Taskforce Activation Phases

- **Designate**: Select Units/Pings to be included in the Taskforce
- **Reveal**: Any Pings in the Taskforce may be Revealed
- **Refresh**: Regenerate Countermeasures and resolve special abilities
- **Move**: Move all Units/Pings in the Taskforce
  - **Reaction Engagement (optional)**: The non-active player may initiate a Reaction Engagement
- **Unit Activation**: Activate each Unit in the Taskforce one at a time gaining 1 Action Point to spend on the following:
  - **Unit Card Action(s)**: Pay the cost of each action performed
  - **Move Action:** Move up to SPD in inches
  - **Overwatch Action:** Unit gains an Overwatch Token

Unit Tokens

Activated	🟩	Green
Countermeasure (CM)	⬜	White
Emergency CM	🟨	Yellow
Overwatch	🟪	Purple
Stun	🟧	Orange
Stealth	⬛	Black

Stun Token Effect

When a Unit with a Stun Token activates it must spend an Action Point, Countermeasure Token, or Command Point then the Stun Token is removed.

Command Point Abilities

- **Boost a Roll**: Add +1 Advantage to any roll. Only once per roll. Declared before rolling.
- **Remove Stun Token**: Remove a Stun Token from a Unit before its Unit Activation.
- **Add a Unit to a Reaction Engagement** see: Adding Additional Non-Active Player Units.
- **Unit Ability**: Some Units have Actions or Traits that cost Command Points on their Unit Card.

Attacks

When a Unit performs an Attack, select an enemy Unit within the Combat Action's Range and LOS, then perform an Attack Roll against it.

Attack Roll = 2d6 + **TARG** stat + mods vs Unit **DEF**.

Modifiers	Mod
Short Range (< 6")*	+1
Long Range (> 16")	-1
Target Concealed	-1

Outcome	Result
Attack Roll >= Unit Defense	Hit
Attack Roll < Unit Defense	Miss

*Combat Actions with a range stat of 6" or less do not gain the short range bonus.

If the Attack Roll is successful apply the effect of the Action to the target. The target may attempt to negate the effects of the Combat Action with Countermeasures.

Scan Check

When a Unit performs a Scan Check, select an enemy target within the Scan Action's Range and perform a Scan Roll against it. Scan targets do not need to be in LOS but must be in range.

Scan Roll = 2d6 + SCAN stat + mods vs **Target Defense**.

If the target is a Unit the **Target Defense** is equal to its DEF stat.

If the target is a Ping the **Target Defense** depends on its Signature.

Ping Signature	DEF (Defense)
Small	14
Medium	13
Large	12

Modifiers	
Ping Concealed or out of LOS	-1

Outcome	Result
Scan Roll >= Target Defense	Success
Scan Roll < Target Defense	Failure

Countermeasure Check

Roll 3+ on 1d6 to negate the effect of one attack.

Outcome	Result
1d6 roll >= 3	Success
1d6 roll < 3	Failure

Emergency Countermeasures automatically succeed Countermeasure Checks.

Reaction Priority Roll

A participating Unit rolls 1d6 to determine its Reaction Priority. Keep the die with the result next to the Unit.

Case	Roll Advantage Adjustments
Unit has an **Overwatch Token**	+1 Advantage
Roll Boosted	+1 Advantage

See: Roll Advantage

Universal Actions

All Units can perform the following actions for 1 Action Point each:

Move Action

Unit may move up to its **SPD** in inches. A unit that suffered a terrain movement penalty in its movement phase does not suffer further penalties.

*This means that Units can move up to double their **SPD** in one turn if they use their Action Point to move a second time.*

Overwatch Action

Unit gains an Overwatch Token.

Roll Advantage

Roll	Procedure
1d6	Roll an additional 1d6 for each Advantage Value and keep the **highest** 1d6
2d6	Roll an additional 1d6 for each Advantage Value and keep the **highest** 2d6