HALO®
FLEET BATTLES

TOURNAMENT GUIDE
2016 EDITION

Microsoft Studios 343 INDUSTRIES™ SPARTAN GAMES

INTRODUCTION

This is the official tournament pack for **Halo: Fleet Battles** provided by Spartan Games. In Spartan Games tournaments, players participate in a series of **Halo: Fleet Battles** games and pit their skills against a number of opponents to determine the ultimate victor. Spartan Games tournaments are ideally aimed at groups of **4** to **32** players and promote tactical gameplay where players must adapt to a variety of different scenarios.

TOURNAMENT LEVELS

ENSIGN LEVEL

Ensign Level events emphasise fun and a friendly atmosphere. These events help build local communities and are especially welcoming to newcomers who may still be learning advanced rules or for players that have never participated in organised play. Anyone with a good knowledge of the **Halo: Fleet Battles** game rules may run an *Ensign Level* event by following the guidelines in this document. Events typically played at the *Ensign Level* tier include leagues and weekly game nights.

CAPTAIN LEVEL

Competitive events require players to have a good knowledge of the **Halo: Fleet Battles** rules. Whilst experienced players may participate to finish as highly as possible and to win prizes, other players should not be harshly punished for not knowing some of the more unusual game rules. Captain Level events must be run by a game store employee or a Spartan Vanguard as they will be able to distribute exclusive prizes and ensure players receive a consistent format and experience.

COMMODORE LEVEL

Commodore Level events offer the highest level of competition for **Halo: Fleet Battles** tournaments, with all players, judges and tournament organisers held to a high level of conduct. All of the players must be thoroughly familiar with the game's rules, the latest FAQ and these tournament guidelines, and should expect all rules to be strictly enforced. *Commodore Level* events are held annually at selected gaming conventions and run by Spartan Games and the Spartan Vanguards.

PLAYER RESPONSIBILITIES

LOGISTICS

Players participating in an *Ensign, Captain* or *Commodore Level* event must bring their own models, statistics sheets, dice, measuring tape, tokens and templates required for play, as well as a copy of the Tournament Rules to refer to.

ARMY LISTS

Players must bring two copies of their Army List, complete with points cost. Army List point totals cannot exceed the point size chosen for the event.

MODELLING AND PAINTING

Spartan Games encourages players to bring a fully painted force to all events. Games with painted armies are more interesting to watch and enhance the experience for all players and spectators.

Players will be able to vote for the *Best Painted* force on their *Tournament Results Sheet.* This can be done either at the end of the tournament or during a *Parade* between games where each player places their force on display.

All models used at any event must be Spartan Games miniatures from the **Halo: Fleet Battles** range. The miniatures must be fully assembled on the base for which they were designed. A converted model must contain a majority of parts from the **Halo: Fleet Battles** miniature range for which the rules were written.The end result of any conversion must be clearly identifiable as the intended miniature. Please point out any conversions to your opponent before a game to avoid confusion.

FAIR PLAY

It is important for participants to maintain a fair and honest environment in order for everyone to have fun. Players must accurately follow the rules of the game and cooperate with opponents to answer any questions that arise before and during the game.

Elements are sometimes moved accidently or placed inexactly. A small margin of error is allowed, although players must use the tools included with the game and a tape measure to be as accurate as possible.

Players must play optimally, performing actions when indicated. If a player forgets to use an effect it cannot be retroactively used without the opponent's consent.

The event organiser will not be able to observe every game. If a player is uncomfortable with something an opponent is doing (e.g. stalling, not playing by the rules) the player is encouraged to tell the opponent about it and work together to maintain a fair, honest and fun in-game environment. If a dispute arises, the players should call the event organiser and explain the situation. The event organiser always makes final rulings and this must be accepted by the players.

Players must act maturely and be polite to their opponents and the event organiser. The event organiser may disqualify a player for any incident deemed unsporting. Such incidents include, but are not limited to, a failure to present a mature and polite demeanour, offensive or abusive conduct, bullying, cheating, persistent rules arguments, stalling, and conceding for unsporting reasons. Disqualified players are not eligible for prizes and may play no further part at the event.

Occasionally a player may be tempted to concede a tournament game. Concessions are not encouraged as there is almost always a chance for victory.

In the case of a concession, the winning player automatically achieves a Major Victory. The conceding player loses and receives no points. The event organiser may also decide to inflict a further loss of gained victory points in extreme cases.

Players who show good sportsmanship and are enjoyable to play against may also have an opportunity to earn additional Tournament Points. Instructions as to how tournament points for sportsmanship are distributed can be found in the *Final Standings* section of this tournament pack.

EVENT ORGANISER RESPONSIBILITIES

LOGISTICS

When determining the overall length of a tournament, the event organiser should consider the time between games. During these periods, time should be allocated to announcing results, getting players to their tables and other unavoidable delays. Required materials for the planned scenarios should be prepared ahead of time to avoid delays.

Tournament Organisers should ensure they have adequate copies of the *Tournament Results Sheet* (a copy of which can be found at the end of this document) to be distributed to each player taking part in a Tournament - with spare copies on hand!

THE PLAYING SURFACE

Competitive play in **Halo: Fleet Battles** depends on precise placement of Battle Groups and Elements. It is recommended each play area is covered with a playmat/cloth to prevent Battle Groups and Elements sliding out of place when accidently knocked.

EVENT ORGANISER PARTICIPATION

The event organiser may participate in an *Ensign* or *Captain Level* tournament if a second judge is present. The second judge must be announced at the beginning of the event and is responsible for all rulings for games in which the first judge is playing. If two judges play one another, the head judge is responsible for rulings. Event organisers may not compete in *Commodore Level* tournaments.

NUMBER OF GAMES

The length and structure of a tournament is generally determined by the number of days a tournament runs over, or by the complexity of the games being played. Event organisers should choose a number of Games they feel best fits the needs of the tournament and players taking part.

DAYS	ROUNDS
1	3 Rounds
2	5 Rounds

NOTE: If the organisers and players have the luxury of more time when playing their Tournament, extra Games and more Activities can be planned. A third day could, for example, allow up to 8 Games to be planned and played.

TIMETABLE

This timetable presents a recommended typical structure for a two-day event, but event organisers are free to structure the time in a way they feel best fits the needs of the tournament and players.

DAY 1	ACTIVITY
09:00	Event Registration And Briefing.
09:30	Game 1
11:30	Game 2
13:30	Lunch
14:40	Game 3
16:30	End Of Day

DAY 2	ACTIVITY
09:00	Arrival And Parade Preparation
09:30	Parade
10:30	Game 4
12:30	Lunch
13:30	Game 5
15:30	Results And Prizes
16:30	End Of Day

PAIRINGS

Swiss pairings are used for **Halo: Fleet Battles** tournaments. The event organiser should randomly pair all players prior to the event so the first Game of play may commence promptly. If there are an odd number of players, one player receives a bye each round. It is recommended the event organiser has a stand-in player available for such scenarios as players attend events to play Games!

For subsequent Games, players are paired at random against another player with the same number of Tournament Points. If there are an odd number of players with the same number of Tournament Points, one player is paired against a random player from the group with the next most number of Tournament Points.

The event organiser should look to ensure that no two players are paired against one another more than once before the end of the Tournament.

GAME TIMING

Use the table below as a guide to calculating Game length and battlefield size. When they hear the end of Game called, players should finish the game turn they are on and then calculate the Game result.

SCENARIO SELECTION

Scenarios are outlined in the **Halo: Fleet Battles Core Rulebook.** The event organiser chooses the scenarios and the order they are played or uses the scenario generator table to randomise them.

The event organiser should choose scenarios before the tournament so the tables are setup with the appropriate materials. Scenarios should not be repeated during a tournament, but all participants play the same scenario each Game. Selected scenarios should not be announced until the start of each Game.

TERRAIN

All terrain is placed as per the scenario being played. See each scenario to determine how much terrain will be deployed. Should the tournament organiser choose to pre-determine the scenario, they should also predetermine the Terrain Density for the tables. This will maintain consistency across the numerous games tables and can be adjusted to suit the amount of terrain the organiser has available.

STARTING THE GAME

The tournament organiser should choose the scenario to be played by players or allow the players to roll up their scenario to be played using the *Recommended Game Guide Table* below.

GAME RESULTS

At the end of a Game each player records their result (Major Victory/Minor Victory/Stalemate/Loss), the name of their opponent, the fleet they played against, the number of Victory Points scored, and the number of Vict-ory Points lost during a Game. See the Results Sheet on Page 15 of this document and permission is given by Spartan Games to print multiple copies for use in Halo Tournaments.

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
Game Length (in Minutes)	45-60	60-120	Add 45 minutes to each Game

FINAL STANDINGS

Tournament points determine a player's current standing in a tournament.

TOURNAMENT POINTS (TPs):

POINTS	ACTIVITY
5	Major Victory
3	Minor Victory
1	Stalemate
0	Loss

After the final Game has taken place. Players should record their vote for Most Sporting on their Tournament Results Sheet (see the end of this document). This vote is for the opponent played against that was the most sporting and most enjoyable to play with. The player with the highest total should be awarded the Most Sporting Award. In the case of a tie, the Tournament Organiser has the casting vote.

Players should also record their vote for Best Painted on their Tournament Results Sheet. The player with the highest total should be awarded the Best Painted Award. In the case of a tie, the Tournament Organiser has the casting vote.

TOURNAMENT POINTS AND TIES

In the case where there are two or more players with the same number of Tournaments Points, determine rankings based upon the aggregate number of Victory Points scored during their games. If there is still a tie, the Tournament Organiser has the casting vote.
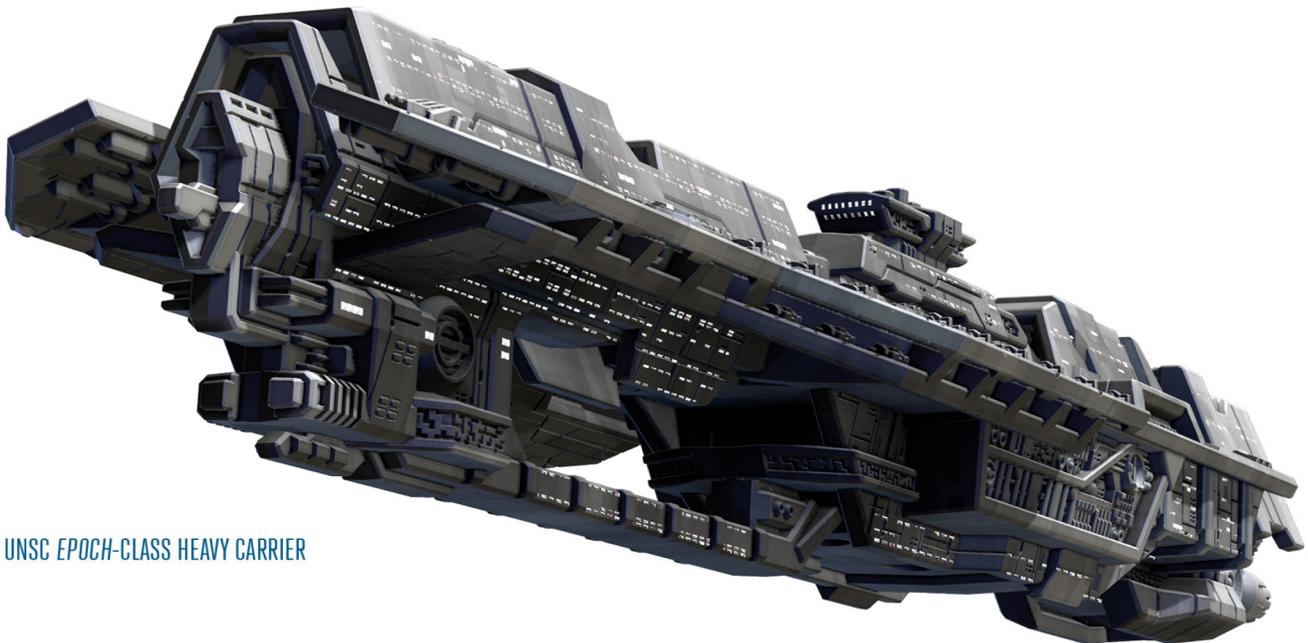
UNSC *EPOCH*-CLASS HEAVY CARRIER

Player 1 Deployment Zone

24"

48"

24"

Player 2 Deployment Zone
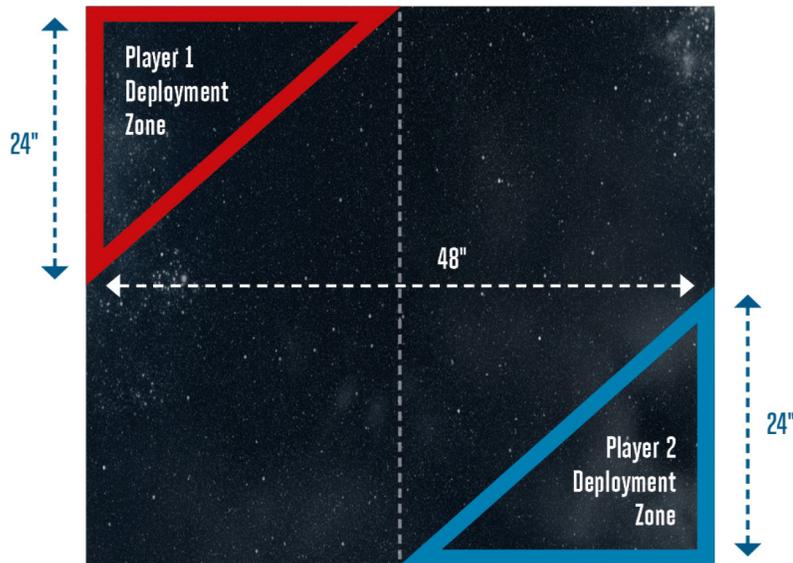
SEEK AND DESTROY

TURN LIMIT: 8 TURNS

TERRAIN

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

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 ([icon] / [icon]) 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** of the **HFB Core Rulebook**. 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** of the **HFB Core Rulebook** 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 *Destroyed*.

VICTORY POINT TARGET

The Victory Point Target is determined using the rules stated on **PAGE 52** of the **HFB Core Rulebook**.

Player 1 Deployment Zone — 8"

48"

Player 2 Deployment Zone — 8"
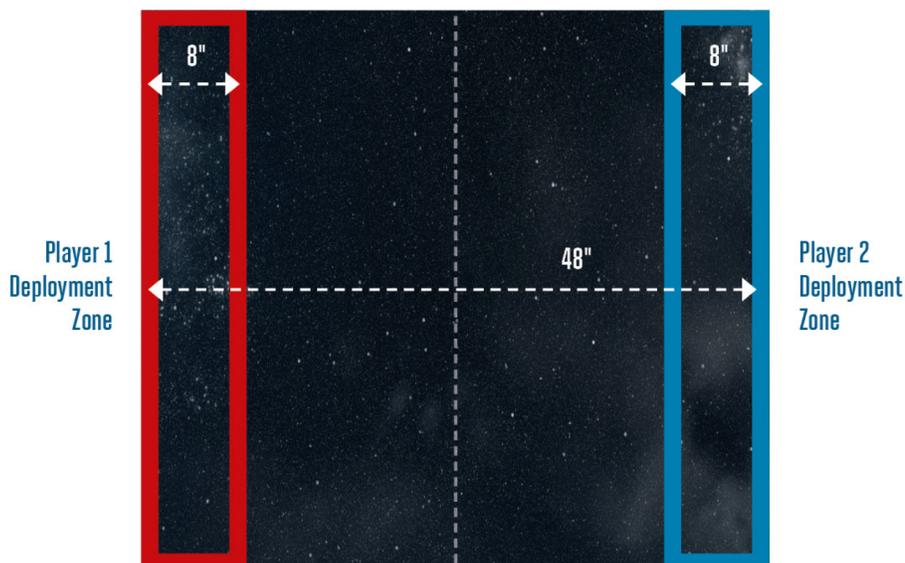
ANNIHILATION

TURN LIMIT: 10 TURNS

TERRAIN

Terrain is placed using the method stated on **PAGE 50** of the **HFB Core Rulebook**.. 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** of the **HFB Core Rulebook**.. 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** of the **HFB Core Rulebook**. for more details.

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

VICTORY POINT TARGET

The Victory Point Target is determined using the rules stated on **PAGE 52** of the **HFB Core Rulebook**..

Side A — Side B

Player 1 Deployment Zone
Player 2 Deployment Zone

8"
12" 12"
8"
8"
8"
12" 12"
8"

FIREFIGHT

TURN LIMIT: 6 TURNS

TERRAIN

Terrain is placed using the method on **Page 50** of the **HFB** *Core Rulebook*. However, in the Firefight Scenario neither player may elect to place any Terrain within a Deployment Zone.

ATTACKER AND DEFENDER

This Scenario has no Attackers and Defenders

BOARD EDGES

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

DEPLOYMENT

Players nominate a single Battle Group. This Battle Group MUST include the Fleet's nominated Flagship. The Flagship MUST be a Large or Massive Formation. This Battlegroup is deployed at least 8" onto the table, but not within 8" of the centre line, and may not be within 12" of Side A or B. ALL other Battle Groups are held in *Reserve*.

FIREFIGHT RESERVES

Reserve Battle Groups come in from a random Board Edge during a Firefight Mission. This represents the battle raging on around them, with each side dragging Battle Groups from the surrounding areas to bring their firepower to bear.

Each Battle Group held in *Reserve* may become available during the Reserves Arrive Step on a roll of a ✷ or ⊛. Should a Battle Group become available for deployment at the start of a Game Turn, roll a Halo Dice for the Battle Group as a whole to determine its entry point:

➤ On the roll of a 💀 the Battle Group must enter via the Player's own Board Edge.
➤ On a ⊘ , the Battle Group must enter via the Edge marked Side A.
➤ On a roll of ✷ the Battle Group must enter via the Edge marked Side B.
➤ On a roll of ⊛ the Battle Group must enter via the opposing Player's Board Edge.

FIREFIGHT ATTRITION

When each Battle Group that is in this Mission (even those from Reserve) deploys, roll a Halo Dice for each Element deployed (in the case of Massive Models roll for each Section deployed):

➤ On the roll of a ⊗ the element suffers no effect.
➤ On a ✳ the element takes ONE Vulnerable Marker.
➤ On a roll of a ⊘ the element takes TWO Vulnerable Markers.
➤ On a roll of ☠ the element takes THREE Vulnerable Markers!

VICTORY CONDITIONS

The Victory Points (VPs) are calculated in the End Phase. See **HFB *Core Rulebook Page 103*** for details.

Sector Control	2 VP per Sector
Destruction	1 VP for every BR Point of enemy Elements *Destroyed*.
Flagship Destruction	2 VP (in the case of Massive Models this is awarded for each Section of the Massive that us Wrecked).

VICTORY POINTS TARGET

This is defined by the size of the Game being played, or at the Organiser's Discretion.

DESIGNER NOTE

A good Commander must be able to react and adapt to the fickle winds of fate. It is unlikely that any Commander can predict everything that happens within the tumult of battle. This scenario represents this by forcing players to throw their battle plan out to focus to the moment instead!

This Scenario is designed to replace the **Planetary Assault** Mission in the Scenario Generator from the rulebook since that scenario is not really suited for Tournament Play.

TOURNAMENT RESULTS SHEET

PLAYER NAME		FLEET NAME	

BEST PAINTED VOTE		MOST SPORTING VOTE	

GAME	RESULT	TPs	VP SCORE	VP LOST	OPPONENT FACTION	OPPONENT NAME
1						
2						
3						
4						
5						
6						
7						
8						

FIREFIGHT RESERVES

Should a Battle Group become available for deployment at the start of a Game Turn, roll a Halo Dice for the Battle Group as a whole.

➤ On the roll of a [skull], the Battle Group must enter via the Player's own Board Edge.
➤ On a [⊘], the Battle Group must enter via the Edge marked Side A.
➤ On a roll of a [✴], the Battle Group must enter via the Edge marked Side B.
➤ On a roll of [✺], the Battle Group must enter via the opposing Player's Board Edge.

FIREFIGHT ATTRITION

When each Battle Group in this Mission (even those from Reserve) deploys, roll a Halo Dice for each element deployed (in the case of Massive Models roll for each Section deployed):

➤ On the roll of a [✺] the element suffers no effect.
➤ On a [✴] the element takes ONE Vulnerable Marker.
➤ On a roll of a [⊘] the element takes TWO Vulnerable Markers.
➤ On a roll of [skull] the element takes THREE Vulnerable Markers!

FIREFIGHT RESERVES

Should a Battle Group become available for deployment at the start of a Game Turn, roll a Halo Dice for the Battle Group as a whole.

➤ On the roll of a [skull], the Battle Group must enter via the Player's own Board Edge.
➤ On a [⊘], the Battle Group must enter via the Edge marked Side A.
➤ On a roll of a [✴], the Battle Group must enter via the Edge marked Side B.
➤ On a roll of [✺], the Battle Group must enter via the opposing Player's Board Edge.

FIREFIGHT ATTRITION

When each Battle Group in this Mission (even those from Reserve) deploys, roll a Halo Dice for each element deployed (in the case of Massive Models roll for each Section deployed):

➤ On the roll of a [✺] the element suffers no effect.
➤ On a [✴] the element takes ONE Vulnerable Marker.
➤ On a roll of a [⊘] the element takes TWO Vulnerable Markers.
➤ On a roll of [skull] the element takes THREE Vulnerable Markers!

The tables above are useful reference to have on each gaming table where the Firefight mission is being played.