



FLASHPOINT™

Quick Rules Reference Sheets by Kyle Shubert - Updated September 2, 2026 (valid with ver. 1.5)

First Player/Deployment

higher d8 roll pick 1st/2nd
1 Round = All activations complete.

1 Turn = 1 activation

The first player to finish all their turns starts the next round first.

Weapons/Items

Max 2 different

items & 1 weapon.

Carry up to two

types of grenades.

Points grenades do

not take item slots.

Dice tests

(# of dice)(stat tested)(successes needed)

e.g. 3 dice ranged test (1)

3 dice fight test (X) → X = You **compare** your fight successes to opponent survival successes. Survive wins ties. Difference = Hits resolved (see Hit Order)

Frag/Implosion damage (see Frag keyword):

(n) dice 4+ test (X) → n = weapon dice (e.g. Frag (5))

Cube Capacity

2 from each team (4 total). Bridges, narrow walls, balconies, etc create “half-cubes” and reduce capacity by half. A model’s center of base must fit or a move is impossible. Cannot overlay or stack model bases. Move your own models before moving opponent’s models.

Movement

Can move in any direction, horizontal or vertical. Orthogonal movement **MUST** be available. Walls can block movement (or require more movement to get around). Half-cube obstacles cause no penalty to movement, just line of sight (such as half height scatter terrain).

Headshots

Applies to any dice **test**.

Rolling 8 gives + 1d8 roll.

Can give infinite rolls.

Does not apply to random effects from a d8 (scatter, weapon/item drop, etc).

Hit Order

1. Apply ESD
2. Shields (*hit*)
3. Ablative Ar (*hit*)
4. Apply AP
5. Armor (*hit*)
6. HP (*hit*)
7. Apply Lethal

Line of Sight

Width of model base up to head. Do not include open space as part of a model inside this “cylinder”.

Explosives need LoS. Grenades **do not** need LoS, just open air above the shooter’s cube and target’s cube (“lobbing” the grenade).

When **pinned**, do **not** lay the model on its side, just use a pinned token.

Actions

2 **different** short actions or 1 long action only.

Short Actions

- Stand up (must stand up when pinned)
- Auxiliary Action (scenario/keyword specific)
- Advance (up to your first speed value)
- Crouch (removed with Advance/Sprint, Scouts only remove on Sprint)
- **Shoot** (**cannot** with enemy in your cube):
 - +3 Dice (starting standard)
 - +2 Clear shot (requires **FULL** view)
 - +1 High ground (1+ level above target)
 - +1 Crouched
 - +1 Optics (headshots on 7 or 8)
 - +2 Sniper ***Long action*** - see **Sniper Scope keyword** (headshots on 7 or 8)
 - +(n) Firing Platform
 - - 2 if any friendly model in same cube
 - +1 for each headshot rolled

Long Actions

- Sprint (your second speed value)
- **Assault** (only when **in same cube** as target):
 - +3 Dice (starting standard)
 - +2 if moving into the cube this turn
 - +1 if another friendly model is present
 - +1 if opposing model is wounded
 - +1 if opposing model is pinned
 - +(n) Smash and/or Imposing
 - +1 for each headshot rolled

Survive Tests

- **Shoot:**
 - +3 dice (starting standard)
 - +1 Crouched
 - +1 for each headshot rolled
- **Assault:**
 - +3 dice (starting standard)
 - +1 if the opposing model is wounded
 - +1 if friendly model present in cube
 - +1 Imposing
 - +1 for each headshot rolled

Starting the Game

1. **Fireteam creation.** Use **red weapon cards and item tokens** for equipment purchased with points.
2. **Setup map** according to chosen scenario and differentiate between **Regular, OP, Husky, etc**
3. **Items:** Roll two different colored d8. Use **one for x-coord** and **other for y-coord**. Place random item on map. Repeat this for a total of eight times.
4. **Weapons:** Each player creates a pool of 12 weapons. Place weapon drop markers, but no weapon.
5. **Determine first player.** Higher roll chooses to go 1st or 2nd. They choose color and deploy models.
 - Lower roll chooses which 12 token weapon pool to use and deploys models.
6. Perform **Scout** movements. Perform any Counter Intelligence moves **after** all Scout moves performed.
7. Roll 1d8 and place randomly selected weapon face up on the indicated drop marker. 1 total to start.
8. **Roll Command Dice:**
 - 2 + Tactician (n) in fireteam. May reroll up to Tactician (n) on your fireteam. Must keep new roll.
9. The first player begins their first activation of Round 1.

End of Round

1. Give victory points for scenario objectives (e.g. King of the Hill). Reset objectives (e.g. roll for new hill)
2. Determine who goes first next round:
 - Default is player that finished all activations first in previous round
 - +1 Model command die **may steal** first or second turn next round (last person to use gets choice)

Start of New Round After the First

1. Replenish **1 shield** for each model in play and reset **activation tokens**
2. Place **one** random item on map using 2d8 of different colors for x and y-coordinates.
3. Roll 1d8 and place randomly selected weapon **face up**. Repeat roll if weapon exists at location.
 - If all full, replace the weapon on the rolled location.
4. Roll **command dice:**
 - May carry over up to tactician (n) unused dice to next turn
 - Roll 2 + Tactician (n) for **models in play** - number of dice “carried over” from previous round
 - First player of round rolls and rerolls first. May reroll up to (n) but must keep the new roll
5. The first player begins their first activation of the new round.

On Model Death

1. Remove the model from play and set it on its profile card.
2. **Unactivated models keep their activation token.** Activated models do not get their token back.
3. Complete any keyword or scenario specific demands (e.g. Acrobatic, HVT, Slayer, VIP, Oddball)
4. **Assault death only:**
 - Attacking model may choose to steal pick-up weapon or drop it (cannot steal purchased weapons)
 - Limited ammo weapons (one/two-uses) have token placed face down in supply and card returned
5. Any other death:
 - Weapon token placed at a friendly respawn & card put in supply pile if not bought with points.
 - May place multiple pick-up weapon tokens on the same friendly respawn cube
 - Limited ammo weapons (one/two-uses) have token placed face down in supply and card returned
6. Place any **pick-up items** carried by the model **face up** in the cube it died in (not purchased items)
7. Reset **Hit Points, Ablative Armor, Energy Shields, and purchased items**
8. Reset any one/two-use **weapons** and **grenades** (purchased or on their model profile card)

On Model Respawn

1. Place the model in a cube marked with your color respawn token.
2. Complete any scenario specific demands (i.e. Attrition respawns)
3. First action **must be an Advance** (not command die) with the first space being the respawn cube
 - a. Items cannot be used before entering the board (e.g. thruster, grapple shot, grenades)
 - b. Master Chief's Finish the Fight special order **cannot be used** before entering board

Command Upgrades

Extra Command Die (every round)

+1 command die to roll **each round** of the game. This can not be removed by having a certain model off the board as it is **not attached to any model**.

Extra Command Die (a single round, declare before rolling command)

+1 command die you can add to your command dice pool for **one** round. You may use it in any round of the game. You must declare using it **before rolling** your command die at the start of the round. After the round is over, remove this die permanently from the board. It cannot be used again.

2 x Extra Single use Command Dice (one use Command Dice)

+2 command die you can add to your command dice pool for **one** round. You do not need to use both at the same time. You may use them in **any round separately**. You must declare using them **before rolling** your command die at the start of the round. After the round is over, remove the di(c)e permanently from the board. They cannot be used again.

Extra d8 (single use, used just like Dice Symbol command die result)

+1 d8 die you can add to any test a model must take. This can include any Ranged, Fight, or Survive test. **This extra d8 does NOT count as a modifier**. It can be added to a rapid fire test, for example, but it cannot be added to a frag/implosion as those are not tests taken by the model itself. Once used, remove the die from the board permanently. It cannot be used again.

Command Dice

A model may **only use one** of the Advance, Shoot, and Assault die results during its Activation. Cannot use command die if the model is off the board.



+1 Model

Activate a second model that does not have an Activation Token (not yet used). **Cannot** be used on your **first activation** of round. Can only be used **once per activation**. May steal the first or second turn in the next round.



Dice

Add 1 die to any test. Must use before rolling. May use multiple at a time.



Advance

The active model takes a **free Advance action**, but only one cube.



Shoot

The active model takes a **free Shoot action** (regardless of whether the action is short or long for the weapon being used).



Assault

The active model takes a **free Assault action** against an enemy model in the same cube.



Special Order

Activate your Fireteam's Special Order. You may spend a single Special Order result per Activation, including opponent's. Cannot use on Master Chief's Finish the fight special order before respawn.

Items



Hardlight Shield (Type I - Passive Effect)

While carrying this item, the model has +1 Armor (AR). The item is returned to the supply when the model carrying it next receives a Wound Token. Can stack multiple Hardlight Shields.



Health Pack (Type I - Passive Effect)

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



Intel (Type I - Passive Effect)

When revealed, this item is worth + 1 VP to the team that reveals it. One-Use.



Active Camouflage (Type II - Free Action)

This item provides the Keyword 'Active Camouflage' once activated. This keyword is lost if this model Sprints, Fights, or Shoots.



Drop Wall (Type II - Free Action)

Place an Energy Shield Barrier (2) in the holder's cube. One-Use. Additional dropwalls will stack with each other. Used before a model's shields.



Grappleshot (Type II - Free Action)

May be used to make a free one-cube Advance action. Alternatively, it can be used to pick up an item or weapon token within LoS in an adjacent cube. Cannot be used on any Scenario Object, even those that can be used as weapons. One-Use.



Overshield (Type II - Free Action)

Add 1 to Energy Shield. Lasts until Energy Shield is depleted. Must be used/depleted before using your own Shields. One-Use. Can stack multiple Overshields.



Quantum Translocator (Type II - Free Action)

Use immediately prior to making an Advance/Sprint action. Model may be returned to the cube where the item was used if within 2 cubes of it, but does not travel through any intervening cubes. Will not trigger a 'breakaway' attack from an opponent. If an enemy model is in the cube that the model returns to, an Assault triggers, but no +2 dice as it is not an advance action. One-Use.



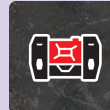
Shroud Screen (Type II - Free Action)

Place the token in the holder's cube, or any adjacent cube within LoS. 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 or frag weapons). One-Use.



Threat Sensor (Type II - Free Action)

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



Thruster (Type II - Free Action)

Add +1 to a model's speed stat for an Advance/Sprint action made during normal short/long actions. Must be used before beginning the affected move action. One-Use.



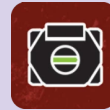
Repair Field (Type II - Free Action)

When used, the item is placed in the holder's current cube and will remain there for the rest of the game. Any model which is in that cube at the end of any round will heal 1 wound.



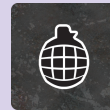
Explosive Ammo (Type III - Shoot Test)

+1 die and Lethal (1) in a single Ranged test. May not be used with weapons which have the Explosive, Grenade, or Lunge keyword. One-Use.



M168 Demo Charge (Type III - CC Fight Test)

This item has the weapon profile CC, AP2, Blast, EMP, Lethal (1), One-Use.



Frag Grenade (Type III - Shoot Test)

Weapon profile R3, AP1, Frag (5), Grenade One- Use.



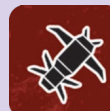
Plasma Grenade (Type III - Shoot Test)

Weapon profile R3, AP2, Frag (4), Grenade, Lethal (1), Sticky. One-Use.



Dynamo Grenade (Type III - Shoot Test)

Weapon profile R4, AP -, EMP, Grenade, Implosion (3). One-use.



Spike Grenade (Type III - Shoot Test)

Weapon Profile R3, AP 1, Frag (4), Grenade, Sticky. One-use.

Scatter

Explosion or other effect will cause a **model** or **objective item** to move into a random adjacent cube. **Roll 1d8** to determine a random spot.

1	2	3
8		4
7	6	5

If a model or item scatters to a **half-cube** floorspace, such as a walkway or balcony, roll to see if the model has landed on it or fallen past. Roll a single d8 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.

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 moving into a cube with an enemy model, it triggers a free Assault, with the moving model making the Fight test (unless it is also pinned in which the other model does a fight test).

The terrain affects forced movement in the same way as if the model was making voluntary movement. e.g. blocked by a solid wall and is permitted through empty space or a big enough gap. Unable to use a Hatch. If there is no floor in the destination cube, refer to the Falling rules.

Falling Damage

Fall height is measured from the last floor the model was standing on. The model falls vertically until it enters a cube with a floor (see the Scatter rules if it is a **partial floor** such as a bridge or balcony). 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.

Fall Height	Gravity Test Dice (n)
1 cube	No test required
2 cubes	4 dice
3 cubes	5 dice
4+ cubes	6 dice

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. Gravity has no ESD, Armor Piercing, or Lethal damage.

The model wins or the roll is a tie: the model is pinned, but unharmed. Falling always at least pins the model.

Slammed Against 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.

Opposing player rolls a 4 dice 4+ test (X) for the wall.

Model being slammed rolls a 3 dice Survive test (X).

Wall wins: model is Pinned and the difference in successes is the number of Hits taken by the model. The Wall has no ESD, Armor Piercing, or Lethal keywords.

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

Pinned

Being pinned **immediately** ends a model's activation. If it starts its turn pinned, it first **must use a short action to stand up** and place anywhere in the cube. While pinned :

- Cannot voluntarily move (only forcefully)
- No actions or special orders (except stand up)

If Assaulted, the model stands up as a **free action** and performs the Survive Test as normal. Opponent gains +1 die for assaulting a pinned model.

If a pinned model stands up, **one** (not all) enemy in the same cube may make an assault for free.

If a model is pinned and forcefully moved into a cube with an enemy (or becomes pinned due to the movement), **one enemy model makes a free assault** instead. The pinned model automatically stands up as a free action and makes a Survive Test as normal. If all enemy models are also pinned, then **no one is eligible** to make the Fight Test and no assault occurs. Pinned models **cannot** make a Fight Test. Ever.

Being pinned by **Rapid Fire** or **Suppression** does **not** remove a **crouch token** (only forced movement does).

Keywords

Ablative Armor (n)

Has (n) points of Ablative Armor. When taking hits, and after Energy Shields are used, reduce the current value of Ablative Armor by one point for each hit. If Ablative Armor reaches zero, then continue applying hits as normal. Does not recharge.

Acrobatic

Killing an enemy model grants +1 Victory Point in modes which reward for kills (e.g. Slayer, Oddball, but *not* in Attrition). It is not applied if the target dies from being slammed into a wall, even if caused by the Acrobatic model.

Active Camouflage

Full shields = LoS only in same or adjacent cube, but has -2 dice. Some shields or no shields (e.g. ODS) = Can LoS but has Stealthy. Keyword is lost if provided by an item and the model Sprints, Fights, or Shoots. Keyword is never lost if it is on the model's profile card.

Agile

After a long Shoot action using the Sniper Scope keyword, perform a free one cube Advance action.

Blast

Models in all cubes adjacent to the explosion (in all directions) have 1 Shield depleted.

Comms Relay

Generate a free Special Order token at the start of any Round if on the board (place token off board). Can be used by any friendly non-legend model to trigger a Special Order. Unspent tokens are removed at the end of the Round.

Concussive

If the attacker rolls more successes than the target, then the target is pinned in addition to any damage caused. This includes all models in the cube if it is a ranged weapon which targets a cube.

Continuous Fire

Weapon in a Ranged test benefits from Weight of Fire (2). Must make a 3 dice Survive test (2) or take 1 wound. Armor and Shields do not stop this damage. May trigger Life Support if it is in the model's inventory (such as a health pack).

Counter Intelligence

At the start of the game, if any enemy model in the opposing Fireteam makes a Scout move, all friendly models with Counter Intelligence (CI) can make a 1 cube Advance action. CI moves are always done after the opposing Fireteam has completed all its Scout moves.

EMP

Cause all Shields to deplete on all models in a cube.

Energy Shield (n)

The model starts the game with (n) Energy Shields ("fully charged"). One shield is recharged at the start of each Round.

Energy Shield Barrier (n)

Provides protection for all models in a cube. Only effective against Ranged attacks. Can stack multiple barriers. Removed when depleted. Does not regenerate.

Energy Shield Deleter (ESD) (n)

Shoot or Assault attack causes hits, immediately deplete (n) Shields from the target. Then, resolve hits as usual.

Evade

If a model survives a shoot test it may advance 1 cube if it is not pinned or forcefully moved. May trigger an assault (and gain the +2 dice). Evade (Reckless) requires the model to use this one cube Advance to move closer to the model that shot and triggered the Evade.

Explosive

Target a cube (requires LoS) with a 3 dice range test (1). No modifiers/rerolls. Scatters on same level if failed and always hits that cube. Explodes on walls (in original cube). Off battlefield is a miss with no effect. Then, resolve the type of attack.

Fast Transition

Shoot action with two ranged weapons. May target same or different target. Declare target of both weapons before rolling. Resolve separately. Shoot command die only gives a shot from one weapon. Cannot shoot same weapon twice or be used with any long Shoot.

Fearless

Cannot be pinned. May still Crouch.

Fire Token (*not an actual keyword, but related to Incendiary keyword*)

When a model with a fire token is activated, it may take an Auxiliary action to remove the fire token or take 1 wound at the end of its activation to remove. If this kills the model, the opposing player is awarded the kill. Fire tokens do not stack. Max is one token at a time.

Firing Platform (n)

Gains +n dice in a Shoot action.

Frag (n)

Roll a (n) dice 4+ test (X). No modifiers/rerolls. All models in cube roll a 3 dice Survive test (X). Shooter rolls once, then each model rolls separately. Survive wins = Attack fails, no scatter, no pin. **Frag wins/ties*** = difference is the number of Hits caused. All surviving models scatter and are pinned. * = *only instance of a tie going to the attacker in the game (that I know of)*

Grenade

Shoot action. No LoS required, just visible from above model and target cube. No LOS to cube = 3 dice Ranged test (2). LOS to cube = 3 dice Ranged test (1). No modifiers/rerolls. Success = grenade in cube. Failure = scatter grenade (wall bounce = remain in target cube).

Guarded

When targeted by Ranged test (X), the test will not benefit from Headshots. 8s (and some 7s) are a success, but grant no extra dice.

High Value Target (HVT)

Any model with initial Points Value (before upgrades) of 65 points or more is considered a HVT. In scenarios that award Victory Points for kills, killing a HVT will reward +1 Victory Point every time that model dies. This stacks with Acrobatic, Spartan Killer, and similar keywords.

Honor Guard

If in the same or adjacent cube to a model with this keyword, gain +1 die to any Survive test.

Horde

Gain friendly model bonus, +1 die for each friendly model in same cube (but not itself) that also has Horde.

Hulking

Occupies two spaces in a cube. Cannot pick up or be given items/weapons. No interaction with face down tokens. Objectives are normal.

Implosion (n)

Roll a (n) dice 4+ test (X). No modifiers/re-rolls. All models in cube roll a 3 dice Survive test (X). Shooter rolls once, then each model rolls separately. Tie or Survive wins = Attack fails. Frag wins = difference is the number of Hits caused. No scatter or pin on Frag success.

Imposing

+1 die in Fight or Survive tests during an Assault.

Incendiary

Select a target cube. Roll a (n) dice Ranged test (X), no modifiers allowed. All models in the target cube roll a 3 dice Survive test (X). Determine Hits caused as per normal Shoot action rules. At least one success scored for the Ranged test = Fire token to all models in cube.

Jump Pack

No damage and not pinned by Falling. Can move up/down without climbing, jump over solid full-cube height walls on same level, counting as a single cube of movement, jump over gaps on same level (up to available movement, but must end in cube that it can be physically placed).

Knockback

Rolls more successes in Ranged or Fight test, target forced into adjacent cube. Resolve attack, then move the target. If in same cube, then attacker chooses any adjacent cube. Otherwise, move one cube directly away from attacker. This removes the target model's crouch token.

Lethal (n)

Target takes (n) additional wounds after suffering a wound. More than one Lethal = add (n) values.

Life Support

If model suffers wound(s), but not killed, it immediately returns to full HP. Automatic and costs no action. One-use. Cannot resurrect.

Long

Normal Shoot action becomes long action. A Blaze Away Shoot action with Rapid Fire weapon is still a short action.

Lunge

Used with a Shoot action (range of 1). Can only use Clear Shot and High Ground modifiers. Test is made with Fight stat, not Ranged.

Medic

Free *Auxiliary action* to remove 1 Wound from a friendly model in the same cube.

One-Use

This item or weapon may be used only once

Optics

+1 die to Shoot actions. Headshots on 7 and 8. Cannot be used with Rapid Fire to make a Blaze Away Shoot action.

Pack Mule

May carry up to 3 Items, 2 picked-up weapons, and 2 scenario objects.

Rapid Fire

Fire normally or 'Blaze Away' with Shoot action. Declare before rolling any dice. No benefit from Crouching (shooter and target) or Optics. Shooter rolls 4 dice Ranged test (X). Target rolls 3 dice Survive test (X). Shooter wins = 1 Shield hit and pinned. Survive wins/ties = nothing. This does not remove the crouch token from the targeted model as it is not forced movement. It also forces the oddball to be dropped.

Scout

May make free one-cube Advance action before first round. Cannot enter cube with enemy model during this free move. May pick up items, weapons, or scenario objects during this free move. Can keep Crouch Token during Advance actions, but not Sprint. If the model has an Advance stat of 1, when respawning and after advancing it may take a Crouch action for free.

Smash (n)

A model and/or weapon gains +n dice in Fight tests.

Sniper Scope

May use normal Shoot (no extra bonus) or Long Shoot action. Declare before rolling any dice. Long gives Ranged test +2 dice and Headshots on 7 or 8.

Spartan Killer

Receive +1 Victory Point for each enemy Spartan killed (Legends included). Stacks with HVT, Acrobatic, and similar keywords.

Stable

May ignore the keyword "Long" on any weapon if using an Advance action followed by a Shoot action (in that order) in one activation.

Stealthy

When this model is the target of a Shoot action, the opponent has a -1 modifier die for the Ranged test.

Sticky

If at least 3 successes rolled when making a Ranged test, deplete all Shields of 1 model.

Stoic

Cannot be pinned. Cannot Crouch.

Support

Increase cube capacity by one for friendly models for the cube the model is in (up to +1). Any weapon that has a Range of 5 or more is now a Long action. The model is worth zero VPs unless carrying a pickup weapon (purchased or picked up). No more than half of Fireteam can have this keyword (e.g. five total models means only two with support).

Support Weapon

Bulky weapon. Cannot start or continue Sprint actions, throw grenades, or make Fight tests in Assault. Advance limited to Speed stat of 1. Picking up a support weapon ends movement immediately.

Suppression

In addition to causing any 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 with no test required. It also forces the oddball to be dropped.

Tactician (n)

While model is in play (not off): +(n) Command Dice at start of round. May make (n) rerolls at the start of a round. May carry over (n) unused Command Dice to next turn.

Two-Use

This Item or weapon may only be used twice.

Unstoppable

On Assault action triggered after moving into a cube, +3 dice modifier to the Fight test instead of the normal +2.

Weight of Fire (n)

May reroll (n) dice in Ranged tests. More than one Weight of Fire = add (n) values (it is cumulative).