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v2.3

Mar 2026

Game: **HALO: FLASHPOINT**

Publisher: **MANTIC GAMES (2024)**

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HALO FLASHPOINT

SETUP

Player select **fireteams**, then select a **scenario** (or roll randomly). Take turns placing terrain on the board, after placing any specific terrain required by the scenario. Align buildings with the grid. Place **objectives** and **respawn points** as indicated by the scenario. When placing markers and tokens, if the location contains a building, place the marker on the highest level of that stack.

Place **object markers** (VP objectives, power seeds, and the oddball) as indicated by the scenario.

Shuffle the **item tokens** facedown. Take one at a time without looking at it, then roll 2 dice (one for a random column and one for a random row) for the grid reference to place each counter facedown. A cube may contain more than 1 item. If a dice roll places a counter in either player's deployment zone, reroll both dice. Stop placing item tokens when you have placed 8.

From round 2 onwards, at the start of each round, place 1 more **item** from the pile as described above.

Each player chooses 12 **weapon tokens** to create their own weapon pool (there cannot be more than 2 of any given token in this pool). Shuffle the 4 **weapon drop markers** facedown, place them on the 4 locations indicated by the scenario, and turn them faceup.

At the start of every round of the game, draw a weapon drop marker and roll a d8 to determine where it is placed. If there is already a weapon drop marker there, reroll. If all the locations have a marker on them, replace the weapon on the rolled marker with the new one.

Both players roll a d8 (reroll ties). The loser chooses which weapon pool of 12 weapon tokens to use in the game (display the appropriate **weapon profile cards**). The winner chooses a deployment zone and places their models anywhere within it, and may choose to go first or second in the first round of the game. The loser then deploys all of their models in their deployment zone. After deployment, make **Scout** moves.

DICE TESTS

Dice tests tell you **how many d8s** to roll, the **target number**, and the **minimum number of successes required**. **X** means both players must roll their own tests and whoever rolls the most number of successes wins the test.

If you reroll a die, you must accept the second result. You cannot reroll the same die twice.

If a model has a value of '-' for the required stat, it cannot perform that action. If a model with a stat of '-' *must* use that value for a test, then regardless of modifiers you roll no dice and score 0 successes.

To attempt a test, take the number of dice specified and apply any modifiers. **Modifiers always add or subtract from the number of dice to be rolled.** If they ever reduce the number of dice to 0 or less, you cannot make the roll, and you count as rolling 0 successes for the test.

Roll your dice, count the number of successes (equalling or beating the stat or target number is a success). Then determine the test outcome as described in the action.

Headshots: Each die result of 8 counts as a success and allows you to roll an extra die. You may keep rolling d8s and getting bonus dice. They are not modifiers, so are allowed even if modifiers or rerolls are not allowed. Headshots do not apply to scatter or weapon drop rolls.

GAME ROUND

1. ROLL COMMAND

Each player rolls **2 command dice** (plus any extra dice from any *Tactician* models in their fireteam).

Then, starting with the player taking the first turn, if you have any *Tactician* models in play, you may reroll (n) command dice (all rerolled together). You must keep the new result(s).

Set your command dice results beside your board edge. You can spend them in the coming round (discard each spent dice). At the end of the round, if you have any *Tacticians* in play, you may carry over up to (n) unspent dice, but otherwise they are discarded. Command dice may not be used if a model is off the board.

If dice give a model an extra **ADVANCE**, **SHOOT**, or **ASSAULT** action, these are free actions that do not count as one of the active model's limit of 2 short actions or 1 long action per turn.

A model may have only one of either the ADVANCE, SHOOT, or ASSAULT results spent on it during its activation.

+1 MODEL
You may not use this result in your first turn of the round. After you have finished your model's activation, activate a second model that does not have an activation token. You may only activate a maximum of 2 models in a turn before you must let your opponent take a turn.

Alternatively, during the end phase you may spend this result to steal the next round's first or second turn (overriding the normal rules for determining first player). If both players do this, whoever does it last takes the turn they choose (the player who finished last in a round gets the first choice to steal in this way).

DICE SYMBOL
Add 1 dice to any **RANGED**, **FIGHT** or **SURVIVE** test.

You may spend a ◈ whenever you make one of these tests, including during your opponent's turn. You may spend any number of ◈ on a single test, but must decide how many to spend before dice are rolled. You cannot use them to add dice to a roll after you have seen the initial roll.

ADVANCE
The active model takes a free **ADVANCE** action. This is restricted to 1 cube, regardless of the model's **SPEED**, but otherwise follows the normal rules. Models with a stat of '-' cannot use this to move.

You may spend 1 ⇑ per activation, before taking any actions, after a short action, or after a long action. It may be used on models that have already taken an **ADVANCE** or **SPRINT** action.

SHOOT
The active model takes a free **SHOOT** action.

You may spend 1 ✸ per activation, before taking any actions, after a short action, or after a long action. It may be used on models that have already taken a **SHOOT** action.

ASSAULT
The active model takes a free **ASSAULT** action.

You may spend 1 ✖ per activation, before taking any actions, after a short action, or after a long action. It may be used on models that have already taken an **ASSAULT** action.

SPECIAL ORDER
Activate your fireteam's **special order**. These do not count towards any other restriction on actions per turn unless specified otherwise. You may spend 1 ▢ per activation (yours or your opponent's). This ability is available to all models in your fireteam, unless specified otherwise.

Spartan special order: Snapshot

When one of your opponent's models moves (**ADVANCE** or **SPRINT**) into a cube with one of your models in it and triggers a free **ASSAULT** action, you may declare this special order after they specify which of your models is being attacked. This order may not be used if there is already another enemy model in the cube, or if your model is *pinned*.

You may make a free **SHOOT** action (short action only) against the attacker. Do not apply clear shot, high ground, or friendly fire modifiers. Apply damage as normal.

If your attack causes the enemy model to be moved out of the cube or *pinned*, their free **ASSAULT** action does not take place.

2. TAKE TURNS ACTIVATING MODELS

On your turn, activate 1 of your models that has not yet been activated this round (the **active model**) and perform either **1 long action or 2 short actions** with it. When it has finished, mark the model as activated by placing an **activation token** next to it.

All models must activate in a turn, and model cannot activate to do nothing. If you activate a model that is currently waiting to respawn, that model *must* respawn as part of its activation.

If you have fewer models left to activate than your opponent, you may **pass** your turn without activating anything. If all your models have been activated you *must* pass; the other player takes consecutive turns until all their models have been activated.

A model may only perform each type of action once per turn. Extra actions granted by command dice, keywords, and other abilities do not count towards this limit.

END PHASE

When all models have been marked as activated:

1. Check the scenario **victory conditions** to see if either player has won the battle.
2. If the battle is not over, remove the activation markers from all models and start a new round.

The player who finished activating their models first this round starts the next turn with the first turn.

ACTIONS

A model that starts its activation *pinned* (lying down) *must* choose **STAND UP** as its first action. A model that is in the same cube as one or more enemy models may not perform a **SPRINT** or **SHOOT** action (unless allowed by a special order).

ADVANCE (SHORT)

The model can move a number of cubes up to its first SPEED, or reposition itself within the cube it is currently in. Each move must be into an adjacent cube, and diagonal movement is permitted.

Positioning and cube capacity

You can place a model wherever you like within a cube, including partly over the grid lines, but the centre of its base always defines which cube it is in. The edge of the board is a solid wall that blocks all movement, except when models respawn and move onto the board from a respawn point.

Each cube has a maximum capacity of 2 models from a single fireteam (and a total capacity of 4 models from 2 fireteams, each with 2 models in the cube).

When moving into a cube already containing models, you may not move another model out of the way unless there is nowhere else you could place your moving model in that cube. If you must move a model, move friendly models before enemies and only make the minimum adjustment required. The owning player always decides on a model's exact position when it needs to change for any reason and no models can ever be removed from a cube by models entering this way.

Moving into and away from enemies

If a model moves into a cube containing an enemy model, deliberately or otherwise, it must **fight** it immediately.

If the movement was made using an **ADVANCE** or **SPRINT**, that action ends and a free **ASSAULT** action begins: the moving model rolls a **FIGHT** test and the enemy model rolls a **SURVIVE** test. If there is more than 1 enemy model in the cube, the moving model chooses one to fight.

If your model is in a cube with any enemy models and wants to leave, they may do so as an **ADVANCE** action.

Before it moves however, 1 *unpinned* enemy model in that cube chosen by your opponent may make a free **ASSAULT** action against your model. The moving model must roll a **SURVIVE** test. If your model is not killed or *pinned* it may continue to move.

Terrain and movement

All the cubes on the level immediately above and below a model are **adjacent**. All the cubes in a column form a **stack**.

Movement to a different cube on the same level is via the shortest orthogonal path not be completely blocked by scenery. Any cube face you wish to cut across must have enough empty space for the model to fit over, under, or through. The smallest gap a model can squeeze through is approximately 50% of the total panel area.

When making a diagonal move, trace the shortest orthogonal route to the destination. Choose 1 of the 2 possible routes to the next cube, then check that each cube face it would be necessary to cross is either empty or has a suitable space to pass through. If it does, the move can go ahead. The model does not interact with anything in the cubes along the orthogonal route.

Models can climb or descend scenery to move between cubes using a movement action, including diagonally up or diagonally down. There may be 6 possible routes to check when moving diagonally up to a higher cube, but the move still only requires 1 cube of movement.

To climb up a level, there must be scenery to climb.

Models may jump 1 level down to a cube with a floor without penalty. To move down more than 1 level through cubes without floors, it must climb down suitable scenery or it will **fall**.

If there is terrain more than half a cube in height in the middle of a cube, players can decide whether it is suitable for climbing up or down to the next level.

A model may move over obstacles or half-cube sized barriers between cubes without penalty.

The **hatch** rule may be assigned to any solid surface before the game to represent a door, hatch or other portal. It allows the unimpeded passage of a model through a solid floor or wall. A hatch blocks LOS like the terrain it is assigned to.

Partial cubes

Models can move across small gaps (holes in the floor or half-cube gaps) to reach a half-cube walkway in an adjacent cube.

Half-cube (or less) floorspaces only accommodate half the usual cube capacity. The models on either side of a wall that bisects a cube cannot interact with each other, though are considered in the same cube for contesting and scoring objectives. However if this wall has any gaps in it, the whole cube counts as one and the models can interact as normal.

Walkways and balconies are half-width tiles over an empty space, and have half the usual cube capacity. Other models may be moved to make space following the normal rules; other models cannot be forced off a walkway for any reason.

Platforms are significant areas of raised floor. Cube capacity is not affected, and models are counted as being in the cube where the centre of their base is, even if their head protrudes into the cube above.

SPRINT (LONG)

The model can move up to its second SPEED value in cubes, following the normal **ADVANCE** action rules.

This action cannot be taken if the active model is in the same cube as an enemy model.

SHOOT (SHORT)

To take this action, the model must be equipped with a ranged weapon with a **RANGE (R)** in cubes. If the model has more than 1 ranged weapon or fire mode, state which is being used before rolling dice.

The active model cannot be in the same cube as an enemy model (unless specified otherwise).

SHOOT typically targets a single model; other models in the same or intervening cubes are unaffected unless specified.

The target must be within the maximum **RANGE** of the weapon, and in the shooting model's line of sight (LOS).

To check range, count the horizontal distance in cubes to the target (including diagonals), then count the difference between the heights of the models, in levels. The greater of these is the range. Never count the cube you are shooting from and always count the one the target is in.

To check LOS, take a model's eye view to check if any part of your model (including its base) can see any part of the target model within the cylinder defined by its base to its head (ignoring blank spaces). If you can see at least part of the model the shot is allowed. If you can't see the model at all you do not have LOS and may not take the action.

The player shooting rolls a **3 dice RANGED test (X)**.

Clear shot (+2 dice): Completely unobstructed view to all of the target model (including its base).

High ground (+1 die): On a higher level than the target.

Crouched (+1 die): Your model is marked with a **crouch token**.

Friendly fire (-2 dice): Any friendly models in the same cube as the target model.

Simultaneously, the target rolls a **3 dice SURVIVE test (X)**.

Crouched (+1 die): The model is marked with a **crouch token**.

Compare the number of successes each player rolled:

RANGED test wins: The difference in successes is the amount of hits the target takes.

Tied, or SURVIVE test wins: Nothing happens; the action is over.

ASSAULT (LONG)

A model already in the same cube as an enemy model may choose to fight it in close combat.

A model that moves (deliberately or otherwise) into a cube containing an enemy automatically initiates an **ASSAULT** as a free action. If there is more than 1 enemy model in the cube the active model chooses which it will fight.

Only weapons with range **CC** may be used in an assault. If the model has more than 1 CC weapon, state which is being used before rolling dice.

The player making the assault rolls a **3 dice FIGHT test (X)**.

+2 dice if the model triggered this **ASSAULT** action by moving into the cube.

+1 die if another friendly model is in the same cube.

+1 die if the opposing model is *injured*.

+1 die if the opposing model was *pinned* at the start of this action.

Simultaneously, the target rolls a **3 dice SURVIVE test (X)**.

+1 die if another friendly model is in the same cube.

+1 die if the opposing model is *injured*.

Compare the total number of successes each player rolled:

FIGHT test wins: The difference in successes is the amount of hits the target takes.

Tied, or SURVIVE test wins: Nothing happens; the action is over.

STAND UP (SHORT)

A pinned model must choose STAND UP as the first action of its activation, if it acts at all. Position the model standing up, anywhere in the same cube.

If it stands up in a cube containing an enemy model, that enemy may immediately attack. The opposing player chooses an *unpinned* enemy model in that cube to **ASSAULT** the active model with the modifier for a *pinned* target. The model standing up must roll a **SURVIVE** test.

CROUCH (SHORT)

The model may move within the cube it is in, then mark it with a crouch token. This stays in place until the model moves.

AUXILIARY ACTION (SHORT)

This action is required for some scenarios and special orders, and is used by some keywords. A model may perform 2 different auxiliary actions in the same turn, but not the same one twice.

OTHER MOVEMENT

Forced movement

Forced movement occurs when a model is not moving voluntarily.

A model moving into another cube by forced movement is placed within the cube by its owner, not the opposing player causing the forced movement.

Forced movement into a cube that contains an enemy model triggers a free **ASSAULT** action, unless the moving model is *pinned*.

Slammed into walls

If a model is subject to forced movement that is blocked by a wall, it remains in the original cube and makes a **3 dice SURVIVE (X) test (X)**. The opposing player rolls a **4 dice 4+ test (X)** on behalf of the wall.

Compare the total number of successes each player rolled:

Wall wins: The model is *pinned* and the difference in successes is the number of hits taken. The wall has no **AP**.

Ties, or the model wins: Nothing happens.

Falling

If a model ends any movement or forced movement in a cube with no floor, or moves more than 1 level down through cubes with no floor (without climbing), the model falls until it enters a cube with a floor. Then resolve **falling damage**.

A model may not move to a cube on a higher level with no floor and then fall.

The falling model rolls a **3 dice SURVIVE test (X)**. The opposing player rolls a **n dice 4+ test (X)** on behalf of gravity, where n is the number of cubes fallen:

Fall height	Gravity test dice
1 cube	No test required
2 cubes	4 dice
3 cubes	5 dice
4+ cubes	6 dice

Compare the total number of successes each player rolled:

Gravity wins: The model is *pinned* and the difference in successes is the amount of bits taken. Gravity has no AP.

Ties, or the model wins: The model is unharmed, but *pinned*.

After resolving fall effects, the movement that caused the fall may not continue.

PINNED

A model that is *pinned* is placed on its side (or place a **pinned token** next to it). You may not reposition it in the cube. If an active model becomes *pinned*, this ends its activation.

A model that starts its activation *pinned* must choose **STAND UP** as its first action. Position the model within the cube as you wish and remove any pinned token.

A *pinned* model cannot be voluntarily moved by either player, take any actions (except **STAND UP**), or do anything else. It may only be moved by forced movement.

A *pinned* model attacked with an **ASSAULT** action **STANDS UP** automatically as a free action and makes a **SURVIVE** test as usual. The opponent gains the +1 modifier for fighting a *pinned* enemy for this **ASSAULT** action.

A friendly model that moves into a cube with enemy models as a result of forced movement and is then *pinned* triggers a free **ASSAULT** action. The opposing player chooses a model to make the fight test, and the *pinned* model automatically **STANDS UP** and makes a **SURVIVE** test. If the enemy model is also *pinned*, no fight takes place and both models stay *pinned*.

DAMAGE AND DEATH

If a model ever takes damage equal to or greater than its **HEALTH**, it is immediately removed from play and needs to respawn to re-enter the game. A model that has taken wounds but is not killed is **injured**.

When a model takes hits, deplete one of its energy shields (flip its blue energy shield tokens to the red side) for each hit taken, until all hits are blocked or it has no shields remaining.

If there are hits remaining after all energy shields are depleted, the model reduces the number of hits by its **ARMOUR** rating. However its armour is reduced by the **ARMOUR PIERCING (AP)** value of the shooting weapon.

Any hits which cannot be blocked by a model's energy shields and armour cause **wounds**. 1 hit causes 1 wound; mark these with wound markers.

RESPAWN

When a model is killed, remove it from the board and clear its wound makers. If it was the active model, mark it is as activated. In any case keep its activation marker with it.

The model may be returned to play next time it is activated. Place it next to one of your respawn markers. Its first action must be advance to move onto the board (the first cube being the cube immediately alongside the marker, on level 1). Then continue the turn as normal.

Models are respawned with full health and energy shields and reset one/two uses weapons.

SCATTER

Scatter (forced random movement of models or items) is worked out with a single dice roll. Use the **scatter diagram** and move the model or item 1 cube in the indicated direction. Agree on which cubes correspond to each numbered location before rolling.

Scatter movement is always on the same level, but if the model or item scatters into a cube with no floor, it falls until it lands on something. If a cube has a partial floor, roll to see if the model or item has landed on it or carries on falling:

1-4 = the model or item misses the walkway and keeps falling.
5-8 = the model or item lands on the walkway.

In this way, a model or item may scatter into another cube on the same level, or fall into a lower level. Nothing ever scatters upward.

If the scatter movement is completely blocked by solid walls or the edge of the battlefield, the model or item remains in the original cube. Objects that fall or are blocked by walls may take damage.

If an model scatters into a cube that it cannot fit into due to cube capacity limitations, it must remain in the original cube (if on the same level) or scatter again from that cube (if it has already fallen to a lower level).

WINNING

The game ends when at least 1 player has achieved the scenario's victory conditions. There may be a maximum number of rounds; if not, play until the victory conditions are met.

FIRETEAM DRAFTING

The default way of building your fireteam is for each player to take one of each model and its matching profile card (1 Spartan MKVII, 1 Spartan Deadeye, 1 Spartan Brawler and 1 Spartan Svezda).

You may instead use **drafting** to choose fireteams, if both players are using the same faction, and especially if you have more than one set of models to choose from.

After determining the starting player, place all the available unit profile cards on the table. The player who is *not* the starting player chooses 1 profile card, followed by the starting player. Continue taking turns picking profile cards until both players have 4 cards. Then continue with the usual scenario setup rules.

Factions should not be mixed within your fireteam. You can agree with your opponent to pick any 4 models rather than a default fireteam.

Only one model with the word **LEGEND** may be included in each fireteam. Players may each take the same legend if you wish. This model takes the place of 2 models in your fireteam. If you choose a legend when drafting, your opponent makes 2 choices before you take your next choice.

If you have enough models, players may agree to use more or fewer than 4 models each. Both players must use the same number of models (though legends count as 2).

ABILITIES

Acrobatic
When this model kills an enemy model, it receives +1 VP for each kill in modes which reward VPs for killing your enemy.

Active camouflage
While this model has fully charged energy shields (the amount it started with), you may only draw LOS to it if you are in the same cube or an adjacent one.

If this model does not have fully charged shields, you may draw LOS to it as usual, but ranged attacks suffer a -2 modifier against it (-1 if this model has no shields).

Blast
Before the damage and other effects of this weapon have been resolved, the models in all cubes adjacent to the explosion (in all directions) have 1 energy shield depleted.

Concussive
If a model is attacked with this weapon as part of a **SHOOT** or **ASSAULT**, and the attacker rolls more successes than the target, the target is *pinned* (in addition to any damage). This includes all models in the cube if the weapon targeted a cube.

Continuous fire
When this weapon is used in a ranged test, it benefits from *Weight of Fire (2)*. At the end of the current **SHOOT** action, the model that used the weapon must make a **3 dice SURVIVE test (2)**.

If the test is failed it takes 1 wound. Armour and energy shields do not protect against this damage. If this kills the model, the kill is awarded to the opposing player.

EMP
This weapon causes all energy shields to be depleted on the target model and all models in the cube with the target model. If the weapon targets a cube, all models in the cube hit are affected.

Energy shield (n)
This model starts the game with (n) energy shields (fully charged). If a model is protected by more than 1 energy shield source, they are all used before moving on to armour.

At the beginning of each round, this model regains 1 depleted energy shield (up to a maximum of n). Flip 1 energy shield token back to its blue side.

Energy shield barrier (n)
This provides protection for every model, friend or foe, in the same cube, but only against ranged attacks.

When the barrier is placed in a cube, place (n) energy shields tokens with it. If a model is protected by more than 1 energy shield or barrier during an attack, then all of them apply. Remove shields from the barrier first, and then from the model's own energy shield. Barriers are removed from the board if all their shields are used or depleted. They do not regenerate at the start of the round.

Energy shield depleter (ESD) (n)
When a model takes hits from a **SHOOT** or **ASSAULT** attack caused by this weapon, immediately deplete (n) energy shields from the target model. Then resolve remaining hits as usual.

If the target model is protected by an energy shield barrier, the barrier is depleted first, then the target model's own energy shield.

Evade
When this model is *unpinned* and is the subject of a **SHOOT** action but is then not killed or *pinned* or subject to any forced movement, it may make an immediate 1 cube **ADVANCE** action. This may trigger an **ASSAULT** action as normal.

Explosive
When using this weapon, perform a **SHOOT** action, which must target a cube in LOS; you do not need to be able to see an individual model in the cube.

Make a **3 dice RANGED test (1)** with no modifiers or rerolls. If successful, the target cube is hit. If failed, roll to **scatter** to find which adjacent cube on the same level is hit instead. There is no opposed roll made by the enemy to this **SHOOT** test, but there may be a later damage roll.

Explosive weapons will not bounce off solid walls, but affect whichever cube the scatter roll indicates. If they scatter off the battlefield they have no effect.

Now resolve the type of attack on the affected cube using the other keywords.

Fast transition
When this model takes a **SHOOT** action it can make an attack with 2 ranged weapons it carries. The attacks may target the same or different enemy models. Declare the target of both weapons before rolling any dice. Resolve the dice rolls for 1 weapon completely, then resolve the rolls for the second weapon separately.

If this model uses a **SHOOT** symbol on a command die, it only benefits from a single extra **SHOOT** action from one of the available weapons. You may not use this ability to shoot the same weapon twice in a single action, and it cannot be used with any long **SHOOT** action.

Fearless
The model can never be *pinned* (even if caused by other keywords). If affected by an attack that has effects in addition to pinning, the additional effects still apply.

Fire
When a model with a fire token is activated, it may take an auxiliary action to remove the token. If it does not, it takes 1 wound at the end of its activation and then removes the token. If the model is killed, the opposing player is awarded the kill if relevant.

Firing platform (n)
A model firing this weapon gains +n dice when performing a **SHOOT** action.

Flight
This model can pass through cubes without walls or floors during their movement, and may change levels without climbing up or down terrain. The model must end its move in a cube (and position) that allows it to be physically placed on the table. If the model falls, it does not take damage or is *pinned*.

Frag (n)
After rolling to hit with a weapon using the *Explosive* or *Grenade* keywords, roll a **(n) dice 4+ test (X)** for the strength of the attack. No modifiers or rerolls allowed. Models in the target cube must roll a **3 dice SURVIVE test (X)**.

The shooter rolls once for the attack and then each model in the cube rolls separately for their **SURVIVE** test (enemy and friendly models are all affected).

Frag has more successes: The difference in number of successes is the number of hits caused.

Tied, or SURVIVE has more successes: Nothing happens.

In addition, if frag has the same or more successes, a surviving model is *pinned* and then thrown 1 cube in a random direction.

Grenade
Grenades are thrown using a **SHOOT** action. Choose a target cube within range. If you do not have LOS to the cube, both the shooting model and the target cube must be visible when viewed from directly above.

Roll a **3 dice RANGED test (1)** with no modifiers or rerolls allowed. Success means the grenade has landed in the target cube. Failure requires a scatter roll to determine which cube the grenade detonates in. The enemy does not make a roll to oppose this **SHOOT** test, but there may be a later damage roll. The grenade's effect varies by type.

A grenade that would scatter through a solid wall (or the board edge) bounces off it and stay in the original target cube.

Guarded
When this model is the target of a **SHOOT** action which uses a ranged test (X) to hit it, the dice roll does not benefit from headshots.

Horde
During a close combat fight, this model gains the friendly model bonus as normal, plus an additional +1 die for each friendly model in the same cube (not counting itself) that also has this keyword.

Implosion (n)
After rolling to hit with this weapon using the *Explosive* or *Grenade* keyword, roll a **(n) dice 4+ test (X)** for the strength of the attack. No modifiers or rerolls allowed. Models in the target cube must roll a **3 dice SURVIVE test (X)**.

The shooter rolls once for the attack and then each model in the cube must roll separately for their **SURVIVE** test (enemy and friendly models are all affected).

Implosion has more successes: The difference in number of successes is the number of hits caused.

Tied, or SURVIVE has more successes: Nothing happens.

Imposing
+1 die in **FIGHT** or **SURVIVE** dice tests during an **ASSAULT**.

Incendiary (n)
When making a ranged test with this weapon, select a target cube in range and LOS. Roll a **(n) dice RANGED test (X)** with no modifiers. All models in the target cube must roll a **3 dice SURVIVE test (X)**. Compare the successes to determine hits as normal. In addition, all models in the target cube gain a *fire token*.

Jump pack
This model takes no damage, and is not *pinned*, by falling. It can also:

- Move up or down levels without needing to climb.
- Jump over solid full-cube height walls on the same level, counting as a single cube of movement.
- Jump over gaps in the floor of the same level (up to 1 cube wide), provided it has enough cubes of movement to do so.

Knockback
When a model using this weapon makes a **RANGED** or **FIGHT** test and rolls more successes than the target model (regardless of whether any wounds are caused) it forces the target into an adjacent cube on the same level.

Resolve the attack as normal, then move the target 1 cube directly away from the attacker. If the attacker and target are in the same cube, the attacker chooses any adjacent cube on the same level to move the target into.

Otherwise, use a normal LOS between attacker and target to work out where the model moves: continue the line through the target and into the first new cube beyond the one the target is standing in and on the same level. If it is unclear which cube the target moves into, roll a dice to randomly determine the destination.

Lethal (n)
A model that suffers wounds from this weapon (after applying shields and armour) takes (n) additional wounds (in total, not per wound suffered). *Lethal* is cumulative. If more than 1 *Lethal* modifier applies to the attack, add together the (n) values.

Life support
If this model suffers wounds, but is not killed, it is immediately returned to an undamaged state. This happens automatically and does not cost an action. Life support is always one-use.

Life support only works on the model itself, and cannot be used to resurrect models that have been killed outright.

Long
A normal **SHOOT** action made with this weapon is a long action. A *blaze away* **SHOOT** action with *Rapid Fire* is still a short action.

Lunge
This weapon profile is used with a **SHOOT** action, but can only benefit from the clear shot and high ground ranged test modifiers (where applicable). Additionally, the test is made with the user's **FIGHT** stat instead of their **RANGED** stat.

Medic
This model may perform a free auxiliary action to remove 1 lost wound from a friendly model in the same cube.

One-use
This item or weapon may be used only once.

Optics
This weapon adds a +1 die modifier to **SHOOT** actions. Headshots occur on rolls of 7 and 8. This keyword may not be used when using *Rapid Fire* to make a *blaze away* **SHOOT** action.

Pack mule
This model may carry up to 3 items, 2 picked-up weapons and 2 scenario objects.

Rapid fire
A model using this weapon may fire it normally, or *blaze away* with a **SHOOT** action. The shooter must declare they are making a *blaze away* attempt and then follow the normal rules for a **SHOOT** action (rules affecting **SHOOT** actions apply unless noted otherwise). There are no benefits from *crouching* for shooter or target during blaze away, and the *Optics* keyword has no effect.

ARMOUR and **ARMOUR PIERCING** are not applicable when making a **SURVIVE** roll against a blaze away (no damage was caused).

The player making the blaze away rolls a **4 dice RANGED test (X)**. The player controlling the target model then rolls a **3 dice SURVIVE test (X)** and compares the number of successes rolled.

If the shooting model has rolled more successes than the target model, the target model has 1 energy shield depleted and becomes *pinned*. On any other result, nothing happens.

Scout
After deployment, but before the first round, this model may make a free 1 cube **ADVANCE** action.

If both sides have scouts, the player taking the first turn moves theirs first. Dring this movement a scout may not enter a cube containing an enemy model but may pick up items, weapons or scenario objects.

If this model has an **ADVANCE** of 1, when it uses a respawn to enter the board after moving it may take a **CROUCH** action for free. Additionally, a scout can keep a crouch token they already have when they make an **ADVANCE** action.

Smash (n)
This model gains +n dice when performing a **FIGHT** test.

Sniper scope
When using this weapon, you may make either a normal short action **SHOOT** (which gains no extra bonus) or a long action **SHOOT**. Declare which before rolling any dice. If a long action is selected, the **RANGED** test gains a +2 dice modifier and headshots occur on 7 or 8.

Stable
This model may ignore the keyword **Long** on any weapon if they make an **ADVANCE** action followed by a **SHOOT** in that activation.

Stoic
The model can never be *pinned* (even if caused by other keywords). If affected by an attack that has effects in addition to pinning, the additional effects still apply. Additionally, this model can never take the **CROUCH** action.

Stealthy

When this model is the target of a **SHOOT** action which benefits from the clear shot modifier, the opponent only gains +1 die for the clear shot.

Sticky

If 3 or more successes are rolled when making the **RANGED** test for this weapon, it depletes all the energy shields of 1 model: the target model, or 1 model in the target cube chosen by the attacking player (whichever applies to that ranged weapon type).

Support weapon

A model carrying this weapon may not begin or continue a **SPRINT** action or throw grenades, its **SPEED** stat is reduced to a maximum of 1, and it rolls no dice if required to make a **FIGHT** test in **ASSAULT**. If a model moves into a cube containing a support weapon and picks it up, its movement action immediately ends.

Suppression

In addition to causing hits and wounds as normal, this weapon causes all models (from either side) in the same cube as the target model to be *pinned*.

Tactician (n)

While the *Tactician* model is in play on the board (not when off the board waiting to respawn):

- Its player adds (n) command dice to their command dice roll at the start of the round.
- The player may make (n) rerolls at this time.
- At the end of the round, may carry over (n) unused command dice instead of rolling them again at the start of the next round.

Having more than 1 *Tactician* in a fireteam provides additional benefits. If more than 1 model on the board has the keyword tactician, add together the (n) value from each source.

Two-uses

This item or weapon may be used twice.

Unstoppable

When this model triggers an **ASSAULT** action by moving into a cube, they receive a +3 dice modifier to the **FIGHT** test instead of the normal +2.

Weight of fire (n)

This model may reroll (n) dice when making **RANGED** tests. This keyword is cumulative: if more than 1 *Weight of Fire* modifier applies to the test, add together the (n) value from each source.

ITEMS & WEAPON DROPS

Models can carry up to 2 items at a time, and 1 extra weapon in the model's **PICK UP** slot.

When a model moves into, within, through or out of a cube containing an item or weapon using an **ADVANCE**, **SPRINT** or **CROUCH** action, they may choose to pick it up, but only if no enemy models are in the cube. This does not count as an action. A model may pick up any combination of item, weapon and scenario object, but only 1 of each type in an action.

WEAPONS

When a model picks up a weapon, add that weapon profile card to the model's profile card in the **PICK UP** slot. Place the weapon token next to the card. If the model already has a weapon in the slot, replace the current weapon profile card with the new one. Place the token for the removed weapon in the current cube.

A model carrying a weapon in their **PICK UP** slot may drop it as a free action. Place the weapon token in the model's cube and return the weapon profile card to the supply.

If a model carrying a picked-up weapon is killed in an **ASSAULT**, the attacking enemy model may take that weapon into their own **PICK UP** slot or they may choose to drop it.

If a model carrying a picked-up weapon is killed by any means other than **ASSAULT**, the weapon profile card is removed from their slot and returned to the supply. Place the token for the removed weapon on one of your respawn points.

When a model respawns onto the board, it may choose to enter with a weapon in its **PICK UP** slot chosen from the weapon tokens currently on that respawn marker. Add the appropriate weapon profile card to that model's slot and place the weapon's token next to the profile card.

If a weapon has limited ammunition (*One-use* or *Two-uses* keywords), the weapon profile card is returned to the supply and the weapon token to the spare pile after the weapon has been used the permitted number of times. After returning a weapon token to the spare pile, shuffle the pile, facedown.

ITEMS

If there is more than 1 item in a cube, you must choose which to pick up. You can only pick up 1 item with each eligible action (but can still also pick up 1 weapon and 1 scenario object too).

Item tokens begin the game facedown. Picking up an item allows a player to look at what it is. Once an item is revealed, it remains faceup for the rest of the game even if it is dropped, unless specified otherwise.

If a model picks up an item they may keep it, drop it or destroy it. If they already have 2 items and pick up a new Item, they may choose which to keep and must drop or destroy the third one.

A dropped item is placed faceup in the same cube. A destroyed item is removed from the board and returned to the spare pile (shuffle the spare items facedown). You cannot swap items directly between models.

If a model dies, any items it was carrying are placed faceup in the cube where they died.

ITEM TYPES

Type I items have an ongoing effect while they are being carried.

Type II items are used as a free action by the active model to cause an effect.

Type III items can only be used with a **SHOOT** test by an active model (the item does not give a free action). Once an item has been used and the effect has ended, return it facedown to the resupply pile and shuffle the pile.

Active camouflage (Type II)

One-Use. This item provides the keyword *Active Camouflage* when picked up. This keyword is lost if this model **SPRINTS**, **FIGHTS**, or **SHOOTS**.

Drop wall (Type II)

One-Use. Place an *Energy Shield Barrier (2)* in the holder's cube.

Explosive ammo (Type III)

One-Use. The model carrying this item may use it with a ranged weapon to gain +1 die modifier and *Lethal (1)* in a single **RANGED** test. May not be used with weapons which have the *Explosive*, *Grenade*, or *Lunge* keyword.

Fragmentation grenade (Type III)

This item has the weapon profile **R3**, **AP1**, *Frag (5)*, *Grenade*, *One-Use*.

Grappleshot (Type II)

One-Use. This item may be used to make a free 1 cube **ADVANCE** action: this may be used in addition to other **ADVANCE** or **SPRINT** actions this turn.

Alternatively, it can be used to pick up an item or weapon token within LOS in an adjacent cube.

Hardlight shield (Type 1)

While carrying this item, the model has +1 **ARMOUR** (**AR**). The item is returned to the supply when the model carrying it next receives a wound token.

Health pack (Type I)

The model carrying this item has the keyword *Life Support*. Return to the spare pile when triggered. As an auxiliary action this item can be used to remove all damage the model carrying it has currently suffered.

Overshield (Type II)

One-Use. The model carrying this item can use it to add 1 to their energy shield. This addition only lasts until the energy shield is used or depleted. This shield must be used/depleted before using the model's own shields.

Plasma grenade (Type III)

This item has the weapon profile **R3**, **AP2**, *Frag (4)*, *Grenade*, *Lethal (1)*, *One-Use*, *Sticky*.

Quantum translocator (Type II)

One-Use. The model carrying this item may use it immediately prior to making an **ADVANCE** or **SPRINT** action. Place the QT token in the same cube that the model activated it in. Up to the end of that activation, if the model is within 2 cubes of the token, it may return to that cube. This will not trigger a 'breakaway' attack from an opponent and the model does not move through any intervening cubes or terrain; it is picked up and placed in the original cube.

If there is an enemy model in the cube that the model returns to, an **ASSAULT** is triggered, but the model does not gain +2 dice as this is not an **ADVANCE** action.

Return the item to the supply at the end of the activation in which it is used.

Shroud screen (Type II)

One-Use. When this item is used, place the token in the holder's cube, or any adjacent cube within LOS. The screen blocks LOS into, out of or through that cube for the rest of the round. The cube itself may still be targeted.

Threat sensor (Type II)

One-Use. Pick a target cube for the threat sensor. For the rest of the round friendly models are considered to have LOS to that cube and any models within it, and all adjacent cubes from that location.

Thruster (Type II)

One-Use. Use this item to add +1 to a model's **SPEED** stat for an **ADVANCE** or **SPRINT** action made using the model's normal short or long actions. Must be used before beginning the affected move action.

ADVANCED SCENARIO SETUP

1. Recon test

To determine which player deploys their fireteam to the battlefield first, both players roll a **5 dice RECON test (X)**.

Each result of 5+ counts as a success (roll again on a tie).

Compare the number of successes each player rolls.

2. Roll recon effects

The winner rolls a number of dice equal to the difference between the successes (max 2) and checks each result on the **Recon Winner Effects table**. If you roll the same result on 2 dice, reroll 1 die until it is a different result.

The loser of the recon test then rolls 1 die and checks the **Recon Loser Effects table**. Do not perform any of these effects yet.

d8	Recon Winner Effects (1 or 2 dice)
1	Look at 3 item tokens secretly, then return them facedown in the cube each one came from.
2	Randomly select a weapon token from the facedown pile, look at it and place it in a weapon drop cube of your choice.
3	Place an additional random item token face down in a cube of your choice (not in any deployment zone).
4	Give one of your models a **fragmentation grenade** item.
5	2 friendly models may perform a 1 cube **ADVANCE** action each. Do not mark them as activated. They may not enter a cube occupied by an enemy.
6	Choose 1 cube. All models in that cube become *pinned*.
7	2 friendly models may perform a **CROUCH** action. Do not mark them as activated.
8	Choose 1 cube. This cube gains **energy shield barrier (2)** effect for the first round. It may not be moved.

d8	Recon Loser Effects (1 die)
1-2	Look at 1 item token secretly, then return it facedown in the cube it came from.
3-4	1 friendly model may perform a 1 cube **ADVANCE** action. Do not mark it as activated. It may not enter a cube occupied by an enemy.
5-6	1 friendly model may perform a **CROUCH** action. Do not mark it as activated.
7-8	Give one of your models an **explosive ammo** item.

3. Deployment

The winner of the **RECON** test chooses the **starting player**. That player chooses a deployment zone and places their models anywhere within it, and will take the first turn in round 1. The other player then deploys all of their models in their deployment zone.

4. Perform recon effects

Perform the recon effects rolled in step 2.

5. Perform scout moves

Players make any *Scout* moves.

6. Begin round 1

FIRETEAM BUILDING WITH POINTS VALUES

1. Agree on a **points value** (eg, 150 pts for small teams, 200 pts for a standard team, 250 pts or more points for a large team). You can add extra points for extra customisation.

2. Both players select a **faction** (these can be the same or different).

3. Both players pick a **fireteam** composed of unit profiles, extra weapons, items and other upgrades worth up to (but no more than) the agreed points value.

Additional weapons, and items, must be placed in the pick up slot of a unit when it is deployed.

Items count towards the normal carrying capacity of the unit. During the game, if the unit picks up other weapons or items on the battlefield, you will need to choose which to keep and which to drop, as normal.

Purchased weapons and items are not left on the board if dropped. Put them to one side for when that model next respawns.

When a unit dies, they take any purchased weapons, items, grenades and upgraded close combat weapons with them – they are not left on the board or lost to the enemy. If they respawn, return to the game with all those same purchased elements as though they just started the game.

1. ROLL COMMAND

Each player rolls **2 command dice** (plus any extra dice from *Tacticians*). Starting with the first player, if you have any *Tactician* models in play, you may reroll (n) command dice.

A model may have only one of either the ADVANCE, SHOOT, or ASSAULT results spent on it during its activation.

+1 MODEL
You may not use this result in your first turn of the round. After you have finished your model's activation, activate a second model that does not have an activation token.

Alternatively, during the end phase you may spend this result to steal the next round's first or second turn.

DICE SYMBOL
Add 1 die to any **RANGED**, **FIGHT** or **SURVIVE** test. Choose how many ◈ to spend before dice are rolled.

ADVANCE
The active model takes a free **ADVANCE** action of 1 cube, Models with a stat of '-' cannot use this to move.

SHOOT
The active model takes a free **SHOOT** action.

ASSAULT
The active model takes a free **ASSAULT** action.

SPECIAL ORDER
Activate your fireteam's **special order**. You may spend 1 [icon] per activation (yours or your opponent's).

Spartan special order: Snapshot
When an opponent's model **ADVANCES** or **SPRINTS** into a cube with one of your models in it and triggers a free **ASSAULT** action, you may declare this special order (but not if there is already another enemy model in the cube, or if your model is *pinned*).

Make a free (short) **SHOOT** action against the attacker. Do not apply clear shot, high ground, or friendly fire modifiers. If your attack causes the enemy model to be moved out of the cube or *pinned*, their free **ASSAULT** action does not take place.

2. TAKE TURNS ACTIVATING MODELS

Take turns activating 1 unactivated model and perform either **1 long action or 2 short actions** with it, then place an **activation token** next to it. If you have fewer models left to activate than your opponent, you may **pass** your turn.

A model may only perform each type of action once per turn, not counting extra actions from command dice, keywords, etc.

END PHASE

When all models have been marked as activated, check the scenario **victory conditions**. If the battle is not over, **remove activation markers**. Then **discard your command dice**. If you have any *Tactician* models in play, you may carry over up to (n) unspent dice.

The player who finished activating their models first this round starts the next round with the first turn.

ACTIONS

A model that is in the same cube as one or more enemy models may not perform a **SPRINT** or **SHOOT** action.

ADVANCE (SHORT)
The model can move a number of cubes up to its first SPEED, or reposition itself within the cube it is in. Each cube has a maximum capacity of 2 models from a single fireteam (a total capacity of 4 models from 2 fireteams).

If a model moves into a cube with an enemy, it must **fight** it immediately. If it was an **ADVANCE** or **SPRINT**, that action ends and a free **ASSAULT** action begins.

If your model wants to leave a cube with enemies in it, make an **ADVANCE** action, but before moving 1 *unpinned* enemy model in that cube may make a free **ASSAULT** action against you.

SPRINT (LONG)
The model can move up to its second SPEED value in cubes, following the normal **ADVANCE** action rules.

This action cannot be taken if the active model is in the same cube as an enemy model.

SHOOT (SHORT)
The model must be equipped with a ranged weapon with RANGE (R). State which ranged weapon or fire mode is being used.

The active model cannot be in the same cube as an enemy. The target must be in LOS and within the weapon's max RANGE.

The shooting player rolls a **3 dice RANGED test (X)**.

Clear shot (+2 dice): Unobstructed view to all of the target.
High ground (+1 die): On a higher level than the target.
Crouched (+1 die): Your model is marked with a **crouch token**.
Friendly fire (-2 dice): Friendly models in the target's cube.

The target rolls a **3 dice SURVIVE test (X)**.

Crouched (+1 die): The model is marked with a **crouch token**.

RANGED test wins: The difference in successes is the amount of hits the target takes.

Tied, or SURVIVE test wins: Nothing happens; the action is over.

ASSAULT (LONG)
A model already in the same cube as an enemy model may choose to fight it in close combat. State which weapon with range CC is being used.

A model that moves into a cube containing an enemy automatically initiates an **ASSAULT** as a free action.

The player making the assault rolls a **3 dice FIGHT test (X)**.

+2 dice if the model triggered this **ASSAULT** action by moving into the cube.
+1 die if another friendly model is in the same cube.
+1 die if the opposing model is *injured*.
+1 die if the opposing model was *pinned* at the start of this action.

The target rolls a **3 dice SURVIVE test (X)**.

+1 die if another friendly model is in the same cube.
+1 die if the opposing model is *injured*.

FIGHT test wins: The difference in successes is the amount of hits the target takes.

Tied, or SURVIVE test wins: Nothing happens; the action is over.

STAND UP (SHORT)
A *pinned* model must choose STAND UP as the first action of its activation, if it acts at all.

If it stands up in a cube containing an enemy model, that enemy may immediately attack. The opposing player chooses an *unpinned* enemy model in that cube to **ASSAULT** the active model with the modifier for a *pinned* target.

CROUCH (SHORT)
The model may move within the cube it is in, then mark it with a crouch token. This stays in place until the model moves.

AUXILIARY ACTION (SHORT)
A model may perform 2 different auxiliary actions in the same turn, but not the same one twice.

ITEMS

Type I have an ongoing effect while carried. **Type II** are used as a free action by the active model. **Type III** can only be used with a **SHOOT** test (they do not give a free action). Once an item is used and the effect resolved, return it facedown to the resupply pile and shuffle the pile.

Active camouflage (Type II)
One-Use. This item provides the keyword *Active Camouflage* when picked up. This keyword is lost if this model SPRINTS, FIGHTS, or SHOOTS.

Drop wall (Type II)
One-Use. Place an *Energy Shield Barrier (2)* in the holder's cube.

Explosive ammo (Type III)
One-Use. The model may use this with a ranged weapon to gain +1 die modifier and *Lethal (1)* in a single **RANGED** test. May not be used with weapons which have *Explosive*, *Grenade*, or *Lunge*.

Fragmentation grenade (Type III)
R3, AP1, *Frag (5)*, *Grenade*, *One-Use*.

Grappleshot (Type II)
One-Use. Use to make a free 1 cube **ADVANCE** (in addition to other actions this turn). Can be used to pick up an item or weapon within LOS in an adjacent cube.

Hardlight shield (Type 1)
Gain +1 **ARMOUR**. Return this item to the supply when the model carrying it next receives a wound token.

Health pack (Type II)
Gain the keyword *Life Support.* Return to the spare pile when triggered. Use as an auxiliary action to remove all current damage.

Overshield (Type II)
One-Use. Use to add 1 to the model's energy shield. This only lasts until the energy shield is used or depleted. This shield must be used/depleted before using the model's own shields.

Plasma grenade (Type III)
R3, AP2, *Frag (4)*, *Grenade*, *Lethal (1)*, *One-Use*, *Sticky*.

Quantum translocator (Type II)
One-Use. Use immediately prior to making an **ADVANCE** or **SPRINT**. Place the QT token in your cube. Up to the end of that activation, you may be picked up and returned to that cube. This will not trigger a 'breakaway' attack. If there is an enemy in the final cube, an **ASSAULT** is triggered, but the model does not gain +2 dice. Return this item to the supply at the end of the activation in which it is used.

Shroud screen (Type II)
One-Use. When used, place the token in the holder's cube, or any adjacent cube within LOS. It blocks LOS into, out of, or through that cube for the rest of the round. The cube itself may still be targeted.

Threat sensor (Type II)
One-Use. Pick a target cube for the threat sensor. For the rest of the round friendly models are considered to have LOS to that cube and any models within it, and all adjacent cubes from that location.

Thruster (Type II)
One-Use. Add +1 to a model's **SPEED** for an **ADVANCE** or **SPRINT** action made using the model's normal short or long actions. Must be used before beginning the affected move action.

OTHER MOVEMENT

Forced movement
Forced movement into a cube that contains an enemy model triggers a free **ASSAULT** action, unless the moving model is *pinned*.

Slammed into walls
If a model subject to forced movement is blocked by a wall, it remains in the original cube and makes a **3 dice SURVIVE (X) test (X)**. The opposing player rolls a **4 dice 4+ test (X)** on behalf of the wall. Compare the successes:

Wall wins: The model is *pinned* and the difference in successes is the number of hits taken. The wall has no **AP**.

Ties, or the model wins: Nothing happens.

Falling
If a model ends any movement or forced movement in a cube with no floor, or moves more than 1 level down through cubes with no floor (without climbing), the model falls until it enters a cube with a floor. Then resolve **falling damage**.

The falling model rolls a **3 dice SURVIVE test (X)**. The opposing player rolls a **n dice 4+ test (X)** on behalf of gravity, where n is the number of cubes fallen:

Fall height	Gravity test dice
1 cube	No test required
2 cubes	4 dice
3 cubes	5 dice
4+ cubes	6 dice

Compare the successes:

Gravity wins: The model is *pinned* and the difference in successes is the amount of bits taken. Gravity has no **AP**.

Ties, or the model wins: The model is unharmed, but *pinned*.

After the fall, the movement that caused it may not continue.

PINNED

If an active model becomes *pinned*, this ends its activation.

A *pinned* model cannot be voluntarily moved by either player, take any actions (except **STAND UP**), or do anything else. It may only be moved by forced movement.

A *pinned* model attacked with an **ASSAULT** action **STANDS UP** automatically as a free action and makes a **SURVIVE** test as usual. The opponent gains the +1 modifier for fighting a *pinned* enemy for this **ASSAULT** action.

A friendly model that moves into a cube with enemy models as a result of forced movement and is then *pinned* triggers a free **ASSAULT** action. The opposing player chooses a model to make the fight test, and the *pinned* model automatically **STANDS UP** and makes a **SURVIVE** test.

SCATTER

1	2	3
8	⊕	4
7	6	5

Roll 1 die using the **scatter diagram** and move the model/item 1 cube in the indicated direction. Agree on which cubes correspond to each numbered location before rolling.

If the model/item scatters into a cube with no floor, it falls until it lands. If a cube has a partial floor, roll:

1-4 = the model or item misses the walkway and keeps falling.
5-8 = the model or item lands on the walkway.

If blocked by solid walls or the battlefield edge, the model/item stays in the original cube. Objects that fall or are blocked by walls may take damage. If an model scatters into a cube that it cannot fit into, it stays in the original cube (on the same level) or scatters again from that cube (if it has already fallen).

ABILITIES QUICK REFERENCE

Acrobatic: Each enemy killed by this model gives it +1 VP.

Active camouflage: While this model has fully charged energy shields, you may only draw LOS to it if you are in the same cube or an adjacent one.

If this model does not have fully charged shields, you may draw LOS to it as usual, but ranged attacks suffer a -2 modifier against it (-1 if this model has no shields).

Blast: Models in all cubes adjacent to the explosion (in all directions) have 1 energy shield depleted.

Concussive: If the attacker rolls more successes than the target in a **SHOOT** or **ASSAULT**, the target is also *pinned*. This includes all models in the cube if the weapon targeted a cube.

Continuous fire: *Weight of Fire (2).* After the action, make a **3 dice SURVIVE test (2)**. On a fail take 1 wound (no armour or energy shields).

EMP: Causes all energy shields to be depleted on the target model and all models in the same cube.

Energy shield (n): Starts the game with (n) energy shields. **At the start of each round, regain 1 depleted energy shield.**

Energy shield barrier (n): Protects *every* model in the same cube against ranged attacks. Remove shields from the barrier first, then from the model's energy shield. They do not regenerate.

Energy shield depleter (ESD) (n): When a model takes hits, deplete (n) energy shields from the target model.

Evade: When *unpinned* and is the target of a **SHOOT** action and then is free to move, may make a 1 cube **ADVANCE** action (which may trigger an **ASSAULT** action).

Explosive: **SHOOT** action targeting a cube in LOS: **3 dice RANGED test (1)** with no modifiers or rerolls.

If successful, target cube is hit. If failed, **scatter** to find which adjacent cube on the same level is hit instead. Explosive weapons do not bounce off solid walls. Now resolve the type of attack on the affected cube.

Fast transition: Can **SHOOT** (short action only) with 2 ranged weapons separately, targeting the same or different enemy models. If using a command die **SHOOT** symbol, only gain 1 extra **SHOOT** action from one of the available weapons.

Fearless: Can never be *pinned,* though additional effects from the same attack may apply.

Fire: When a model with a fire token is activated, it may take an auxiliary action to remove it. If it does not, it takes 1 wound at the end of its activation and then removes the token.

Firing platform (n): +n dice when performing a **SHOOT**.

Flight: Can move through cubes without walls or floors, and may change levels without climbing. If the model falls, it does not take damage or is *pinned*.

Frag (n): After rolling to hit with a weapon using the *Explosive* or *Grenade* keywords, roll a **(n) dice 4**+ **test (X)** for the strength of the attack (no modifiers or rerolls). *All* models in the target cube separately roll **3 dice SURVIVE tests (X)**.

Frag more successes: Difference is # of hits.
Tied, or SURVIVE more successes: Nothing happens.

Also, if frag has the same or more successes, a surviving model is *pinned* and then thrown 1 cube in a random direction.

Grenade: Thrown using **SHOOT**. Choose a target cube within range. If you do not have LOS, both the shooting model and the target cube must be visible from directly above. Roll a **3 dice RANGED test (1)** (no modifiers or rerolls). If successful the grenade lands in the target cube. If failed, **scatter**. A grenade scattering through a solid wall or the board edge bounces off it and stays in the original target cube.

Guarded: When this model is the target of a **SHOOT** action, the dice roll does not benefit from headshots.

Horde: During close combat, gain the friendly model bonus, plus an additional +1 die for each friendly model in the same cube (not counting itself) that also has this keyword.

Implosion (n): After rolling to hit and using *Explosive* or *Grenade*, roll (n) **dice 4**+ **test (X)** for the attack's strength (no modifiers or rerolls). *All* models in the target cube separately roll a **3 dice SURVIVE test (X)**.

Implosion more successes: Difference is # of hits.
Tied, or SURVIVE more successes: Nothing happens.

Imposing: +1 die in **FIGHT** or **SURVIVE** tests in **ASSAULT**.

Incendiary (n): Select a target cube in range and LOS. Roll a **(n) dice RANGED test (X)** with no modifiers. All models in the target cube must roll a **3 dice SURVIVE test (X)**. Determine hits as normal. All models in the target cube also gain a **fire token**.

Jump pack: Takes no damage, and is not *pinned*, by falls. Can move up or down levels without climbing, jump over solid full-cube height walls on the same level, counting as a single cube of movement, and jump over gaps in the floor of the same level (up to 1 cube wide), if it has enough movement to do so.

Knockback: When winning a **RANGED** or **FIGHT** test, forces target into an adjacent cube on the same level.

Lethal (n): If the target suffers wounds , it takes (n) more wounds.

Life support: *One-use.* If this model suffers wounds, but is not killed, it is immediately returned to an undamaged state.

Long: A normal **SHOOT** action is a long action. A **blaze away SHOOT** action with a *Rapid Fire* weapon is still a short action.

Lunge: Only benefits from clear shot and high ground modifiers. The test is made with the user's **FIGHT** instead of their **RANGED**.

Medic: May perform a free auxiliary action to remove 1 wound from a friendly model in the same cube.

One-use: This item or weapon may be used only once.

Optics: +1 die modifier to **SHOOT** actions. Headshots occur on rolls of 7 and 8. Cannot be used when using *Rapid Fire* to make a **blaze away SHOOT** action.

Pack mule: May carry up to 3 items, 2 picked-up weapons and 2 scenario objects.

Rapid fire: May fire normally, or **blaze away**. There are no benefits from **crouching** for either the shooter or the target.

Roll a **4 dice RANGED test (X)**. The target rolls a **3 dice SURVIVE test (X)**. If the shooter rolled more successes than the target, the target model has 1 energy shield depleted and becomes *pinned*.

Scout: After deployment, may make a free 1 cube **ADVANCE** action. If this model has an **ADVANCE** of 1, when it uses a respawn, after moving it may take a **CROUCH** action for free. A scout can keep a crouch token they already have when they make an **ADVANCE**.

Smash (n): +n dice when making a **FIGHT** test.

Sniper scope: Make either a normal short action **SHOOT** or a long action **SHOOT** (**RANGED** test gains +2 dice modifier and headshots occur on 7 or 8).

Table: May ignore *Long* on any weapon if you make an **ADVANCE** followed by a **SHOOT** in that activation.

Stoic: Can never be *pinned,* though additional effects from the same attack may apply. Can never take the **CROUCH** action.

Stealthy: When the target of a **SHOOT** benefitting from the clear shot modifier, opponent only gains +1 die.

Sticky: If 3+ successes are rolled when making the **RANGED** test for this weapon, it depletes all the energy shields of 1 model: the target model, or 1 model in the target cube chosen by the attacking player.

Support weapon: This model may not begin or continue a **SPRINT** action or throw grenades, its **SPEED** is reduced to max 1, and it rolls no dice if required to make a **FIGHT** test in **ASSAULT**. If a model moves into a cube containing a support weapon and picks it up, its movement action immediately ends.

Suppression: As well as normal hits and wounds, *all* models in the same cube as the target are *pinned*.

Tactician (n): While in play, add (n) command dice to your command dice roll at the start of the round, with (n) rerolls. At the end of the round, may carry over (n) unused command dice.

Two-uses: This item or weapon may be used twice.

Unstoppable: When this model triggers an **ASSAULT** action by moving into a cube, they receive a +3 dice modifier to the **FIGHT** test instead of the normal +2.

Weight of fire (n): May reroll (n) dice when making **RANGED** tests.