Halo®

FLASHPOINT™

ORGANISED PLAY SEASON 1

mantic

TOURNAMENT GUIDE

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

This booklet is designed so that you can enter your own event details, start times, and scenarios chosen from the Map and Scenarios further in this guide.

A Copy of Wargames or a Subscription to the Halo Web App is required for points play.

Event Rules

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

We suggest for competitive tournaments, that you use a 200 point Fireteam, and the scenarios and maps included within this pack.

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

We suggest leaving 90 minutes per round for your 200 point games.
An Example Schedule you could use is below (for up to 2 days and 8 games):

Round	Time

Round	Time

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 the last game will be the winner.

Ties will be broken as follows:
1. Win/Loss Record
2. Number of Achievements "Unlocked"
3. Dice Off!
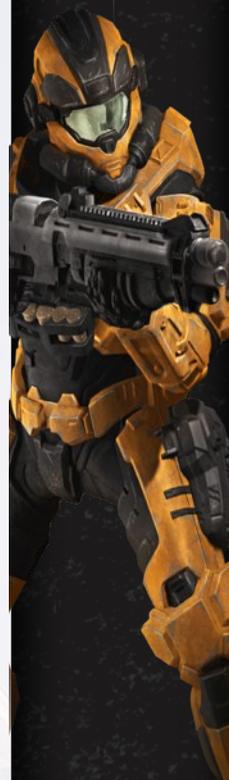
Rules Questions and Player Conduct

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 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

We suggest using the following scenarios for competitive play, and the accompaning maps for a balanced, fun, and engaging experience.


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 results into our Global Rankings Table:
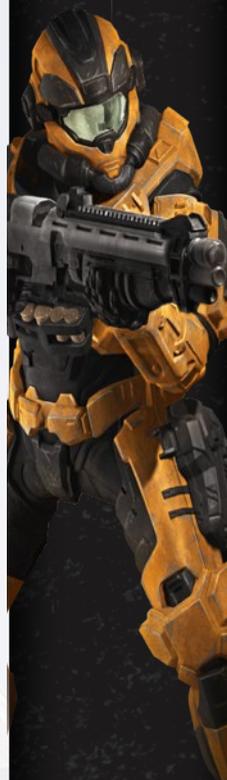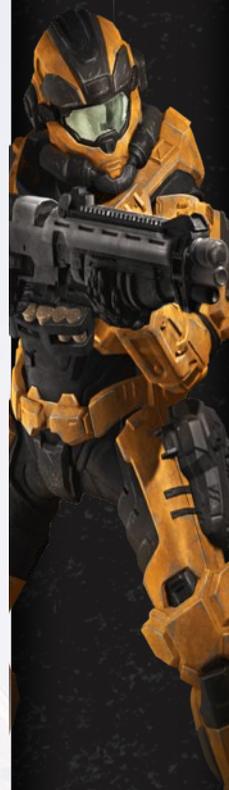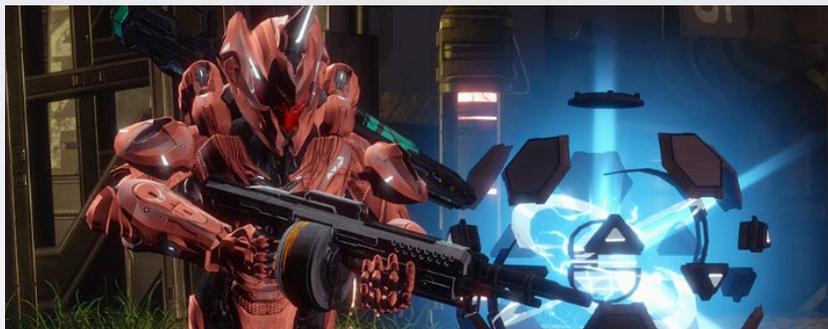
Achievements

In addition to the mission scoring outlined in each scenario, Halo: Flashpoint also makes use of a secondary scoring system for its scenarios, called Achievements. Each Achievement can be scored once per game, **up to a cap of 10.**

In addition to the generic Achievements, there is also a set of Achievements unique to the scenarios listed below, these can be scored in addition to those on the generic list, but are still counted within the cap of 10 per game.

ACHIEVEMENTS	Game 1	Game 2	Game 3	Game 4
Double Kill Kill 2 models in one round				
Triple Kill Kill 3 models in one round				
Will of the Gods Have all your models destroyed in a game				
Juggernaut Survive a melee with 2 or more enemy models in the same cube while fighting alone				
Brutality Kill an enemy model with a close combat weapon				
Yard Sale Kill an enemy model that is carrying a pick up weapon and one or more items				
Reversal Kill an enemy model that wounded you first				
Off The Rack Pick up a weapon and kill an enemy model with it in the same activation				
I'm Not Done Yet Survive any type of attack with exactly 1 wound remaining on your profile				
Avenger Kill an enemy model that just killed one of your models in its previous activation				
Slayer Spree Kill 4 enemy models without suffering a loss yourself				
Parade Ready Play with fully painted miniatures				
Is There Anything Left? Kill an enemy model with over double the amount of damage needed to kill them				
Perfection Kill an enemy model with exactly the right amount of successes to kill them				

SCENARIO ACHIEVEMENTS	Game 1	Game 2	Game 3	Game 4
VIP-OP: Warden Kill an enemy VIP with your own VIP				
Extraction: Clear Reception Complete 2 Extractions without the opponent disarming in a row				
Extraction: Signal Block Disarm the opponent's Extraction device twice in a game				
King of the Hill: Zone Ranger Replace the opponents flag with yours twice in a game				
King of the Hill: Defence Kill an enemy model that is in a hill you currently control				
Capture the Flag: Running Laps Score the flag with the same model twice				
Capture the Flag: Stick em! Kill an enemy model using the flag in an assault				
Oddball Reloaded: Fumble Cause the enemy team to drop the ball 3 times in a game				
Strongholds: Always Rotating Score all 3 zones with the same model in a game				
Strongholds: Monopoly Score all 3 zones in the same round				

ILLUSION

Dare to run into the unseen to steal your enemies' Flag!

Scenario Rules

Players must invade the enemy base, stealing their flag and return it to their own tower to score.

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 a Flag is retrieved and moved into the relevant tower, it will respawn in the enemy base for the next capture attempt.

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)

The area marked Yellow on the map has the Keyword "Active Camouflage" – Any model that starts their activation or moves into this area is considered to also have this keyword, unless they Sprint, Shoot, or Assault an enemy model, or leave the yellow area.
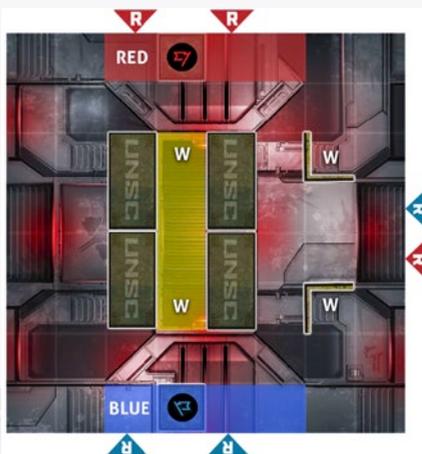
Victory Conditions

This game will last up to 8 rounds, or until one player reaches 20 Victory Points.
- 5 Victory Points are scored when the enemy Flag is moved into the Friendly Flag Tower.
- Each Kill is worth 1 Victory Point

HUSKY ODDBALL

The Oddball just got a whole lot more lethal!

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 after the **first** activation of any round. The Oddball is removed from model holding it, and respawns at its starting location.
- The Oddball cannot be dropped by Forced Movement, nor from Pinning. Only successful **Rapid Fire** or **Suppression** will cause the model to drop the Oddball, regardless of the pinning caused by these actions. *(This means that models immune to pinning can still drop the Oddball in this scenario.)*

Victory Conditions

This game will last up to 6 rounds, or until one player reaches 20 Victory Points.
- 4 Victory Points are scored when the Oddball is used to kill an enemy model in an Assault action.
- 1 Victory Points are scored by the side holding the ball at the end of each enemy model Activation.
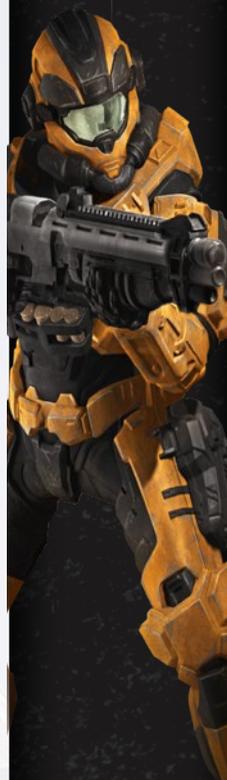
HUSKY EXTRACTION

It's a race against time to secure vital assets before your opponent claims them all...

Scenario Rules

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 (re-roll if it is the current location).

Victory Conditions

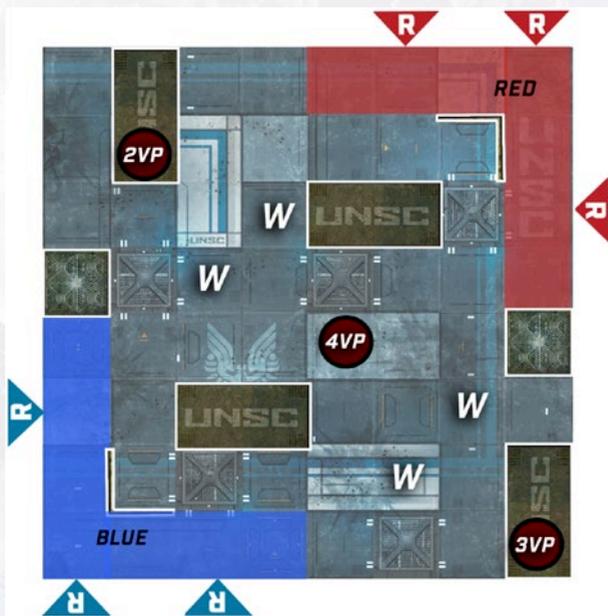This game will last 8 rounds, or until one player reaches 18 Victory Points.
- A Secured Extraction Site at the end of the round is worth 4 Victory Points
- Disarming an Extraction Site is worth an immediate 2 Victory Points
- Each Enemy Kill is worth 1 Victory Point

HUSKY STRONGHOLDS

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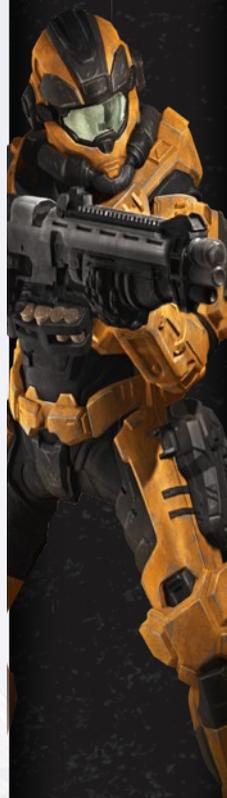
Scenario Rules

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 8 rounds, or until one player reaches 20 Victory Points.
- Each Enemy Kill is worth 1 Victory Point

HEADHUNTER OP

You'll have to juggle your hunter-gatherer skills with tracking and navigation as you earn kills, collect skulls, and head to the capture point to score them.
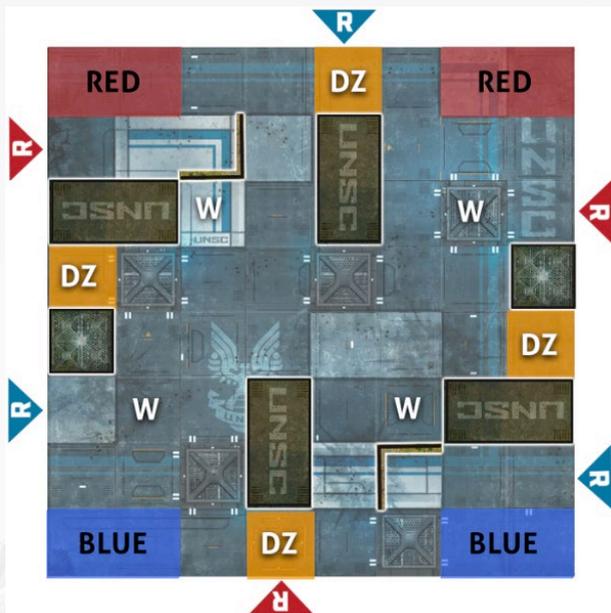
Scenario Rules

Each time a model dies for any reason, it will drop one Skull in the cube it died in. Skulls can be picked up like other Scenario Objectives, except that a model can pick up any amount of Skulls at a time (no restriction on 1 in a move).

While a model is carrying two or more Skulls, ranged attacks against the carrier will benefit from an additional +1 dice.
When a model carrying one or more Skulls enters or passes through a cube with a Deposit Zone (DZ) all Enemy Skulls are deposited and you receive 2 Victory Points for each Skull deposited in this way.

Models may only pick up enemy Skulls.

Victory Conditions

The game will last until either Round 8 or one players reaches 20 Victory Points.

HUSKY 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).
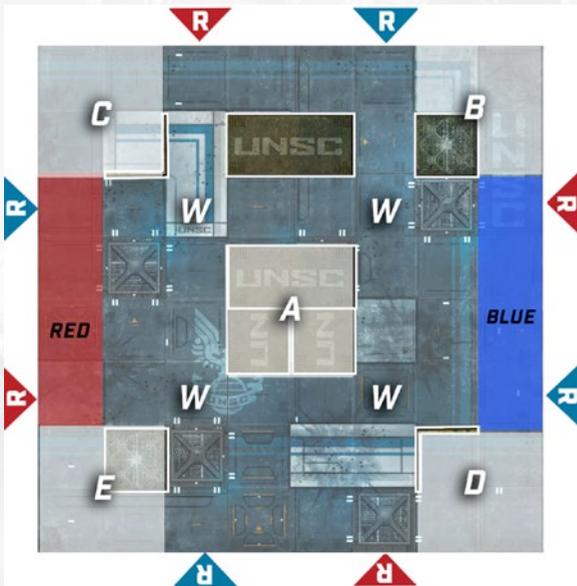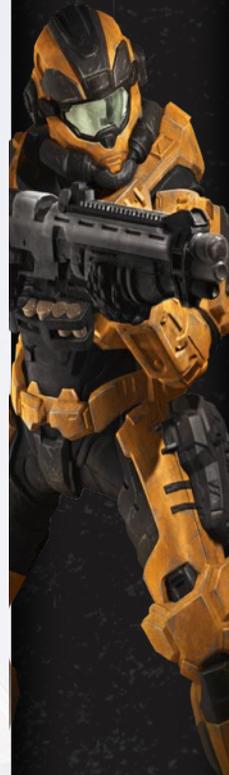

A	✳
B	1-2
C	3-4
D	5-6
E	7-8

✳ Substitute Active Hill for A

Victory Conditions

This game will last up to 8 rounds, or until one player reaches 20 Victory Points.
- Each Hill capture is worth 4 Victory Points
- Each Enemy Kill is worth 1 Victory Point

VIP - OP

You must protect the Very Important Person at all costs. With your skill, your bravery, and with your lives if necessary.

Scenario Rules

Place a Weapon Drop marker in each cube marked W. Place a Respawn marker in each location marked R. The Starting Player chooses the red or blue deployment zones and matching Respawn markers.

At the start of Round 1, both players randomly pick a member of their own Fire-team to be their VIP (roll a die, or pick blind from the unit profile cards). The VIP model is marked with a VIP Marker so it is clear for both players which are VIPs. Whilst it is a VIP, that unit has +2 to its Health stat. If your VIP is killed for any reason, the opponent scores 4 Victory Points. Other units are not worth any victory points if killed. If your VIP has been killed, the next friendly model to respawn onto the board becomes your new VIP.
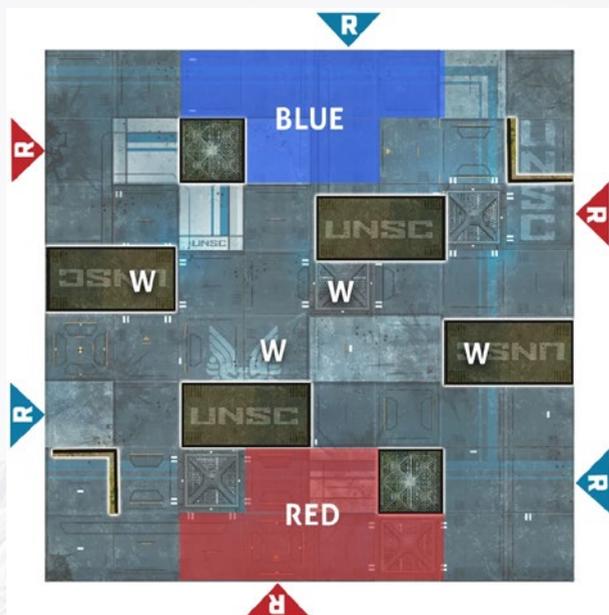
VIP Markers

Red   Blue

Victory Conditions

This game will last 8 rounds, or until one player reaches 20 Victory Points.

HUSKY SIEGE

In this scenario, two teams compete to claim a strategic asset before their enemy.

Scenario Rules

Players must retrieve an artifact/flag from the yellow spawn area and return it to their designated scoring zone. A new flag will spawn everytime a team scores, but no more than 1 flag will ever be on the map at any given time.

Roll a D8 to spawn a Flag at the start of the game, and whenever a new flag is required.
- Flags can be stolen just like a Pick-Up Weapon – when you kill an enemy model in an Assault action you may take the flag off the enemy. If a model is killed by a ranged attack, the Flag will scatter from the cube.
- Whilst carrying an Artifact/Flag a model may Advance or Sprint as normal, but may not use a Ranged Weapon. The Artifact/Flag may be voluntarily dropped at the end of this model's activation, unless this model becomes Pinned, or suffers Forced Movement, in which case the Artifact/Flag will stay with this model.
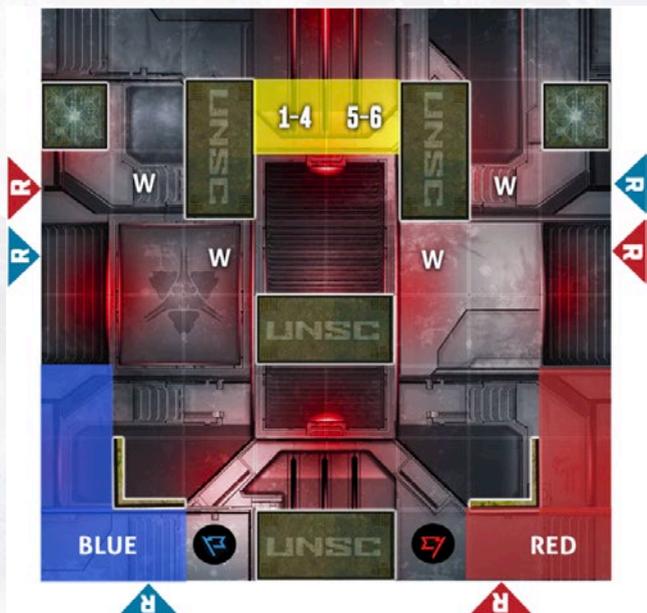
Victory Conditions

This game will last 8 rounds, or until one player reaches 20 Victory Points.
- Each Artifact/Flag deposited in your zone is worth 6 Victory Points.
- Each Enemy Kill is worth 1 Victory Point