

Downsync Quick Reference

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

Unit Tokens

Activated

Countermeasure (CM)

Hardened CM

Overwatch

Stun

Stealth

Green

White

Yellow

Purple

Orange

Black

Command Point Abilities

- **Boost a Roll:** Add +1 Advantage to any roll. Only once per roll. Declared before rolling. A roll may only be boosted once.
- **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 | Mod |
|------------------------------|-----|
| Ping Concealed or out of LOS | -1 |

| Outcome | Result |
|---------------------------|----------|
| Scan Roll >= Ping Defense | Revealed |
| Scan Roll < Ping Defense | Failure |

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 |
| Unit has a Stun Token | -1 Advantage |
| Roll Boosted | +1 Advantage |

See: Roll Advantage

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.

Universal Actions

All Units can perform the following actions:

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 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 |