HALO

FLASHPOINT

ORGANISED PLAY
TOURNAMENT PACK

MINIATURES AND POINTS

Players will be required to build a Fireteam of up to 200 points for this event. You may select from any Officially Released models currently available.

Fireteams must choose at least 1 Special Order, and may not include more than 2 x of any single profile. This means you may take 2 x Brawlers with Needlers, and 2 x with Bullpups, but not 4 x with Needlers.

You may not mix Factions, and all items or weapons must be represented by cards or tokens on the characters stat card.

CARDS AND TOKENS

For ease of play, players should have 1 card for every model they are using, with the same setup the model has. If you are using 4 Brawlers, you will need 4 cards for them.

Each player should bring enough tokens for thier game, as these will not be provided.

EVENT RULES

The Full Recon table will not be used for this event

Unless otherwise stated, all rules and FAQ released officially by Mantic Games will be in use for this event.

TOURNAMENT RULES
GAME TIMES AND VICTORY CONDITIONS

SCHEDULE

THE FOLLOWING SCENARIOS WILL BE IN USE:

- SLAYER - AS PER THE RULEBOOK
- STRONGHOLD - AS PER THE RULEBOOK
- CAPTURE THE FLAG - AS PER THE MAP PACK
- ODDBALL:RELOADED - AS PER THE MAP PACK

Round / Scenario	Time
Briefing and Registration	9:30 - 10:00
R1 : Capture The Flag	10:00 - 11:30
R2: Slayer	11:45 - 13:15
Lunch	13:15 - 13:45
R3: Strongholds	13:45 - 15:15
R4: Oddball Reloaded	15:30 - 17:00
Event Awards and Finish	17:00 - 17:30

Note that the time allocated for each game includes 90 minutes for the game itself plus 15 minutes for meeting, discussing rules and the completing and submitting of paperwork afterwards. The schedule may be adjusted on the day if things are running behind (or ahead!)

GAME SEQUENCE

The Tournament will follow these setup rules:
1. Mission will be determined as per table
2. Set up table as per Tournament Map Pack
3. Roll a D8, winner chooses Red or Blue
4. Place objectives according to scenario
5. Deploy models
6. Roll for weapon drop and begin round

ROUNDS

The matchups of the first round (game 1) will be random. In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP) as explained further in this pack. Once players have completed their round, they will need to inform the TO of the results.

SCORING

All Scenarios are scored using the following system:
- Victory Points - up to 18
- Win +10 / Draw +5 / Loss +2
- Achievements - up to 10

This means the maximum score per round is 38 points. This combined score will be your round score, known as Tournament Points.

VP + NUMBER OF ACHIEVEMENTS + W/L/D = SCORE

WINNING THE TOURNAMENT

The winner will be the player with the most Tournament Points at the end of the event.

In the case of a tie, the following tie breakers will be used:
1. Win / Loss Record
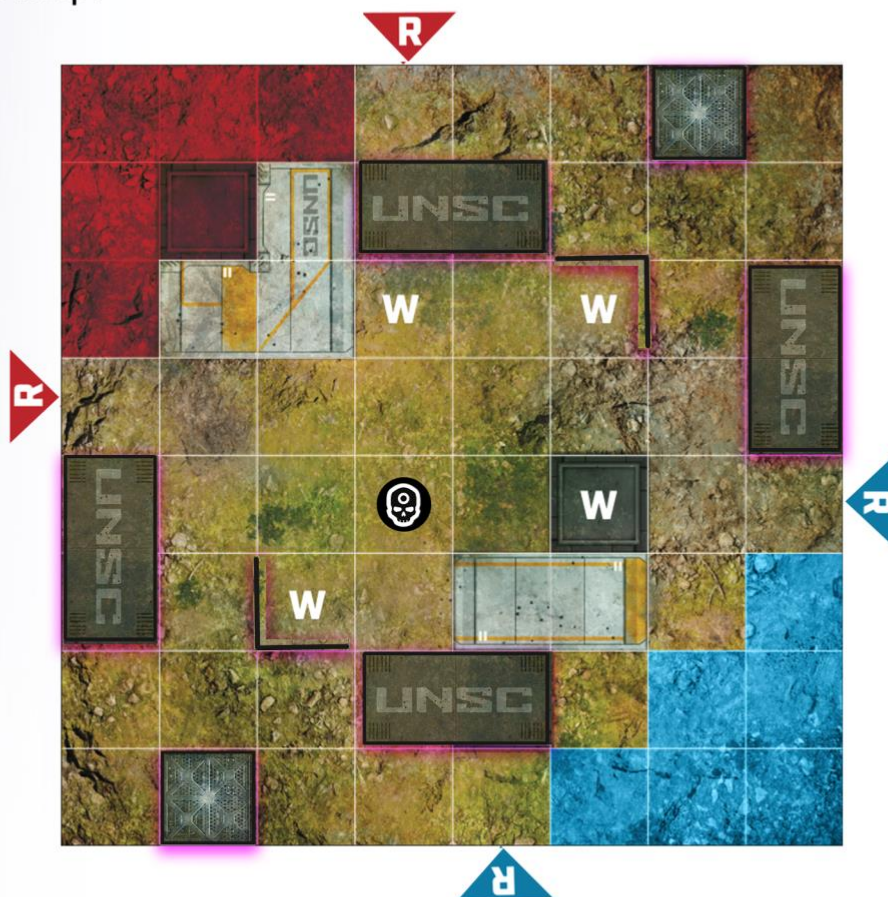2. Number of Achievements Unclocked
3. Dice Off!

ODDBALL:RELOADED

Scenario Rules

Place terrain as per the map below. Players then take turns placing scatter terrain until all scenery is on the map.

From the beginning of Round 2 onwards, the Oddball will respawn back to its starting position. The token is removed from any model carrying it, and placed as per the map.

Victory Conditions

This game will last up to 6 rounds, or until one player reaches 18 Victory Points.

- The Oddball is worth 2VP every activation
- Killing your opponent with the Oddball will also grant 2VP
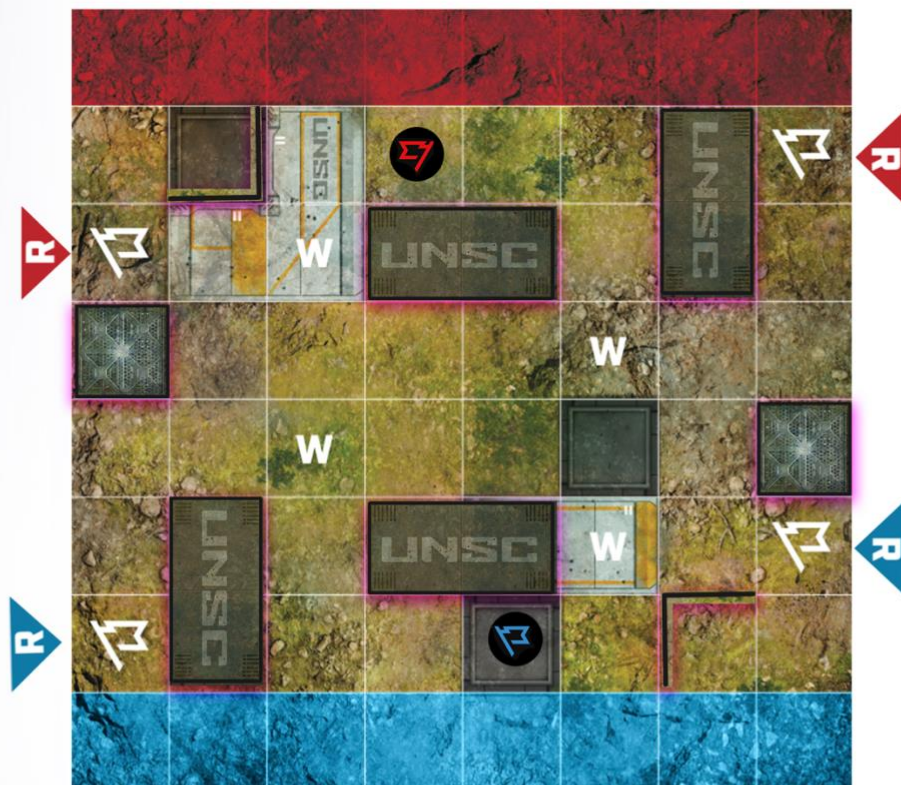
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CAPTURE THE FLAG

Scenario Rules

Place terrain as per the map below. Players then take turns placing scatter terrain until all scenery is on the map.

In this version of Capture The Flag, the Flag becomes an Equipped Weapon (profile as per below), replacing any Pick-Up Weapon the model has. Whilst carrying the Flag, the model cannot shoot.

Weapon	Range	AP	Weapon Keywords
Flag	CC	-	*Smash (1)*

Victory Conditions

This game will last up to 8 rounds, or until one player reaches 18 Victory Points.
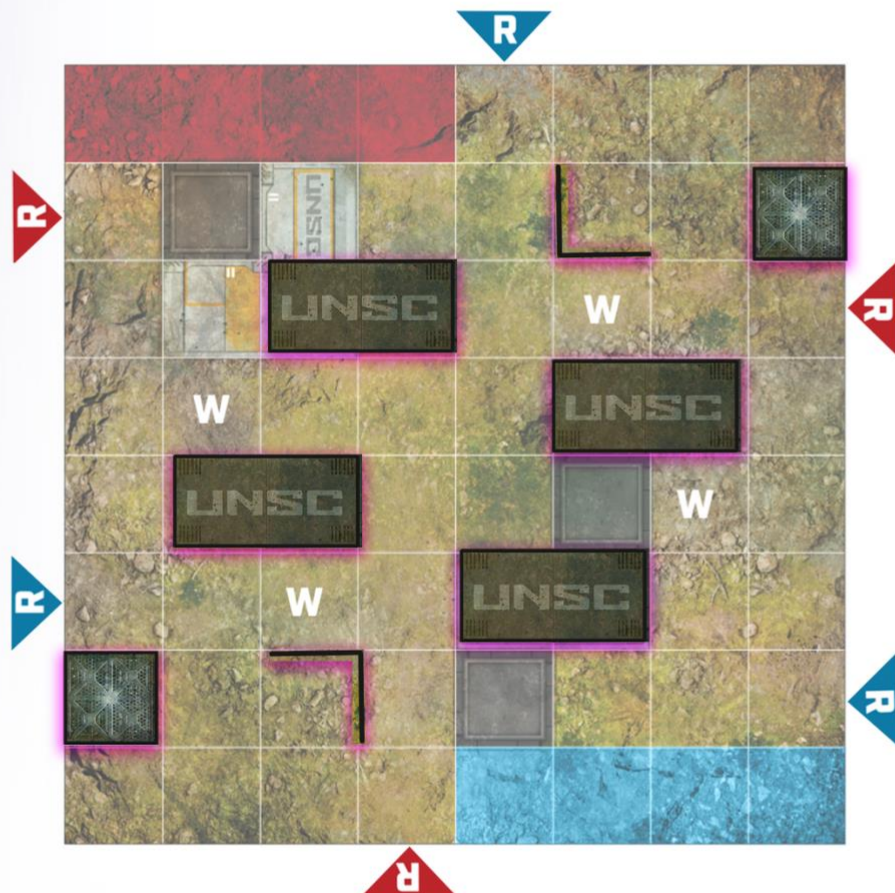
• Each Flag Capture is worth 6VP

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SLAYER

Scenario Rules

Place terrain as per the map below. Players then take turns placing scatter terrain until all scenery is on the map.

Other than modifying the Victory Point conditions, this scenario is used as per the Rulebook.
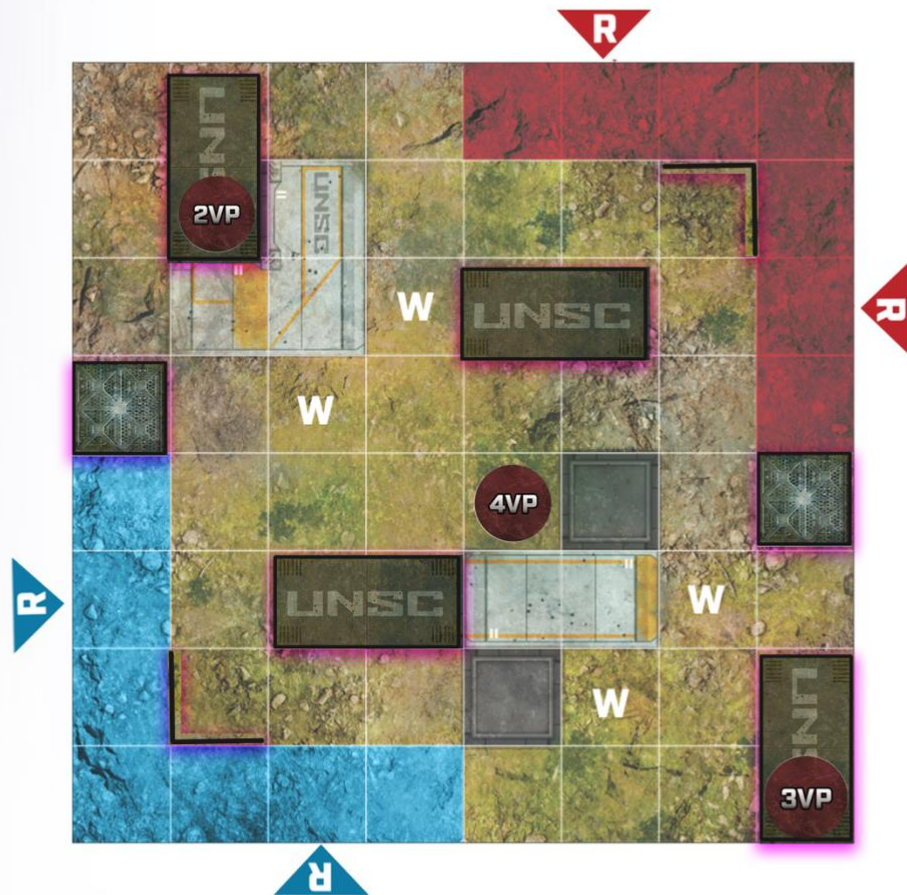

Victory Conditions

This game will last 8 rounds, or until one player reaches 18 Victory Points.
• Each Kill is worth 2 Victory Points

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STRONGHOLDS

Scenario Rules

Place terrain as per the map below. Players then take turns placing scatter terrain until all scenery is on the map.

Victory Conditions

This game will last up to 6 rounds, or until one player reaches 18 Victory Points.

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