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