HALO FLEET BATTLES TOURNAMENT

Adepticon 2025

EVENT DESCRIPTION

This year marks the tenth anniversary of our game!
It is hard to believe that a decade ago, Spartan Games unveiled this remarkable game unto the world! To celebrate, we have dedicated this year's theme to visiting famous locations of space battles throughout the Halo timeline. From the Holy Ring in Halo: Combat Evolved to the battles seen in Halo 5: Guardians, you will have the opportunity to roll dice on themed tables furnished by your fellow community members. Every year, the event has a twist to add additional flavor and challenge. This year the twist is: there is no twist! In homage to the very first Adepticon tournament, you have one list, one commander, three rounds.
Optimize your one shot and duke it out for accolades and prizes. Let's finish the fight!

BASIC RULES

- The core Halo Fleet Battles rules (the Rulebook) will be used along with all community changes through spring 2025. You can find these updates in the link below. All updates build upon each other, and newer updates trump older ones where overlapping.
(https://drive.google.com/open?id=0B2SaFdZGlaRUTk50QzkxcXhuUDQ)
- All models in a fleet MUST be fully painted Halo Fleet Battles models; conversions from existing models or 3d printed pieces are permitted so long as they fit the look and feel of Halo. While only those ships' stats with rules in the link above may be used, you can use proxy models as a change of scenery or necessity so long as you do not use models that could confuse another player as to your fleet's make-up visually. For any clarifications, please consult the T.O.
- All models need to have their corresponding overlay and bases: NO EXCEPTIONS.
- You must bring all materials needed to play including dice, measuring devices, models, rule books, and any other materials you need to play.
- You must bring physical copies of your list for your opponent and the TO if asked for them.
- When time is called for a round, all players must drop the dice and stop playing - no exceptions. Because of this, please be aware of the time left in the round and do not start a turn you cannot finish.

- If illegal units are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play.
- All rulings by the TO will be final.

FLEET DESIGN RULES

- Each player will bring a fully painted fleet that does not exceed the required points values for the tournament format (1500 points).
- Standard fleet building rules apply
- Your fleet must use the standard Generic Fleet Commander, no other variant of the generic version or named commanders are allowed. (https://drive.google.com/drive/folders/1qrCu9gIMWBA3K68J7m6R7IeU7vMNQvoC?usp=drive_link)

GAMEPLAY

The Halo Fleet Battles tournament will consist of 3 games.
Round 1 Pairings will be randomized. After that, the Swiss System will be used for rounds 2 and 3.
Games will last a maximum of 2.5 hours. Medium to Heavy terrain will be preset for all games. Missions will be played in the order in the tournament packet.
The order of the missions has been already determined ahead of time: In order they are Seek and Destroy, Assassination and Salvage Run.

BATTLE AND SCORING

All missions will be based around Victory Points as per p.52 in the rulebook.

THEME AND APPEREANCE

Players will be able to vote for the Best Painted force. This can be done at any time before the 3rd round begins. The person with the most votes will take this award (If applicable).

SPORTMANSHIP

At the end of the tournament, each player will nominate one of their opponents as the "Most Sporting" and mark as such on their Tournament Results Sheet. The person with the most votes will take this award (if applicable).

SCHEDULE:

- Round 1 Start: 10:00am
- Lunch: 12:30pm
- Round 2 Start: 2:00pm
- Round 3 Start: 4:30pm

RULES ERRATA / ADDENDUM

The Rules Committee have discussed the addition of Banshee tokens at length and have discovered potential for unbalanced result not intended in the original design. We have decided to restrict the Banshee Movement to 10" for this event until another determination is made along the line.
For any questions, refer to the TO.

MISSION 1: SEEK AND DESTROY

TURN LIMIT: 8 TURNS
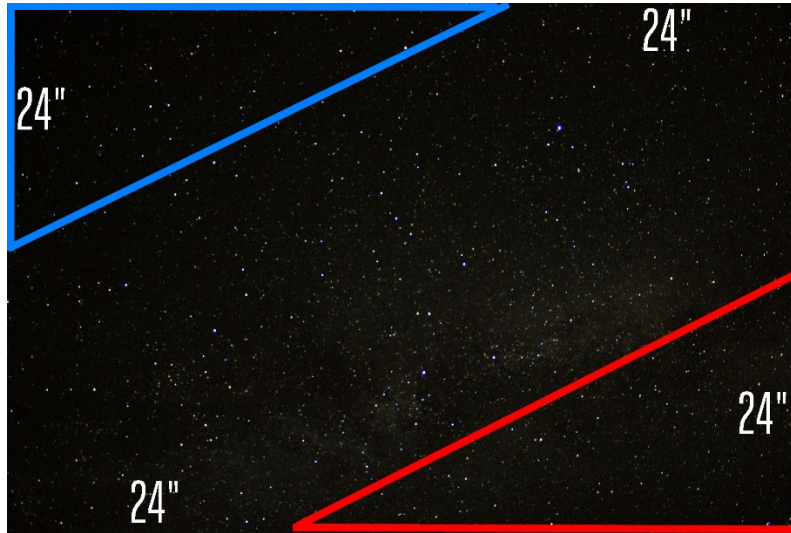
TERRAIN

Terrain placed in advance by the TO. And would remain as a themed table for the entire event.

DEPLOYMENT ZONES

Both players roll a D6; the winner can choose his deployment zone, while his opponent gets the opposite.
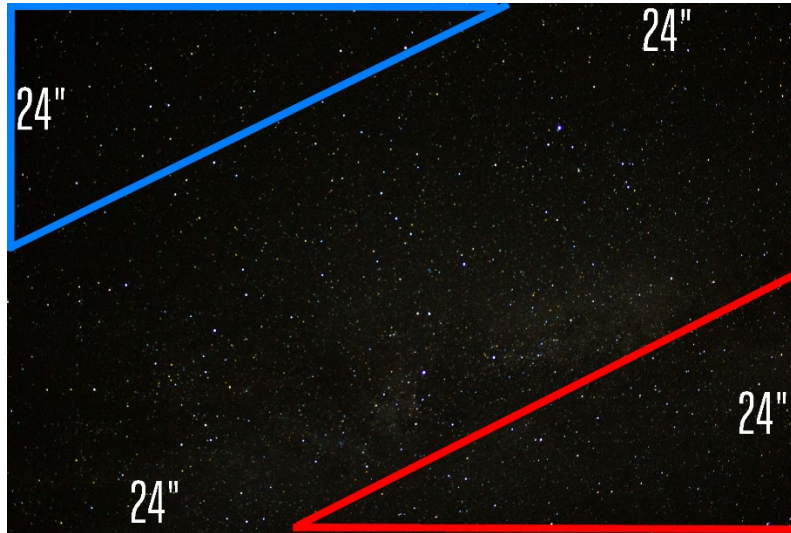
DEPLOYMENT

Follow the rules for deployment on PAGE 51 of the HFB Core Rulebook. During deployment, each player must nominate a single Large or Massive Element to act as their Flagship for the battle. The Flagship MUST have the highest individual Build Rating in the fleet (if there is more than one, any of them will do).

VICTORY CONDITIONS

- Destroy Flagship: 3 VP in addition to its BR
- Sector Control: 1 VP for each Sector containing a Deployment zone (See page 52 of the HFB Core Rulebook for more details)
- Destruction: 1 VP for every Build Rating point of enemy Elements destroyed

MISSION 2: ASSASSINATION

TURN LIMIT: 6 TURNS OR UNTIL FLAGSHIP DESTROYED

TERRAIN

Terrain placed in advance by the TO. And would remain as a themed table for the entire event.

DEPLOYMENT ZONES

Both players roll a D6; the winner can choose his deployment zone, while his opponent gets the opposite.

DEPLOYMENT

Follow the rules for deployment on PAGE 51 of the HFB Core Rulebook. During deployment, each player must nominate a single Large or Massive Element to act as their Flagship for the battle. The Flagship MUST have the highest individual Build Rating in the fleet (if there is more than one, any of them will do).

VICTORY CONDITIONS

- **Sudden Death**: Automatic Victory upon destruction of the Flagship. Game immediately ends.
- **Sector Control**: Sector Control: 1 VP for each Sector containing a Deployment zone (See page 52 of the HFB Core Rulebook for more details)
- **Destruction**: 1 VP for every Build Rating point of enemy Elements destroyed

MISSION 3: SALVAGE RUN

TURN LIMIT: 8 TURNS OR TIME IS CALLED
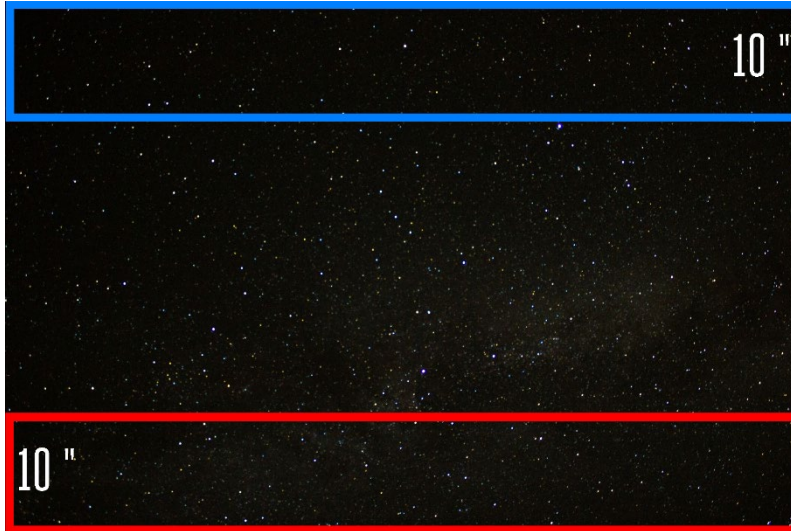
TERRAIN
Terrain placed in advance by the TO. And would remain as a themed table for the entire event.

SALVAGE
5 Objectives will be placed by the TO. The first must be in the center of the table, and the remaining must be placed at least 8" away from another Objective, and more than 8" from the edges of either deployment zones.

DEPLOYMENT ZONES
Both players roll a D6; the winner can choose his deployment zone, while his opponent gets the opposite.

CONTROLLING OBJECTIVES:
You are IN CONTROL of a Salvage objective if you have a Medium or larger Element within 4" (measured center to center) and have no enemy Elements within 4" of said objective. If Elements from both sides are in range of an objective, it is considered **Contested**, in which both players score for Asset Denial. Objectives are progressively scored at the end of each round.

VICTORY CONDITIONS

- **Salvage**: 3VP for each Salvage Objective under your control at the Calculating Victory step in the End Phase.
- **Asset Denial**: 1VP for each Salvage Objective contested at the Calculating Victory step in the End Phase.
- **Annihilation**: 1 VP for each complete Battle Group destroyed.