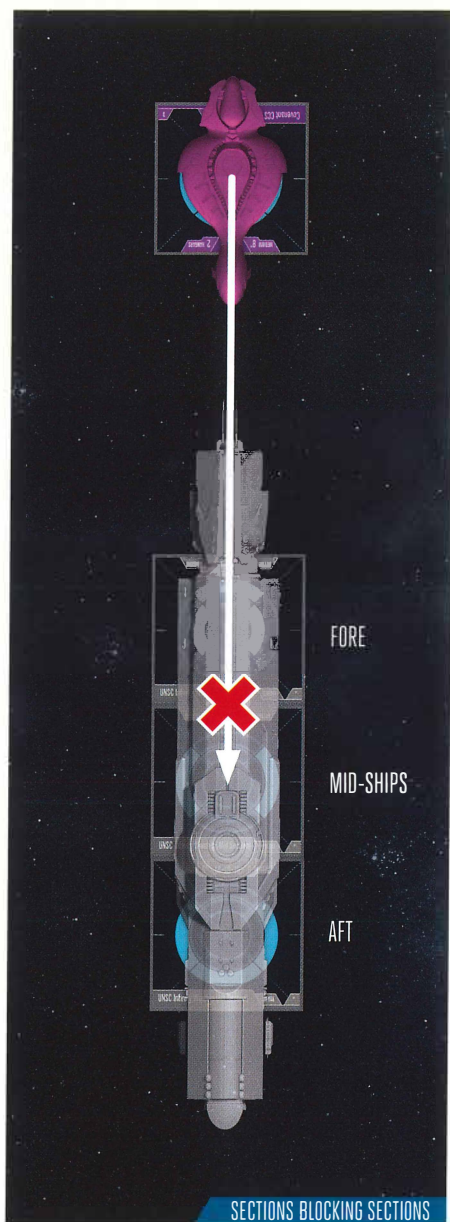


TARGETING A MASSIVE'S SECTIONS: EXAMPLE 1

A Marathon Heavy Cruiser wishes to fire on a Covenant CAS Assault Carrier. Given the Fore Fire Arc on the Marathon's Heavy MAC, only the Mid-Ships and Aft Sections can be targeted.

CRITICAL HITS

Critical Effects are applied to specific Sections with **Vulnerable Tokens** allocated to a targeted Section, and have no effect on other Sections.



TARGETING A MASSIVE'S SECTIONS: EXAMPLE 2

A CCS Battlecruiser **CANNOT** fire on the Mid-Ships or Aft Section of an Infinity Class Warship as these Sections are blocked by the Fore Section (which is the **ONLY** valid target).

WRECKED SECTIONS

Should a Section be *Destroyed*, it would be impossible for a player to remove it without removing the entire model. So instead we refer to them as *Wrecked*.

Therefore, if a Section of a Massive Element is *Wrecked*, all weapons and special rules that pertain to that Section are lost too. **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**. The remaining Sections are unaffected by any excess Damage that results from a Firing Attack. However, the Massive Element as a whole suffers from the catastrophic structural damage sustained in different ways depending on which Section was *Wrecked* – see the table below:

WRECKED SECTION EFFECT TABLE

SECTION	OVERALL MASSIVE EFFECT
Fore-Section Wrecked	<ul style="list-style-type: none"> ➤ Targeting Bridge Destroyed: All Primary and Secondary Firing from the surviving Sections of the Massive Element suffer a permanent -1 to their Firepower Rating. ➤ All surviving Sections gain a Vulnerable Token.
Mid-Section Wrecked	<ul style="list-style-type: none"> ➤ Barracks Destroyed: The Security Detail of each surviving Section is reduced by -2 (down to a minimum of 1) ➤ All surviving Sections gain a Vulnerable Token.
Aft-Section Wrecked	<ul style="list-style-type: none"> ➤ Drives Destroyed: The Movement of the entire Massive is reduced to 2". All Loadouts pertaining to Movement are also lost. ➤ All surviving Sections gain a Vulnerable Token.

ALL IS LOST!

Once all Sections on a Massive Element have been Wrecked the entire Element is removed from the Battlefield. However, Victory Points for Section are awarded when Section is *Wrecked*.

MASSIVE ELEMENT FIRING SOLUTIONS

Firing Solutions and Fire Arcs from a Massive Element are always determined by the individual Sections where the weapons are mounted.

MASSIVE ELEMENT ATTACK EXAMPLE

In the diagram opposite, the Infinity nominates the Firing Solutions for **each** of the weapons on **each** separate Section individually.

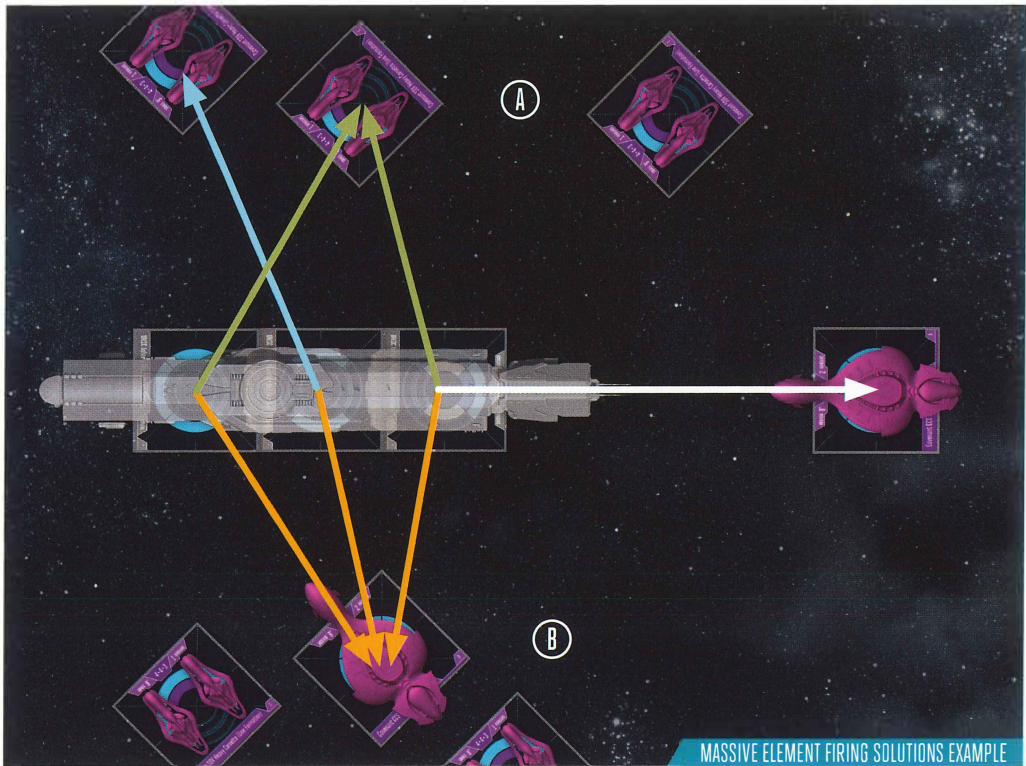
The Infinity chooses to target a CCS Battlecruiser using its Fore Mounted MACs (as indicated by the white arrow).

The Fore Section also mounts a battery of Archer Missiles capable of firing Port and Starboard broadsides, and these weapon systems are targeted at a SDV Heavy Corvette Elements (**A**) and a Covenant Battle Group composed of SDV Heavy Corvettes and a CCS Battlecruiser (**B**).

Given the relatively low Attack Dice for the Missiles on the Fore and Aft Sections, the UNSC player elects to target the central SDV Heavy Corvette of **Group A** with Starboard Missiles from both Fore and Aft Sections (shown as green arrows in the diagram), combining them into the same Firing Solution, and raising the Attack Dice to a more respectable level!

The Starboard Mid-Ships Weaponry is so powerful that there really is not any need to combine them with other Sections, so the UNSC player targets a separate Heavy Corvette Element (shown as a blue arrow) within range and line of sight!

The Port Firing Solution is less convoluted: the UNSC player decides to combine the Fore and Aft Sections' Port Missiles along with the devastating Mid-Ships Port Missiles into a single Firing Solution (orange arrows) against the CCS Battlecruiser in **Group B**!



MASSIVE ELEMENTS AND WINGS

BOMBING RUNS VS MASSIVE ELEMENTS

Bomber Wings mounting Attacks Run against a Massive Element must target the nearest surviving Section, and are subject to Defensive Fire (from **Point Defence** and reactions from Escort Duty Interceptors) pertinent to that Section only.

INTERCEPTOR WINGS ON ESCORT DUTY

Interceptor Wings on Escort Duty are protecting a single nominated Section of a Massive Element. Each Section may have an Escorting Wing attached to it.

WINGS CREATED BY A MASSIVE ELEMENT

Flights created by the Sections may be combined into larger Wings in exactly the same way as if they were separate elements within the same Battle Group.

BOARDING A MASSIVE ELEMENT

Sections that are boarded must respond with their own Security Detail and may not use Security Details from other Sections. A Section may however elect to sacrifice adjacent Boarding Craft, but not until all their own Boarding Craft Tokens have been sacrificed.

CRITICAL CORE BREACH VS. MASSIVES

Should a Critical Core Breach occur, apply the resulting Core Breach Effect to ALL other remaining Sections of the Massive in exactly the same way as if they were an Element within range of the explosion.

BOARDING ASSAULT CORE BREACH!

If a Section suffers a Critical Core Breach due to a Boarding Action, the Attacker may move their Tokens on to an adjacent Section without penalty.



APPENDIX 3: COVENANT FLEET LISTS

The founders of the Covenant have been building warships that could spit ravaging beams of plasma and creating colonies under alien suns since before humanity had mastered iron. Though innovation is not held in high esteem, the Covenant's technology remains far more advanced and refined than that of humanity. Worse, much of it is based on the high-magical science of the Forerunners and capable of feats that defy understanding.

Covenant vessels in **Halo: Fleet Battles** are superior in almost every way to those fielded by the UNSC, though a savvy Shipmaster needs to be aware of their limitations as well as their strengths. Notably, while Covenant vessels are fast their weapon systems are based around weapons with the Plasma Loadout rule, meaning their weapons are most effective at short range.

The speed and manoeuvrability of their ships can also make handling the fleet difficult, giving UNSC forces an opportunity to combine fire and pick up ships that are left out of formation. Stay together but close the distance on the UNSC to rip them apart before their MAC guns can clear out your smaller vessels.

Tactical Advice: Covenant ships are extremely robust, with shields and self-repair systems that combine to provide exceptional Damage Tracks and powerful Loadout rules.

Do not rely on their on-paper stats to save ships from combined heavy MAC fire, but your ships can survive in extended engagements as Defence Array is not lost after taking damage. Close in as fast as possible, flanking with your smaller ships to tempt the UNSC to split their firepower.

STANDARD BATTLE GROUP RULES

A Covenant Fleet **MUST** contain at least ONE Standard Battle Group using the rules listed on **PAGES 36**.

SPECIALIST BATTLE GROUPS

For every ONE Standard Battle Group taken, the Covenant may elect to field ONE of the following Specialist Battle Groups:

- Solemn Vow Battle Group
- Oathsworn Battle Group
- Sacred Pledge Battle Group
- Harbinger Battle Group



THE SOLEMN VOW BATTLE GROUP (BR 9)

An ORS Heavy Cruiser is often paired with a CCS Battlecruiser to form independent “*hunting packs*” that skirt the edges of the main battle to threaten UNSC Carriers and Support vessels.

Battle Group contains:

- 1x Supported ORS Heavy Cruiser Element
- 1x Supported CCS Battlecruiser Element

THE OATHSWORN BATTLE GROUP (BR 8)

CCS Battlecruisers and SDV Heavy Corvettes provide an excellent mix of firepower and utility that proved difficult to counter until late in the War.

Battle Group contains:

- 1x CCS Battlecruiser Element
- 1x CCS Battlecruiser Element
- 1x SDV Heavy Corvette Element in *Line* Formation
- 1x SDV Heavy Corvette Element in *Line* Formation

THE SACRED PLEDGE BATTLE GROUP (BR 4)

SDV Heavy Corvettes were built in large numbers by the Covenant, and proved to be a highly flexible design that could be modified for a number of specialised roles. In some cases, entire fleets were comprised of SDVs.

Battle Group contains:

- 1x SDV Heavy Corvette Element in *Oblique* Formation
- 1x SDV Heavy Corvette Element in *Oblique* Formation
- 1x SDV Heavy Corvette Element in *Line* Formation
- 1x SDV Heavy Corvette Element in *Line* Formation

THE HARBINGER BATTLE GROUP (BR 10)

The Covenant typically used its larger ships as command elements of independent Battle Groups, though circumstances occasionally required that pairs of ORS Heavy Cruisers be deployed to saturate the combat zone with plasma fire and fighter craft.

Battle Group contains:

- 1x ORS Heavy Cruiser Element
- 1x ORS Heavy Cruiser Element
- 1x SDV Heavy Corvette Element in *Line* Formation
- 1x SDV Heavy Corvette Element in *Line* Formation

FLIGHT TOKENS

Covenant Wing sizes are as follows:

- Interceptor Flights take up 1 Flight Slot each and a Wing can contain 2 to 5 Flight Slots
- Bomber Flights take up 1 Flight Slot each and a Wing can contain 2 to 4 Flight Slots

EXAMPLE FLEET: COVENANT

PLAYER: DEREK SINCLAIR

Taking a look at the Covenant Fleet it's easy to get excited! So where to start? First, I need a Fleet Commander - fortunately I have access to **Supreme Commander Rho 'Barutamee**, shipmaster of the *Long Night of Solace*. Rho is a powerhouse in the Covenant Fleet and through him I have access to up to **4 Zealots** per full 1000 Points being played. Since Neil and I have agreed to play exactly 1000 Points.... Hmm, I think I'll take all 4!

So far I have spent 100pts for Rho 'Barutamee and 120pts for my Zealots = **220pts**



Zealots x4



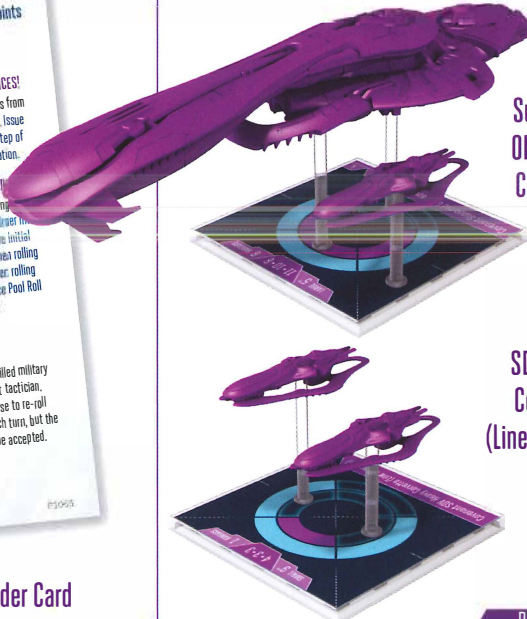
Rho 'Barutamee Commander Card

BATTLE GROUP 1

My first Battle Group will be home to most of my Zealots and is based around an **ORS Heavy Cruiser**. This Capital Class vessel fields some of the strongest weapons in the game and is more than capable of eliminating an enemy Element in a single volley. Given I have already decided to go all out, I reckon I'll take it as a **Supported Element**, attaching a single SDV Heavy Corvette to the Formation Base - this serves to increase my firepower and durability!

To help make the Battle Group game legal, I add one Element of **SDV Heavy Corvettes** in **Line Formation**. Whilst not as defensive as SDVs in *Oblique Formation*, the *Line Formation* presents more Plasma Torpedoes to the enemy. The Supported ORS has a Build Rating of 5 and the single SDV Element in *Line Formation* has a Build Rating of 1, meaning I have maxed out the Battle Group.

So far I have spent 100pts for Rho 'Barutamee, 120pts for my Zealots, 220pts for my Supported ORS and 40pts for my Line Formation SDV Element = **480pts**



Supported
ORS Heavy
Cruiser x1

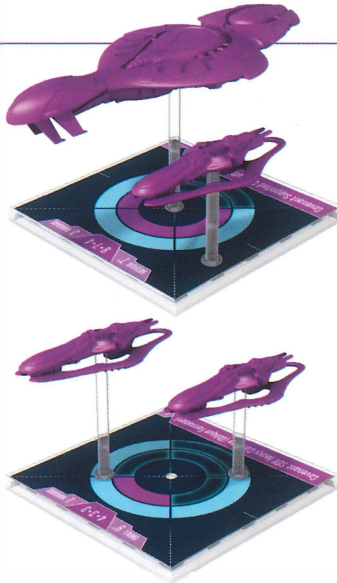
SDV Heavy
Corvettes
(Line Formation)
x1

BATTLE GROUP 1

BATTLE GROUP 2

Battle Group 2 is based around a Supported CCS Battlecruiser. It doesn't have **Cloaking**, so I need to be cautious with it, but it does have the **Carrier** Loadout, giving me the flexibility to re-launch my Wings in the heat of battle. To this I add a pair of **Oblique Formation SDV Elements**. The *Oblique Formations* gives the Battle Group a much more powerful Plasma Array Firing Solution. Battle Group 2 complete.

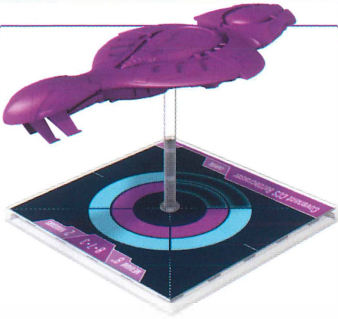
So far I have spent 100pts for Rho 'Barutamee, 120pts for my Zealots, 220pts for my Supported ORS and 40pts for my Line Formation SDV Element, 170pts for my Supported CCS Battlecruiser and 80pts for my two Oblique Formation SDV Elements = **730pts**



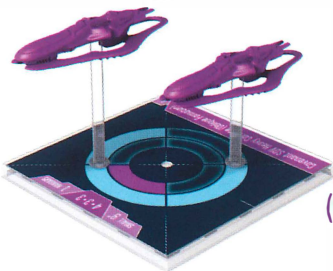
Supported CCS
Battlecruiser
x1

SDV Heavy
Corvettes
(Oblique Formation)
x2

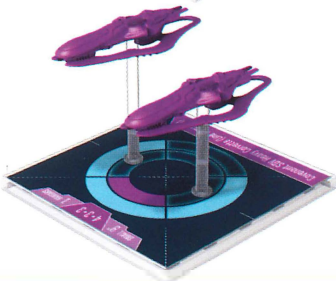
BATTLE GROUP 2



CCS
Battlecruiser
x1



SDV Heavy
Corvettes
(Oblique Formation)
x2



SDV Heavy
Corvettes
(Line Formation)
x1

BATTLE GROUP 3

My last Battle Group is a single **CCS Battlecruiser** and **three SDV Heavy Corvettes** – **one in Line** and **two in Oblique Formation** – this is to act as my 'plug the line' force when needed. The un-supported CCS has a Build Rating of 3, the pair SDV Elements in Line Formation have a Build Rating of 1 each and the SDV Element in *Oblique Formation* has a Build Rating of 1, meaning I have maxed out my build for that Battle Group.

In total I have spent 100pts for Rho 'Barutamee, 120pts for my Zealots, 220pts for my Supported ORS and 40pts for my Line Formation SDV Element, 170pts for my Supported CCS Battle Cruiser and 80pts for my two Oblique Formation SDV Elements, 150pts for my un-supported CCS Battle Cruiser and 80pts for my two Line Formation SDV Elements and 40pts on an Oblique Formation SDV Element = **1000pts**

Now I am ready to bring the retribution born from true faith upon the Human blasphemers who deign to deny the will of the Covenant... (aka Neil)

BATTLE GROUP 3



APPENDIX 4: UNSC FLEET LISTS

Outgunned and outnumbered, the UNSC has conducted a fighting retreat for the last three decades in the face of overwhelming Covenant force. Entire fleets have been smashed, rebuilt, and smashed again as the human forces trade bodies and ship hulls for time. From this they have learned valuable tactics that mitigate the aliens' advantages.

Their primary advance is the Magnetic Accelerator Cannon, or MAC. Capable of inflicting punishing damage at long ranges, the UNSC has found that concentrated barrages can wear down even the Covenant's energy shields and then deliver massive internal damage that threatens the structural integrity of the victim.

To this end all UNSC captains are drilled constantly in pack tactics that maximise the number of MACs that can be brought to bear on the target and make the best use of their small range advantage. Captains should carefully read the MAC Loadout rule to take full advantage of its capabilities and ensure that they engage in a fashion that allows each Battle Group to combine fire on one target at a time.

Tactical Advice: Due to the Covenant's Defence System Loadout rule, it's rarely a good idea to simply damage a ship and move on. Pound each target into scrap, choosing targets that you have the highest probability of crippling in a single volley. Combine firepower and make use of the Ad Hoc Battle Group rules to consolidate your all-important MAC guns. Be very wary of close-range engagements unless you plan on striking a decisive blow with boarding parties and missile broadsides.

STANDARD BATTLE GROUP RULES

A UNSC Fleet **MUST** contain at least **ONE** Standard Battle Group using the rules listed on **PAGES 36**.

SPECIALIST BATTLE GROUPS

For every **ONE** Standard Battle Group taken, the UNSC may elect to field **ONE** of the following Specialist Battle Groups:

- Gorgon Battle Group
- Orthrus Battle Group
- Harpy Battle Group
- Cyclops Battle Group



GORGON BATTLE GROUP (BR 8)

Marathon Heavy Cruisers were in short supply by the time Reach itself was besieged, with even half-completed hulls providing desperately needed heavy MACs to naval squadrons. During the last years of the War it was common practice to pair the Heavy Cruisers in order to pinpoint target large, heavily shielded Covenant vessels and concentrate fire to quickly cripple them, giving the smaller UNSC ships a fighting chance against the somewhat more fragile Battlecruisers and Corvettes.

The Battle Group contains:

- 1x Supported Marathon Heavy Cruiser Element
- 1x Supported Marathon Heavy Cruiser Element
- 1x Paris Frigate Element in *Trident* Formation
- 1x Paris Frigate Element in *Trident* Formation

ORTHURUS BATTLE GROUP (BR 8)

Though the YSS-1000 Sabre technically entered service in 2547, it proved to be too expensive to enter mass production given the loss of critical Inner Colony manufacturing hubs and shortage of skilled pilots. While these problems had been nearly resolved by late 2552, the Covenant arrival in Epsilon Eridani ended plans to replace select Broadsword squadrons with the new fighter. Had Reach remained unmolested the plan was to place Sabres aboard the remaining Carriers first, then roll out the fighters to lead ships in the most experienced squadrons and Battle Groups.

The Battle Group contains:

- 1x Epoch Heavy Carrier Element
- 1x Epoch Heavy Carrier Element

Prototype Wings: If a player fields an Orthrus Battle Group they may replace their Broadsword Interceptor Flight Tokens for YSS-1000 Sabre Interceptors. Sabre Flight Tokens deployed by this Battle Group only take up **ONE** Flight Slot per Token.

HARPY BATTLE GROUP (BR 6)

Frigates were manufactured in large numbers during the Covenant War; cheaply constructed and operated with skeleton crews they could still bring down Covenant warships by operating in “*wolfpack*” formations and concentrating MAC fire.

The Battle Group contains:

- 1x Paris Frigate Element in *Arrowhead* Formation
- 1x Paris Frigate Element in *Arrowhead* Formation
- 1x Paris Frigate Element in *Arrowhead* Formation
- 1x Paris Frigate Element in *Trident* Formation
- 1x Paris Frigate Element in *Trident* Formation
- 1x Paris Frigate Element in *Trident* Formation

CYCLOPS BATTLE GROUP (BR 6)

All UNSC ships have a degree of operational flexibility through the use of modular mission packages and reconfigurable hangars. Though a rare configuration, Marathon vessels could be equipped as a light carrier, sacrificing missile reloads and all of its cargo bays for additional hangar capacity.

SPECIAL RULE: The Marathon loses its **Missile Barrage** Loadout but gains the **Carrier (1)** Loadout instead. In addition the refitted Marathon has a **Hangar Rating** of 5 rather than the 2 it would normally have.

The Battle Group contains:

- 1x Supported Marathon Heavy Cruiser
- 1x Paris Frigate Element in *Trident* Formation
- 1x Paris Frigate Element in *Trident* Formation
- 1x Paris Frigate Element in *Trident* Formation

FLIGHT TOKENS

UNSC Wing sizes are as follows:

- UNSC Interceptor Flights take up 1 Flight Slot each and a Wing can contain 2 to 4 Flight Slots
- UNSC Bomber Flights take up 1 Flight Slot each and a Wing can contain 2 to 5 Flight Slots



EXAMPLE FLEET: UNSC

PLAYER: NEIL FAWCETT

With my UNSC Fleets I try and take as many Battle Groups as I can as I look to drive home a tactical advantage of 'pack hunting'. When playing Derek I always know he will go for the 'brutal head-on' style of conflict. To beat him I need to keep the Covenant at arm's length, poke at them with Missiles, weaken them with my MACs and use my own nasty Battle Group 2 to slap them about. My Fleet Commander is Vice Admiral Stanforth and have one Spartan.

So far I have spent 100pts for Stanforth and 100pts for my Spartan = 200pts.



Spartan x1

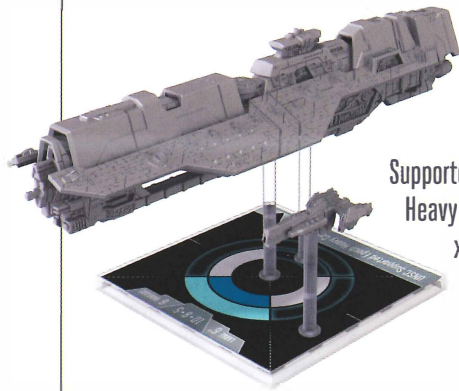


Vice Admiral Stanforth

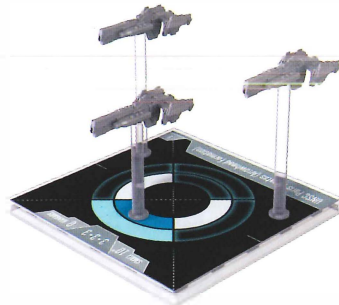
BATTLE GROUP 1

My Carrier Battle Group 1 is made up of a Supported **Epoch Heavy Carrier** Element and one **Paris Class Frigate** Elements in **Arrowhead Formation**. My Epoch has fantastic Missiles, but only light MACs, so my Paris Class Element can help prop those up. When it comes to Missiles at Long Range this Battle Group hands out the pain.

So far I have spent 100pts for Stanforth, 100pts for my Spartan, 190pts for my Epoch and my 1 Arrowhead Formation Frigates cost 25pts = 415pts.



Supported Epoch Heavy Carrier x1



Paris Class Frigate (Arrowhead Formation) x1

BATTLE GROUP 1

BATTLE GROUP 2

Battle Group 2 is all about punch, my jab if you will. Two Marathons come together to bring Heavy MACs to the game and if I get those into position, they will hurt any Covenant vessel, even the scary ORS! **Two Paris Class Frigate Elements in Trident Formation** (my favourite Frigate Formation) finishes this Battle Group.

So far I have spent 415pts for Stanforth, my Spartan, Supported Epoch and Arrowhead Formation Frigates. To this I add 190pts for two Marathons and 50pts for two more Frigate Elements = for a new total of 655pts.



Marathon
Heavy Cruiser
x2

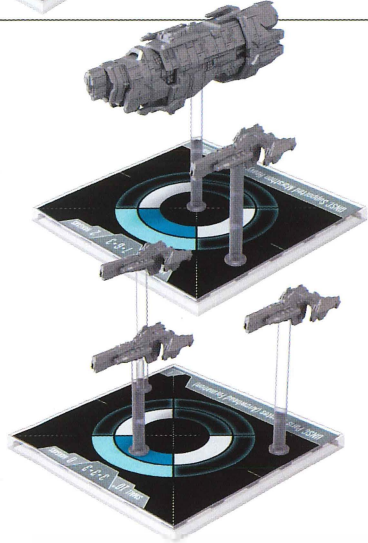
Paris Class Frigate
(Trident Formation)
x2

BATTLE GROUP 2

BATTLE GROUP 3

My next two Battle Groups are all about having an extra Activation over the Covenant, which is important for the UNSC. Battle Group 3 is a Supported Marathon and two Paris Class Frigate Elements in Arrowhead Formation...

Supported
Marathon
Heavy Cruiser
x1

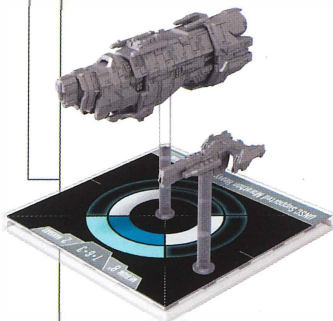


Paris Class Frigate
(Arrowhead Formation) x3

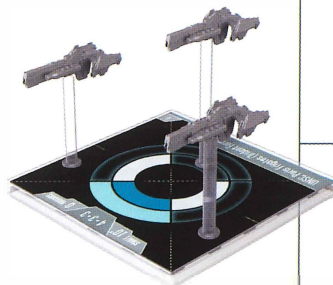
BATTLE GROUP 3

BATTLE GROUP 4

...while Battle Group 4 is a Supported Marathon Heavy Cruiser and two Paris Class Frigates in Trident Formation. I have to keep moving, keep nipping at the big Covenant ships and keep my distance. I need to hope that Derek makes some mistakes while dealing with Battle Group 2, and allows me to get in and go for his throat!



Supported Marathon
Heavy Cruiser x1



Paris Class Frigate
(Trident Formation) x2

BATTLE GROUP 4

I have spent 655pts for Stanforth, my Spartan, Epoch and Arrowhead Formation Frigates, two Marathons and two more Frigate Elements. I finish things off with the addition of Battle Groups 3 & 4 (made up of Marathons and Paris Class Frigates) for 345pts for a total of 1000pts.

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