

HALO

FLEET BATTLES

FAQ, CLARIFICATIONS, ERRATA AND KEY CHANGES - UPDATED 10/11/2016 -

This document is an official document for **Halo: Fleet Battles** that will act as a correction for known errata and answer frequently asked questions (FAQs). It has now been updated to feature some changes to the core rules which have come about as our Halo Universe spaceship combat rules celebrate their first year of use.

KEY CHANGES TO THE CORE RULES

MAGNETIC ACCELERATOR CANNON (VALUE)

BOOK LOCATION - Core Rules, P109, Column 1, 3rd bullet point.

ACTION - Replace the 3rd bullet point with the following:

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.

VULNERABLE TOKENS

BOOK LOCATION - Core Rules, P30, Column 1, Vulnerable Tokens Heading and Example.

ACTION - The example in column 2 is ignored. Replace first and second paragraph with the following:

An Element with Vulnerable Tokens lowers the number of successes in ANY Defending Dice Pool by the Number of Vulnerable Tokens present. Note: The Damage Track of the Element is NOT affected.

BOOK LOCATION - Core Rules, P31, Column 1, final bullet point.

ACTION - Replace bullet point with the following:

Vulnerable Tokens negatively affect Defence Dice Pool totals.

GENERIC FLEET COMMANDERS

All named Fleet Commanders were originally designed to allow gamers to tell the stories surrounding the Fall of Reach.

They were deliberately designed as 'flavour' elements that facilitate the story with their presence. However, players who like to play in the competitive sphere have asked for more Generic Fleet Commanders. This is something we are happy to provide, and we would therefore encourage all players to ensure that all participants in an event/competition/game are aware that Generic, rather than Narrative, Fleet Commanders are being used.

IMPORTANT NOTE: No Named Heroes can be used in Competitive Games (unless otherwise specified) as they are intended to also be used in the narrative sphere of gaming too.

FAQS & CLARIFICATIONS

Forum Question: Can I field Formations from Specialist Battle Groups in standard Formations?

No. Formation Bases shown on their Overlay with a Yellow Damage Track Box are ALWAYS considered to be part of a Specialist Battle Group. Unless otherwise stated - they MAY NOT be purchased for Standard Battle Groups.

Forum Question: With the Fleet Commander card for Lord Hood, he allows the removal of a Damage Token for 1 Shield Dice on the roll of a 1 or 2. If you have only taken 1 Damage Marker, would you regain your Titanium Armour (with no Damage Token how would you tell which ship lost the armour?). Doesn't say on the sheet that there's no way of marking its lost armour.

Yes. Titanium Armour is considered to be active if the Element in question has no Damage Marker. So, if Lord Hood successfully orders a Formation (with only one Damage Marker) to repair itself, then its Titanium Armour is restored too.

With Lord Hood can you spend, for example, 5 Order Dice (only if you rolled them in the order phase) to roll 5 times to remove 5 separate tokens?

Yes. Of course you would have to spend the entire Game Turn holding onto these Orders Dice to use them in the End Phase AND you would need to roll 5 successes out of your 5 Halo Dice.

Forum Question: Xytan's "Perfect Time to Strike" order says "The Covenant fleet automatically gain the Initiative this turn". What if two Covenant fleets play against each other and use this order? Who gets the initiative?

The Initiative is gained by the player executing the Order. If BOTH fleets execute the same Order in the SAME Game Turn, then the two Orders cancel each other out and Initiative must be determined in the normal fashion.

Forum Question: Is it correct that the Paris Frigates in Shield formations lose Elusive? But the Tri-Formation of Corvettes keep theirs?

The Statistics Card is incorrect. ALL Paris Class Frigates should have the Elusive Loadout.

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Forum Question: Can Primary Weapon Systems from one ship and Secondary Weapon systems from another be used together in the same firing solution? e.g. Plasma Cannon Arrays on a Heavy Corvette Element and Plasma Cannon Arrays on a Supported CCS Battlecruiser.

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

Primary and Secondary Weapons have no rules in themselves, they simply indicate the priority weapon present on the various vessels concerned.

Forum Question: Some Orders state they must be issued 'after any initial dice are rolled' so does this mean you have to issue "Focused Attack" before applying your re-rolls from Exploding Dice.

Yes.

Forum Question: Can you use multiple orders on a single action - e.g. Can you use multiple "Brace Brace Brace!" Orders on a single firing solution to reduce the incoming fire by a lot?

Yes. This is an important part of the rules rules and a vital reason why Stanforth is such a good Commander.

Forum Question: How does Glide relate to other movement rules? Is there a minimum glide distance or can you glide 0? or say 0.1 inches? Are you affected by terrain?

A Formation Base using Glide MUST move the full Distance listed on the Loadout Entry and may NOT elect to execute a Glide while occupying Terrain that might cause the Formation Damage.

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

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

Page 114

Clarification: We have added extra explanatory text to the bottom of the the following Loadout:

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 of a Faction) 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 volume of small space craft available to re-deploy into the battle itself.

RULEBOOK ERRATA

Page 74

Please replace the following example on Page 74 with the following text:

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).

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 THREE Exploding Dice results. The beleaguered Tarasque Bomber is torn apart by the rampaging Broadswords as it struggles to escape them. A crushing victory for the UNSC.

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Page 81

Please replace the Important Note on the Page 81 with this amended version:

IMPORTANT NOTE: Formations 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!

Page 83

Please replace the last paragraph of Page 83 with the following text:

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.

Page 100

Please replace the first paragraph of Assault Extraction with this one:

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

Page 108

The following example had a numerical error. Please use the following replacement text:

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

With **7 Successes** in the Attack Pool, the Covenant player builds the Defensive Pool. The CCS has **Defence Array (4)** and so rolls **4 Dice** at a **Firepower Rating 4**, scoring an impressive **3 Successes**, reduced by 1 to **2 Successes** after the Vulnerable Token is taken into account!

With the CCS having a **current Damage Track of 6** 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!

CAMPAIGN BOOK ERRATA

Scenario 1

The Paris Class Frigates listed as being Line Formation are in error. They should read as Arrowhead Formation.

KEY STATISTIC SHEET CHANGES

We have made important additional changes to several Statistic Sheets. We would recommend that you download and use our replacement Statistic Sheets in future games to avoid any confusion amongst players.

UNSC players will note that the *Marathon* Class Heavy Cruiser now features several important modifications - see Statistic Sheets **P1078** and **P1109**. These include changes to Point Defence, Titanium Armour, Points, MAC Dice and Missile Battery Dice. The amends have been made to rebalance the *Marathon* now that we have had time to fully evaluate its in-game use, and to also make it easier to make new UNSC models to fit into the game.

On Sheet **P1080** - the CAS Assault Carrier - please note that the Points Value of the model is now **750 Points** and not **825** as originally noted.

HIGH VALUE TARGET

This new rule affects two vessels so far in the game: the Covenant CPV Heavy Destroyer and the UNSC *Valiant* Super-Heavy Cruiser. See Statistic Cards **P1216**, **P1241** and **P1242**.

HIGH VALUE TARGET: This vessel is considered to have a **Build Rating** of one less than listed during the process of **Fleet Building**, reverting to its stated **Build Rating** for the purposes of calculating **Victory Points** only.

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HONOURABLE MENTIONS

A Spartan Games *High Five* to Forum Member 'Lewis' who spotted an error in a picture on Page 105 - our art team managed to use a picture with the OLD overlay for the CCS Battlecruiser. Not sure how that got past them.

And a **HUGE** thanks to all our keen and enthusiastic gamers who have been so generous with their feedback and gameplay experiences regarding **Halo: Fleet Battles**. The game is stronger because of you. Keep your feedback, battle reports and ideas coming in - we are always listening.

Keep having fun and we look forwards to rolling dice with you all for a long time to come!

Cheers,
The Spartan Games Team

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