Hello! Welcome to **Epic Loot & Games' Halo: Flashpoint Tournament 3** AKA **New Year's Bash** for the beginning of 2026. This will be a 3 to 4 round event depending upon the number of attendees.

A few items of note:

- Wargames expansion will be the rule set for creating lists (no drafting)
- While we will be using Mantic's app to submit lists and scores, match players, etc, this
  event is NOT a strongly competitive event! It will be very casual; the main goal is for
  everyone to have FUN!
- Lists can be uploaded to
- Tournament Number: EtbHul5Pe1
- Link to Epic Loot event <u>here.</u>
- The number of rounds will depend on the number of players signed up. Fifteen or less will be three rounds. Sixteen or more will be four rounds.
- Defiance and Desperate Measures expansions will be used.

If, after reading this document, you have any questions or concerns, please reach out to the Organizers via e-mail at khaine 1@yahoo.com, or on Discord at: @jmd031

#### **Schedule**

Saturday

11:00 - 12:00 - Registration

12:00 - 1:30 - Round 1

30 minute break for lunch

2:00 - 3:30 - Round 2

10 minute break

3:40 - 5:10 - Round 3

10 minute break for event completion.

5:20 - until complete - Prize handout (if ending at 3 rounds)

5:20 - 6:50 - Round 4 (If needed)

10 minute break (If needed)

7:00 - until complete - Prize handout (if ending at 4 rounds)

Rounds may start earlier or later depending upon the completion of all matches.

Matches that are not completed by time will play out the current round of the match before determining the winner.

Breaks are to allow for the resetting of the boards between matches.

### **Building your team**

Teams will be built using the Wargames, Rise of the Banished, and Feet First Into Hell expansions. Players may use the Halo app <a href="https://haloflashpoint.manticgames.com/the-app/">https://haloflashpoint.manticgames.com/the-app/</a> to create their team.

Teams will consist of no more than 225 points to include any wargear, special abilities, or other options.

Players are encouraged to use the miniatures from the Halo: Flashpoint series. Players are allowed to make their own modifications to models as long as it is recognizable as a representation of a model in the game. Due to the nature of the models from the game, players may choose to have their models represent different wargear as long as the opponent can distinguish between them.

#### **Game Time and Victory Conditions**

The tournament will consist of 3 games lasting approximately 90 minutes each. Between each round there will be a 10 minute break to allow for resetting of tables (objectives, etc). Between the 1st and 2nd Round there will be a 30 minute break for food. Players will be informed when they have 10 minutes left in the round.

The player with the most Tournament Points at the end of the event will be declared the winner. Ties will be broken by comparing players' Win/Loss record first, and Achievement Points second.

### **Scoring**

Tournament Points (TP) will be awarded as follows:

Victory Points (VP)	1 TP per VP earned
Game Win	10 TP
Game Draw	5 VP
Game Loss	2 VP
Achievements	1 TP per Achievement earned in each game

#### **Achievements**

As noted above, players earn 1 TP per Achievement earned in each game, from the following list. Note that Achievements can only be earned once per game.

Double Kill	Kill 2 models in one game Round
-------------	---------------------------------

Triple Kill	Kill 3 models in one game Round	
Overkill	Kill 4 models in one game 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	
Off the Rack	Pick up a Weapon and kill an enemy model wit in the same activation	
Brutality	Kill an enemy model with a Close Combat Weapon	
Yard Sale	Kill an enemy model that is carrying a Pickup Weapon and one or more Items	
Wanna Have a Catch?	Kill an enemy model with a Frag Weapon	
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 a fully painted Fireteam	

### Terrain, Weapon Drops, and Items

Table terrain will be set by organizers prior to game start, unless Scenario rules indicate otherwise.

For Items and Weapon Drops, follow the steps as laid out in each Scenario.

## **Match Setup**

- 1. Review Scenario rules
- 2.. Place Objectives, Items, & Weapon Spawn Tokens, etc. as directed by Scenario
- 3. Roll to determine Priority,& choose table sides (Recon Table is NOT used)
- 4. Deploy and proceed with game as normal

## **Sportsmanship**

Organizers expect all games to be played in an enjoyable manner. All players should be fair and respectful to their opponent, displaying a fun and inclusive attitude. While this event is

competitive, by its nature, the main goal for everyone should be to have fun. There will be a prize awarded for Best Sportsman (voted by players)!

### **Rules Questions and Player Conduct**

This event will follow the rules as presented in the Halo Flashpoint Rulebook, the War Games expansion, and the Defiance expansion. In addition, any official FAQ rulings and errata from Mantic Games (published on their website or official forums) will also be used. This may include the expected rules update scheduled for October, if it is released prior to the event.

Players are expected to be able resolve reasonable rules disputes amicably and quickly at the table. It is appropriate to ask an opponent to show you a rule if needed, but all players should be courteous and respectful when doing so. Organizers will be on hand for assistance with rules-related questions. If an Organizer is needed to decide something, their decision is final.

Organizers 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, TP penalty or even a forced Time Out result. In extreme circumstances a player may be ejected from the Tournament for inappropriate behavior (such as cheating, excessive swearing, shouting or verbal abuse, etc).

#### **Prizes**

Prizes will be awarded for the following:
Best Commander - Winner of the tournament
Best Sportsman - Player voted
Best Painted - Judge voted
Dice Hate Me - New dice for the person who places last.

#### **Scenarios**

Round 1 - Headhunter

Round 2 - Husky Oddball Reloaded

Round 3 - Husky Siege

Round 4\* - Husky Extraction

#### Headhunter

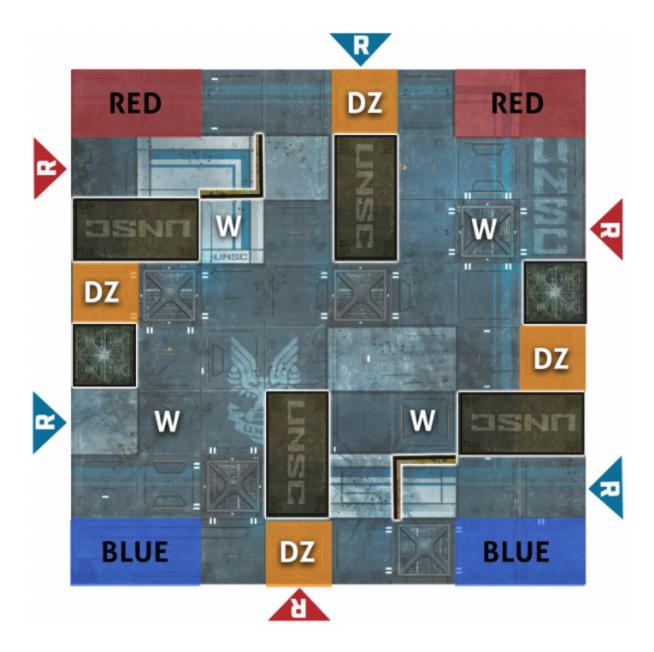
You'll have to juggle your hunter-gatherer skills with tracking and navigation as you earn kills, collect skulls, and head to the capture point to score them.

#### 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. If a model carrying Skulls dies before depositing them, they will remain in the cube for others to pick up.



## **Victory Conditions**

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

## **Husky Oddball Reloaded**

The Oddball just got a whole lot more lethal

Scenario setup

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. Place a Flag token in the relevant marked cube.

#### Scenario rules

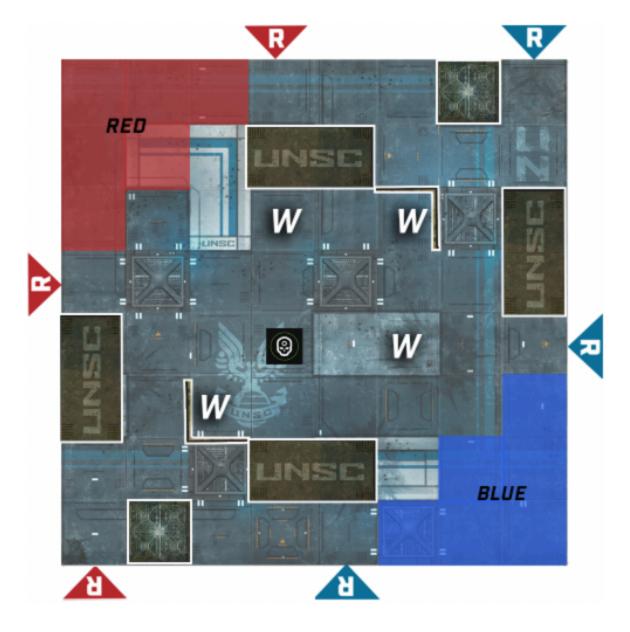
The Oddball can be picked up by moving into, within, out of or through the cube containing the Oddball Marker if there are no enemy models in that cube. While a model is carrying the Oddball, that model may not fire any ranged weapons, use any Items or make a Sprint action. If the model was performing 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	СС	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 this scenario:

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. (Rules Committee note: 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 Siege**

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

#### Scenario Rules

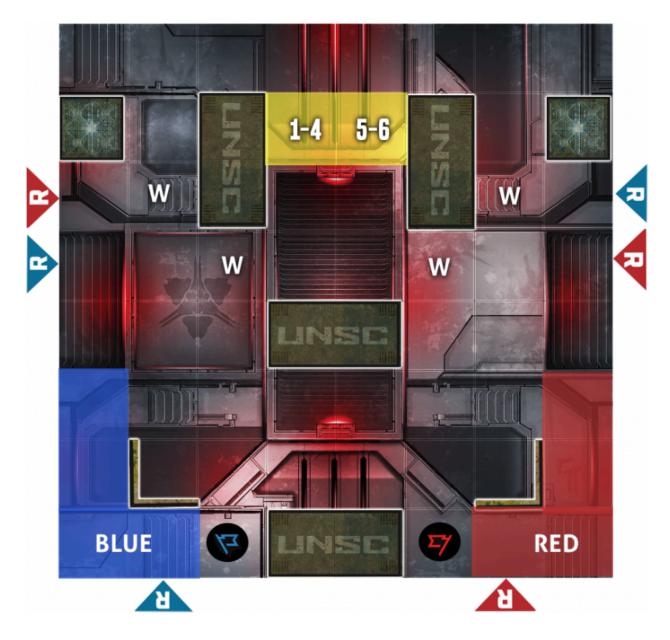
Players must retrieve an artifact/flag from the yellow spawn area and return it to their designated scoring zone. A new flag will spawn every time a team scores, but no more than 1 flag will ever be on the map at any given time.

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.

Weapon	Range	АР	Keywords
Flag	СС	-	Smash (1)



# **Victory Conditions**

This game will last up to 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 Points

#### **Husky Extraction**

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

#### Scenario Rules

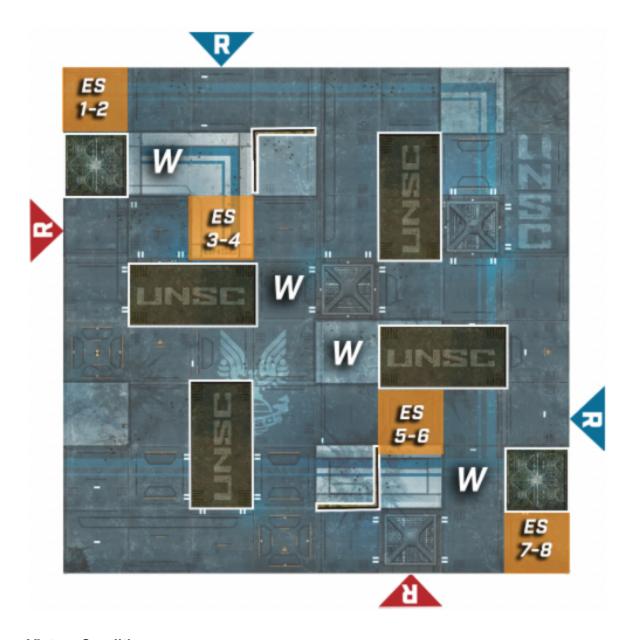
At the start of Round 1, after rolling command dice, roll a D8 and refer to the map for the first extraction site location. Mark it with a token to represent the extraction device (scenario object).

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 20 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 Points