

HALO

FLASHPOINT™



UKTC - SHEFFIELD

mantic

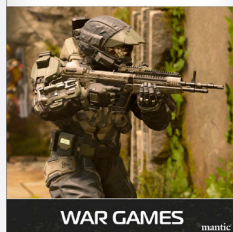
TOURNAMENT GUIDE

Welcome to Organised Play for Halo Flashpoint. This document will help you build and run your own Organised Play Tournaments.

This event will consist of a one day, 4 game tournament held at the UKTC Sheffield event.

A Copy of Wargames is required for this event.

HALO
FLASHPOINT



Event Rules

For ease of play, players should bring with them every miniature stat card, tokens, dice and accessories they need to play. Please follow the guidelines for creating a Fireteam in the Wargames Expansion.

You will need a 200 point Fireteam, and the scenarios and maps included within this pack are available for you to practice in advance.

For Organised Play, the Recon Table is not used, players should simply roll a D8 and the highest player will choose Red or Blue, and go first.

Miniatures

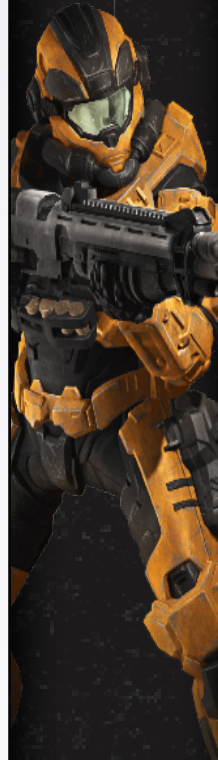
Players will need to bring along Official Halo Flashpoint Miniatures, plus all cards needed to play.



Schedules

This event will follow the schedule below, allowing 90 minutes per game and breaks between:

SATURDAY EVENT	
Round	Time
Registration	9:30-10:00
OP Capture The Flag	10:00-11:30
Break	11:30-12:00
Extraction	12:00-13:30
Lunch	12:30-13:30
Slayer	13:30-15:00
Break	15:00-15:30
King of the Hill	15:30-17:00
Prizes and End	17:00-17:30



Scoring and Winning

Tournament Points will be awarded as follows:

Players will score a number of Tournament Points equal to the number of Victory Points they achieve for the round.

- Players will earn +10 Tournament Points for Winning the battle
- Players will earn +5 Tournament Points in the case of a Draw.
- Players will earn +2 Tournament Point for a Loss
- Players will earn +1 Tournament Points for each "Achievement" they unlock per game, up to 10 per 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). Once players have completed their round, they will need to inform the TO of the game results.

The player with the most Tournament Points at the end of Game 4 will be the winner.

Ties will be broken as follows:

1. Win/Loss Record
2. Number of Achievements "Unlocked"
3. Dice Off!



Rules Questions and Player Conduct

As noted, all rules will be taken from the Halo: Flashpoint Core Rulebook. In addition, any official FAQ rulings and errata from Mantic Games (published on their website or official forums) will also be used.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves.

If in doubt, the organisers are available to resolve your problem. Please also respect the time each player has. If a question cannot be resolved quickly, please contact the TO or Judges for help.

Judges will be on hand if players require a ruling. Your judges for the event will be pointed out at the start of the day. A judge's ruling is final.

The organisers reserve the right to take appropriate action for any player they deem to be playing unfairly or acting inappropriately.

This may be in the form of a warning, a time or TP penalty or even a forced Time Out result. In extreme circumstances a player may be ejected from the Tournament for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse)

Crowd at the Table

If one player feels discomfort with spectators present at his table, they may request them to step aside. When this happens, a referee will ask everyone around to step away from the table.

Reporting Battle Results

As noted previously, players will be given enough time to play a full game of Halo: Flashpoint® and enough time to report results. To ensure that the tournament runs smoothly, TP penalties (2 points) may be given to players that report battle results after the scheduled time is over at the tournament organiser's discretion. This penalty will always affect both players.



Scenarios

All Organised Play Scenarios are included in this Pack, and the specific scenarios in use for Sheffield are listed above..

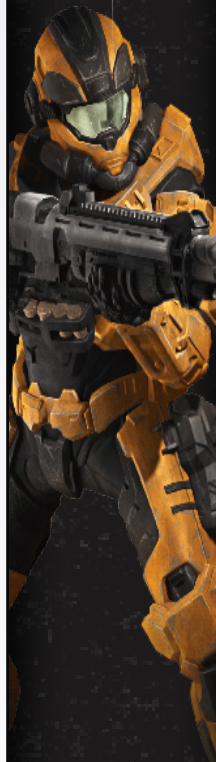


Terrain and Maps

All of the maps included in this pack have setups defined for the buildings in each game. Players take turns before the game starts placing scatter terrain to fill their table. This means every table could look different, but the core setup remains the same.

Halo Flashpoint App

Scan the QR Code below to go directly to the Halo Flashpoint App, that allows you to build lists, host Tournaments and enter your game results into our Global Rankings Table:

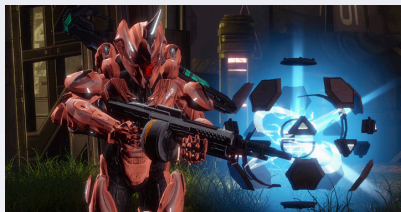


EXTRACTION

Its a race against time to secure vital assets, before your opponent claims them all...

Scenario Rules

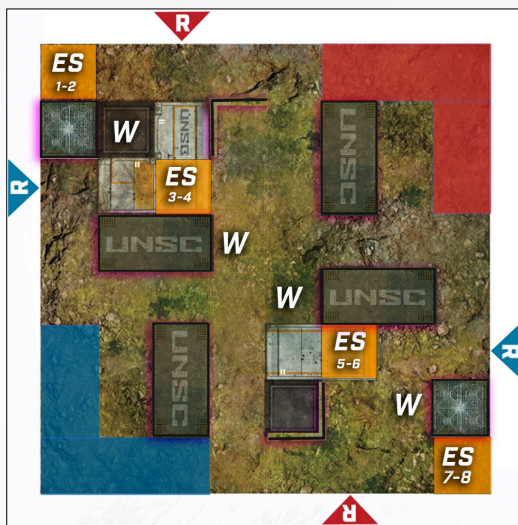
Setup as per Map. At the start of Round 1, after rolling command dice, roll a D8 and refer to the map for the first extraction site location. Mark it with a token to represent the extraction device (scenario object).



The extraction device can be armed by taking an Auxiliary action with a model of your fireteam in that cube. There must be no enemy models in the same cube to do so. Place a token of your colour in the cube to mark the armed extraction device.

Enemy coloured extraction devices can be disarmed by taking an Auxiliary action with a model of your fireteam in that cube. There must be no enemy models in the same cube to do so. This removes the enemy colour token.

Arming and disarming extraction devices are different auxiliary actions (so both can be performed by a unit in one activation). At the end of the round, whichever team has the extraction device armed wins that round. At the beginning of each following round, the extraction device must move to a different site. Roll a D8 and refer to the map for the location (reroll if it is the current location).



Victory Conditions

This game will last 8 rounds, or until one player reaches 18 Victory Points.

- A Secured Extraction Site at the end of the round is worth 4 Victory Points
- Disarming an Extraction Site is worth an immediate 2 Victory Points

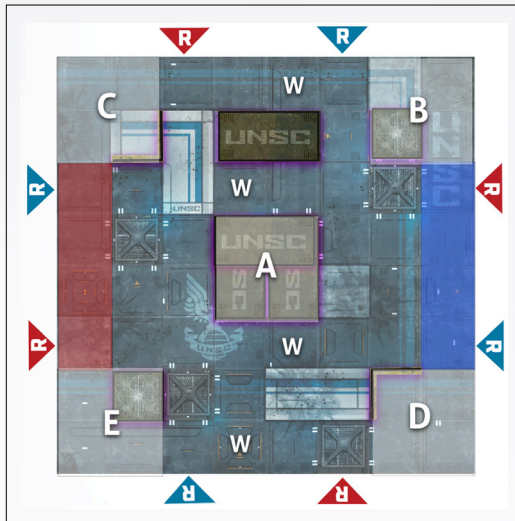
KING OF THE HILL

Race against your opponent to control each hill to win the game!

Scenario Rules

Place terrain as per the map below. The central tower is created by placing two containers next to each other and then turning the third to sit on top of those. Players then take turns placing scatter terrain until all scenery is on the map. Zones are 2x2 cube areas, including all stacks within that zone. One zone will be active each round. The zone to activate in round 1 will always be 'A'. Each following round, a different zone will activate instead, randomly chosen from the four remaining zones (see chart on right).

To capture a zone, any member of your fireteam in that zone can take a free Auxiliary action to plant your flag in that zone. There must be no enemy models in that zone when you plant your flag. If you plant your flag in a zone that is already captured, remove any other Flag there. At the end of a round, if your flag is the one left in that zone, you score for capturing that zone (then remove that flag from the board).



A	*
B	1-2
C	3-4
D	5-6
E	7-8

* Substitute Active Hill for A

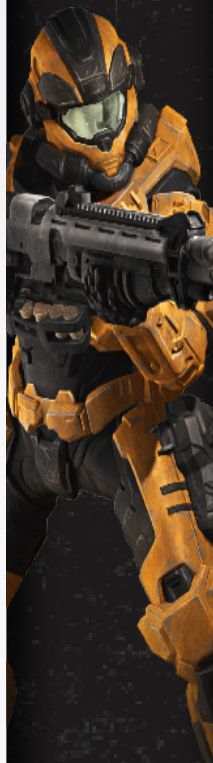
Victory Conditions

This game will last up to 8 rounds, or until one player reaches 18 Victory Points.

- Each Hill capture is worth 4 Victory Points

New Achievement - Zone Ranger

- Replace an opponents Flag with your own twice



ODDBALL:RELOADED

The objective is to locate the flaming skull on the map and to maintain possession of it for the longest period of time possible.

Scenario Rules

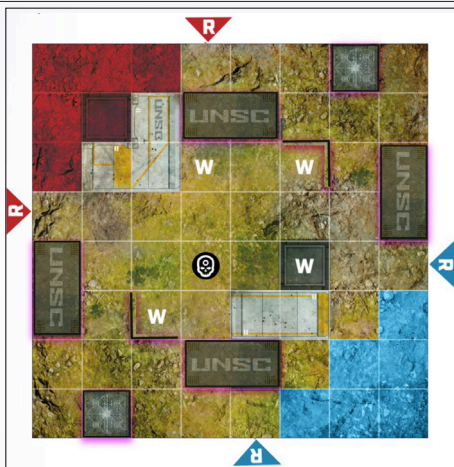
The Oddball can be picked up by moving into, within, out of or through the cube containing the Oddball Marker if there are no enemy models in that cube. While a model is carrying the Oddball, that model may not fire any ranged weapons, use any Items or make a Sprint action. If the model was performing a Sprint action when it picked up the Oddball, it may not move any further. The model carrying the Oddball may use the following weapon profile when making a Fight test: with the following modifications:

Name	Range	AP	Keywords
Oddball	CC	2	ESD (1), Lethal (1)

The Oddball is dropped if the model carrying it is killed, unless the model is killed in an Assault, in which case the enemy model Fighting in the Assault takes the Oddball. If the Oddball is dropped, it will Scatter. If the Oddball scatters off the board edge, it should be replaced on its original starting position shown on the map.

The following changes occur to Oddball:Reloaded

- From the beginning of Round 2 onwards, the Oddball will respawn back to its starting point.
- The Oddball cannot be dropped by Forced Movement, nor from the Pinning caused by Forced Movement. Pinning caused by Rapid Fire will still cause the model to drop the Oddball.



Victory Conditions

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

- 2 Victory Points are scored when the Oddball is used to kill an enemy model in an Assault action.
- 2 Victory Points are scored by the side holding the ball at the end of each enemy model Activation

OP CAPTURE THE FLAG

In this scenario the teams compete to capture a flag from an enemy base and return it to their own. Players need to defend their flag from the enemy team while trying to take the enemy's flag.

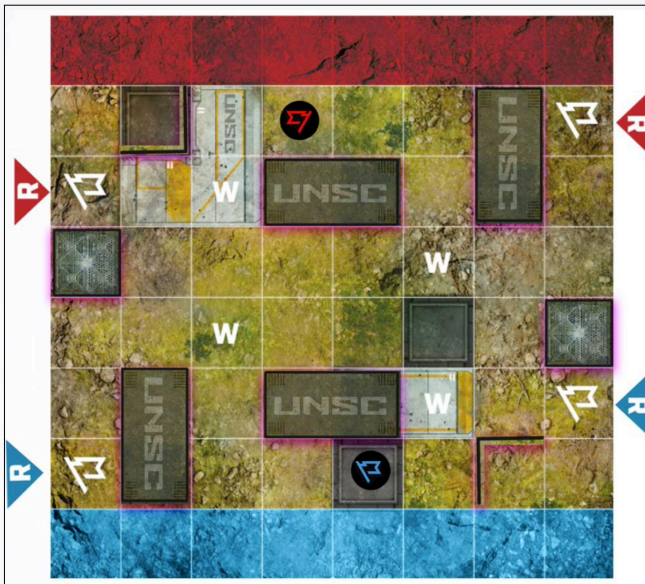
Scenario Rules

The enemy colour Flag is picked up by moving into, through or out of the cube containing the Flag Marker, and only if there are no enemy models in the cube which contains the Flag Marker. The Flag is carried like a weapon, so a model must drop any other pickup weapon whilst carrying the Flag.

If the model carrying a Flag is killed, the Flag Marker is dropped and will Scatter. You may not interact with your own colour Flag. If the enemy flag is carried into the cube alongside any friendly Respawn Marker (shown on the map with a flag icon) you score 6 points. When this happens, the Flag immediately returns to its starting position.

Whilst equipped the Flag has the following profile, and the user cannot perform any Shoot actions:

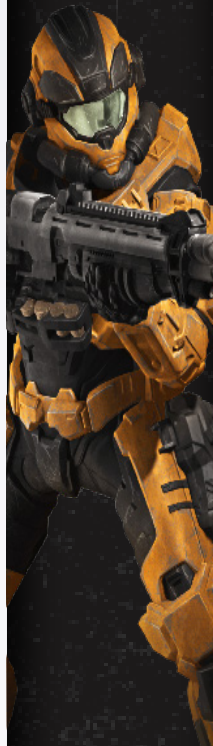
Weapon	Range	AP	Weapon Keywords
Flag	CC	-	Smash (1)



Victory Conditions

This game will last up to 8 rounds, or until one player reaches 18 Victory Points.

- Each Flag capture is worth 6 Victory Points



SLAYER

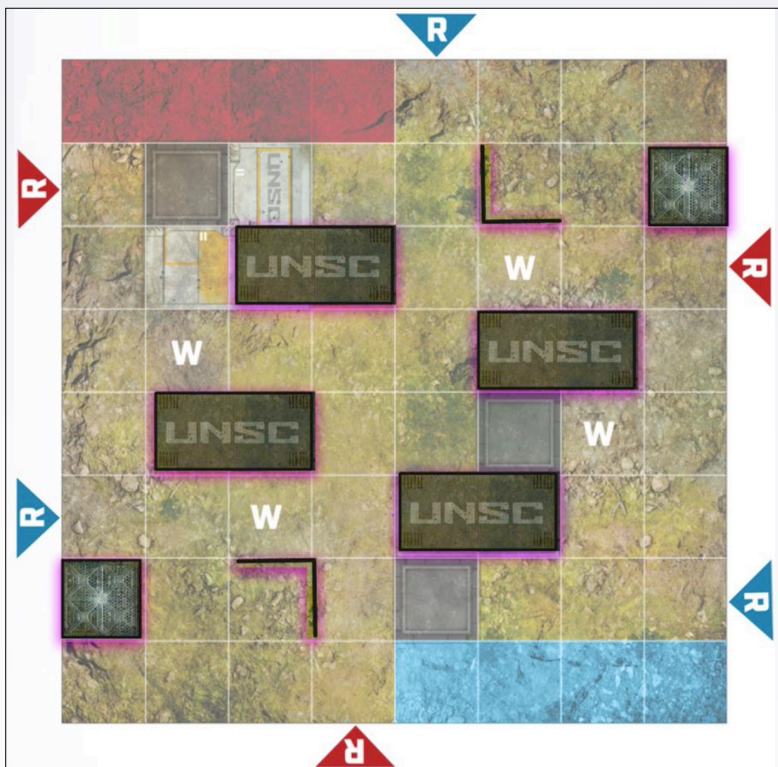
Slay the enemy team.

The objective is simply to kill as many opposing models as possible.

Scenario Rules

Keep a count of the number of models killed by each side as the game progresses.

If a model dies for any reason, whether by enemy attack or falling or some other 'accident', the opposing player is awarded the kill. When one player reaches the required number of kills, the game immediately ends and that player wins.



Victory Conditions

This game will last up to 8 rounds, or until one player reaches 18 Victory Points.

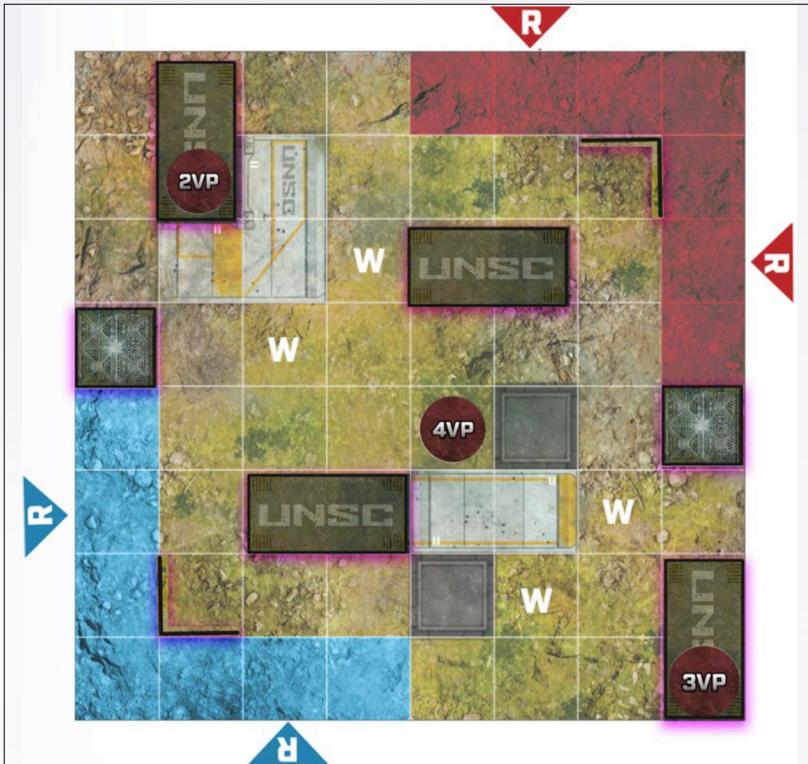
- Each kill is worth 2 Victory Points

STRONGHOLDS

In *Strongholds*, the teams compete to capture three static areas on the map to earn points.

Scenario Rules

At the end of each Round, score the VPs shown on each VP Marker if you have a model in the cube with the marker but no enemy models in the cube. VP Objective Markers may not be picked up or moved.



Victory Conditions

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

