

HALO NOVA OPEN 2025

FORMAT & FAQ'S

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

Building Your Fireteam

You will be required to bring a legal list via the Wargames Document that totals 200 points. You may not have more than 2 models of the exact same name and weapon loadout (ex 2 Brawler w/ Shotgun and 2 Brawler w/ Needler is legal). No mixing of Spartans and Banished models.

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.

Please submit your lists here via the Mantic App before 8:30 am Sunday

<https://haloflashpoint.manticgames.com/the-app/halo-flashpoint-events/?event=559>

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 fully 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 **will not** be used per the OP Kit Rules)
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

VP's	1 TP per VP
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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.

Rounds

The matchups of the first round (game 1) will be random. In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP).

Once players have completed their round, They will need to inform the TO of the game results. The player with the most Tournament Points at the end of the final game will be the winner.

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.

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 organizers 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 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, 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 behavior (such as cheating, excessive swearing, shouting or verbal abuse).

Crowds 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 organizer's discretion. This penalty will always affect both players.

	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 game will last up to 8 Rounds, or until one player reaches 18 VP's

Each flag capture is worth 6 VP's

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

Game 2 - Slayer

Scenario Rules

No special rules

Victory Conditions

The first player to reach 18 VPs 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.

Each kill counts for 2 VP's

If a model dies for any reason, the kill is awarded to the opposing player

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

Game 3 - Oddball: Reloaded

Scenario Rules

Place the Oddball on the O marker

From the beginning or Round 2 onwards, the Oddball will respawn back at its starting point

The Oddball cannot be dropped by Forced Movement, nor from Pinning. Only a successful Rapid Fire or Suppression will cause the model to drop it (**This will affect models that are immune to Pin**).

For Oddball Weapon Profile and additional rules, see Core Rulebook

Victory Conditions

The first player to 18 VPs will be declared the winner.

2 VP's are scores when you kill an enemy with an Assault Action using the Oddball, or at the end of an enemy models Activation if you are holding the Oddball

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

						R			
			!		R	R	R	R	
		2				!		R	
	!			W				R	R
			W			!		R	
	B		!		4				
B	B						W	!	
	B		!			W			
	B	B	B	B		!		3	
			B						

Game 4 - Strongholds

Scenario Rules

For this scenario, only use the 2, 3, and 4 VP tokens and place them in the designated cubes

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.

Player Name _____

Round 1 Opponent Name _____

	Win/Draw/Loss	VP	Achievement TP	
You				
Opponent				

Round 2 Opponent Name _____

	Win/Draw/Loss	VP	Achievement TP	
You				
Opponent				

Round 3 Opponent Name _____

	Win/Draw/Loss	VP	Achievement TP	
You				
Opponent				

Round 4 Opponent Name _____

	Win/Draw/Loss	VP	Achievement TP	
You				
Opponent				

Achievement Scorecard

Player Name _____

Double Kill Kill 2 Spartans or Elites in one Round	
Triple Kill Kill 3 Spartans 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	
Off The Rack Pick up a Weapon and kill an enemy model with it 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 four fully painted miniatures	

