

FLASHPOINT TOURNAMENT

Version 1.0

This booklet contains a simplified version of the Flashpoint combat rules intended for use in running a league-style tournament.

Registration and Force Creation

Each player participating in the league must register with the tournament organizer and post in the registration thread. Any special registration rules (such as whether or not a faction needs to be specified) will be listed in the thread.

Once the force has been registered, each player must create a list of military units according to the tournament rules. The details will be listed in the registration thread, and will include:

- The type of units to be selected.
- The number of units to be selected.
- The total battle point value to be selected (including skill modifiers).

Force BV modifier should not be used while creating the force.

Depending on the tournament rules, the finalized force should either be sent to the tournament organizer or posted in the registration thread.

League Structure

The goal of the league is to ensure that each player fights one battle against every other player. To facilitate this, the tournament organizer will post a game schedule to coordinate the games. Each game is played as a Battle mission under the Flashpoint rules and follows standard Flashpoint scoring.

Victory points are determined by comparing the two players' final point scores.

- A Draw (the winner's score is no more than 24% above the loser's) gains one victory point for each side.

Battle Rules

(from the Flashpoint 1st Edition rulebook)

Both sides meet in battle – the objective is to destroy the enemy force. There are no special scenario rules for this type of engagement.

Scoring is equal to the percentage of enemy BV destroyed. (For example, if a player destroys 70% of the enemy's BV, that player's score is 70).

Unless the tournament rules allow one side to dictate the map, the players should roll off for map selection.

- A Marginal Victory (winner's score is 25-49% above the loser's) gains two victory points for the winner only. The loser gains no victory points.
- A Decisive Victory (winner's score is 50% or more above the loser's) gains three victory points for the winner. The loser's victory point total is reduced by one.

If a player fails to complete an assigned match, it is the responsibility of the other player to report the non-completion. The round will be assessed as a Marginal Victory for the player who filed the report.

Determining Victory

Once all matches have been completed, the league participants will be ranked in order of victory point totals and prizes awarded. The specific details of the prizes will be listed by the tournament organizer in the forum where the tournament is being hosted. Players may use prize points to purchase bonuses and perks for future league sessions, or to gain benefits in other Flashpoint-affiliated games.