

Halo Flashpoint - Warzone: Atlanta GT

Building Your Fireteam

You must bring a fireteam of **at least 3 models** + upgrades equalling no more than 200 points.

- Only official Mantic models are allowed for tournament play.
- You are required to have your list with you and/or submitted to the TO prior to the start of the event.
- You may have up to two models per weapon loadout (ex 2 brawler w/ shotgun and 2 w/ Needler is legal)
- Special rules for Fireteam construction may be announced by the Tournament Organizer prior to the event
- Bring 12x Weapon Tokens from any released Flashpoint product for your weapon pool.

Game Length

Games will last until one player has achieved victory, **8 rounds** have been played (unless otherwise stated by the mission rules), or time has elapsed.

Rounds will be 75 minutes each.

When one player reaches the required VP total for victory (typically 20), the game ends immediately.

There will be regular warnings/announcements about remaining time in the round throughout the event. If, at the end of the round timer, players have not reached the end of turn 8, they must stop and tally VPs scored and damage issued as it stands.

Rounds Played

This GT Event will be set at 4 rounds.
Additional rounds will be adjusted as necessary in the event of 30+ players.
The Mission for each round will be announced by the TO when pairings are made.

Game Setup

At the start of each round, players will roll 1d8 for priority.

The winner of the roll-off selects 1st or 2nd activation; the loser selects which player's weapon pool will be used.

1. Review mission rules & set up terrain.
2. Roll to choose first player, player 2 picks sides and weapon pool.
3. Place Objective Token(s) and Weapon Spawn Locations
4. Spawn 1 Weapon token
5. Deploy models as normal

Scoring

Each VP scored in a round will contribute to overall Tournament Points (TP). Additional TP will be awarded as follows at the end of each round:

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. Players can only earn a **maximum of 10 Achievement Points** per game.

BYES

If, due to an uneven number of players in the event, we must implement a BYE. In such an event, a player with a BYE in any round will be awarded results in the following manner:

Game Result: Victory (10TP)

Game Score: Avg of winning scores in the round
Achievements: Avg of winning achievements for the round

Scenario Objects (Oddball, CTF Flag, Skulls) may only be picked up if there are ***no enemy models in the cube.***

Grapple Shot may not be used to pick up **Scenario Objects.**

1 - Husky Siege

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.

The Flag is an equipped weapon with the following stats:

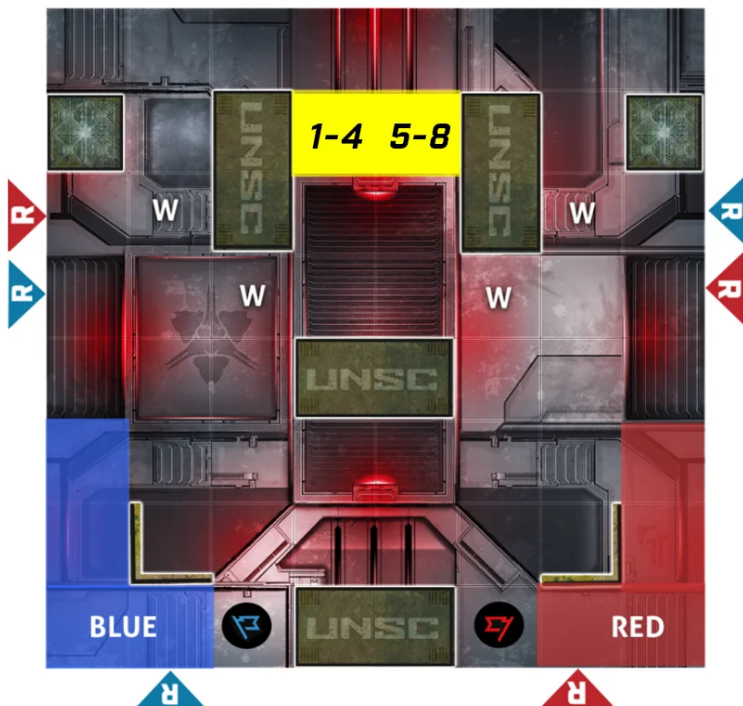
CC | 0 AP | Smash (1) | User Cannot Shoot

Flags may be stolen like a pick-up weapon in melee. Flags may be dropped at the end of a model's activation

Victory Conditions

Each Flag Capture scored is worth 6 VP. Each enemy kill is worth 1 VP.

The game is over when one player reaches 20 Victory Points.



2 - Headhunter OP

Scenario Rules

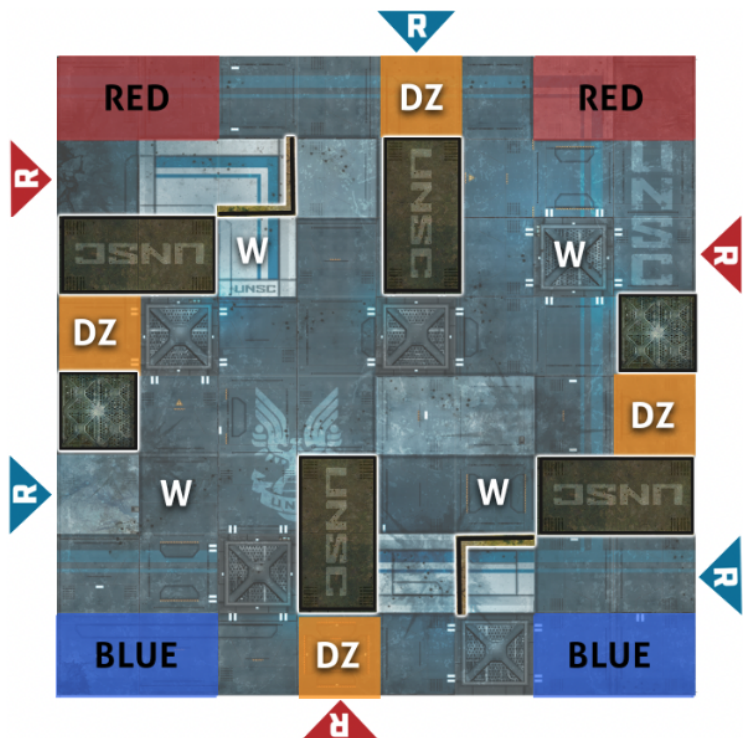
Each time a model dies for any reason, it will drop one Skull in the cube it died in. Skulls can be picked up like other Scenario Objectives, except that a model can pick up any amount of Skulls at a time (no restriction on 1 in a move).

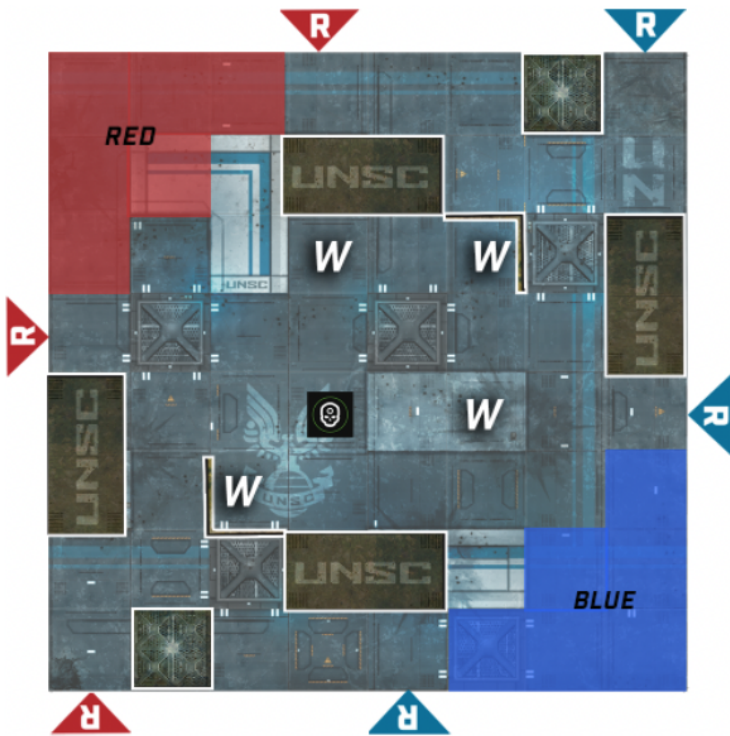
While a model is carrying two or more Skulls, ranged attacks against the carrier will benefit from an additional +1 dice. When a model carrying one or more Skulls enters or passes through a cube with a Deposit Zone (DZ) all Enemy Skulls are deposited and you receive 2 Victory Points for each Skull deposited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

First player to reach 20 VP wins.





Victory Conditions

The first player to 20 VPs wins the match

- 4 Victory Points scored when the Oddball is used to kill an enemy model in an Assault action
- 1 Victory Points scored by the side holding the oddball at the end of each **enemy** model activation.

Mission 3 - Husky Oddball: Reloaded

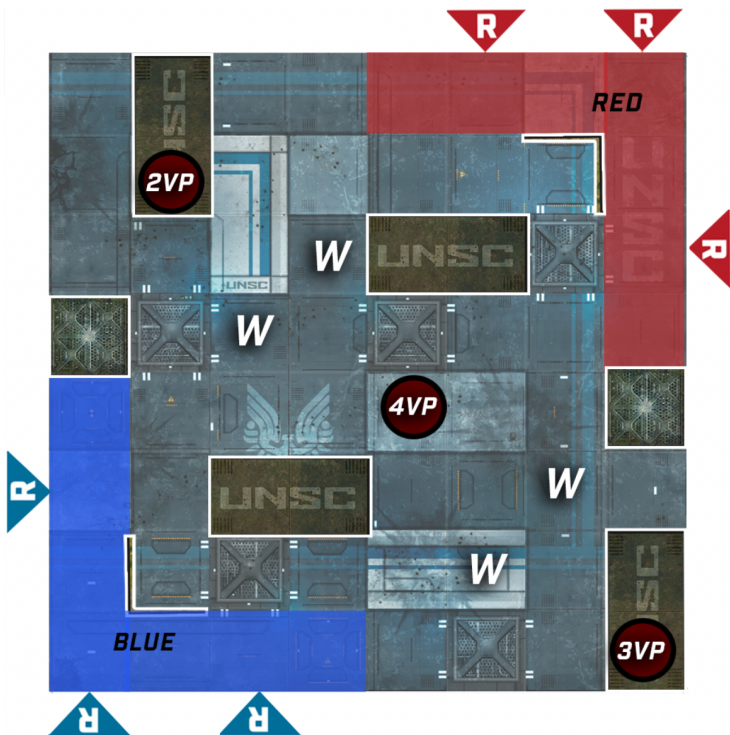
Scenario Rules

Oddball may 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. The model carrying the Oddball may not fire ranged weapons, use items, or make a Sprint action. If a model picks up the Oddball as part of a Sprint action, it may not move any further and the action ends immediately. The model carrying the Oddball may use the following weapon profile:

CC | 2 AP | ESD(2), Lethal (1) | User Cannot Shoot

- At the start of Round 2, the Oddball will respawn on its starting point - even if it is held.
- Oddball will respawn on its starting point if it scatters to the board edge.
- Oddball cannot be dropped by Forced Movement nor Pinning
- Oddball is dropped when the carrier is attacked with a successful Rapid Fire or Suppression shooting action.
- Oddball scatters when dropped

Round Limit: 6



4 - Husky Strongholds

Scenario Rules

At the end of each Round, score the VPs shown on each VP Marker you control.

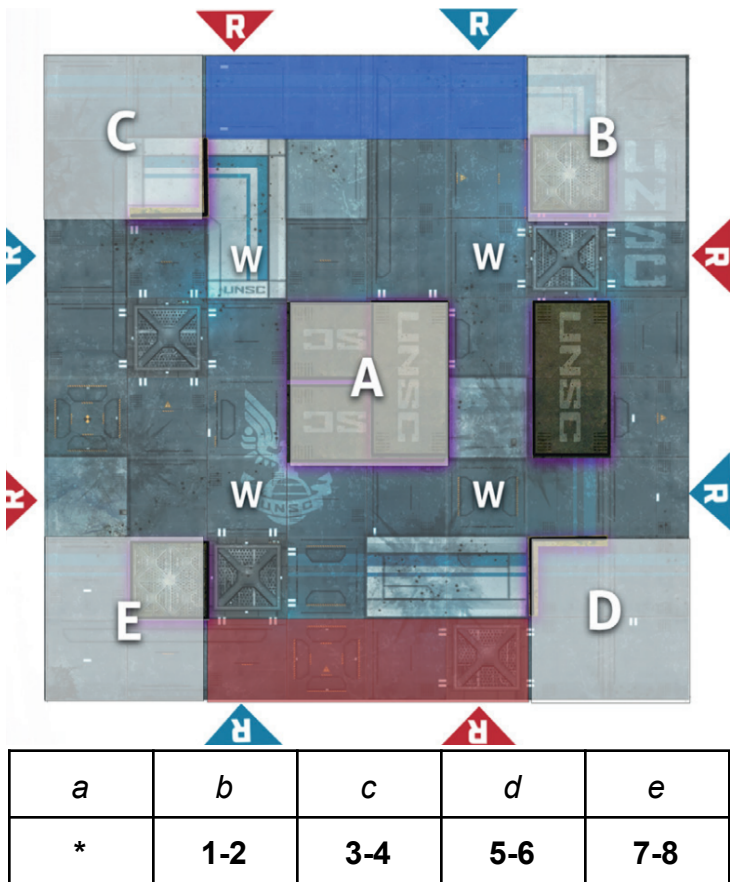
VP Markers are controlled if you have a model in the cube with the marker **but no enemy models in the cube**.

VP Objective Markers may not be picked up or moved.

Victory Conditions

Each enemy kill is worth 1 VP

First player to reach 20 VP wins.



*Substitute active hill for a

Mission 5 - King of the Hill

Scenario Rules

Zones are 2x2 cube areas (marked a, b, c, d, e), 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

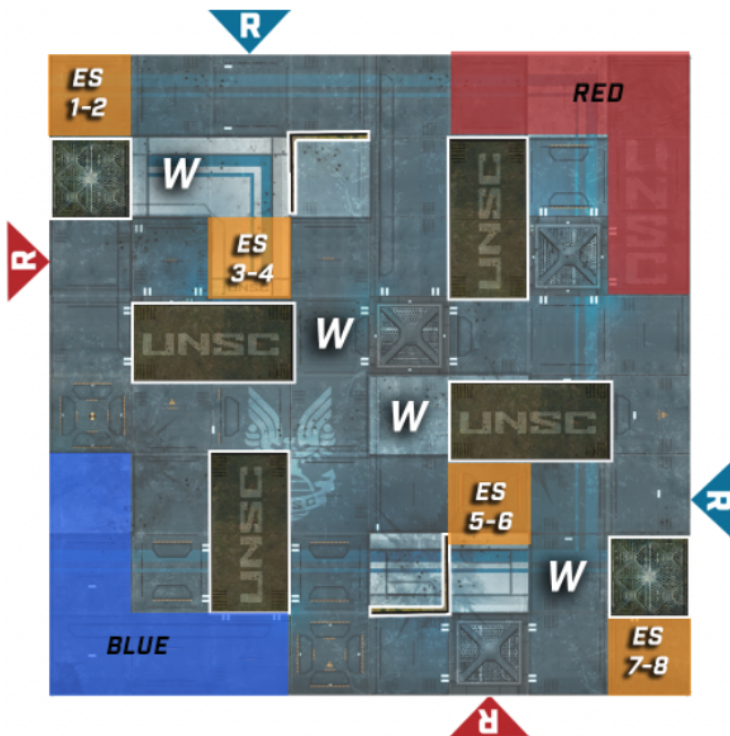
To capture a zone, any member of your fireteam in that zone can take a **free Auxiliary action** to plant your flag in that zone. There must be no enemy models in that zone when you plant your flag. If you plant your flag in a zone that is already captured, remove any other Flag there. At the end of 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).

Round Limit: 8

Victory Condition:

The first player to 20 VPs wins the match.

- Each hill capture is worth 4 VP.
- Each kill is worth 1 VP



Mission 6 - Extraction

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

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).

- A Secured Extraction at the end of a round is worth 4 VP
- Disarming an Extraction Site is worth 2 VP
- Each kill is worth 1 VP

Victory Conditions

The first player to reach 20 VPs wins (or the player who scores the most VPs when time is called or 8 rounds have been completed).

Tournament Scorecard

Player Name: _____

Round 1 Opponent _____ Mission: _____

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

Round 2 Opponent _____ Mission: _____

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

Round 3 Opponent _____ Mission: _____

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

Round _ Opponent _____ Mission: _____

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

Round _ Opponent _____ Mission: _____

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

Achievement Scorecard

Player Name: _____

	Rnd 1	Rnd 2	Rnd 3	Rnd 4
Double Kill Kill 2 Spartans or Elites in one round				
Triple Kill Kill 3 Spartans or Elites in one round				
Will of the Gods Have all of 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 pickup 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.				
Slayer Spree Kill 4 enemy models without suffering a loss yourself				
Parade Ready Play with a full team of 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 needed to kill them.				