



















<h3>Taskforce Activation Phases</h3> <ul style="list-style-type: none">• 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<ul style="list-style-type: none">◦ Reaction Engagement (optional): The non-active player may initiate a Reaction Engagement• Unit Activation: Activate each Unit in the Taskforce one at a time		<h3>Unit Tokens</h3> <table><tr><td>Activated</td><td></td><td>Green</td></tr><tr><td>Countermeasure (CM)</td><td></td><td>White</td></tr><tr><td>Hardened CM</td><td></td><td>Yellow</td></tr><tr><td>Overwatch</td><td></td><td>Purple</td></tr><tr><td>Stun</td><td></td><td>Orange</td></tr><tr><td>Stealth</td><td></td><td>Black</td></tr></table>		Activated		Green	Countermeasure (CM)		White	Hardened CM		Yellow	Overwatch		Purple	Stun		Orange	Stealth		Black	<h3>Command Point Abilities</h3> <ul style="list-style-type: none">• 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.																				
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<h3>Attacks</h3> <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>Attack Roll = 2d6 + TARG stat + mods vs Unit DEF.</p> <table><tr><th>Outcome</th><th>Result</th></tr><tr><td>Attacker Targeting + 2d6 >= Target Defense</td><td>Hit</td></tr><tr><td>Attacker Targeting + 2d6 < Target Defense</td><td>Miss</td></tr></table> <table><tr><th>Modifiers</th><th>Mod</th></tr><tr><td>Short Range (< 6")*</td><td>+1</td></tr><tr><td>Long Range (> 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	<h3>Scan Check</h3> <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>Scan Roll = 2d6 + SCAN stat + mods vs Ping DEF.</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 >= Ping Defense</td><td>Revealed</td></tr><tr><td>Scan Roll < 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	<h3>Countermeasure Check</h3> <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 >= 3</td><td>Success</td></tr><tr><td>1d6 < 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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<h3>Reaction Priority Roll</h3> <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 Overwatch Token</td><td>+1 Advantage</td></tr><tr><td>Unit has a Stun Token</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 Overwatch Token	+1 Advantage	Unit has a Stun Token	-1 Advantage	Roll Boosted	+1 Advantage	<h3>Universal Actions</h3> <p>All Units can perform the following actions:</p> <h4>Move Action</h4> <p>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.</p> <p><i>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.</i></p> <h4>Overwatch Action</h4> <p>Unit gains an Overwatch Token.</p>		<h3>Roll Advantage</h3> <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 negative Advantage Value and keep the lowest xd6</td></tr><tr><td>zero</td><td>roll xd6</td></tr><tr><td>positive</td><td>roll an additional 1d6 for each positive Advantage Value and keep the highest 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 negative Advantage Value and keep the lowest xd6	zero	roll xd6	positive	roll an additional 1d6 for each positive Advantage Value and keep the highest xd6																					
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