

HALO

FLASHPOINT™



HALO: FLASHPOINT AT THE UKTC

SATURDAY 11TH / SUNDAY 12TH JANUARY 2025

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MINIATURES AND DRAFTING

MODELS MUST BE OFFICIAL MANTIC GAMES HALO: FLASHPOINT® MINIATURES, PLAYERS DRAFT 4 X SPARTANS OR 4 X ELITES AS THEIR FORCE, AND WILL USE THEM FOR THE WHOLE EVENT. CUSTOM BASES ARE PERMITTED, BUT MUST REMAIN THE SAME FOOTPRINT AS THE ORIGINAL.

A TEAM MAY BE DRAFTED OF 4 MODELS, WITH NO MORE THAN 2 OF EACH CARD/MODEL. YOU MAY PICK 2 BRAWLERS WITH BULLDOG, AND YOU MAY PICK 2 BRAWLERS WITH NEEDLER, BUT NOT 4 X BRAWLERS WITH BULLDOG.



LEGENDARY CHARACTERS

MASTER CHIEF WILL TAKE UP 2 X SLOTS ON YOUR TEAM. FOR MISSIONS WHERE VP IS SCORED FOR KILLING HIM, HE GRANTS 2 VPS EACH TIME HE IS KILLED.

NOTTINGHAM GT, SATURDAY 11TH,
SUNDAY 12TH JANUARY



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 FOUR BRAWLERS, YOU NEED FOUR CARDS FOR THEM.

EACH PLAYER SHOULD BRING ENOUGH TOKENS FOR YOUR GAME, AS THESE WILL NOT BE PROVIDED.

TOURNAMENT RULES

GAME TIMES AND VICTORY CONDITIONS

THE TOURNAMENT CONSIST OF FOUR GAMES OVER THE COURSE OF THE DAY. EACH PLAYER HAS 75 MINUTES FOR EACH GAME, INCLUDING DEPLOYMENT.

SCHEDULE

THE UKTC IS TWO SEPERATE 1 DAY TOURNAMENTS WHICH WILL ADHERE TO THE FOLLOWING SCHEDULES:

SATURDAY 11TH JANUARY

| | |
|---------------|----------------------------|
| 09:00 - 09:30 | Event registration |
| 09:30 - 10:45 | Game 1 - Slayer |
| 11:00 - 12:15 | Game 2 - Stronghold |
| 12:30 - 13:30 | Lunch |
| 13:30 - 14:45 | Game 3 - Capture the Flag* |
| 15:00 - 16:15 | Game 4 - Oddball* |
| 16:15 | Awards |

SUNDAY 12TH JANUARY

| | |
|---------------|----------------------------|
| 09:00 - 09:30 | Event registration |
| 09:30 - 10:45 | Game 1 - Capture the Flag* |
| 11:00 - 12:15 | Game 2 - Stronghold |
| 12:30 - 13:30 | Lunch |
| 13:30 - 14:45 | Game 3 - Oddball* |
| 15:00 - 16:15 | Game 4 - Slayer |
| 16:15 | Awards |

NOTE THAT THE TIME ALLOCATED FOR EACH GAME INCLUDES 75 MINUTES FOR THE GAME ITSELF PLUS 15 MINUTES FOR MEETING, DISCUSSING RULES AND THE COMPLETING AND SUBMITTING 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. SETUP TABLE AS PER UKTC MAP PACK
3. PLACE ITEM/WEAPON DROP MARKERS/OBJECTIVES
4. ROLL FOR RECON, WINNER CHOOSES RED OR BLUE
5. DEPLOY MODELS
6. PERFORM RECON EFFECTS
7. PERFORM SCOUT MOVES
8. ROLL FOR WEAPON DROP AND BEGIN ROUND

ROUNDS

THE MATCHUPS OF THE FIRST ROUND (GAME 1) WILL BE RANDOM. IN THE FOLLWOING ROUNDS (GAME 2 ONWARDS) PLAYERS WILL BE PAIRED USING TOURNAMENT POINTS (TP) AS EXPLAINED FURTHER IN THIS PACK. ONCE PLAYERS HAVE COMPLETED THIER ROUND, THEY WILL NEED TO INFORM THE TO OF THIS RESULTS.



TOURNAMENT RULES

CONTINUED

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SCORING

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. THE MAXIMUM AMOUNT OF VICTORY POINTS FOR A SINGLE GAME IS 20. ANY VICTORY POINTS EARNED ABOVE 20 WILL BE IGNORED.
- ☒ PLAYERS WILL EARN +5 TOURNAMENT POINTS FOR WINNING THE BATTLE
- ☒ PLAYERS WILL EARN +2 TOURNAMENT POINTS IN THE CASE OF A DRAW.
- ☒ PLAYERS WILL EARN +1 TOURNAMENT POINT FOR A LOSS

ACHIEVEMENTS

PLAYERS WILL EARN +1 TOURNAMENT POINTS FOR EACH "ACHIEVEMENT" THEY UNLOCK PER GAME. EACH ACHIEVEMENT WILL ONLY ADD 1 POINT REGARDLESS HOW MANY TIMES YOU UNLOCK PER GAME.

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!

WINNING THE TOURNAMENT

THE WINNER IS DETERMINED AT THE END OF THE LAST GAME (GAME 4), ACCORDING TO THE FOLLOWING CRITERIA:

- ☒ THE PLAYER WITH THE MOST TP WILL BE THE WINNER
- ☒ IN THE CASE OF PLAYERS HAVING THE SAME HIGHEST TP, THE TIE BREAKER TREE WILL BE USED.

SCENARIOS

THE FOLLOWING SCENARIOS WILL BE USED FOR BOTH EVENTS:

- 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

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

| ACHIEVEMENTS | |
|--|--|
| Double Kill Kill 2 Spartans or Elites in one round | |
| Triple Kill Kill 3 Spartan or Elites in one round | |
| Overkill Kill 4 Spartans or Elites 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 | |
| Forged in Fire Win 4 games | |
| Brutality Kill an enemy model with a close combat weapon | |
| Running Laps Capture the Flag twice with the same model in a game | |
| Wanna Have a Catch? Kill an enemy model with a Frag weapon | |
| Avenger Kill an enemy model that just killed one your models in its previous activation | |
| Slayer Spree Kill 4 enemy models without suffering a loss yourself | |
| Parade Ready Play with four fully painted miniatures | |

| TOURNAMENT TRACKING | | | | |
|---------------------|---------------|-----------|--------------|-------|
| Round | Opponent Name | W / D / L | Achievements | Score |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |

Scoring:

Total of Victory Points in the Scenario Played (Capped at 20)

| | |
|-----------------|-----------|
| Win | +5 Points |
| Draw | +2 Points |
| Loss | +1 Point |
| Per Achievement | +1 Point |

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TOURNAMENT RULES CONTINUED

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 STOP THE CLOCK UNTIL THE ANSWER OR A SOLUTION IS DECIDED UPON.



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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).

CROWDS 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 YOUR SCORE

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.