

Halo 5 Free For All Rules

Tournaments Information

Date: 9/30

Console: Xbox 1

Max Players: 64

Elimination Type: Double

Global

GENERAL

- Time Limit: 12 Minutes
- Overtime Duration: 3 Minutes

TEAM

- Friendly Fire: On
- Friendly Fire Damage: 100%

ROUND SETTINGS

- Round Limit: 1 Round
- Rounds To Win: Disabled
- Rounds Tied Limit: Unlimited
- Lives Per Round: Unlimited

STARTING WEAPONS

- Primary Weapon: BattleRifle
- Secondary Weapon: Magnum
- Initial Frags Grenades: 2
- Max Frag Grenades: 2
- Initial Plasma Grenades: 0
- Max Plasma Grenades: 2
- Initial Splinter Grenades: 0
- Max Splinter Grenades: 2

MAP

- Placed Weapons: Off
- Placed Weapon Pads: Off
- Placed Vehicles: Off
- Indestructible Vehicles: Off
- Placed Grenades: On
- Placed Powerups: Off

RESPAWN

- Time: 8 Seconds
- Suicide Penalty Time: None
- Betrayal Penalty Time: None
- Suppress Follow Camera Control: On

Player Traits

SHIELDS

- Shield Percentage: 100%
- Shield Recharge Speed: 100%
- Shield Recharge Wait Time: 100%
- Shield HUD Visibility: On
- Shield Effects: On
- Shield Vampirism: 0%

HEALTH

- Health Percentage: 100%
- Health Recharge Speed: 100%
- Health Recharge Wait Time: 100%
- Health Vampirism: 0%

DAMAGE RESISTANCE

- Damage Resistance: 100%
- Damage Indicators: On
- Deathless: Off

WEAPONS

- Damage: 100%
- Empty Reload Speed: 100%
- Tactical Reload Speed: 100%
- Infinite Ammo: Off
- Bottomless Clip: Off
- Headshot Immunity: off

MOTION SENSOR

- Motion Sensor: On
- Inner Range: 100%
- Smart-Link Motion Sensor: Off

MELEE

- Melee Damage: 100%

- Melee Knockback: 100%
- Assassination Speed: 100%
- Assassination Immunity: Off

THRUSTER PACK

- Thruster Pack: On
- Speed: 100%
- Recharge Delay: 100%
- Activation Cost: 100%

GRENADES

- Damage: 100%
- Grenade Knockback: 100%
- Grenade Throw Speed: 100%
- Explosion Radius: 100%

SPARTAN CHARGE

- Spartan Charge: On
- Damage: 100%
- Knockback: 100%

GROUND POUND

- Ground Pound: On
- Damage: 100%
- Knockback: 100%
- Auto Activate Time: 100%
- Fall Speed: 100%

SPRINT

- Sprint: On
- Time to Max Sprint Speed: 100%
- Max Sprint Speed: 100%
- Reload While Sprinting: Off
- Reset Shield Recharge: On
- Stopping Power: On
- Max Slide Distance: 100%
- Slide Speed: 100%

STABILIZER

- Stabilizer: On
- Duration: 100%
- Anti-Gravity: 100%

BASE MOVEMENT

- Movement Speed: 100%
- Forward Speed: 100%
- Strafe Speed: 100%
- Forward Acceleration: 100%
- Strafe Acceleration: 100%

JUMP

- Jump Height: 100%
- Clamber: On
- Clamber Speed: 100%
- Jump Gravity: 100%

POWER UPS

- Camo: Off

Free For All

SLAYER

- Score To Win: 50 Points
- Teams: Off
- Score per Kill: 1 Point
- Score per Suicided: -1 Point
- Score Per Betrayal: -1 Point

Game Types

FREE FOR ALL

- Free for All - All Rounds - Truth