



Event Details

Halo Flashpoint US Nationals

Location: Adepticon

Date: March 28th, 2025

- 4 Game Tournament - SWISS Style
- 90 minutes per game

Schedule

- ❖ 9:00 - 9:30 Registration
- ❖ 9:30 - 11:00 Game 1
- ❖ 11:15 - 12:45 Game 2
- ❖ 12:45 - 1:45 Lunch
- ❖ 1:45 - 3:15 Game 3
- ❖ 3:30 - 5:00 Game 4
- ❖ 5:15 Awards

Awards

There will be awards for 1st, 2nd and 3rd place. In addition we will have the following awards.

- Best Painted
- Best Sportsman
- Blood Gulch Recruit

Tournament Placing

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

Ties will use the following chart:

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

Other Awards

Best Painted - during a break you will be asked to vote for another player with the best painted Strike Team (in your opinion). The player with the highest number of votes will win. The tiebreaker will be a decision by the TO.

Best Sportsman - after all 4 games are complete, you will be asked to select your favorite opponent. The totals from all players will be combined to determine the winner.

Blood Gulch Recruit - the player who comes in last place will receive this award.

What You Will Need

- 4 Spartan/Elite Fireteam
- Painted models
- Army List or appropriate cards
- Rulebook, D8s, Command Dice, Tokens, Item Tokens, other gaming materials
- We also recommend something to transport your Fireteam

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Building Your Fireteam

You will be required to bring a 4 Spartan or Elite Fireteam. They can be any combination and have up to two multiples per weapon load out (ex 2 Brawler w/ Shotgun and 2 Brawler w/ Needler is legal). No mixing of Spartans and Elites models.

Master Chief counts as 2 models towards your total count. He also counts as 2 VP if killed in Slayer.

You are required to have your list with you and will be reviewed by the TO prior to the event. Any errata/FAQ released two weeks before the event will be used.

Painted Miniatures

Building and painting your Strike Team is a key part of the hobby. The following rules for painted miniatures apply:

- It should be clear what each model represents
- All models should be painted in three or more colors
- All models should be on the correct sized base (proxies allowed)

Weapon Drops and Items

Before the round begins select 10 weapons and 8 items at random.

- During setup, place 4 random Weapon Drops on the W marker face down. Follow the normal rules for replenishing during play.
- Place Items on the ! marker face down.

Players should decide whose token set to use to avoid confusion.

Game Setup

1. Review Mission rules
2. Roll to choose sides
3. Place Objectives, Items and Weapons
4. Roll for Recon (recon table is used)
5. Deploy as normal

Game Length

Games will last until at least one player has achieved victory, 6 Rounds have been played (unless otherwise stated) or a max of 90 minutes. This is to keep things on time during the tournament.

There will be regular warnings about time remaining throughout the event. If, at the end of 90 minutes, players have not reached the end of turn 6, they must stop and tally up the VPs score and damage caused as it stands.

Scoring

Tournament Points (TP) will be awarded as follows (capped at 20):

Win	+10 TP
Draw	+5 TP
Loss	+2 TP
Per Achievement	+1 TP

Achievements

Players will earn +1 Tournament Point for each "Achievement" they unlock per game. This will only add 1 point regardless of how many times you unlock per game.



Notes

Sportsmanship

We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent. At the end of the tournament, please mark who was your favorite opponent.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Halo Flashpoint 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.

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 the amount of spectators present at his table, he 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 hand in results. In order 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.

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	R	R	R	R	R	R	R	R	
		!		F				X	R
R	X		W		!		!		
		!				W			
			W				!		
		!		!		W		X	B
B	X				F		!		
	B	B	B	B	B	B	B	B	

Game 1 - Capture the Flag

Scenario Rules

Place the Flag tokens on the F marker for their respective teams. After picking up the Flag, it must be taken to one of the player's X markers for their respective team.

Amend Scenario to make the Flag an equipped weapon with the following stats:

CC / 0 AP / Smash 1 / User Cannot Shoot

Victory Conditions

The first player to 3 VPs wins the round. The max rounds for this game will be 8. The player who scores the most at the end of the time or round limit will be declared the winner.

				R					
	R	R	R		!				
	R	R					!		
	R			W		W			
R						!		!	
	!		!	O		W			B
			W					B	
		!					B	B	
				!		B	B	B	
					B				

Game 2 - Oddball

Scenario Rules

Place the Oddball on the O marker

Victory Conditions

The first player to 11 VPs will be declared the winner.

At the end of the time or round limit, the player with the most VPs will be declared the winner.

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						R			
			!		R	R	R	R	
		O				!		R	
	!			W				R	R
			W			!		R	
	B		!		O				
B	B						W	!	
	B		!			W			
	B	B	B	B		!		O	
			B						

Game 3 - Strongholds

Scenario Rules
For this scenario, only use the 2, 3, and 4 VP tokens and randomly place them on the cubes marked with O

Victory Conditions
The first player to reach 18 VPs will be declared the winner. However, if both players reach this threshold at the end of the same round, it will be declared a tie.

At the end of the time or round limit, the player with the most VPs will be declared the winner.

					B				
	R	R	R	R		!			
R		!							
				!		W			R
		W						!	
	!						W		
B			W		!				
							!		B
			!		B	B	B	B	
				R					

Game 4 - Slayer

Scenario Rules
No special rules

Victory Conditions
The first player to reach 10 kills will immediately be declared the winner. The max rounds for this game will be 8.

At the end of the time or round limit, the player with the most kills will be declared the winner.

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Tournament Scorecard

Player Name _____

Round 1 Opponent Name _____ Sport _____

	Win/Draw/Loss	VP	Achievement TP	Total Round TP
You				
Opponent				

Round 2 Opponent Name _____ Sport _____

	Win/Draw/Loss	VP	Achievement TP	Total Round TP
You				
Opponent				

Round 3 Opponent Name _____ Sport _____

	Win/Draw/Loss	VP	Achievement TP	Total Round TP
You				
Opponent				

Round 4 Opponent Name _____ Sport _____

	Win/Draw/Loss	VP	Achievement TP	Total Round TP
You				
Opponent				

Best Painted _____

Turn in to the Tournament Organizer after each round
At the end of the event select your favorite opponent for the Sportsman award

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Achievement Scorecard

Player Name _____

<p>Double Kill Kill 2 Spartans or Elites in one Round</p>	
<p>Triple Kill Kill 3 Spartans or Elites in one Round</p>	
<p>Overkill Kill 4 Spartans or Elites in one Round</p>	
<p>Will of the Gods Have all your models destroyed in a game</p>	
<p>Juggernaut Survive a melee with 2 or more enemy models in the same cube while fighting alone</p>	
<p>Forged in Fire Win 4 games</p>	
<p>Brutality Kill an enemy model with a close combat weapon</p>	
<p>Running Laps Capture the Flag twice with the same model in a game</p>	
<p>Wanna Have a Catch? Kill an enemy model with a Frag weapon</p>	
<p>Avenger Kill an enemy model that just killed one of your models in its previous activation</p>	
<p>Slayer Spree Kill 4 enemy models without suffering a loss yourself</p>	
<p>Parade Ready Play with four fully painted miniatures</p>	