

## 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
Hardened CM	Yellow
Overwatch	Purple
Stun	Orange
Stealth	Black

## Stun Token Effect

A Unit with a Stun Token must forfeit its Movement Phase or its Activation Phase

## 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 when it is Refreshed.
- **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 resolve an Attack Roll against it.

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

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

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

## Scan Check

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.

**Scan Roll** = 2d6 + SCAN stat + mods vs Ping **DEF**.

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

## Countermeasure Check

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

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.

Outcome	Result
1d6 ≥ 3	Success
1d6 < 3	Failure

Hardened 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 <b>Overwatch Token</b>	+1 Advantage
Unit has a <b>Stun Token</b>	-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

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