HALO: FLEET BATTLES

WAR OF ATTRITION TOURNAMENT

EVENT DESCRIPTION

UNSC Players: The year is 2543. Vice Admiral Preston J. Cole just made his last stand at Psi Serpentis. As the next highest ranking officer, you have been given command of UNSC forces in the Inner Colonies. Will you be able to defend the colonies and keep the Covenant from discovering Reach and Earth?

Covenant Players: The humans… their destruction is the will of the Gods! After the loss of our warriors at Psi Serpentis, you have been given the title of Supreme Commander over our next fleet in our campaign against the humans. Will your fleet be the one to lead us to victory and onward towards the Great Journey?

BASIC RULES

- The core Halo Fleet Battles rules (the Rulebook) will be used along **with all community changes through Spring 2026.** You can find these updates at https://halofleetbattles.com/. All updates build upon each other, and newer updates trump older ones where overlapping.
- 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 of 1,500 Maximum Fleet Value (MFV) for Round 1. During Round 2, your fleet will be reduced to 1,250 MFV. During Round 3, your fleet will be further reduced to 1,000 MFV.
  - Note that your fleet composition during Round 2 must still be a subset of the fleet from Round 1; similarly, the fleet during Round 3 must be a subset from Round 2.
- This tournament is trying to emulate a fleet's attrition battle after battle. In this manner, you will not only need to submit your fleet list with your Standard and Specialist Battle Groups, but also a head-count of each **_model_** in your list. This will allow you the freedom to switch models around from element to element, and elements around from battle group to battle group, to further imitate how a fleet might adapt to casualties & losses. Below is an example of lists that are Valid and lists that are Invalid:

	Lists	Model Count
1500 pts List	**Specialist Battle Groups:** Orthus, Wolf Pack, Harpy **SBG #1:** 2x Autumn, 4 x ODST Strike Teams, 1x Halberd (Axe) **SBG #2:** 1x Marathon, 1x Marathon (Supported), 1x Paris-Class (Arrowhead) **SBG #3**: 1x Valiant, 1x Valiant (Defended), 1x Paris (Arrowhead)	2 x Autumns, 2 x Marathons, 2 x Valiants, 2 x Epochs, 18 x Halberds, 25 x Paris, 4 x ODST
1250 pts List (Valid)	**Specialist Battle Groups:** Barrage, Shield Wall **SBG #1:** 2x Autumns, 3x ODST Strike Teams, 1x Halberd (Axe) **SBG #2:** 1x Epoch (Defended), 1x Paris (Trident) S**BG #3:** 1x Valiant, 1x Valiant (Defended), 1x Paris (Arrowhead)	2 x Autumns, 2 x Marathons, 2 x Valiants, 1 x Epoch, 8 x Halberds, 22 x Paris, 3 x ODST
1250 pts List (Invalid)	**Specialist Battle Groups:** Barrage, Gorgon **SBG #1:** 2x Autumn, 4 x ODST Strike Teams, 1x Paris (Arrowhead) **SBG #2:** 1x Orion (Supported), 1x Paris (Trident) **SBG #3:** 2x Valiant, 1x Paris (Arrowhead)	2 x Autumns, **4 x Marathons***, 2 x Valiants, **1 x Orion***, 1 x Halberd, 22 x Paris, 4 x ODST

*Note that the "1250 pts Invalid" list is invalid because there are 2 more Marathons and an Orion, which are not included in the "1500 pts" list

- Standard fleet building rules, from pages 33-37 from the HFB Core Rulebook, apply.
- Your fleet must use the standard UNSC/Covenant Generic Fleet Commander; no other variant of the generic or named commanders are allowed.

GAMEPLAY

The Halo Fleet Battles tournament will consist of 3 rounds/games.

Round 1 Pairings will be randomized. After that, the Swiss System will be used for rounds 2 and 3.

Medium to Heavy terrain will be pre-set 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: (1) Planetary Assault, (2) Salvage Run, and (3) Seek and Destroy.
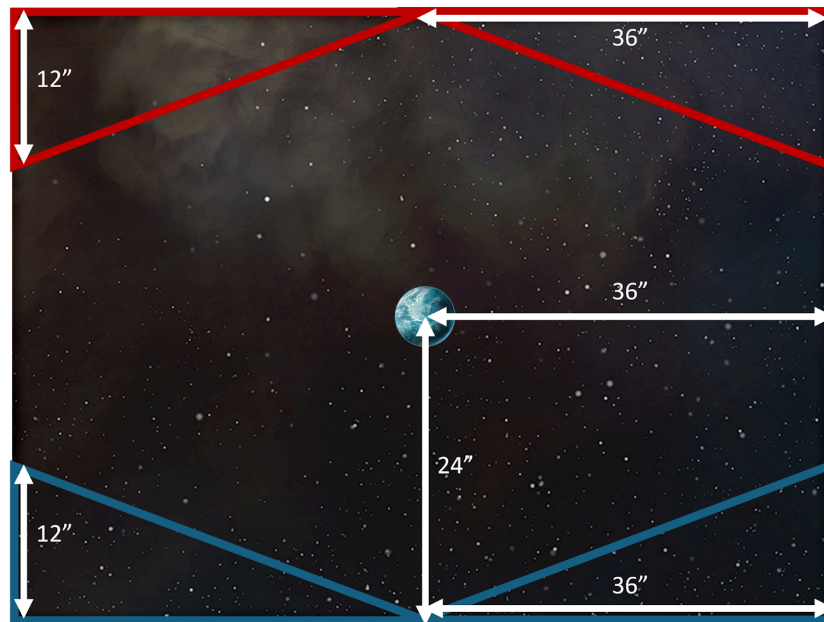
BATTLE AND SCORING

All missions will be based around Victory Points, **scored during the End Phase of each Turn**, as per page 52 in the HFB Core Rulebook.

SCHEDULE

- **Round 1:** 10:00am-12:30pm (2.5 hours)
- **Lunch:** 12:30pm-1:30pm (1 hour)
- **Round 2:** 1:30pm-3:30pm (2 hours)
- **Break:** 3:30pm - 3:45pm (15 minutes)
- **Round 3:** 3:45pm-5:15pm (1.5 hours)
- **Awards:** 5:15pm-5:30pm (15 minutes)

MISSION 1: PLANETARY ASSAULT

VICTORY CONDITIONS: MAX 8 TURNS or 25 VP

TERRAIN

Terrain placed in advance by the TO.

DEPLOYMENT ZONES

The UNSC is the Defender and the Covenant are the Attacker. In cases where both players are the same faction, roll a D6; the winner can choose to be the Attacker or Defender, while their opponent gets the opposite.

DEPLOYMENT

Roll Command Die. Players with the most Command results can choose to deploy first or second. In the case of a tie, reroll until a winner is determined.

ATTACKER VICTORY POINTS

- **Invasion:** The Attacker scores 1 VP for each Boarding Craft that successfully reaches the planet.
  - Boarding Craft with the *Assault Specialist* keyword that successfully reach the planet earn an additional 1 VP.
  - Ships need to be within **10 inches** to launch Boarding Craft towards the planet.
- **Orbital Bombardment:** The Attacker scores 2 VP for each Damage Token on the Planet. The planet has a Damage Track of 10-10-8-8-8-6-6 and rolls 4 Defense Die at Firepower 4. This represents the Planet's orbital structures and ground defenses.
  - Bombers may make a bombing run attack at the Planet.
  - Plasma Beams may only fire one Beam attack at the planet. The other two may NOT go toward other enemy elements.

DEFENDER VICTORY POINTS

- **Push them Back:** The Defender scores 1 VP per Build Rating Point (BR) of enemy elements destroyed.
- **Aim for the Big Bastard:** The Defender scores 3 VP, in addition to its BR points, for destroying the Attacker's Flagship.

MISSION 2: SALVAGE RUN

VICTORY CONDITIONS: 8 TURNS or 25 VP

TERRAIN

Terrain placed in advance by the TO.

SALVAGE

3 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 their deployment zone, while their opponent gets the opposite.
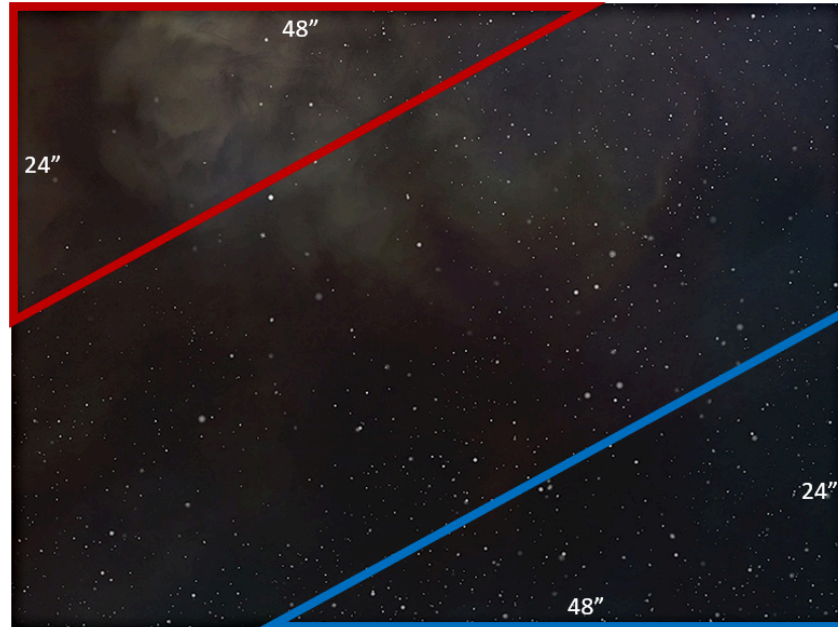
CONTROLLING OBJECTIVES

You are IN CONTROL of a Salvage objective if you have a Medium or larger Element within 6" (measured center to center) and have no enemy Elements within 6" 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 POINTS

- **Salvage:** 2 VP for each Salvage Objective under your control at the Calculating Victory step in the End Phase.
- **Asset Denial:** 1 VP for each Salvage Objective contested at the Calculating Victory step in the End Phase.
- **Annihilation:** 1 VP for each complete Battle Group destroyed.

MISSION 3: SEEK AND DESTROY

VICTORY CONDITIONS: 8 TURNS or 25 VP

TERRAIN

Terrain placed in advance by the TO.

DEPLOYMENT ZONES

Both players roll a D6; the winner can choose their deployment zone, while their 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 POINTS

- **Destroy Flagship:** 3 VP in addition to its Build Rating (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 BR Point of enemy Elements destroyed.