

# HALO

## FLASHPOINT™

### UKTC MAP PACK



NOTTINGHAM GT, SATURDAY 11TH, SUNDAY 12TH JANUARY

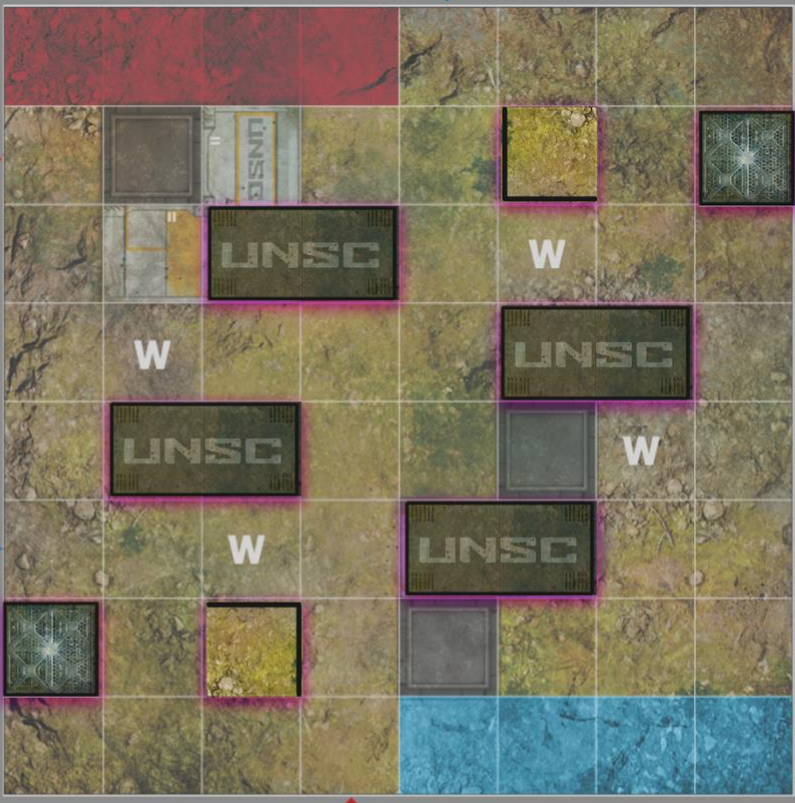
## FLASHPOINT™ UKTC MAP PACK



### SLAYER

R

R



R

### SCENARIO SETUP

- PLACE WEAPON DROPS - W
- PLACE RESPAWN MARKERS - R
- STARTING PLAYER MAY PICK RED OR BLUE
- GAMES WILL RUN TO 8 ROUNDS OR UNTIL 10 VP ARE SCORED
- WEAPON DROP TOKENS WILL REMAIN COVERED UNTIL PICKED UP.



PLACE BUILDINGS AS PER DIAGRAM, THEN ALTERNATE SCATTER BY PLAYER UNTIL ALL PIECES ARE PLACED.

$$VP + \text{NUMBER OF ACHIEVEMENTS} + W/L/D = \text{SCORE}$$

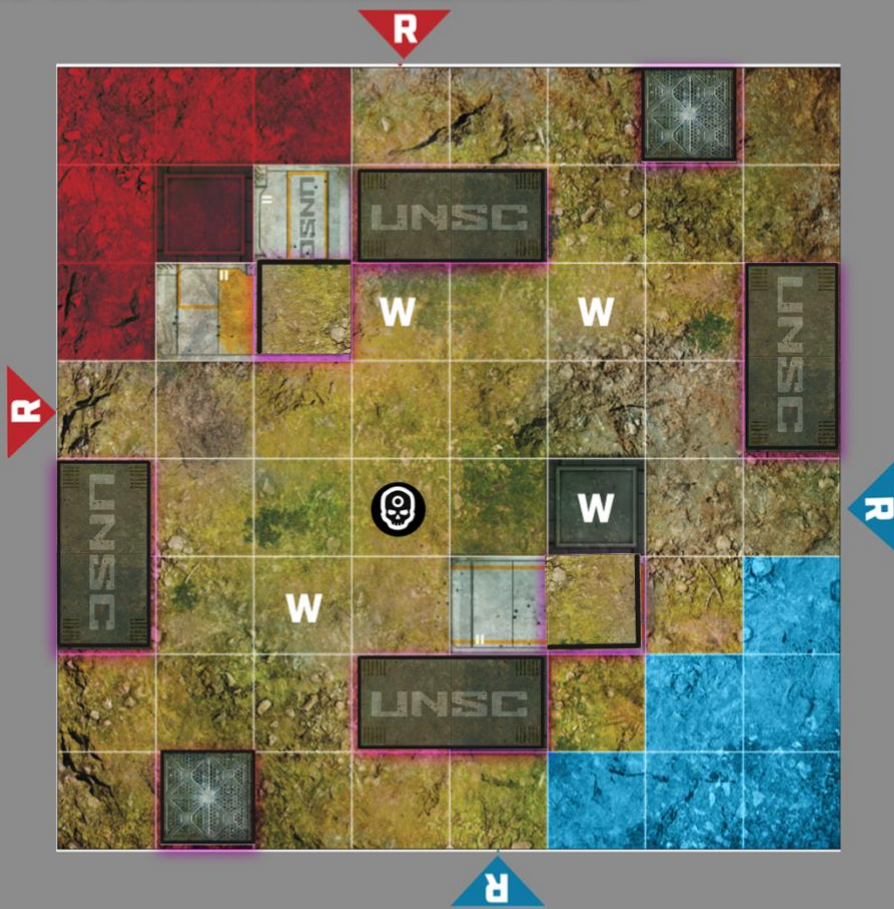
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## ODDBALL:RELOADED



## SCENARIO RULES

- PLACE WEAPON DROPS - W
- PLACE RESPAWN MARKERS - R
- STARTING PLAYER MAY PICK RED OR BLUE
- GAMES WILL RUN TO 6 ROUNDS OR UNTIL 11 VP ARE SCORED
- WEAPON DROP TOKENS WILL REMAIN COVERED UNTIL PICKED UP.



FROM BEGINNING OF ROUND 2 ONWARDS, THE ODDBALL WILL RESPAWN ON ITS STARTING POSITION. THE TOKEN IS REMOVED FROM THE MODEL CARRYING IT, AND PLACED AS PER THE MAP.

PLACE BUILDINGS AS PER DIAGRAM, THEN ALTERNATE SCATTER BY PLAYER UNTIL ALL PIECES ARE PLACED.

$$VP + \text{NUMBER OF ACHIEVEMENTS} + W/L/D = \text{SCORE}$$

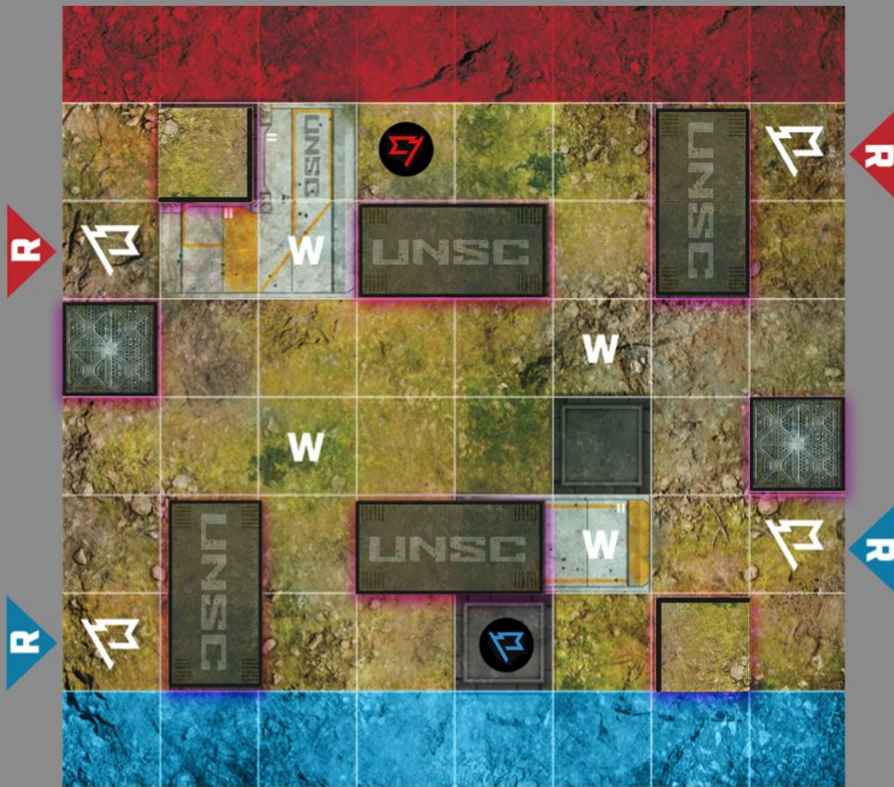
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## CAPTURE THE FLAG



## SCENARIO SETUP

- PLACE WEAPON DROPS - W
- PLACE RESPAWN MARKERS - R
- STARTING PLAYER MAY PICK RED OR BLUE
- GAMES WILL RUN TO 8 ROUNDS OR UNTIL 9 VP ARE SCORED (EACH FLAG IS WORTH 3 VP EACH)
- WEAPON DROP TOKENS WILL REMAIN COVERED UNTIL PICKED UP.



PLACE BUILDINGS AS PER DIAGRAM, THEN ALTERNATE SCATTER BY PLAYER UNTIL ALL PIECES ARE PLACED.

### CAPTURE THE FLAG

AMMEND THIS SCENARIO TO MAKE THE FLAG AN EQUIPPED WEAPON, WITH THE FOLLOWING STATS:

CC / 0 AP / SMASH 1 / USER CANNOT SHOOT

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

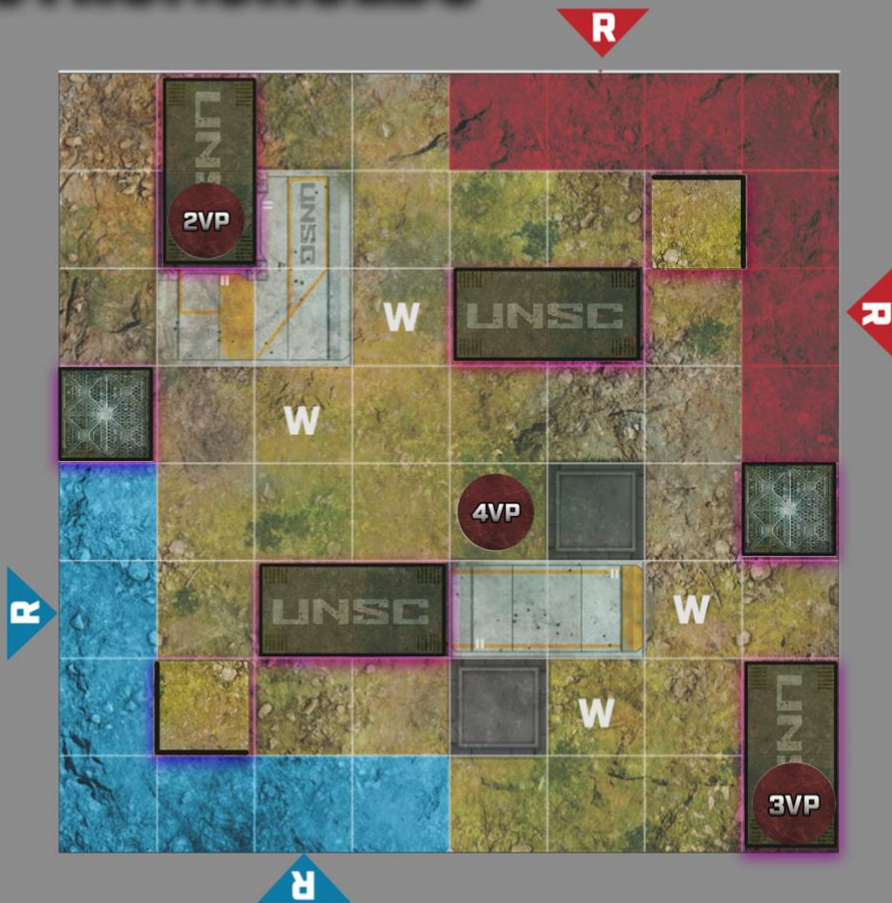
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## STRONGHOLDS



## SCENARIO SETUP

- PLACE WEAPON DROPS - W
- PLACE RESPAWN MARKERS - R
- STARTING PLAYER MAY PICK RED OR BLUE
- GAMES WILL RUN TO 6 ROUNDS OR UNTIL 18 VP ARE SCORED
- WEAPON DROP TOKENS WILL REMAIN COVERED UNTIL PICKED UP.



PLACE BUILDINGS AS PER DIAGRAM, THEN ALTERNATE SCATTER BY PLAYER UNTIL ALL PIECES ARE PLACED.

$$\text{VP} + \text{NUMBER OF ACHIEVEMENTS} + \text{W/L/D} = \text{SCORE}$$

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## FAQ

**WHICH WAY DO WE PLACE WEAPON DROP TOKENS?**

**WEAPON DROP TOKENS WILL ALWAYS BE FACED DOWN, HIDING WHAT THE WEAPON IS UNTIL PICKED UP.**

**CAN MY MODEL CLIMB 2 WALL CUBES IN ONE ADVANCE?**

**YES, A MODEL CAN ADVANCE UP OR DOWN AS FAR AS ITS ADVANCE STAT ALLOWS.**

**CAN I PERFORM ACTIONS AFTER I FIGHT?**

**YOU CAN PERFORM 2 SHORT ACTIONS A TURN, OR 1 LONG. IF YOU ADVANCE INTO A CUBE WITH AN ENEMY, YOU GAIN A FREE FIGHT, THAT DOES NOT COUNT TOWARDS THAT LIMIT. SO IN THIS EXAMPLE, YOU WOULD HAVE 1 SHORT ACTION LEFT.**

**CAN I USE A FIGHT DICE, THEN FIGHT AGAIN?**

**YES, COMMAND DICE DO NOT COUNT TOWARDS ACTIONS.**

**DOES RAPID FIRE TRIGGER ESD?**

**NO, RAPID FIRE WILL NOT TRIGGER ESD, IT'S NOT TECHNICALLY A "HIT", YOU JUST ROLL FOR SUCCESSES. TO COMPLETE THIS ACTION.**

**CAN I USE THE SPARTAN SPECIAL ORDER TO SNAP SHOT AN ACTIVE CAMO ATTACKER?**

**NO, YOU NEED CLEAR LOS TO CARRY OUT A SHOOTING ATTACK. IF YOU CARRY A WEAPON THAT DOES NOT NEED LOS, YOU MAY OF COURSE USE THAT TO SHOOT YOUR OWN CUBE.**

## INFO

- THE FULL RECON TABLE RULES WILL BE IN USE AT THIS EVENT
- MASTER CHIEF WILL COUNT AS 2 SPARTANS FOR THE PARADE READY ACHIEVEMENT, AND FOR SLAYER VPS
- PLAYERS WILL NEED TO BRING WITH THEM ENOUGH TOKENS FOR YOUR GAME, INCLUDING MISSION TOKENS. PLEASE AGREE BETWEEN YOUR OPPONENT WHICH TOKENS YOU WILL USE FOR YOUR GAME IF YOU BOTH HAVE A SET.



**FOR ANY FURTHER QUESTIONS: [CLERIC@MANTICGAMES.COM](mailto:CLERIC@MANTICGAMES.COM)**