



Flashpoint: Winter Warfare

Saturday 13 June 2026 – GUF Werribee

What you will need to play:

- Good sportsmanship, patience and good communication skills.
- Appropriate miniatures to represent your list.
- Appropriate tokens to keep track of your miniatures' statuses
- A set of Flashpoint dice.

Structure of the event

This is an introductory Flashpoint event, for people of varying experience levels.

Players will need to bring a 200pt force following the rules as set out in the 'Fireteam Building with Points Values' section of the rules document and will be playing through 3 of the organised play missions.

There is no minimum painting requirement, however, some prizes may only be eligible for players with a fully painted list.

Round Structure

The event will commence at 10:30am, with round times and missions as follows:

Doors open – 10:30am

Round 1 – Husky King of the Hill – 11:00am to 12:30pm

Lunch – 12:30pm to 1:30pm

Round 2 – Husky Strongholds – 1:30pm to 3:00pm

Round 3 – VIP – 3:30pm to 5:00pm

For full mission details, please consult pages 3 – 4.

Scoring

As this event will be run using the Organised Play rules, Tournament Points (TP) will be awarded as follows:

- Players will score a number of TP equal to the number of Victory Points (VP) they achieve for the Round.
- Players will earn +10 TP for winning the game.
- Players will earn +5 TP in the case of a draw.
- Players will earn +2 TP for a loss.
- Players will earn +1 TP for each "Achievement" they unlock per game, up to 10 per Round.

For a full list of Achievements, please consult the following page.

Useful Links

All rules, missions, etc can be found here – <https://haloflashpoint.manticgames.com/the-app/>





ACHIEVEMENTS

Double Kill

Kill 2 models in one round

Triple Kill

Kill 3 models 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

Brutality

Kill an enemy model with a close combat weapon

Yard Sale

Kill an enemy model that is carrying a pick up 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

I'm Not Done Yet

Survive any type of attack with exactly 1 wound remaining on your profile

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 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 to kill them

SCENARIO ACHIEVEMENTS

VIP-OP: Warden

Kill an enemy VIP with your own VIP

Extraction: Clear Reception

Complete 2 Extractions without the opponent interrupting

Extraction: Signal Block

Interrupt the opponent's Extraction twice in a game

King of the Hill: Zone Ranger

Replace the opponent's flag with yours twice in a game

King of the Hill: Guardian

Score and occupy the hill with the model that placed the flag twice in a game

Capture the Flag: Running Laps

Score the flag with the same model twice

Capture the Flag: Stick em!

Kill an enemy model with the flag

Oddball Reloaded: Fumble

Cause the enemy team to drop the ball 3 times in a game

Strongholds: Always Rotating

Score all 3 zones with the same model in a game

Strongholds: Monopoly

Score all 3 zones in round





P. HUSKY KING OF THE HILL OP KITS

Race against your opponent to control each hill to win the game!

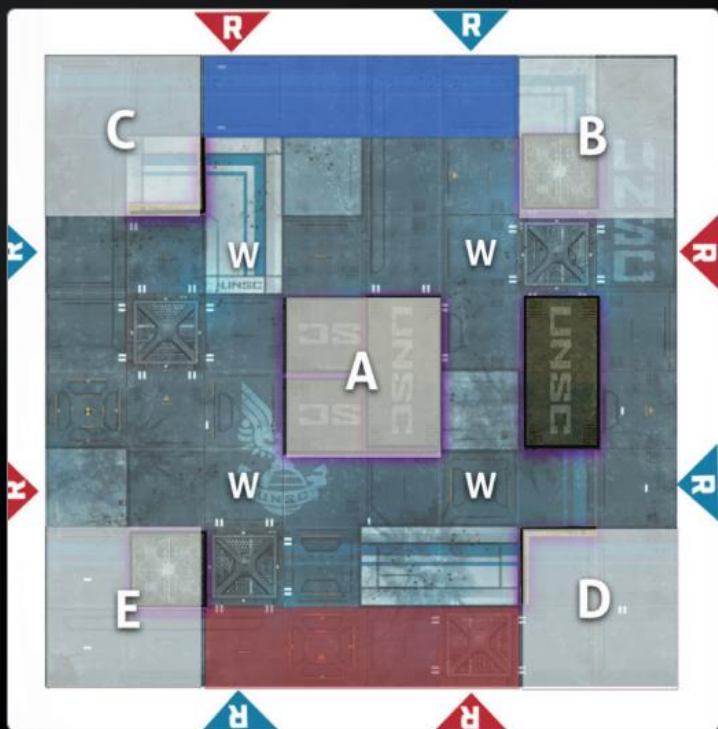
Scenario Rules

Place terrain as per the map below. The central tower is created by placing two containers next to each other and then turning the third to sit on top of those. Players then take turns placing scatter terrain until all scenery is on the map. Zones are 2x2 cube areas, 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

A	*
B	1-2
C	3-4
D	5-6
E	7-8

* Substitute Active Hill for A

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).



Victory Conditions

This game will last up to 8 rounds, or until one player reaches 20 Victory Points.

- Each Hill capture is worth 4 Victory Points
- Each Enemy Kill is worth 1 Victory Points

N. HUSKY STRONGHOLDS OP KITS

In Strongholds, the teams compete to capture three static areas on the map to earn points.

Scenario Rules

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

This game will last up to 8 rounds, or until one player reaches 20 Victory Points.

- Each Enemy Kill is worth 1 Victory Points



MINI MYTHS
TABLETOP WARGAMING CLUB

Learn more about us and join our club at
WWW.MINI-MYTHS.COM



J. VIP - OP OP KITS

You must protect the Very Important Person at all costs. With your skill, your bravery and with your lives if necessary.

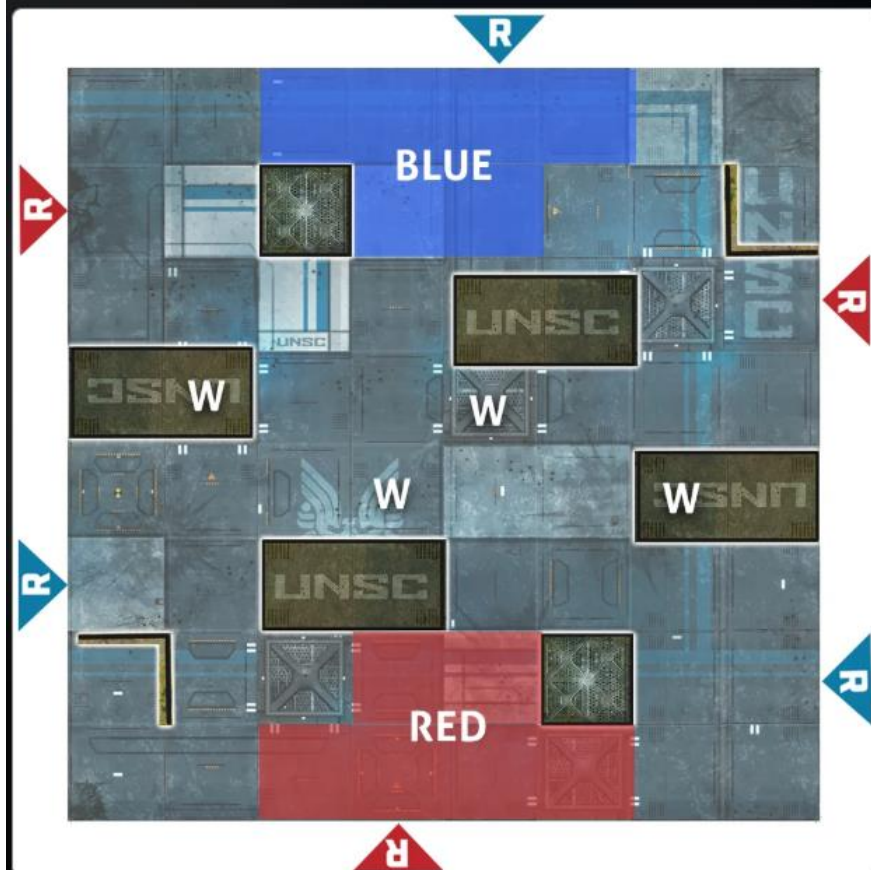
Scenario setup

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.

Scenario rules

At the start of Round 1, both players randomly pick a member of their own Fireteam to be their VIP (roll a die, or pick blind from the unit profile cards). The VIP model is marked with a VIP Marker so it is clear for both players which are VIPs. Whilst it is a VIP, that unit has +2 to its Health stat. **The model designated as a VIP must remain on the board for the start of Round 1, and cannot be removed for any Special Orders that remove the model from the board, such as Hot Drop.** If your VIP is killed for any reason, the opponent scores 4 Victory Points. Other units are not worth any victory points if killed. If your VIP has been killed, the next friendly model to respawn onto the board becomes your new VIP.



Victory conditions

The game will end immediately when one player has scored 20 Victory Points. If neither player has reached 20 Victory Points at the end of round 8, the player with most Victory Points at that time wins / equal Victory Points will result in a draw.



MINI MYTHS
TABLETOP WARGAMING CLUB

Learn more about us and join our club at
WWW.MINI-MYTHS.COM