

<div>Taskforce Activation Phases</div> <ul style="list-style-type: none"><li>• <b>Designate:</b> Select Units/Pings to be included in the Taskforce</li><li>• <b>Reveal:</b> Any Pings in the Taskforce may be Revealed</li><li>• <b>Refresh:</b> Regenerate Countermeasures and resolve special abilities</li><li>• <b>Move:</b> Move all Units/Pings in the Taskforce<ul style="list-style-type: none"><li>◦ <b>Reaction Engagement (optional):</b> The non-active player may initiate a Reaction Engagement</li></ul></li><li>• <b>Unit Activation:</b> Activate each Unit in the Taskforce one at a time</li></ul>	<div>Unit Tokens</div> <div><div>Activated</div><div>Countermeasure (CM)</div><div>Hardened CM</div><div>Overwatch</div><div>Stun</div><div>Stealth</div></div> <div><div>Green</div><div>White</div><div>Yellow</div><div>Purple</div><div>Orange</div><div>Black</div></div>	<div>Command Point Abilities</div> <ul style="list-style-type: none"><li>• <b>Boost a Roll:</b> Add +1 Advantage to any roll. Only once per roll. Declared before rolling.</li><li>• <b>Remove Stun Token:</b> Remove a Stun Token from a unit when it is Refreshed.</li><li>• <b>Add a Unit to a Reaction Engagement</b> see: Adding Additional Non-Active Player Units.</li><li>• <b>Unit Ability:</b> Some Units have Actions or Traits that cost Command Points on their Unit Card.</li></ul>																																					
<div>Attacks</div> <p>When a Unit performs an Attack, select an enemy Unit within the Combat Action's Range and LOS, then resolve an Attack Roll against it.</p> <p><b>Attack Roll</b> = 2d6 + <b>TARG</b> stat + mods vs Unit <b>DEF</b>.</p> <table><tr><th>Outcome</th><th>Result</th></tr><tr><td>Attacker Targeting + 2d6 &gt;= Target Defense</td><td>Hit</td></tr><tr><td>Attacker Targeting + 2d6 &lt; Target Defense</td><td>Miss</td></tr></table> <table><tr><th>Modifiers</th><th>Mod</th></tr><tr><td>Short Range ( &lt; 6" )*</td><td>+1</td></tr><tr><td>Long Range ( &gt; 16" )</td><td>-1</td></tr><tr><td>Target Concealed</td><td>-1</td></tr></table> <p>*Combat Actions with a range stat of 6" or less do not gain the short range bonus.</p>	Outcome	Result	Attacker Targeting + 2d6 >= Target Defense	Hit	Attacker Targeting + 2d6 < Target Defense	Miss	Modifiers	Mod	Short Range ( < 6" )*	+1	Long Range ( > 16" )	-1	Target Concealed	-1	<div>Scan Check</div> <p>When a Unit performs a Scan Check, select an enemy Ping within the Scan Action Range and resolve a Scan Roll against it. Scan targets do not need to be in LOS but must be in range.</p> <p><b>Scan Roll</b> = 2d6 + SCAN stat + mods vs Ping <b>DEF</b>.</p> <table><tr><th>Ping Signature</th><th>DEF (Defense)</th></tr><tr><td>Small</td><td>14</td></tr><tr><td>Medium</td><td>13</td></tr><tr><td>Large</td><td>12</td></tr></table> <table><tr><th>Modifiers</th></tr><tr><td>Ping Concealed or out of LOS</td><td>-1</td></tr></table> <table><tr><th>Outcome</th><th>Result</th></tr><tr><td>Scan Roll &gt;= Ping Defense</td><td>Revealed</td></tr><tr><td>Scan Roll &lt; Ping Defense</td><td>Failure</td></tr></table>	Ping Signature	DEF (Defense)	Small	14	Medium	13	Large	12	Modifiers	Ping Concealed or out of LOS	-1	Outcome	Result	Scan Roll >= Ping Defense	Revealed	Scan Roll < Ping Defense	Failure	<div>Countermeasure Check</div> <p>Roll 3+ on 1d6 to negate the effect of one attack.</p> <p>When a Countermeasure Check fails, the unit may spend additional Countermeasure Tokens to attempt to negate the effect. Each check is resolved before deciding to spend additional Countermeasure Tokens.</p> <table><tr><th>Outcome</th><th>Result</th></tr><tr><td>1d6 &gt;= 3</td><td>Success</td></tr><tr><td>1d6 &lt; 3</td><td>Failure</td></tr></table> <p>Hardened Countermeasures automatically succeed Countermeasure Checks.</p>	Outcome	Result	1d6 >= 3	Success	1d6 < 3	Failure
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<div>Reaction Priority Roll</div> <p>A participating Unit rolls 1d6 to determine its Reaction Priority. Keep the die with the result next to the Unit.</p> <table><tr><th>Case</th><th>Roll Advantage Adjustments</th></tr><tr><td>Unit has an <b>Overwatch Token</b></td><td>+1 Advantage</td></tr><tr><td>Unit has a <b>Stun Token</b></td><td>-1 Advantage</td></tr><tr><td>Roll Boosted</td><td>+1 Advantage</td></tr></table> <p>See: Roll Advantage</p>	Case	Roll Advantage Adjustments	Unit has an <b>Overwatch Token</b>	+1 Advantage	Unit has a <b>Stun Token</b>	-1 Advantage	Roll Boosted	+1 Advantage	<div>Universal Actions</div> <p>All Units can perform the following actions:</p> <div>Move Action</div> <p>Unit may move up to its <b>SPD</b> in inches. A unit that suffered a terrain movement penalty in its movement phase does not suffer further penalties.</p> <p><i>This means that Units can move up to double their <b>SPD</b> in one turn if they use their Action Point to move a second time.</i></p> <div>Overwatch Action</div> <p>Unit gains an Overwatch Token.</p>	<div>Roll Advantage</div> <table><tr><th>Advantage Value</th><th>Effect where xd6 is the number of dice to be rolled (1d6 or 2d6)</th></tr><tr><td>negative</td><td>roll an additional 1d6 for each <b>negative</b> Advantage Value and keep the <b>lowest</b> xd6</td></tr><tr><td>zero</td><td>roll xd6</td></tr><tr><td>positive</td><td>roll an additional 1d6 for each <b>positive</b> Advantage Value and keep the <b>highest</b> xd6</td></tr></table>	Advantage Value	Effect where xd6 is the number of dice to be rolled (1d6 or 2d6)	negative	roll an additional 1d6 for each <b>negative</b> Advantage Value and keep the <b>lowest</b> xd6	zero	roll xd6	positive	roll an additional 1d6 for each <b>positive</b> Advantage Value and keep the <b>highest</b> xd6																					
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