

# HALO

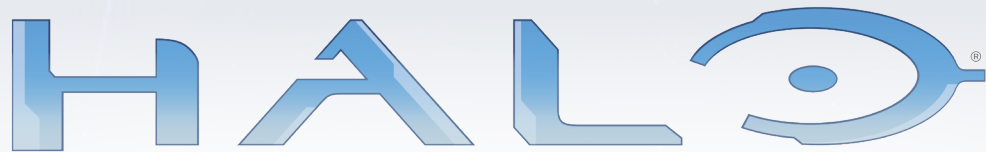
## FLASHPOINT™



### RULEBOOK

mantic





# FLASHPOINT™

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## WELCOME TO HALO: FLASHPOINT

Set in the intense battlefields of the Halo universe, Halo: Flashpoint is a player vs player game of futuristic battles fought across the galaxy against human adversaries and alien threats.

The game is played out on your tabletop with collections of highly-detailed Mantic models, evocative terrain, special dice and markers to keep track of the action.

As a player, you will take command of highly specialised teams of Spartans, Elites and other forces from across the Halo universe.

Each Turn you decide which of your models to move and what they will do, advancing across the battlefield, engaging the enemy using dice rolls and picking up weapons and items on your way to taking vital objectives and securing victory!



# WHAT IS HALO?

The year is 2560. Humanity was forced to the brink of extinction by the alien alliance known as the Covenant, but even in victory many of our worlds were glassed and left in ruins. From the ashes of the Covenant War a new generation of Spartan super-soldiers has been trained in the War Games combat arena – an advanced simulator tuned to the needs of transhuman warriors. War Games exercises pit teams of Spartans against an almost infinite combination of potential threats – including other Spartans. War Games training programs test physical conditioning, marksmanship, tactical acumen, and teamwork, in a wide range of scenarios, real and imagined.

**SPARTANS** are cybernetically enhanced, biologically augmented super-soldiers. Their Mjolnir powered assault armour enhances their already prodigious strength and speed, giving them a substantial edge against most alien adversaries. Though few in number, they stand as a bulwark for humanity in a hostile galaxy.

**THE UNITED NATIONS SPACE COMMAND (UNSC)** is humanity's sword and shield. The UNSC Navy patrols the interstellar spaces between colonies, while the UNSC Marines are the expeditionary forces who wait in readiness. The Spartans work closely with the clandestine Office of Naval Intelligence (ONI) to excise threats that cannot be countered with raw firepower.

**FORERUNNERS** are a long-vanished species who once held dominion over the Milky Way galaxy. Humanity is only dimly aware of their existence, but to the Covenant they were gods. They have left many secrets buried across the galaxy, seemingly intended to test and guide those who wish to follow in their steps.

**HALO** is an enigmatic network of weapon-ringworlds constructed by the Forerunners.

## Timeline

### 2080 CE

**First Diaspora.** Waves of workers and pioneers begin to establish outposts and colonies within the Sol system. Wars and environmental damage continue to put pressure on terrestrial governments.

### 2160 CE

**The Interplanetary War.** The nascent United Nations Space Command (UNSC) engage separatist forces on Earth, Mars, and around Jupiter. The Unified Earth Government (UEG) is formed in the aftermath. Political consolidation and stability leads to an explosion of scientific advancement and colonial development.

### 2291 CE

**A Great Leap.** A team of researchers, physicists, and mathematicians develop the Slipspace Drive, allowing for interstellar trips measured in weeks or months rather than centuries. This new engine allows ships to tunnel into a domain with alternate physical laws, allowing faster-than-light travel without relativistic side-effects.

### 2362 CE

**Domus Diaspora.** The first of many huge exploration and colonisation expeditions departs the Sol system. Humanity's first extrasolar colony is established on Reach, in the Epsilon Eridani system.

### 2490 CE

**Insurrection.** Humanity has spread to hundreds of star systems, and Earth's political and military dominance begins to wane. The Outer Colonies agitate for independence, leading to a period of brushfire war, terrorism, and economic disruption.

### 2525 CE

**The Covenant War.** On April 20, 2525, contact with the Outer Colony 'Harvest' is lost. Shortly after, human forces find themselves in a massive interstellar conflict against the Covenant, an alien alliance who decimate world after world and accept no quarter. Over the next two decades, almost every Outer Colony has been destroyed or abandoned. Humans emerge victorious from isolated battles - typically during ground operations - but at a horrible cost.

### 2552 CE

**End of the War.** Humanity stands on the precipice of oblivion. Earth itself is besieged, until the Covenant collapses into civil war and chaos. The UNSC immediately begins to rebuild to counter threats remaining on the periphery.

### 2560 CE

**New Threats.** Covenant successor factions vie for power, and rebellious AIs emerge as the next great threats to humanity. The ranks of the Spartans are greatly expanded as heroes are needed now more than ever.



# WHAT YOU WILL NEED

## Models

Mantic Games offer a number of ready-made Fireteams for Halo: Flashpoint so it's easy to start your collection and get playing. You don't have to paint your models to play the game, but painting is a fantastic part of the gaming hobby and we would encourage you to do so. Playing with amazing looking miniatures you have painted yourself only adds to the fun!

## Bases

Models are typically supplied with the appropriate circular base, as shown in their product photos. The base is considered to be part of the model, and it is the base that defines where the model is for all game purposes (such as movement or range to a target), even if the model, or parts of it, extend over the base. Players should not attempt to position or convert models to gain a perceived advantage in the game.

Typically, Spartan-sized models come on circular 32mm bases. There may be expansions in the future which feature different base sizes.



*Painted Spartans on 32mm bases*

## Dice

Halo: Flashpoint uses two types of dice:

### D8

8-sided dice (sometimes referred to as d8s) are used for resolving skill tests and other luck-based results in the game. These are rolled and read just like the 6-sided dice you might be more familiar with but give a result of between 1 and 8. You will often have to roll more than one die to see what happens. For example, a 3 dice test means you should roll three 8-sided dice and check the score of each die (do not add the scores together).



Sometimes, rolls are subject to modifiers which change the number of dice you roll. Work out how many dice you need, then roll them all together.

### Command Dice

Command Dice are 6-sided dice with symbols on them. They are rolled to generate a series of Commands that can be given to your models.




If the rules tell you to roll "a die" or "3 dice" for example, this refers to the default 8-sided dice. The rules will be explicit if a 6-sided Command Die is to be used.



Model Stats

The various fighters in a Fireteam are not all the same. They all have different abilities, strengths and weaknesses, which influence their combat effectiveness. These qualities are represented by statistics (stats), keywords, weapon profiles and other game values. A model's stats are presented in a Profile Card like this:



1

Spartan Brawler

9

8

Energy Shield (2)

2

SP

3

RA

4

FI

5

SV

6

AR

7

HP

10


11

12

13

14

Weapon Type	Weapon	Range	AP	Keywords
Close Combat	M11 Combat Knife	CC	2	ESD (1)
Ranged	CQS48 Bulldog	R2	2	Knockback, Lethal (1)



MLRS-2  
Hydra

Range	AP
R4	1

Keywords

ESD (1), Explosive, Frag (4), Lethal (1)

Shield tokens are placed here

Equipment picked up is placed here



1. Name

At the top of the Profile Card.

2. Speed (SP)

Written as two numbers. The first for an Advance action, the second for a Sprint action.

3. Ranged (RA)

Roll this number or higher (e.g. 4+ means you need to roll a 4, 5, 6, 7 or 8) to score a success in a Ranged test. Used for shooting guns and throwing grenades etc. when using the Shoot action.

4. Fight (FI)

Roll this number or higher to score a success in a Fight test. Used for making close combat attacks when using the Assault action.

5. Survive (SV)

Roll this number or higher to score a success in a Survive test. Used when the model is attacked during an enemy's Shoot or Assault action, or other circumstances when the model is in danger.

6. Armour (AR)

A fixed value describing the amount of protection the model's body armour provides from incoming attacks.

7. Health (HP)

If the model has received wounds equal to or greater than this number, it is removed from play.

8. Keywords

Any special skills and attributes the model has. See page 29.

9. Energy Shields

The number of Energy Shields the model has at the start of the game, and when respawning into the arena.

10. Weapon Type

The default type(s) of weapon carried by this model. The Pick up slot is available for other weapons picked up in the game arena.

11. Weapon

The name of the weapon.

12. Range

This is the maximum weapon Range in cubes. Weapon profiles with a range of "CC" may only be used in close combat.

13. Armour Piercing (AP)

The Armour Piercing value of the weapon.

14. Keywords

The weapon's additional attributes.

15. Tokens

You can place any Wound Markers and Item Tokens that the model has here.

5



## Dice Tests

Some actions and game events require a dice roll to determine their success (using d8s).

These rolls are called tests and are always written in a standard format which tells you:

- **How many dice** to roll in the test.
- **The target number:** This will be the relevant stat of the model performing the action, or simply a number to aim for.
- **The minimum number of successes** required (in brackets) to carry out the ability.

If this last part is an (X) it means that both players must roll their own dice tests and compare the number of successes. Whoever rolls the most wins the test.

The difference in the number of successes rolled by each player also has an effect in some tests (e.g. the number of wounds caused by an attack).

### Example 1

*A **3 dice Ranged test (1)** would require you to roll 3 dice. Each die result that is the same or higher than the model's Ranged stat counts as a success, and a minimum of 1 success is required to perform the ability (e.g. throwing a grenade).*

### Example 2

*A **3 dice Fight test (X)** would require you to roll 3 dice, trying to equal or beat your own model's Fight stat. Your opponent will be rolling a Survive test. Compare the number of successes you rolled with the number your opponent rolled to see who wins. If you roll more successes with your Fight test, there will be Hits to resolve on the target model.*

## Rerolls

Sometimes you will get the opportunity to reroll one or more dice. You must accept the second result, even if it is worse than the first. You cannot reroll the same die twice.

## Attempting a test

Take the number of dice specified and apply any modifiers to the number of dice rolled, as listed in the action description.

**Important!** *Modifiers always add or subtract from the quantity of dice to be rolled. They never modify the target stat or value you are trying to roll.*

If modifiers ever reduce the number of dice you can roll to zero or less then you cannot make this roll. You count as rolling zero successes for this test.

The **Headshot** mechanic applies to all dice tests.

Roll your dice, count the number of successes, and determine the test outcome as described in the action description.

## Blank stats

If a model has a value of "-" for the required stat then 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 zero successes.

## Headshots

For all dice test rolls in the game (e.g. Fight test, Ranged test, Survive Test, Recon test), a mechanism called Headshots is used. It represents those spectacular moments of skill or luck where your shot nails the enemy right between the eyes, or the equivalent moments of great fortune and flexibility where you duck out of the way as a plasma burst soars overhead.

Each die result of 8 counts as a success and also allows you to roll an extra die. It's possible to keep rolling 8s and to keep getting bonus dice. These extra dice are not modifiers, so they are always allowed in a dice test, even when modifiers or re-rolls are not allowed (e.g. dice tests for Frag weapons).

Headshots do not apply to single die rolls to randomly determine a result between 1 and 8. e.g. Scatter or Weapon Drop location.

CQS48 Bulldog



*The CQS48 Bulldog is a superb shotgun for close-quarters combat. With a good rate of fire and drum-fed ammunition, it can be used at close range to deliver a devastating blast.*



# THE RULES

In a game of Halo: Flashpoint, both you and your opponent take control of a **Fireteam** that you will use to play an exciting skirmish encounter. In each game, you will play a particular scenario that describes what each player needs to do to win. Maybe your side has to grab a vital objective from the enemy force, or perhaps both sides are trying to kill the enemy without losing units themselves.

Once the battlefield has been set up with terrain and any objectives, the scenario you are playing will also tell you where to deploy your models.

## Friendly Models

If a rule refers to **friendly** models, this means all models in your Fireteam.

## Enemy Models

Conversely, the models in your opponent's Fireteam are considered enemy models in the rules.

The following pages are intended to introduce you to the rules in a prescribed way as follows:

## Basic concepts

- Cubes and Stacks
- Measuring Range
- Line of Sight

## The structure of the game

- Rounds and Turns
- Rolling Command Dice

## Things you can do...

- Using Command Dice
- Actions

## And how you do them

- Shooting
- Fighting
- Movement





## Cubes and Stacks

Halo battlefields are represented by an 8 x 8 square gridded mat onto which you place buildings and other scenery. Scenery adds a third dimension to the battlefield and reinforces that we are really dealing with cubes and cube stacks, not squares.

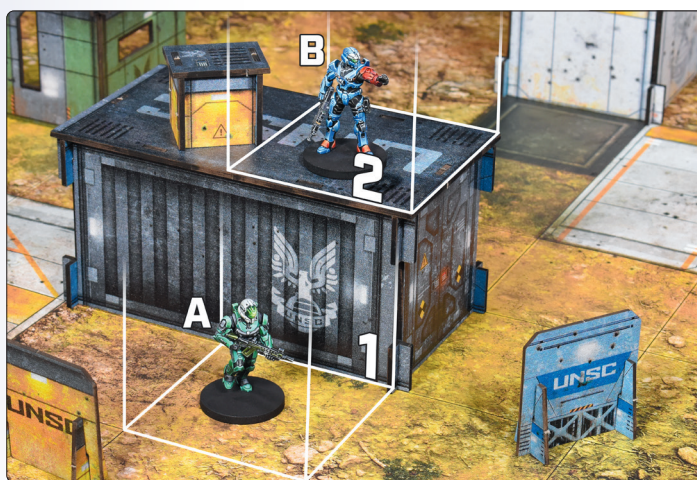
The Halo: Flashpoint card scenery is double sided so you can assemble it to show your preferred design. Scenery can be placed anywhere on the board. You should experiment for yourself to find out what suits you.

If you have the deluxe plastic Halo: Flashpoint terrain set, you can assemble it in an infinite number of ways, but lots of smaller buildings often make for more interesting games than a few large ones. Using buildings of varying heights and leaving interesting gaps and walkways between structures will also make for a much more immersive game.

Wherever possible, align building edges with the printed grid on the play mat. We recommend that no 3 x 3 cube area on the mat's grid be completely devoid of scenery – even if it's just some rubble or barricades to break up Line of Sight and provide the models with some cover.

During terrain set up it is important to agree with your opponent on the size of any gaps in the buildings and how many units can fit on each piece of scenery. If you have unusual terrain from your collection that is not covered by the rules, agree with your opponent in advance what rules to use for models moving through, or over the scenery, or otherwise interacting with it.

Sometimes a scenario may call for some specific scenery and give you instructions on how to arrange your battlefield.



Here is a typical example of a stack in a game of Halo: Flashpoint.

The Halo: Flashpoint scenery has been used to make a tower which is 2 cubes high.

Model B is on level 2 (within the second cube in a stack)

Model A is on level 1 (within the first cube in a stack)

This is an important concept to grasp for both players because it will affect movement, shooting and more advanced rules like falling.

Make sure both players understand the battlefield and how models can move around the scenery before you begin your game.





## Positioning within a cube

In Halo: Flashpoint, a model's exact placement within a cube is very important. You can place a model wherever you like on the board, including partly over the grid lines between cubes and/or partly over the edge of the board. But in all cases, the centre of a model's base defines which cube it is in.

Models should be placed upright with the base supporting the weight of the model. Refer to the pictures of models in the rules for examples. The model may only be placed on its side when Pinned.



*In this example, both models would be considered to be in the same cube.*

You should treat the edge of the board as a solid wall that blocks all movement, except when models respawn and move onto the board from a respawn point.

## Cube capacity

Each cube has a maximum capacity of 2 models from a single Fireteam. However, it is possible for two different Fireteams to each have 2 models in a single cube, making the total capacity 4 models.

When moving into a cube already containing one or more models, you may not move another model out of the way unless there is nowhere else the moving model could possibly be placed within that cube.

If you must move a model in order to fit in, then you must move friendly models before moving enemy ones and only make the minimum adjustment required to fit the new model into the cube. The model's own 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 in this way.

Any number of Items, weapons or scenario objectives can fit in a cube and do not count towards the cube's capacity.

## Half-cubes, platforms and walkways

Halo: Flashpoint can be played on very interesting and complex terrain. Once you have mastered the basics and are ready for more intricate environments, additional rules for features such as walkways, platforms, and half-cubes can be found on pages 24-25.



*Needler*

*The Needler is a Covenant ranged weapon. It uses crystals found on the Sangheili moon of Suban, which is broken into shards to form the ammunition for the weapon. The shards are then catalysed and fired at a target. The weapon uses automatic fire to compensate for poor accuracy, and once the target is penetrated the crystal shards explode to cause gruesome damage.*





# Measuring Range

When you need to work out the distance between 2 models (for instance, to see how far a model can shoot) you always use the same method:

The diagram below shows how range should be measured from the Spartan in the bottom corner. These measurements apply unless the height difference between the models is greater than the horizontal distance. Whichever distance is greater is the one used as the range between the active model and the target.

You never count the cube you are shooting from and always count the one the target model is positioned in. When shooting, if the target is further away than the maximum Range of the weapon being fired, the target cannot be shot and the Shoot action is not possible.





# Line of Sight (LOS)

Halo: Flashpoint uses a version of true Line of Sight (LOS). In the intricate and claustrophobic playing space of a Halo: Flashpoint game, true LOS makes for a much more immersive and cinematic experience for both players.

LOS is calculated by looking from the model's perspective and asking yourself if it can see the target model at all, even partially. Remember, the model includes its base as well.

## What defines a model for LOS?

For both your model and the target model, use the following rules:

Only consider parts of the model within the width of its base, and up to the

highest part of the model's head, or torso (if that is higher). Parts like weapons, aerials, and arms that extend outside the base width, or above the high point, cannot be used for LOS purposes.

In 'reality', the model would be able to look around or move within an area to get a good view of their target. See the examples below. LOS can be taken from, and to, any part of the model that is inside the green areas.

## Can the model be seen?

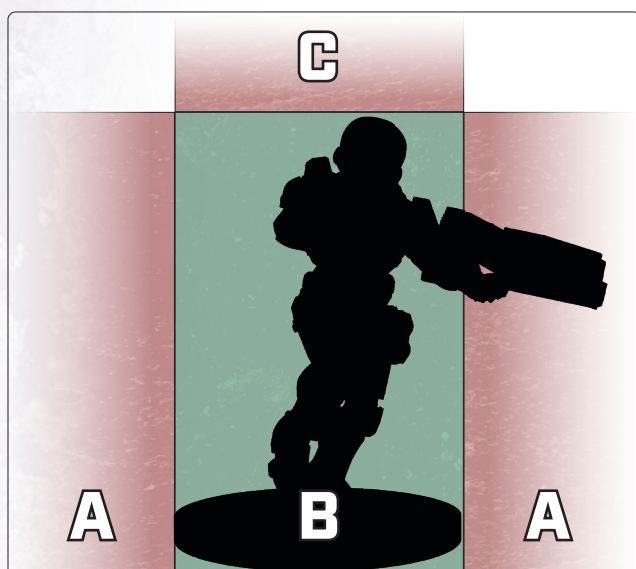
**YES** – A ranged Shoot action is allowed. Normally you will be able to see at least part of the model and the clutter of the environment will obscure the rest.

**NO** - If you can't see the model at all then you do not have LOS and may not take the Shoot action.

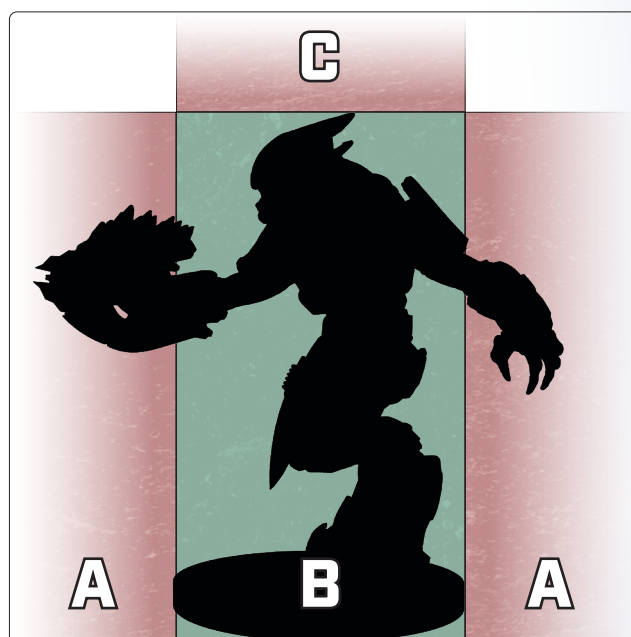
## Fairness

The rules are designed to allow players to get into the action by getting down to a model's level to "see" what they can see. They are also designed not to penalise players with models that have dynamic poses which extend beyond their base.

If there is a situation where you are unsure if a model can be seen or not, or whether the Clear Shot modifier is applicable, discuss it with your opponent and try to agree on the matter. If the players disagree, ask a nearby person to make a judgement or roll a die to decide.



- A. Model parts outside the base width are not counted
- B. LOS to target model within width of base
- C. Model parts above the head are not counted



- A. Model parts outside the base width are not counted
- B. LOS to target model within width of base
- C. Model parts above the head are not counted







Model A can see all of model B, so gains the Clear Shot modifier (see page 18). Model A can only see part of Model C, which means a shot without the Clear Shot modifier. Model D can see all of model B and is also firing from a higher level so gains both the Clear Shot and High Ground modifiers. However, due to the wall and roof, while model B can see model D, it is not a Clear Shot because of the angle from model B's position.

### LOS to a cube.

Sometimes the rules refer to drawing LOS to a target cube rather than a target model. In this situation, imagine that the target cube is a solid 3-dimensional shape (rather than the empty space it might really be) and see if you can draw LOS from the active model to any corner, edge or side of that cube. Any building panels that are part of that cube will block LOS to the cube. For example, if you're trying to target a cube with a grenade, to draw LOS to the cube you need to be able to see

part of the inside of the cube, over any barriers or through a window.

In the picture above, model A has LOS to the cube being occupied by model C, as it can see the top half of the cube over the barrier. But model A does not have LOS to the cube behind model B, as there is a solid panel in the way.

If LOS needs to be established for any other reason than shooting, simply follow the same rules as outlined here.



# Rounds and Turns

A game of Halo: Flashpoint is played across a number of Rounds. In each Round the players alternate taking Turns to Activate one model at a time, until both players have completed Activating their whole Fireteam. A game might last a set number of Rounds, or be determined by a particular victory (or defeat!) condition, the scenario will tell you how long to play for. See pages 34-35 for how to set up each scenario.

## Game Sequence

1. Set up the playing area
2. Determine who takes the first Turn
3. Play Rounds
  - a. Roll Command Dice
  - b. Take alternating Turns to activate a model
  - c. End Phase
4. Determine the winner!

A Round always begins by placing Items, Weapon Drops and with both players rolling their Command Dice. Players then take alternating Turns.

On their Turn, a player can Activate a single model of their choice to perform actions with it. This model is referred to as the active model.

Each model in a Fireteam only gets to Activate once in each Round, unless specified otherwise (e.g. a Special Order allows an exception). Once it has finished its actions, the model is marked as Activated by placing an Activation Token next to it. The other player now takes a Turn.



There may be times when a model takes actions outside of its Activation (e.g. in response to forced movement, enemy actions or a Special Order), but that will be made clear in the appropriate rules and does not affect the Turn sequence and does not make that model the Active model. Otherwise, inactive models will not take actions.

If one player has Activated all their models, the other player with models yet to Activate continues taking Turns until their models are also all Activated.

## Passing a Turn

If you have fewer models left to Activate than your opponent you may choose to Pass your turn without activating anything. If all your models have been Activated then you have no choice but to Pass. In this case, the remainder of the Round involves the other player taking consecutive Activations until all their models have been Activated too.

## The End Phase

When all models have been marked as Activated the Round is over. Follow these steps:

1. Consult 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 by rolling Command.

## Who goes first in the next Round?

The player who finishes activating their models first in the current Round, starts the next Round with the first Turn.





## Rolling Command Dice

**Command Dice** represent the training and cohesion of a well-led fighting force and the extraordinary moments of inspiration, cunning and good fortune that can occur in battle.

At the start of each Round, before any Turns are taken, each player rolls their Command Dice as follows:

### 1) Roll

Both players roll 2 Command Dice plus any extra dice provided from models with the Tactician (n) keyword in their Fireteam.

### 2) Reroll

After rolling, starting with the player who will take the first Turn, If you have Tactician model(s) in play, you may reroll (n) Command Dice, all rerolled together. If you reroll any dice you must keep the new result(s).

### 3) Place

Finally, place your Command Dice at the edge of your board with their results showing. You can spend them in the coming Round to augment the actions of your Fireteam.

You can spend as many Command Dice as you like during a Turn and each die is discarded when used. If you have Tactician model(s) in play, you may carry over up to (n) dice that are not spent by the end of the Round, otherwise they are discarded.

**Example:** In Round 1, Sarah rolls three Command Dice as she has a model with Tactician (1), and uses two of the results during the course of the Round. She decides to keep the final result for the next Round.

At the start of Round 2, she now only rolls two Command dice (rerolling one of them if she wishes to) and adds them to her saved result from Round 1.

Note below how the Tactician keyword affects all these stages:

## 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 one Tactician in a Fireteam provides additional benefits. If more than one model on the board has the keyword Tactician, add together the (n) value from each source.

See the table that follows for more details about how and when Command Dice can be used.











## Using Command Dice

Each Round you can 'spend' your Command Dice on a number of abilities or extra actions. Once you have used one of your Command Dice, place it to one side until the start of the next Round.

Some Command Dice results give a model an extra Advance, Shoot, or Assault action. These are 'free' actions, and do not count as one of the Active model's limit of two short actions or one long action per Turn.

<b>+ 1 Model</b> 	<b>What:</b> Activate a second model that does not have an Activation Token.  <b>When:</b> After you have finished your model's activation in the second or subsequent Turn (you may not use this result in your first Turn of the Round). 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 first turn for the next Round from your opponent, overriding the normal rules for determining first player (page 13). If both players do this, however many times, whoever does it last takes the first turn in the next Round.
<b>Dice Symbol</b> 	<b>What:</b> Add 1 die to any Ranged, Fight or Survive test.  <b>When:</b> You may spend a Dice Symbol result whenever you make a Ranged, Fight or Survive test, including during your opponent's Turn. (E.g. on a Survive test as part of a Shoot action aimed against your model). This is considered a modifier to the dice roll. You may spend any number of Dice Symbol results on a single test, but you must decide how many to spend before any dice are rolled. You may not use them to add extra dice to a roll after you have seen the initial roll.
<b>Advance</b> 	<b>What:</b> The active model takes a free Advance action. This Advance is restricted to one cube, regardless of the model's Speed stat, but otherwise follows the normal movement rules. You cannot use this result to move a model with a Speed stat of "-".  <b>When:</b> You may spend a single Advance result per Activation. You may play it before the model takes any actions, after a short action, or after a long action. Can be used on models that have already taken an Advance or Sprint action this Activation.
<b>Shoot</b> 	<b>What:</b> The active model takes a free Shoot action (regardless of whether the action is short or long for the weapon being used).  <b>When:</b> You may spend a single Shoot result per Activation. You may play it before the model takes any actions, after a short action, or after a long action. Can be used on models that have already taken a Shoot action this Activation.
<b>Assault</b> 	<b>What:</b> The active model takes a free Assault action against an enemy model in the same cube.  <b>When:</b> You may spend a single Assault result per Activation. You may play it before the model takes any actions, after a short action, or after a long action. May be used on models that have already taken an Assault action this Activation.
<b>Special Order</b> 	<b>What:</b> Activate your Fireteam's Special Order. This will depend on which faction or Fireteam you are playing. Special Orders do not count towards any other restriction on number of actions per Turn unless specifically mentioned otherwise. They may affect specific models within a Fireteam, which will be listed.  <b>When:</b> You may spend a single Special Order result per Activation, yours or your opponent's (whichever is applicable). This ability is available to all models in your Fireteam (unless specified otherwise).

**!** A model may only use one of the Advance, Shoot and Assault results during its Activation. e.g. a model which has taken a free Shoot action by using a Shoot result on a Command Die, may not also use an Advance result to make a free Advance.

### Spartan Special Order: Snap Shot

**When:** When one of your opponent's models moves into a cube which contains one of your models using an Advance or Sprint action which would trigger a free Assault action. Your opponent must specify which of your models is being attacked, if there is more than one in the cube, before this Special Order use is declared. Before the free Assault action is performed, declare the use of this Special Order and discard the Command Die showing that result. May not be used if there is already another enemy model in the cube with your model or if your model is Pinned.

**What:** The model being assaulted may make a free Shoot action against the attacker (short action only). Use one of the model's equipped ranged weapons, including all the keywords for that weapon, but do not apply the following Shoot action modifiers: Clear shot, High Ground, Friendly Fire. Apply damage to the enemy model as normal. If the Shoot attack causes the enemy model to be moved out of the cube (e.g. Knockback) or Pinned, the opponent's free Assault action does not take place.





## Actions

When a model is Activated during a player's Turn, it may perform a number of actions: either one **long action** or up to two different **short actions**.

Alternatively, a player can choose to Activate a model but perform no actions with them. Simply mark the model as Activated.

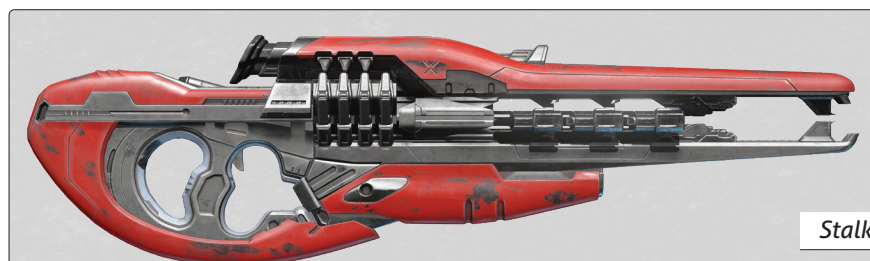
During its Activation, a model is called the **active model**.

### Actions

- **Stand Up (short)**
- **Auxiliary Action (short)**
- **Advance (short)**
- **Sprint (long)**
- **Crouch (short)**
- **Shoot (short)**
- **Assault (long)**

### IMPORTANT! Restrictions:

- A model may only perform each type of action once in a Turn. However, extra actions granted by Command Dice, keywords or other abilities do not count towards this limit, and so may result in duplicate actions for the same model in a Turn.
- 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).



*Stalker Rifle*

*The Stalker Rifle is a Jiralhanae hunting rifle used by the Banished and human mercenaries. UNSC snipers have also come to appreciate its power and ruggedness.*

### Stand Up (short action)

The combatant stands and assesses their surroundings after having been Pinned.

A Pinned model (see page 26) must choose Stand Up as the first action of its Activation, if it acts at all. Its owner positions the model standing up, anywhere in the same cube.

If a Pinned model Stands Up in a cube containing an enemy model, that enemy may immediately attack. The opposing player chooses one of their models in that cube to fight the Active model in an Assault action with the modifier for the target being Pinned. The model that is standing up must roll a Survive test.

If two opposing models are both Pinned in the same cube, when one Activates and stands, the Pinned enemy is not able to Fight and therefore does nothing.

### Auxiliary Action (short action)

This action is required for some scenarios and Special Orders. It is also used by some keywords. The effects will vary and the specific rules and effects of an Auxiliary action are described by the scenario or keyword that calls for it.

Note that a model can perform two different Auxiliary actions in the same Turn, but not the same one twice.

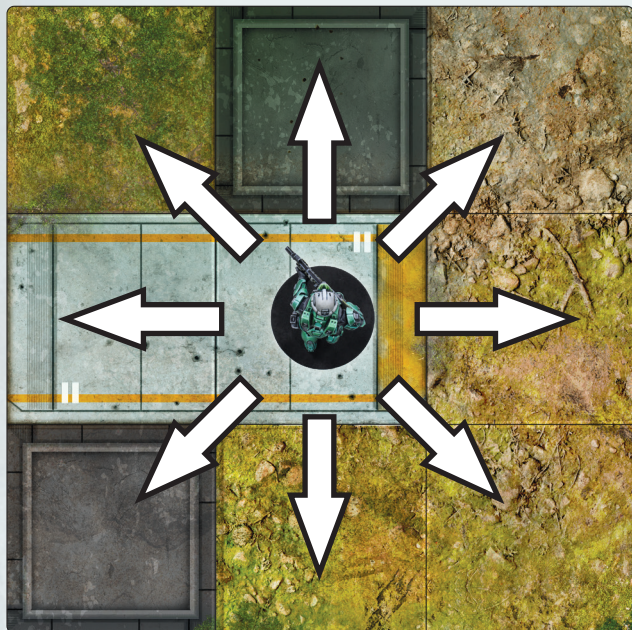


### Advance (short action)

The combatant walks around the arena.

Each model has two values in its Speed stat. When taking the Advance action, a model can move a number of cubes up to its first Speed value, or reposition itself within the cube it is currently in.

Each step of the move must be into a cube adjacent to the one the model is currently in. Diagonal movement is permitted. Refer to the full movement rules on page 21.



*Taking the Advance action and having a Speed of 1, this model would be able to move 1 cube in any direction, diagonally or orthogonally, as shown.*

### Sprint (long action)

The combatant runs through the arena.

The model may move up to their second Speed value in cubes. Otherwise, the rules for movement are the same as for the Advance action.

A Sprint action cannot be taken if the Active model is in the same cube as an enemy model.

**Both Advance and Sprint actions are considered movement actions and may be referred to as such in the movement rules. Other movements, such as Scatter or Knockback, have some differences (see Forced Movement, page 26).**

### Crouch (short action)



A combatant who takes the Crouch action makes careful use of cover or kneels to reduce the size of their profile to any potential enemy shooter, and also takes time to assess and aim at their next target.

The model may be moved within the cube it already occupies, and is then marked with a Crouch Marker. This status remains until the model moves (with a movement action or forced movement), at which point, remove the marker.

Being Crouched allows the model +1 die in a Survive test against any enemy Ranged test during an enemy Shoot action. Note this modifier will not apply when rolling to Survive against Frag, Falling or Slammed into Wall tests.

Being Crouched also allows the model +1 die in any Ranged test which allows modifiers.



*Pulse Carbine*

*The Erudo'ma'keth-pattern Carbine, or pulse carbine, is a rapid firing plasma weapon which makes up for any deficiency in accuracy with weight of fire and the power of the superheated plasma bolts it fires. The bolts will strip enemy shields quickly before overwhelming the target.*





## Shoot (short action)

The combatant fires a ranged weapon at the enemy.

To take this action, a model must be equipped with a Ranged weapon: one that has a number for its Range stat. Range is given in cubes, e.g. 'R3' indicates a maximum Range of 3 cubes. Weapons with a Range of "CC" (close combat) may only be used with an Assault action (see page 19).

The Shoot action cannot be taken if the Active model is in the same cube as an enemy model, unless specified otherwise (e.g. Spartan Snap Shot Special Order).

The Shoot action typically targets a single model – other models in the same or intervening cubes are not affected unless specified by a weapon's keywords (e.g. Explosive weapons target a cube). The target model or cube must be within the maximum **Range** of the weapon, and in **Line of Sight** (LOS) from the model doing the shooting.

If a model has more than one type of weapon equipped or more than one fire mode to choose from, the player using the model must state which weapon or fire mode is being used before any dice are rolled.

Note that some weapons or other abilities might make Shoot a long action, instead of a short action (for example, see the Long and Sniper Scope keywords). Note that some weapons require a different Ranged test to be made (e.g. weapons with the Explosive or Grenade keywords).

### Ranged Test

The player making the Shoot action rolls a **3 dice Ranged test (X)** with the following modifiers:

#### Ranged Test Modifiers

- **Clear Shot, +2 Dice:** If you have a completely unobstructed view of all parts of the target model (green area, as defined on page 11).
- **High Ground, +1 Die:** If you are on a higher level than the target.
- **Crouched, +1 Die:** If your model is Crouched (marked with a Crouch Token).
- **Friendly Fire, -2 Dice:** If there are any friendly models in the same cube as the target model.

### Target Survive Test

The player controlling the target model simultaneously rolls a **3 dice Survive test (X)**.

#### Survive Test Modifiers

- **Crouched, +1 Die:** If the model is Crouched (marked with a Crouch Token).

### Shooting Results

Both players now compare the number of successes they have rolled.

**Ranged test wins:** The difference in successes between the target model's Survive test and the shooting model's Ranged test is the number of Hits taken by the target.

Hits may cause harm to the target model (see the Damage and Death section on page 20).

A weapon may also have other effects from keywords if it scores more successes than the Survive roll. e.g. Knockback.

**Tied for successes or Survive test wins:** No Hits are taken and the Shoot action is over.

A weapon may also have other effects from Keywords regardless of the dice result, e.g. Frag.

**Example:** Louis is shooting with his Spartan Mk VII. He starts with 3 dice, as standard. The target model is in a cube below his Spartan, which means he adds +1 die to the roll for the High Ground modifier, and will now roll 4 dice as a result. Louis rolls his dice which show 4, 5, 6 and 6. This Spartan has a Ranged stat of 4+, which means he has scored 4 successes.

Louis was aiming at Martin's Spartan Brawler, which has a Survive stat of 5+. Martin rolls 3 dice for his Survive test which show 3, 4 and 5, which means he has scored 1 success.

Both players now compare the amount of successes rolled – Louis has 4, compared to Martin's 1. The difference in successes is 3, which means Martin's Spartan takes 3 Hits.

(follow this example further in the Damage and Death section, page 20)



## Assault (long action)

The combatant fights the enemy in hand-to-hand melee.

If a model is already in the same cube as an enemy model then it may choose to fight it in close combat as a long action.

An Assault action may also be triggered as a free action when a model moves into a cube containing an enemy model. In this situation, the model moving in will usually make the Fight test against the model that was already there (which will make a Survive test). However, there are exceptions (see Pinned section on page 26).

Weapons that can be used in a close combat fight are those with Range "CC". If a model has more than one CC weapon then it must choose which one to use before any dice are rolled (and so only apply the stats and keywords of the selected weapon).

### Assault Roll

The player making the Assault action rolls a **3 dice Fight test (X)** with the following modifiers:

#### Fight test modifiers

- **+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.

### Target Survive Test

The player controlling the target model simultaneously rolls a **3 dice Survive test (X)**.

#### Survive test modifiers

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

## Assault Results

Both players now compare the number of successes they have rolled.

**Fight test wins:** The difference in successes between the target model's Survive test and the attacking model's Fight test is the number of Hits taken by the target.

Hits may cause harm to the target model (see the Damage and Death section on page 20).

A weapon may also have other effects from keywords if it scores more successes than the Survive roll. e.g. Knockback.

**Tied for successes or Survive test wins:** Nothing happens and the Assault action is over.

***Example:** Kelly moves her Spartan Brawler into a cube with Richard's Spartan Deadeye and automatically initiates an Assault action. Kelly starts with 3 dice as standard. Because her Brawler moved into the cube she gains +2 dice, and because Richard's Deadeye has suffered 1 wound already she gains an additional +1 die – taking her total roll to 6 dice. Richard rolls a Survive test with the standard dice, as no modifiers or bonuses apply in his current situation.*

*Both players now roll. Kelly's Brawler has a Fight stat of 3+. Kelly rolls six dice and rolls 1, 1, 3, 4, 5 and 8. She picks up an extra dice for the Headshot (she rolled an 8) and rolls a 5 for that die. She has scored 5 successes. Richard's Deadeye has a Survive stat of 5+. Richard rolls 3 dice and gets 1, 2 and 5. He has scored 1 success.*

*Kelly has 4 more successes than Richard, so she wins the Assault action and Richard's Deadeye takes 4 Hits.*

*(follow this example further in the Damage and Death section, page 20)*





## Damage and Death

Shooting, close combat or even just a misstep, can all have a bad effect on a soldier's health. A model's ability to continue as it accumulates wounds during a game is represented by its Health stat.

The more Health a model starts with, the more wounds it can take before it is killed. If a model ever takes wounds equal to or greater than its Health stat, it is immediately removed from play and will need to respawn to re-enter the game. A model that has taken wounds but is not killed is considered Injured.

### Resolving Hits into Wounds

When a model takes Hits from a Shoot or Assault attack, its Energy Shields are depleted by one for each Hit taken, until all Hits are blocked or the model has no Energy Shields remaining. Shield tokens are used to track this and have charged and depleted sides. Flip the tokens as appropriate.



If there are Hits remaining after all Energy Shields are depleted, the model then looks to its armour to protect it from taking wounds. However, a weapon's Armour Piercing (AP) quality can negate a model's Armour.

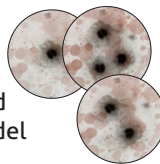
**Armour** – the target model reduces the number of Hits by its Armour rating.

**Armour Piercing (AP)** – the target's armour is reduced by the Armour Piercing (AP) value of the shooting weapon.

Any reduction in the Armour of a target due to AP only applies to that attack and isn't permanent.

If an attack has an AP value, but the target has no Armour value, there is no additional effect.

Any Hits which cannot be blocked by a model's Energy Shields and/or Armour cause Wounds on the model. 1 Hit causes 1 Wound. Wounds taken by a model should be shown using Wound Markers placed on or next to its card, or the model itself.



#### Example 1 - Shoot attack

Martin's Spartan Brawler took 3 Hits from Louis' Shoot attack (example on page 18).

The Brawler has 2 Energy Shields to deplete, which blocks 2 Hits, leaving 1 Hit remaining.

The Brawler's Armour stat is 2. If Louis' Shoot attack was made using a BR75 Battle Rifle with AP 1, this would reduce Martin's available Armour to 1, but that 1 Armour is enough to block the 1 remaining Hit, so Martin's model would take no wounds.

However, if Louis' Shoot attack was made with a Bulldog with AP2, the AP2 would negate all of Martin's Armour and so his Brawler would take 1 wound from the unblocked Hit.

#### Example 2 - Assault attack

Richard's Spartan Deadeye took 4 Hits from Kelly's Assault attack (example on page 19).

The Deadeye has 2 Energy Shields. The M11 Combat Knife used by Kelly's Brawler has the keyword Energy Shield Deleter (1), which means it automatically depletes one of the Deadeye's Shields with a successful Assault roll. The Deadeye's remaining 1 Energy Shield blocks 1 Hit, leaving 3 Hits remaining.

The Deadeye's Armour stat is 2. The M11 Combat Knife has AP 2 which means it negates both points of Armour. So all 3 Hits go through.

This means Richard's model takes 3 wounds. This Spartan Deadeye had already suffered 1 wound earlier in the game, which makes a total of 4 wounds. The number of wounds now equals the model's Health stat so it is killed and removed from the board. It will have to respawn in its next Activation to return to the board.



MA40 Assault Rifle

The MA40 assault rifle is a relatively basic ballistic weapon, but capable of a high rate of fire.



# Movement Rules

## Moving into a Cube with Enemy Models

If a model moves into a cube containing an enemy model, deliberately or otherwise, then they must fight it immediately (see the Assault action on page 19). If the movement was made using an Advance or Sprint action, that action ends and the Assault action begins. This Assault action is a free action and does not count towards the Active model's limit of two short actions or one long action per Turn. The moving model must roll a Fight test for the Assault action and the enemy model rolls a Survive test. If there is more than one enemy model in the cube then the moving model chooses which one to attack.

## Moving out of a Cube Containing Enemy Models (Breaking Away)

If a model wishes to leave a cube containing one or more enemy models, it may do so as an Advance action (following the normal movement rules). However, before it moves, one of the enemy models in that cube (chosen by the opposing player) may make a free Assault action (see page 19) by rolling a Fight test against the moving model. The moving model must roll a Survive test. As long as the model is not Killed or Pinned (see page 26) it "Breaks Away" and may continue with its movement.

If, when a model leaves a cube containing enemy models, a Pinned enemy model is chosen for the free Assault action, that Pinned enemy may not Fight and therefore does nothing, and remains Pinned.



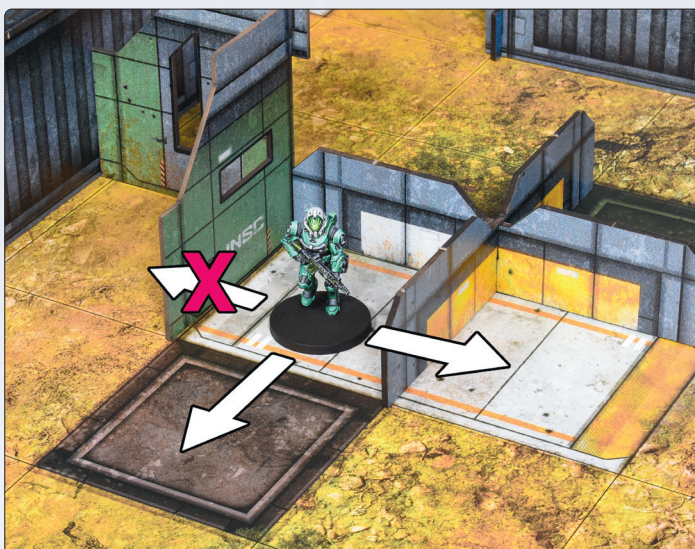
## The Effect of Scenery on Movement

### Moving on the same level

Movement to a different cube on the same level should be via the shortest orthogonal path not completely blocked by scenery. In other words, any cube face you wish to pass through must have enough empty space for the model to fit over or under, or through. The smallest gap (like a window) that a model can squeeze through is approximately 50% of the total panel area. It is a good idea to look at the scenery you are using before the game and agree with your opponent what is going to be possible in advance. There are some examples given below.

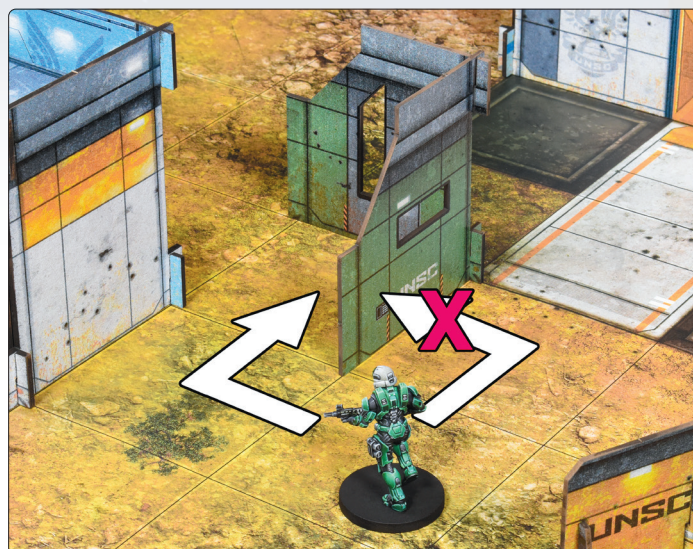






The Spartan has Speed 1. Taking the Advance action, it could move into cube B because the cube face it would pass through is completely empty. The Spartan could alternatively move to cube A, passing through the gap in the scenery. However, the Spartan cannot move to cube C, because the shortest orthogonal route is blocked by a solid wall.

When making a diagonal move, trace the shortest orthogonal route to the destination. There will be two possible routes: forward then sideways, or sideways then forwards. Choose one, then check that each cube face that it is necessary to cross is either empty or has a suitable space to pass through. If it does, the move can go ahead. If neither route has space then that move is not possible.



The Spartan wants to move diagonally to cube A. Checking the shortest orthogonal route, we find that there are two routes of equal length. The red route is blocked by a solid wall, but the green route is viable. Since only one viable route is required, the diagonal Advance can go ahead.

It is important to note that when making a diagonal move, the orthogonal route is only checked to see if there is a route through the terrain. The model does not interact with any enemy models, items, weapons or anything else in the cubes along the orthogonal route. The model is moved directly from the start cube to the adjacent diagonal destination cube using 1 cube of movement.





## Moving up and down levels

All of the cubes on the level immediately above and below a model are considered to be adjacent. All the cubes in a column form a stack.

Models can climb or descend scenery to move between cubes using a movement action, including moving diagonally up or diagonally down.

It is assumed that the elite warriors of a Halo Fireteam are sufficiently well trained to be able to scramble up or down walls without needing a ladder or rope. Whenever a movement requires upward movement, there must be a full or partial wall.

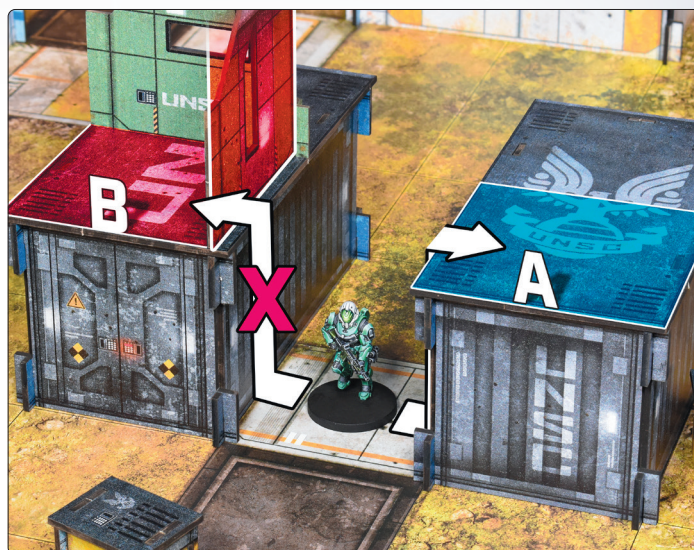
Just like the rules for moving on the same level (see previous page) the shortest orthogonal route to the destination should be checked and must not be completely blocked. E.g. Moving directly up or down in a stack requires an empty space or suitable gap or hatch to move through.

There may be up to six possible routes to check: e.g. when moving diagonally to a cube on a higher level, the orthogonal route will trace through a cube forwards, a cube sideways and a cube upwards, in any order. The diagonal upwards move still only requires one cube of movement and the model moves directly from the original cube to the destination cube, with no interaction with enemies, items or weapons along the orthogonal route.

To climb up a level, in simple terms, there must be scenery to climb. This scenery must be in a suitable position along the route of the movement. If the model is climbing into a cube directly above (through a gap or space in the ceiling) use any full or partial walls in the cube the model starts in to climb up. If moving up diagonally, face your model towards the cube you are moving to and think about the orthogonal route they are taking to get there. If there is a full or partial wall in front of the model, or to the left or right of the model, in the cube where the model makes the upwards part of the orthogonal route, that can be used for climbing. If the only wall is behind your model, that cannot be used.

A model may jump one level down to a cube with a floor without penalty (this does not count as falling). To move down more than one level through cubes with no floors, the model must climb down scenery or it will fall (see Falling on page 27). This scenery must be in a suitable position along the route of the movement. If the model is climbing down through cubes directly below (through a gap or space in the floor) use any full or partial walls in the cube the model moves into to climb down. If moving down diagonally, face your model towards the cube you are moving to and think about the orthogonal route they are taking to get there. If there is a full or partial wall behind the model, or to the left or right of the model, in the cube in which the model makes the downwards part of the orthogonal route, that can be used for climbing. If the only wall is on the far side, in front of your model, it cannot be used.

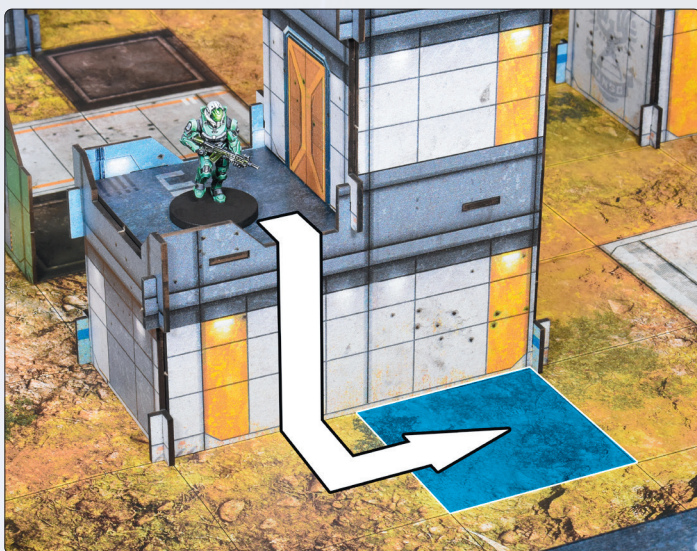
If there is terrain in the middle of a cube, decide with your opponent if it is suitable for climbing up or down to the next level (e.g. only pieces more than half a cube in height).



*Cubes A and B are both considered adjacent to the Spartan's present cube. By moving 1 cube during a movement action, they could, in theory, move to either one. However, we can see that the shortest orthogonal route to cube B is blocked, so the Spartan can only move to cube A with 1 cube of movement. Moving to cube B would require 2 cubes of movement.*







*The Spartan wants to move diagonally downward to cube A. Checking the shortest orthogonal routes, we see that at least one of them is possible, so the move is allowed.*

If moving up, down or horizontally by climbing walls, the movement may pass through cubes with no floor. The movement action must end in a cube with a floor, or the model will fall (see Falling, page 27).

## Hatch

The Hatch rule can be assigned to any solid surface before the game begins. It can represent a door, hatchway or other portal. A Hatch allows the unimpeded passage of a model through a solid floor or wall. A Hatch is easily opened by any model and closes again automatically after use. A Hatch always blocks LOS just like the terrain it is assigned to. You can mark the location of a hatch with a marker or piece of scenery of your own, or agree with your opponent when setting up your battlefield which surfaces have a hatch.

## Moving over obstacles on the ground

If there is an obstacle or half-cube sized barrier between 2 adjacent cubes, a model can move over these without penalty. The models in your Fireteam are athletic enough to leap or scramble over a barrier of this size.

## Partial Cubes

Some games can take place in environments featuring narrow walkways, balconies and other platforms, as well as walls that bisect a cube in some way, or otherwise reduce the amount of available floor space for models to use.

To account for these situations, use the following rules.

## Moving over gaps in the floor

Models can move across small gaps such as holes in the floor or half-cube gaps to reach a half-cube walkway in an adjacent cube. If there is a whole cube with no floor between the starting cube and the destination cube, then the model may not move straight across that gap. It must find an alternative route through cubes with a floor.

## Half-cubes

If the available floorspace of a cube is only half that of a normal cube (or less), then the cube capacity is also half what it would normally be (1 model per Fireteam).

Sometimes, you may have a situation where a solid wall with no gaps bisects a cube to its full height but it is possible to place models on both sides. In such cases, each side of the wall is considered its own half-cube with corresponding capacity. The models on either side cannot interact with each other (so can move away from enemy models on the other side freely, for example). All the models on both halves are considered to be in the same cube for contesting or scoring objectives, however.

If the bisecting wall has any gaps in it (e.g. a window or battle damage) then the whole cube counts as one and the models interact as normal.



*Covenant Carbine*

*The Type-51 Covenant Carbine is a semi-automatic marksman rifle capable of firing ballistic rounds at a significant range. It is unusual among Covenant weapons in that it is not dependent on superheated plasma or other energy-based material, but rather fires radioactively charged ballistic projectiles which poison the target upon wounding as well as damage from the impact.*

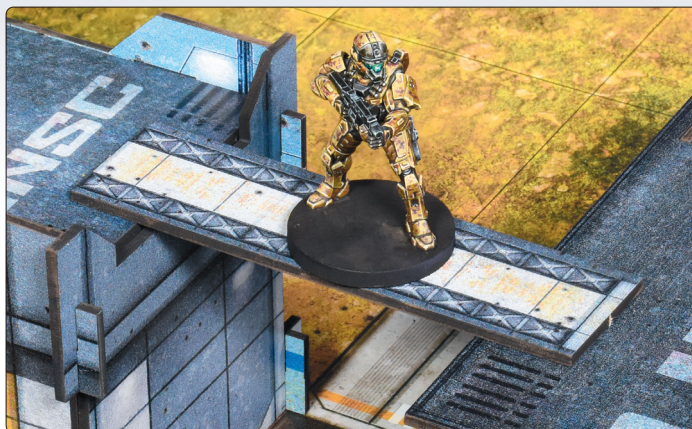


## Walkways and balconies

These are typically half-width tiles that bridge gaps between or within buildings, or extend out from a wall and over the empty space beneath. The capacity of a cube containing a walkway or balcony is halved. Other models may be moved following the normal rules to make space for another model entering the cube but cannot be forced off the walkway for any reason.

## Platforms

Platforms are significant areas of raised floor, different to the rest of the cube – usually some kind of large step. The 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.





## Additional Rules

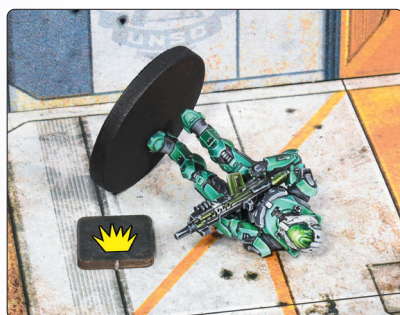
The basics of the game are covered by the preceding core rules. However, these additional rules will be useful during your hard-fought skirmishes.

### Pinned

In the face of fierce enemy fire, combatants may need time to reassess their tactical options, communicate their status or otherwise recover their combat effectiveness.



Some Keywords (such as Frag or Rapid Fire) or other rules (such as Falling) may result in a model becoming Pinned. To show a model is Pinned, place a Pinned Token next to it or simply lie it down in the place where it was standing (you may not reposition it in the cube). If the active model becomes Pinned, this ends the model's Activation.



A model that starts its Activation Pinned must choose Stand Up as its first action. The owning player positions the model anywhere within the cube as they wish (upright) and removes any Pinned Token.

While Pinned, a model may not be voluntarily moved by either player or take any actions (except Stand Up) or do anything else e.g. use a Special Order. A Pinned model may only be moved by forced movement e.g. Knockback.

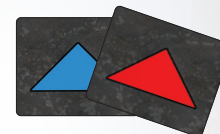
A Pinned model that is attacked with an Assault action will Stand Up automatically as a free action and makes a Survive test in the Assault as usual. Their opponent gains the +1 modifier for fighting a Pinned enemy for this Assault action.

If a friendly model gets moved into a cube containing enemy models as a result of forced movement (e.g. Falling or Frag), and is already Pinned or becomes Pinned by that effect, this triggers a free Assault action. In this situation, the enemy model makes the Fight test and the moving Pinned model automatically Stands Up and makes a Survive test. If there is more than one enemy model in the cube, the opposing player chooses which one makes the Fight test. If the only enemy model in the cube is also Pinned, there is no-one eligible to make a Fight test and so no Assault takes place and both models remain Pinned.

In no situation can a Pinned model make a Fight test.

### Respawn

In the battle arenas of multiplayer Halo: Flashpoint, death is only a temporary distraction from achieving your goal.



When a model is killed, remove it from the board and clear away any Wound markers it had. If it was the Active model, mark it as Activated immediately.

If the model has an Activation Marker, keep the marker with the model so it is clear whether models removed have Activated this Round already or not.

The model may be returned to play the next time you Activate it. To do so, place the model next to the board where one of your Respawn Markers is located on the scenario map. The first action taken by the model must be an Advance action to move onto the board, with the first cube of movement being into the cube immediately alongside the Respawn Marker, on Level 1 of the board (no diagonal movement onto the board is allowed). Then continue the Turn as normal.

Respawning models have full health and Energy Shields (n) as shown on their unit profile and One/Two-Uses weapons on their unit profile are reset.

### Forced Movement

Usually, models move around the board by taking Advance or Sprint actions. There are also keywords (e.g. Evade), Auxiliary actions, Special Orders etc. which allow a model to make movement of its own volition. This voluntary movement is the normal way of moving and is considered the standard for rules purposes.

However, a model may be subject to other forms of movement in some circumstances. This may be a model which has moved off the top of a tall building and is then subject to the Falling rules, it may be a model that has been targeted by a weapon with the Knockback keyword which forces the model away from the attacker, or the Frag keyword which moves the affected models to a random adjacent cube using the Scatter rules. These situations, when the model is not moving voluntarily, are referred to as forced movement.

A model moving into another cube by forced movement is placed within the cube by the player who controls that Fireteam, not by the opposing player causing the forced movement.

If the forced movement causes a model to move into a cube containing an enemy model, this triggers a free Assault action, with the moving model making the Fight roll (unless it is also Pinned. Refer to the Pinned rules).



When a model is subject to forced movement, the terrain affects that movement in the same way as if the model was making voluntary movement. e.g. movement is blocked by a solid wall (refer to the Slammed into Walls rule below) and movement is permitted through empty space or a big enough gap. A model undergoing forced movement is not able to use a Hatch. If there is no floor in the destination cube, refer to the Falling rule.

## Slammed into Walls

If a model is subject to forced movement, but that movement is blocked by a wall, the model remains in the original cube but it may suffer damage.

The opposing player rolls a **4 dice 4+ test (X)** on behalf of the wall.

The model being slammed rolls a **3 dice Survive test (X)**.

### Slam Results

Both players now compare the number of successes they have rolled.

**Wall wins:** the model is Pinned and the difference in successes is the number of Hits taken by the model. Hits may cause harm to the target model (see the Damage and Death section on page 20). The Wall has no Armour Piercing.

**Model wins, or the roll is a tie:** no effect on the model.

## Falling

If a model ends any movement action or forced movement in a cube which has no floor, or moves more than one level down through cubes with no floor (without climbing down vertical scenery) the model falls vertically until it enters a cube with a floor (note the Scatter rules if it is a partial floor). Once the model has finished falling/scattering, resolve falling damage as shown below. Fall height is measured from the last floor the model was standing on.

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

The opposing player rolls an **n dice 4+ test (X)** on behalf of Gravity, where n is the number of dice to roll based on the number of cubes fallen, as shown in the table below. The further a model falls, the greater the risk of injury.

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

The model falling rolls a **3 dice Survive test (X)**.

*For example, a model falling from level 3 (the third cube up in a stack) to level 1 (the first cube in a stack – usually on the ground) has fallen 2 cubes, and so there is a 4 dice test for Gravity vs the model's Survive test.*

### Fall Results

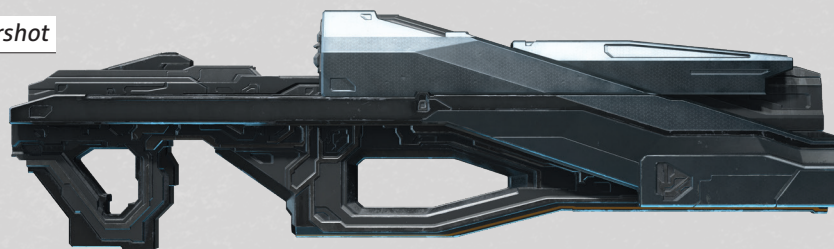
Both players now compare the number of successes they have rolled.

**Gravity wins:** the model is Pinned and the difference in successes is the number of Hits taken by the model. Hits may cause harm to the target model (see the Damage and Death section on page 20). Gravity has no Armour Piercing.

**Model wins or the roll is a tie:** the model is Pinned, but unharmed.

After resolving any fall effects, the movement which caused the fall may not continue e.g. an active model making an Advance or Sprint action may NOT make one cube movement, then fall, then further cubes of movement. But, if not Pinned, the model which fell may then perform other actions as normal.

Cindershot




The Cindershot is a Forerunner "grenade launcher" which fires hardlight splinter cores. These hyper-charged energy projectiles explode on impact.





Scatter

Sometimes an explosion or other effect will cause a model or item to move into a random adjacent cube (this is forced movement). Scattering is worked out with a single die roll (so Headshots do not apply). Use the Scatter diagram shown here. Simply move the model in question one cube in the direction indicated. Agree with your opponent which cubes correspond to each numbered location before rolling.

1	2	3
8		4
7	6	5

Scattered movement is always on the same level, but if the model scatters into a cube that has no floor, it falls until it lands on something.

If a model or item scatters to a half-cube floorspace, such as a half-width walkway, roll to see if the model has landed on it or fallen past. Roll a single dice to see whether they land on the walkway or carry on falling:

On a 1-4 the model or Item misses the walkway and continues to fall. On a 5-8 it lands on the walkway (no Headshots). In this way, an object 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 (including the edge of the battlefield) then the model or item remains in the original cube. Objects that fall or are blocked by walls may take damage (see page 20).

If an object scatters into a cube that it cannot fit into due to the cube capacity limitations (see page 9), then 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).

Sometimes objects such as a (badly) thrown grenade or a dropped scenario objective will Scatter. Follow the same procedure as described for models above. Cube capacity is not an issue for these objects.

If an action, movement or event results in two different consequences triggering, which is resolved first?

First, dead models are removed from the board.

Explosions take priority over all other effects. Resolve explosions and equivalent effects before moving on to subsequent effects. E.g. if a weapon with Frag is used, roll to resolve the damage against all the models in the target cube, then roll the Scatter for each model, then resolve any Assaults triggered by models scattering into a cube containing an enemy model, and so on.

If a model's movement would trigger the movement of other models, resolve the consequence of each movement (e.g. falling) and then resolve any assaults triggered by moving into a cube with an enemy only if they are still in the same cube. If both models in an assault move into the cube during the movement action (an unusual circumstance) then both models must Fight and both receive the +1 die modifier for moving into the cube in this action.

When breaking away from an enemy, all effects resulting from the assault (e.g. death, pinning, Knockback) take effect before the model performs the Advance action from wherever they are at that point.

Effects from an enemy Shoot attack (e.g. death, explosions, pinning, Knockback) take place before Evade moves.





# KEYWORDS

The members of a Fireteam are typically elite soldiers with a wealth of training and expertise at their disposal. Being sent into a Halo or behind enemy lines is no easy task. Keywords represent the range of skills and abilities that can apply to both models and their weapons.

Weapon keywords are listed as part of the weapon's stats and only apply to attacks made with that weapon.

Where a keyword rule conflicts with a core rule, the keyword rule takes precedence.

If a model is removed from the board, its keywords can no longer be used until it respawns (e.g. Tactician).

## Acrobatic

This fighter displays great skill and flair when dealing death to their enemies, such that it is doubly demoralising to the teammates of the dead.

For scenarios in which Kills count towards the victory conditions (e.g. Slayer) each enemy killed by a model with this keyword counts as 2 Kills.

## Active Camouflage

Armour with this feature is more difficult to see due to the way it manipulates light.

If the model is targeted by a ranged attack, that attack will not gain the Clear Shot +2 dice, High Ground +1 die or Crouched +1 die modifiers if this model has fully charged Energy Shields.

## Blast

This weapon causes a large blast radius on detonation, which can even affect soldiers standing some distance away.

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.

## Continuous Fire

This weapon has an increased chance of damaging the enemy, but may overheat if fired for a prolonged period.

When a weapon with this keyword 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.

## Energy Shield (n)

Energy Shields are designed to absorb the energy of incoming attacks, whether this is from energy weapons or ballistic projectiles, melee combat or falling off a building.

Energy Shields take effect whenever the model takes Hits, but before any Armour or Armour Piercing is taken into account.

Models with the Energy Shield keyword start the game with (n) Energy Shields (fully charged). When a model with this keyword takes Hits from losing an opposed dice test, they lose one shield for each Hit they need to block, until all Hits have been negated or they have run out of energy shields. If there are Hits remaining after all energy shields have gone, adjust this by any Armour and Armour Piercing that apply to calculate if the model will actually suffer Wounds. Refer to Damage and Death on page 20 for examples.

If a model is protected by more than one Energy Shield source, they are all used before moving on to armour.

At the beginning of each Round, every model with the Energy Shield keyword regains 1 depleted Energy Shield on their Profile Card (up to a maximum of n) to represent their Energy Shield regenerating. Flip one Energy Shield token back to its blue side.

## Energy Shield Barrier (n)

This is a more advanced, stationary version of the Energy Shield and works in the same way.

Instead of covering a single model, an Energy Shield Barrier provides protection for every model, friend or foe, in the same cube. However, the protection is only effective against Ranged attacks as any attacker engaging in an Assault with CC weapons is already inside the Barrier.

When the Energy Shield Barrier is placed in a cube, place (n) Energy Shields Tokens with it. If a model is protected by more than one 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. Energy Shield Barriers are removed from the board if all their shields are used or depleted. Energy Shield Barriers do not regenerate at the start of the Round.





## Energy Shield Depleter (ESD) (n)

Some weapons are designed to exhaust Energy Shields on contact, to deny the enemy their defences.

When a model takes hits from a Shoot or Assault attack, caused by a weapon with the ESD keyword, immediately deplete (n) Energy Shields from the target model. Then resolve the Hits caused against the target's remaining Energy Shields and Armour 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

Some soldiers are skilled at jinking and rolling out of the way of incoming fire, and using the opportunity to progress across the arena.

When an unpinned model with the Evade keyword is the subject of a Shoot action but is 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 an Explosive weapon is used it may injure or kill individuals within an area of effect, and the force of the explosion will throw survivors to the ground.

There are always other keywords to denote the type of explosive attack after rolling to hit. e.g. Frag (n).

When using an Explosive weapon, perform a Shoot action, which must target a cube that is 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 allowed. If successful, the target cube is hit. If failed, roll to Scatter (page 28) to determine 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 (e.g. Frag). Explosive weapons will not bounce off solid walls, they will affect whichever cube the Scatter roll indicates. If they Scatter off the battlefield they miss completely and have no effect. Now resolve the type of attack on the affected cube using the other keywords.

## Fast Transition

This soldier is highly trained and adept at transitioning from one ranged weapon to another in order to fire both guns in rapid succession.

When the model takes a Shoot action it can make an attack with two ranged weapons it is carrying. 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 one weapon completely, then resolve the rolls for the second weapon separately. A model with Fast Transition that uses a Shoot symbol on a Command Die 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. Cannot be used with any long Shoot action.

## Fearless

This character is an experienced fighter and shows no fear in the face of the enemy.

The model can never be Pinned (even if caused by other keywords). If affected by an attack that has effects in addition to pinning, such as Hits caused by Frag, the additional effects still apply.

## Firing Platform (n)

This weapon fires large calibre ammunition or very powerful energy blasts.

A model firing a weapon with the Firing Platform keyword gains +n dice when performing a Shoot action.

## Flight

This soldier is equipped with an anti-grav device or thrusters to allow them to reach high terrain quickly or soar over ground obstacles.

A model with this keyword 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 gaming table. If the model falls, it will not take damage or be Pinned.

## Frag (n)

When a high-explosive weapon that can blast infantry to pieces is coming this way, you'll hear the shout: "Frag incoming!"

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. For example, for a Frag (5) weapon you would roll 5 dice for the test. 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).

**Draw or Survive has more successes:** Attack fails to cause any Hits.

**Frag has more successes:** The difference in number of successes is the number of Hits caused. Refer to Damage and Death on page 20.

Whatever the results of the attack, all surviving models in the target cube are thrown one cube in a random direction (see Scatter on page 28) and are then Pinned.



## Grenade

A compact explosive device thrown from the hand or fired from a launcher, intended to kill and wound enemy fighters.

There will always be other keywords to denote the type of explosive attack after rolling to hit. e.g. Frag (n).

Grenades are thrown using a Shoot action. Choose a target cube within range. If you do not have LOS to the target cube, then both the shooting model and the target cube must be visible when viewed from directly above. I.e. The grenade is thrown directly into the cube if you have LOS, or lobbed over whatever is blocking LOS.

Roll a 3 dice Ranged test (1) with no modifiers or rerolls allowed. Success means that the Grenade has landed in the target cube. Failure requires a Scatter roll (see page 28) 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 (e.g. Frag).

A Grenade that would Scatter through a solid wall (or the board edge) will bounce off it and stay in the original target cube.

The effect the Grenade has varies by type, see the weapon profile or Item description for the Range, AP and Keywords for that grenade type.

## Horde

Some soldiers can overwhelm the enemy with sheer weight of numbers rather than great skill at arms.

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

## Implosion (n)

This weapon has an area of effect that damages targets caught within it, but does not throw them away from the detonation.

After rolling to hit with an Implosion weapon using the Explosive or Grenade keyword, roll a **(n) dice 4+ test (X)** for the strength of the attack. No modifiers or re-rolls allowed. For example, an Implosion (5) weapon would roll 5 dice for the test. 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).

**Draw or Survive has more successes:** Attack fails to cause any hits.

**Implosion has more successes:** The difference in number of successes is the number of Hits caused. Refer to Damage and Death on page 20.

## Imposing

This warrior has a great presence on the battlefield which causes the enemy to be hesitant in hand-to-hand combat.

This model receives a +1 die modifier in Fight or Survive dice tests during an Assault.

## Jump Pack

Rocket or grav-impulse pack for rapid movement around the battlefield in three dimensions.

A model that has the Jump Pack keyword takes no damage, and is not Pinned, by Falling.

In addition, a model with a Jump Pack can:

- 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 one cube wide), provided it has enough cubes of movement to do so.

## Knockback

This weapon packs such a forceful impact that the target is likely to be thrown backwards when hit, whether they are still alive or dead.

When a model using a weapon with this keyword makes a Ranged or Fight test and rolls more successes than the target model (regardless of whether any wounds are caused) it will force the target into an adjacent cube on the same level. Resolve the attack as normal, then move the target one cube directly away from the attacker (see page 26).

If the attacker and target are in the same cube (i.e. in an Assault action) then the attacker chooses any adjacent cube on the same level to move the target into.

Otherwise, use a normal Line of Sight between attacker and target to work out where the model moves (i.e. a Shoot action). Continue the LOS from the attacker 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.

Refer to the Forced Movement rules for consequent effects of Knockback.

## Lethal (n)

This weapon burns flesh or splinters into fragments, causing hideous internal injuries.

A model that suffers wounds from a weapon with the Lethal keyword (after applying shields and armour) takes (n) additional wounds (in total, not per wound suffered).

Lethal is cumulative. If more than one Lethal modifier applies to the attack, add together the (n) values.





## Life Support

This armour has an in-built system of medical aid equipment designed to heal the wearer when wounded.

If the model suffers wounds, but is not killed, then the Life Support automatically kicks in. The model 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

This weapon may be cumbersome and take time to set up and sight in, or it may use a lengthy firing method to cause additional devastation.

A normal Shoot action made with a weapon with this keyword is a long action. A Blaze Away Shoot action with a Rapid Fire weapon is still a short action.

## Lunge

This weapon has a long reach and can be thrust towards an enemy several feet away.

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 warrior carries medical supplies and is trained in performing battlefield wound treatment.

This model may perform an Auxiliary action to remove 1 Wound Marker from a friendly model in the same cube.

## One-Use

This Item or weapon may be used only once.

## Optics

Specialised range finder and targeting optical equipment.

A weapon with the Optics keyword adds a +1 die modifier to Shoot actions. Headshots occur on rolls of 7 and 8.

This keyword may not be used when using the Rapid Fire keyword to make a Blaze Away Shoot action.

## Pack Mule

This character has great carrying capacity and multiple attachment points.

This model may carry up to 3 Items, 2 picked-up weapons and 2 scenario objects (e.g. Power Seeds).

## Rapid Fire

Spraying bullets indiscriminately over an area encourages the enemy to keep their heads down, but is too inaccurate to cause much damage.

A model using a weapon with the Rapid Fire keyword may choose to fire it normally, or 'Blaze Away' with a Shoot action in an attempt to pin models, but cause no wounds. Rules that affect Shoot actions still apply unless noted otherwise.

The Shooting player must declare they are making a Blaze Away attempt and then follow the normal rules for a Shoot action (LOS, Range etc). There are no benefits from Crouching for either the shooter or the target during Blaze Away. The Optics keyword has no effect when making a Blaze Away roll.

The player making the Blaze Away rolls a 4 dice Ranged test (X).

**Note:** Armour and Armour Piercing are not applicable when making a Survive roll against a Blaze Away because no damage is caused.

The player controlling the target model now 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 (see page 26). With any other result, nothing happens.

## Scout

Some units are skilled at sneaking into advanced positions to gain an advantage when the battle starts in earnest.

After deployment, but before the first Round, a model with the Scout keyword may make a free one-cube Advance action. If both sides have models with Scout then the player who will take the first Turn moves all their scouts first. A scout may not enter a cube containing an enemy model during this pre-battle movement but may pick up Items, weapons or scenario objects (e.g. Power Seeds)

Additionally, a model with Scout can keep a Crouch Token they already have when they make an Advance action.

## Smash (n)

An enemy with great physical strength, or a heavy melee weapon, who hits their foe with spectacular force.

A model with the Smash keyword gains +n dice when performing a Fight test.



## Sniper Scope

This weapon has advanced optical magnification, allowing excellent accuracy, but requiring time to line up the perfect shot.

When using this weapon, you may take 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 will occur on 7 or 8.

## Stoic

This soldier displays great bravery in the face of incoming fire to inspire their comrades.

The model can never be Pinned (even if caused by other keywords). If affected by an attack that has effects in addition to pinning, such as Hits caused by Frag, the additional effects still apply. Additionally, this model can never take the Crouch action.

## Stealthy

This fighter has carefully patterned armour which blends in with the environment even when in the open.

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

*"The plasma grenade's casing is made of smart matter programmed to stick to infantry targets."*

If 2 or more successes are rolled when making the Ranged test to throw the Grenade (see Grenade keyword), it will deplete all the Energy Shields of 1 model (chosen by the attacking player) in the target cube and within LOS of the model that threw it.

## Support Weapon

This weapon is designed to be used on a mount, or controlled by a crew of several personnel. It is bulky and limits the behaviour of the person carrying it.

A model carrying a weapon with the Support Weapon keyword may not perform Sprint actions, throw grenades or make Fight tests in Assault. Advance actions may be performed, but only using a Speed stat of 1.

## Suppression

This weapon has such a high rate of fire that anyone in the targeted area will need to take cover.

In addition to causing Hits and Wounds as normal, a weapon with this keyword causes all models (from either side) in the same cube as the target model to be Pinned.

## Tactician (n)

A character with this keyword is a great leader and intuitively understands how to get the most out of a combat situation.

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

*E.g. Ben has a Fireteam with 1 model with Tactician (1). He rolls 3 Command Dice at the start of Round 1 and makes 1 reroll if he wishes. At the end of Round 1, he has used 2 of the Command Dice results but has a Shoot action result left over. He may choose to carry this 1 result over to the next Round and just roll the other 2 dice to make his pool for Round 2, or he can roll all 3 dice.*

Having more than one Tactician in a Fireteam provides additional benefits. If more than one 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

This fighter carries immense momentum and force into a fight.

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 weapon has a high rate of fire, making it easier to hit the enemy.

A model with this keyword may reroll (n) dice when making Ranged tests.

Weight of Fire is cumulative. If more than one Weight of Fire modifier applies to the test, add together the (n) value from each source.





# SCENARIO SETUP

In Halo: Flashpoint, each game you play will be a set scenario with specific win conditions and objectives to achieve.

The game mat, and all the scenery on it, is the battle arena for the game. It is often referred to as “the board”.

Although some scenarios may differ, the standard procedure and steps for preparing for a game of Halo: Flashpoint is as follows:

## Prepare your Fireteam

You can either use the default Fireteam selection provided in the game box (1 of each profile) or, you and your opponent can build customised Fireteams, as described in the Advanced Rules (page 46).

## Select a Scenario

Each team scenario has a different objective for the players to complete in order to win the game. The default scenario is Slayer, where players simply try to kill each other’s models, or you may mutually agree a different scenario to play, or roll a die and consult the table below to choose randomly:

D8 result	Scenario
Default	Slayer
1-2	Oddball
3-4	Capture the Flag
5-6	Stronghold
7-8	Stockpile

## Set up the Battlefield

Place buildings and other terrain on the board in a mutually agreeable fashion using the guidelines on page 8.

The scenario will tell you if and where to place Objectives, respawn points and Weapon Drops, and explain how the scenario is scored.

## Place Scenario Objects

Scenario object markers (e.g. VP objectives, Power Seeds and Oddball) are placed in the locations indicated on the scenario map. If the location contains a building, the marker should be placed on the highest level of that stack.

## Place Items

In addition to objectives, Halo battlefields can be littered with Items, ranging from grenades to health packs (see page 36-37). A random selection of these is placed on the battlefield before every game begins as follows:

Take the Item Tokens and shuffle them face down. Take a single token at a time from the pool without looking at it. Generate a random grid reference by rolling 2 dice - one the column and the other for the row. Place the token face down at that grid reference.

If the location contains a building, the Item Token should be placed on the highest level of that stack. A single cube may contain more than one Item. If a dice roll would place a token in either player’s deployment zone then reroll both dice for its position.

When you have placed a total of 8 Item Tokens, put the remaining tokens to one side face down to form the spare pile.

## Item replenishment

From Round 2 onwards, at the start of each Round, place 1 more Item from the spare pile as described above, then continue the game.



M392 DMR

*The M392 DMR (designated marksman rifle) has a long range and is a formidable weapon against opponents that have already had their shields depleted, as the attached optical sight increases the chances of scoring Headshots.*



## Place Weapon Drop Markers

Weapons on the battlefield can be picked up by models to give them more options for fighting the enemy. Four Weapon Drop locations will be shown on the scenario setup map. Shuffle the 4 Weapon Drop Markers face down, place them on the four locations and then turn them over. They are numbered 1-2, 3-4, 5-6 and 7-8.



If the location contains a building, the marker should be placed on the highest level of that stack

## Weapon token sets

Certain box sets or expansions will include additional weapon tokens and matching weapon profile cards that are associated with the faction included in that box. Before each game, choose 10 weapon tokens from your collection to use for the game. You may either choose the weapons to use, or select them randomly. You will then need to find the associated 10 weapon cards so they are available as weapons are picked up.

## Weapon Drop replenishment

Shuffle the Weapon Tokens face down. At the start of every Round of the game, randomly pick a Weapon Token and roll a d8 to determine which Weapon Drop Marker it will be placed on. Place the Weapon Token face up in that cube. If there is already a Weapon Token on that marker, re-roll the location until an empty marker is rolled. If all the markers have a Weapon Token on them, replace the weapon on the rolled marker with the new one. The remaining Weapon Tokens form a spare pile.

## Determine Who Goes First

To determine which player deploys their Fireteam to the battlefield first, both players roll a die. Whoever rolls highest is the starting player. Roll again if there is a tie.

The starting player chooses which deployment zone they will use and places their models within their deployment zone as shown on the scenario map. Their opponent then deploys all of their models in their own deployment zone. Scout moves are made after deployment. The starting player will take the first Turn in Round 1.

## Start the Game!

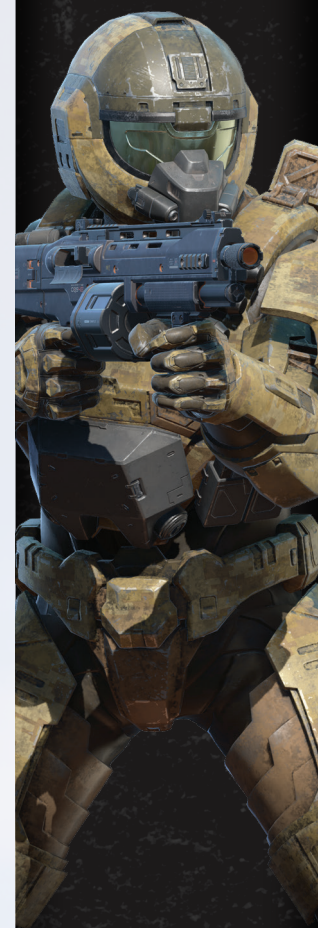
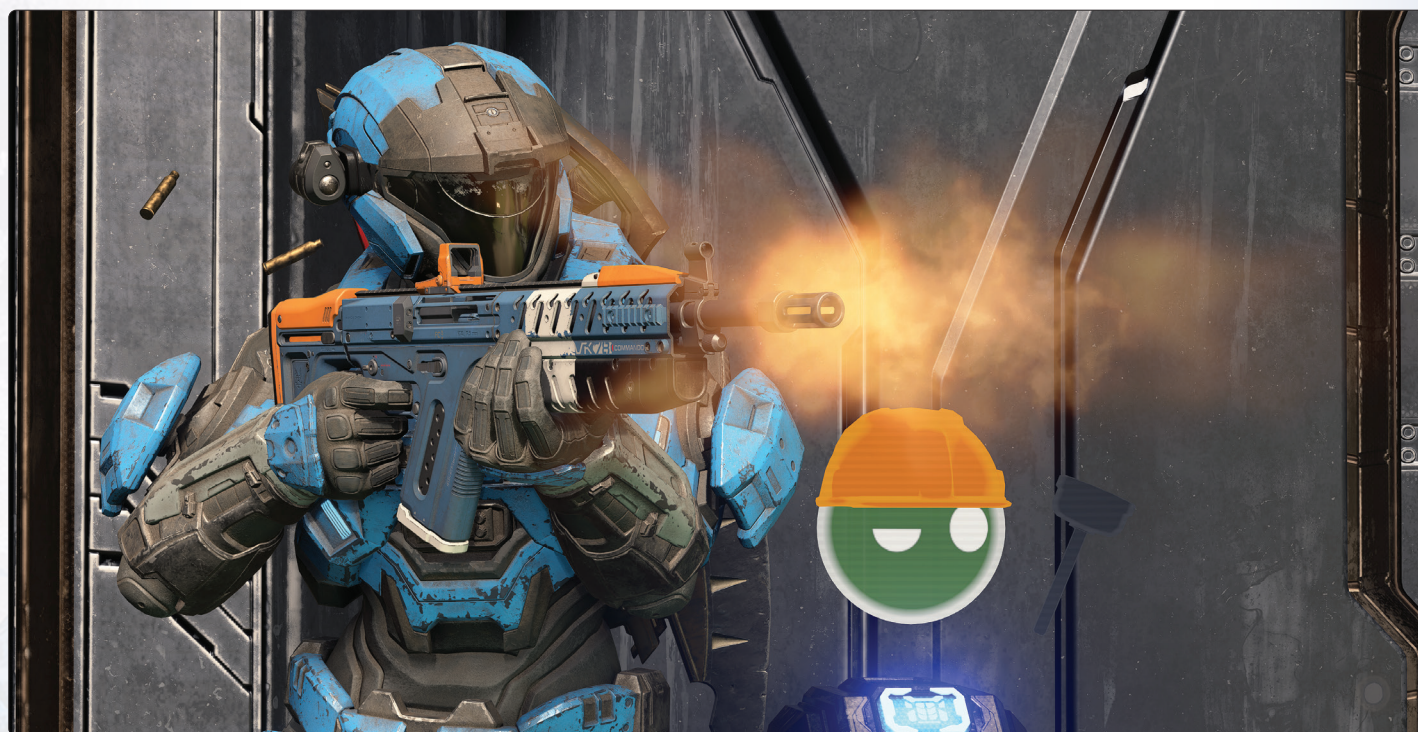
Once all the steps above are complete, the game begins with Round 1. Roll for the Round 1 Weapon Drop then begin taking turns.

## Winning a Game

The game ends when at least one player has achieved the required victory conditions for the scenario.

There may be a maximum number of Rounds for the game. Otherwise, continue playing until the victory conditions are met.

**Note:** The game does not end if one player has no models in play (they will respawn).





# Items and Weapon Drops

The battlefields of a warzone are littered with valuable Items and powerful weapons. Models can carry up to 2 Items at a time, and one 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 present in the cube. This is free and does not count as an action. A model may pick up any combination of Item, weapon and scenario object (e.g. Oddball, Power Seed), but only 1 of each type in an action.

## Items

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



Item Tokens begin the game face down, so that their identity is unknown. Picking up an Item allows a player to turn it over and look at what it is. Once an Item is revealed, it remains face up for the rest of the game even if it is dropped, unless specified otherwise.

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

A dropped Item is placed face up in the same cube. A destroyed Item is removed from the board and returned to the spare pile (and shuffle the spare Items face down). You cannot swap Items directly between models.

If a model dies, any Items it was carrying are placed face up in the cube where they died.

## Weapons

When a model picks up a weapon, add the appropriate weapon profile card to that model's profile card in the Pick up slot. The token for that weapon is placed next to the profile card. If the model already has a weapon in the Pick up slot when it acquires a new one, the current weapon profile card is removed and the new one put in its place. 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 cube currently occupied by that model. 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 (the token for that weapon is taken by the attacking model and placed next to their profile card) 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 Pick up 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 Pick up slot. The token for that weapon is placed next to the profile card.

If a weapon has limited ammunition (shown by the One-Use or Two-Uses keywords) then the weapon profile card is returned to the supply and the Weapon Token is returned to the spare pile the weapon has been used the permitted number of times. After returning a Weapon Token to the spare pile, shuffle the pile, face down.





## 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 face down to the resupply pile and shuffle the pile.

## Item Types

### Active Camouflage (Type II)

When this item is used, enemy models may not draw LOS to the camouflaged model. The effect lasts until the model is killed, or takes a Sprint action, a Shoot action or an Assault action. One-Use.



### Drop Wall (Type II)

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



### Explosive Ammo (Type III)

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. One-Use.



### Fragmentation Grenade (Type III)

The standard high-explosive, dual-purpose fragmentation grenade. This item has the weapon profile R3, AP1, Frag (5), Grenade, One-Use.



### Grappleshot (Type II)

This item may be used to make a free one-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. One-Use.



### Hardlight Shield (Type I)

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.



### Overshield (Type II)

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. One-Use.



### Plasma Grenade (Type III)

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



### Quantum Translocator (Type II)

The model carrying this item may use it immediately prior to making an Advance or Sprint action. Up to the end of that Activation, the model may be returned to the cube where the item was used. This will not trigger a 'breakaway' attack from an opponent and the model does not move through any intervening cubes or terrain, it is simply picked up and placed in the original cube. If there is an enemy model in the cube that the model returns to, an Assault will be triggered. The item is returned to the supply at the end of the Activation in which it is used. One-Use.



### Shroud Screen (Type II)

When this item is used, place the token in the holder's cube, or any adjacent cube within LOS. The Shroud Screen blocks LOS into, out of or through that cube for the rest of the Round. The cube itself may still be targeted (e.g. with Explosive weapons). One-Use.



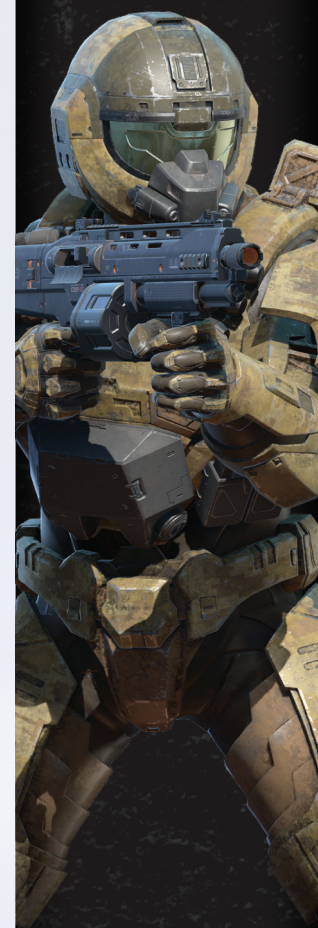
### Threat Sensor (Type II)

When this item is used, models of the enemy Fireteam may be targeted by ranged attacks even if there is no LOS between the shooting model and target model. i.e. It lets your side know where the enemy is without seeing them, so you can shoot through walls, terrain etc. Lasts for the rest of the Round. One-Use.



### Thruster (Type II)

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. One-Use.





# PLAYING YOUR FIRST GAME

On the back of the game mat, you'll find a small 5x5 playing surface for your first games – great for learning the rules. You and your opponent will take two Spartans each. Player 1 starts with the Spartan Brawler (B) and the Spartan Zvezda (Z). Player 2 starts with the Spartan MK VII (M) and the Spartan Deadeye (D).

The map shows where to start the models on both sides and where to place the scenery. You'll find some handy rules references printed on the mat too, to save you flicking through the rulebook as you play. You do not need to worry about Items and Weapons pick-ups for this training mission.

Player 1 takes the first Activation. Now alternate Turns between players until all models have been Activated once. Then begin the next Round with the Player who did not take the last Activation in the last Round (i.e. keep alternating). The winner is the first to kill both of the other player's models. No Respawns are allowed in this scenario!

Once you've played through the starter game once, you might want to swap sides to try out the weapons of the other Spartans. Otherwise, you are ready to move onto playing a full game.

For your first few games in the full arena, start with four Items, instead of eight, to get you into the action faster with less to set up.

Set up your first games on the 5x5 small arena to look like this.





# SCENARIOS

When you have completed your training scenario and are familiar with the basic rules, you are ready to enter the arena for real, with Weapon Drops Items, Respawns and more!

There are five exciting scenarios presented here for you and you opponent to choose from and pit your tactical wits against each other.

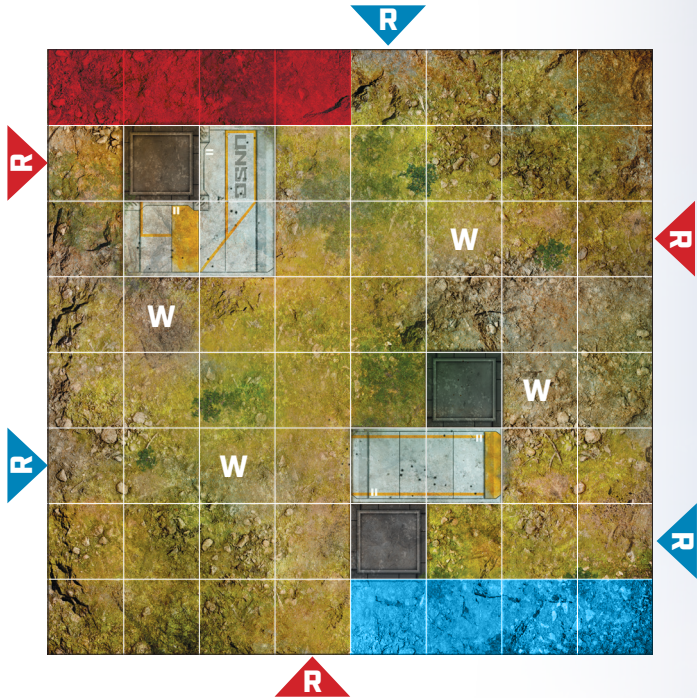
## SLAYER

*Slay the enemy team.*

The objective is simply to kill as many opposing models as possible.

### Scenario Setup

- Place Weapon Drop Markers in cubes marked **W**.
- Place Respawn Markers in the locations marked **R**.
- The starting player may choose the red or blue deployment zone (and the matching Respawn Markers).



### Victory Conditions

Before the game starts, both players must agree how many kills to play up to (e.g. 4 for a short game, 8 for a medium game, 12 for a long game).

Keep a count of the number of models killed by each side as the game progresses. If a model dies for any reason, whether by enemy attack or falling or some other 'accident', the opposing player is awarded the kill. When one player reaches the agreed number of kills, the game immediately ends and that player wins.







# ODDBALL

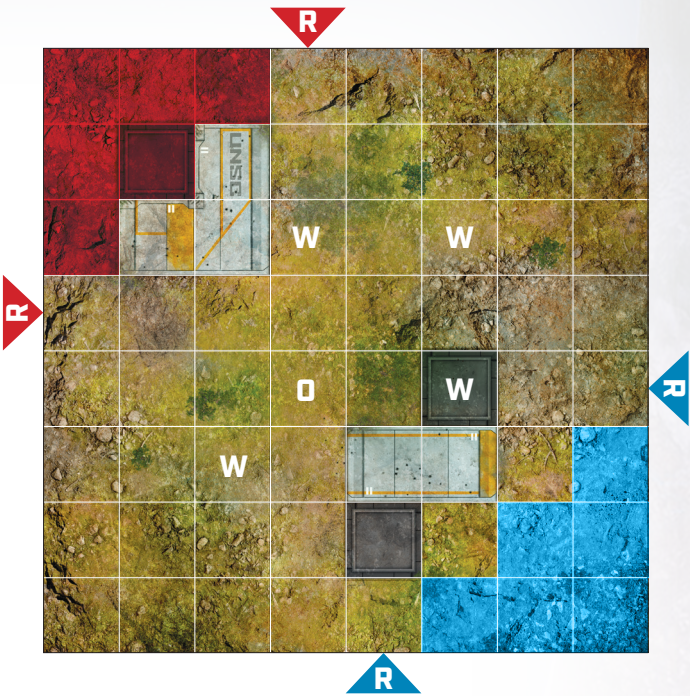
The objective is to locate the flaming skull on the map and to maintain possession of it for the longest period of time possible.

## Scenario Setup

- Place Weapon Drop Markers in cubes marked **W**.
- Place Respawn Markers in the locations marked **R**.
- Place the Oddball Marker (scenario object) in the cube marked **O**.
- The starting player may choose the red or blue deployment zone (and the matching Respawn Markers).



Oddball  
Marker



## Scenario Rules

The Oddball can be picked up by moving into, within, out of or through the cube containing the Oddball Marker if there are no enemy models in that cube. While a model is carrying the Oddball, that model may not fire any ranged weapons, use any Items or make a Sprint action. If the model was performing a Sprint action when it picked up the Oddball, it may not move any further. The model carrying the Oddball may use the following weapon profile when making a Fight test:

Name	Range	AP	Keywords
Oddball	CC	2	ESD (1), Lethal (1)

The Oddball is dropped if the model carrying it is killed, unless the model is killed in an Assault, in which case the enemy model Fighting in the Assault takes the Oddball. The Oddball is also dropped if the model carrying it is moved by force (e.g. Knockback or Frag) or Pinned. If the Oddball is dropped, it will Scatter. If the Oddball scatters off the board edge, it should be replaced on its original starting position shown on the map.

## Victory Conditions

1 point is scored by the side holding the ball at the end of each enemy model Activation.

1 point is scored when the Oddball is used to kill an enemy model in an Assault action.

The game ends immediately when one player has scored 11 points. If neither player has scored 11 points at the end of Round 6, the game ends and the player with most points is the winner. If both players have equal points it is a tie, or both players can agree to continue playing until the next point is scored.

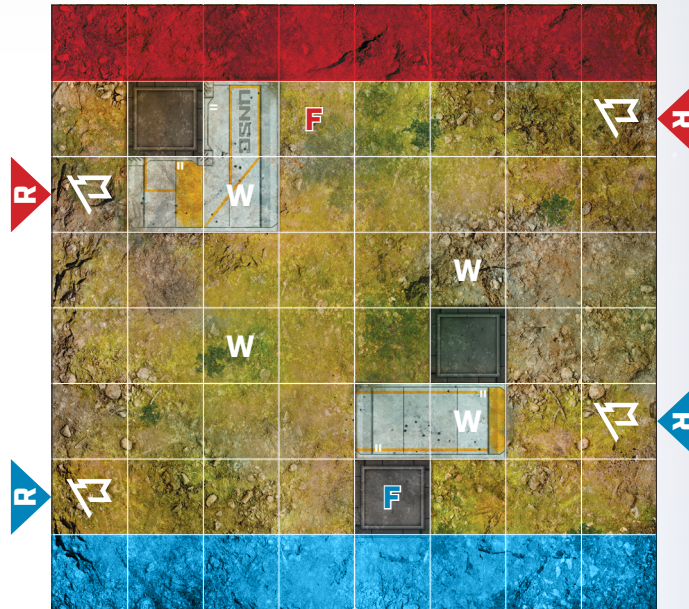


# CAPTURE THE FLAG

In this scenario the teams compete to capture a flag from an enemy base and return it to their own. Players need to defend their flag from the enemy team while trying to take the enemy's flag.

## Scenario Setup

- Place Weapon Drop Markers in cubes marked **W**.
- Place Respawn Markers in the locations marked **R**.
- The starting player may choose the red or blue deployment zone (and the matching Respawn Markers).
- Place the Flag Markers (scenario objects) in the cubes marked **F**, on Level 1.
- Rearrange the terrain if necessary to ensure the Flag cubes are equally accessible for movement purposes.



## Scenario Rules

The enemy colour Flag is picked up by moving into, through or out of the cube containing the Flag Marker, and only if there are no enemy models in the cube which contains the Flag Marker. The Flag is carried like an Item, so a model can only carry one other Item while carrying the Flag. If the model carrying a Flag is killed, the Flag Marker is dropped and will Scatter.

You may not interact with your own colour Flag.

If the enemy flag is carried into the cube alongside any friendly Respawn Marker (shown on the map with a flag icon) you score 1 point. When this happens, the Flag immediately returns to its starting position.

## Victory Conditions

The first player to score 3 points immediately wins the game.

If neither player has scored 3 points after 8 Rounds, the game ends and the player with the most points wins. If both players have equal points it is a tie, or both players can agree to continue playing until the next point is scored.



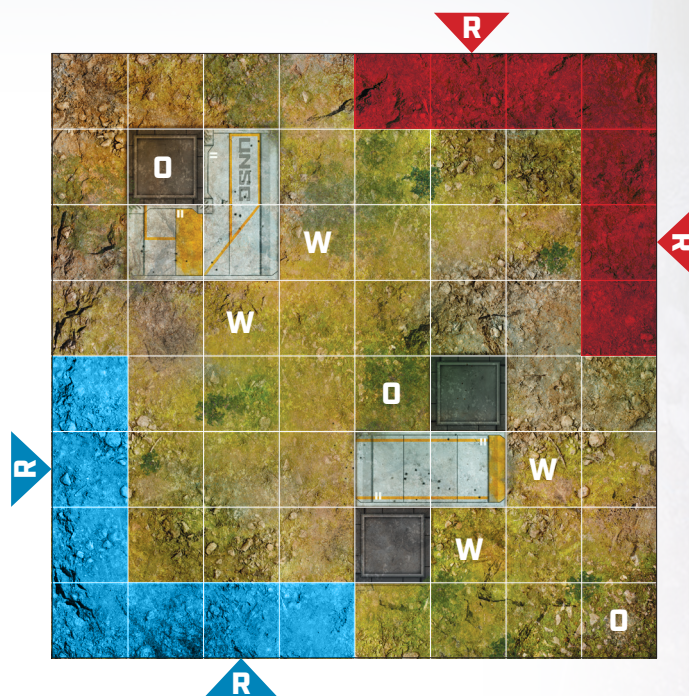


# STRONGHOLDS

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

## Scenario Setup

- Place Weapon Drop Markers in cubes marked **W**.
- Place Respawn Markers in the locations marked **R**.
- The starting player may choose the red or blue deployment zone (and the matching Respawn Markers).
- Place 3 randomly selected Victory Point (VP) Objective Markers (from the 1, 2, 3 and 4VP markers) in the cubes marked **O**.



## 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

The game ends at the end of a Round in which one player has accumulated VPs that are double or more the total points on the board. E.g. If the game uses objectives worth 1VP, 2VP and 3VP, the game ends when one player reaches 12VP. The player who reaches that total is the winner. If both players reach that threshold at the end of the same Round, then the game is a tie (even if one has more VP than the other).

If neither player has reached the win threshold at the end of Round 6, the player with most points at that time wins (or, if you both agree, you can keep playing until the threshold is reached).



# STOCKPILE

In this scenario, two teams compete for Power Seeds located in the middle of the map. Players need to collect the Power Seeds and deposit them at their bases to score.

## Scenario Setup

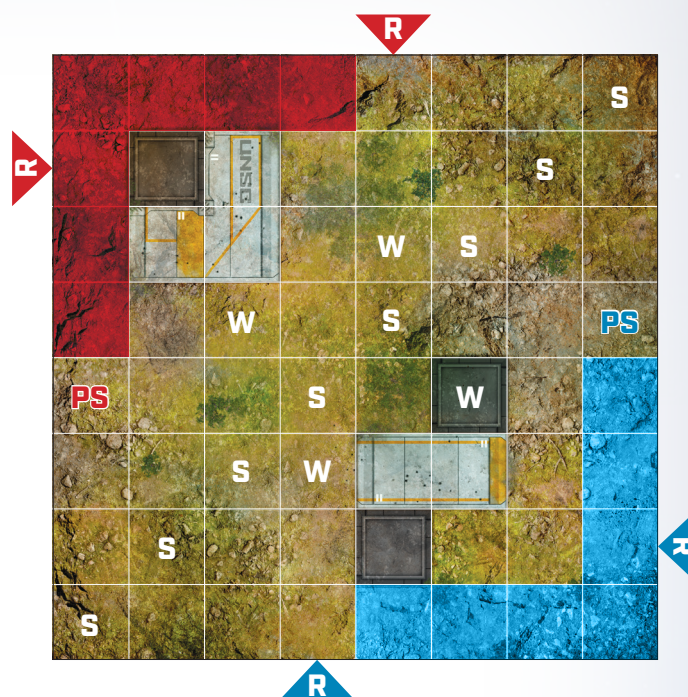
- Place Weapon Drop Markers in cubes marked **W**.
- Place Respawn Markers in locations marked **R**.
- The starting player may choose the red or blue deployment zone (and the matching Respawn Markers).
- Place a Power Seed Marker (scenario object) in all cubes marked **S**.
- Place Power Seed Stations in the cubes marked **PS**.



Power Seed Station



Power Seed Marker



## Scenario Rules

A Power Seed can be picked up by moving into, within, through or out of the cube containing a Power Seed Marker if there are no enemy models in that cube. A model may only carry 1 Power Seed at a time. While carrying a Power Seed, a model may not make Sprint or Shoot actions. If the model was performing a Sprint action when it picked up the Power Seed, it may not move any further.

While carrying a Power Seed, a model may throw it as an Auxiliary action. Choose a target cube at Range 2, then make a **3 Dice Ranged test (2)** with no modifiers or rerolls allowed. If the test is successful, the Power Seed lands in the target cube. If the test is failed, the Power Seed scatters from the target cube. During their Activation, a model carrying a Power Seed may place it down in their cube as a free action.

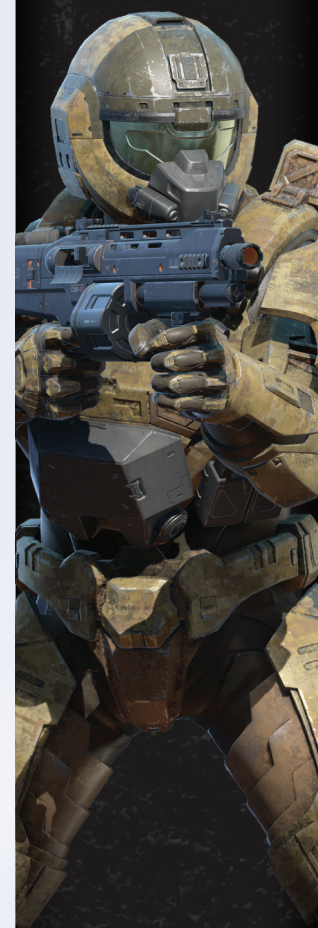
A Power Seed is dropped in the cube if the model carrying it is killed, unless the model is killed in an Assault, in which case the enemy model involved in the Assault takes the Power Seed instead (if not already carrying one). A Power Seed is also dropped if the model carrying it is moved by force (e.g. Knockback or Frag) or Pinned. If a Power Seed is

dropped, it will Scatter from the cube where the model was positioned before being killed or moved. If a Power Seed scatters off the board edge, replace it on its original starting position shown on the map (randomise between the empty positions if you're not sure where it started).

A Power Seed is deposited automatically when the model carrying it moves into or through the cube containing the friendly Power Seed Station (PS) or if it is thrown into that cube. Power Seeds may be picked up from your opponent's Power Seed Station and carried away. If picked up by an enemy model, that Power Seed no longer counts as deposited. Power Seed Stations may not be picked up or moved.

## Victory Conditions

If at any time one player has 5 Power Seeds currently deposited in their Power Seed Station, they immediately win the game. Otherwise, at the end of 8 Rounds, whoever has the most Power Seeds in their Station wins. An equal number each is a tied game.





## Advanced Scenario Setup Rules

Rather than simply rolling a die each to determine the starting player, you can use these Recon rules to work out who will go first and what little perks they gain by scouting out the arena in advance.

### Recon Test to Determine Who Goes First

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

Each die which shows equal or higher than 5+ counts as a success. Compare the number of successes each player rolls. Roll the test again if there is a draw.

After rolling the Recon test, the winner should consult the rules for the Recon Table on the page opposite.

The winner of the Recon test decides who will be the starting player. The starting player chooses which deployment zone they will use, and places their models anywhere within their deployment zone as shown on the scenario map. They will take the first Turn in Round 1 of the game. Their opponent then deploys all of their models in their deployment zone.

While all cubes and cube stacks within a deployment zone can be used, if you cannot deploy your entire Fireteam in the deployment zone due to cube capacity limits, you may expand your deployment zone by the minimum number of cubes to place your entire force on the board. Your opponent may also expand their deployment by the same number of cubes in the same way.

### The order of actions are:

1. Recon test performed
2. Recon effects rolled (winner then loser)
3. Deployment
4. Recon effects performed (winner then loser)
5. Scout moves performed
6. Begin Round 1





## Recon Table

When making the Recon test at the start of the game, note the difference in the number of successes each player rolls. The winner of the Recon test immediately rolls that many dice, up to a maximum of two, and consults the Recon Winner Effects table to determine the effects. If you roll the same result on two dice, reroll one die until it is a different result.

The loser of the recon test then rolls one die and consults the Recon Loser Effects table.

d8	Recon Winner Effects (1 or 2 dice, see above)
1	Look at 3 Item Tokens secretly, then return them face down in the cube each one came from.
2	Randomly select a Weapon Token from the face down 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 one-cube Advance action each. Do not mark them as activated. They may not enter a cube occupied by an enemy.
6	Choose one cube. All models in that cube become Pinned.
7	Two friendly models may perform a Crouch action. Do not mark them as activated.
8	Choose one 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 face down in the cube it came from.
3-4	1 friendly model may perform a one-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.



VK78 'Commando'  
Tactical Rifle

*The VK78 'Commando' tactical rifle is a staple precision rifle of human fighting forces. The enhanced optics offers Spartans good effective range and a greater chance of crucial Headshots.*





## Advanced Fireteam-building Rules

Box sets and expansion packs will usually contain different models as a ready made fireteam (or enough for two matching teams).

The default way of building your fireteam for a game is for you and your opponent to grab one of each model and its matching profile card. E.g. 1x Spartan MKVII, 1x Spartan Deadeye, 1x Spartan Brawler and 1x Spartan Svezda each.

Rather than using a default fireteam, players may wish to use a drafting mechanic to choose their fireteams. This works if both players are using the same faction (e.g. Spartans), especially if you have more than one set of models to choose from.

After determining who the starting player is, place all the available unit profile cards on the table in front of

both players. The player who is **NOT** the starting player chooses one profile card for their fireteam. Then the starting player chooses one profile card. Continue taking turns to pick profile cards until both players have 4 profile cards for their fireteam. Then continue with the usual scenario setup rules.

The game is not designed for mixing different factions within your fireteam, so if you and your opponent wish to play with different factions you should each pick 4 models from within your chosen faction. You can agree with your opponent to pick any 4 models (e.g. 2x Spartan Brawlers and 2x Spartan Svezdas) rather than a default fireteam.

Any profile card which features the word **LEGEND** in the name (e.g. "Master Chief, SPARTAN LEGEND") has 2 additional features for fireteam building.

Only one model with this name may be included in each fireteam. You and your opponent may each take the same Legend if you wish (one team has obviously hired a talented imposter).

This model has a superior set of skills so it takes the place of 2 models in your fireteam (e.g. if your opponent brings 4 normal Spartans, you may choose Master Chief and 2 normal Spartans). If you choose a Legend when drafting a fireteam, your opponent makes 2 choices before you take your next choice.

If you have a large collection of Halo models and profile cards, you and your opponent may agree to use more or fewer than 4 models each to try a different game experience. Both players must use the same number of models (remember Legends count as 2 models).







## Credits

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