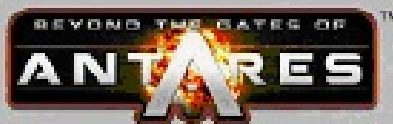


D10 Pass and Fail rolls

		Pass on a 1	Pass	Fail	Fail on a 10
Orders	Order Test	Remove 2 pins, execute order	Remove 1 pin, execute order	Remove 1 pin, unit goes down	Unit goes down
	Rally	Remove 2 + d6 pins	Remove 1 + d6 pins	Remove 1 pin, unit goes down	Unit goes down
Movement	Sprint Test	No penalty, optional agility bonus move and 1 pin	No penalty	1 pin	2 pins
	Agility test running over an obstacle	Way over	No penalty	Halt in front of obstacle	Halt in front of obstacle and 1 pin
	Agility test advancing over an obstacle (heavy weapon team / walkers)	Way over	No penalty	Halt in front of obstacle	Halt in front of obstacle and 1 pin
	Moving through difficult area terrain	Way through	No penalty	Half pace	Halt and cannot move into or through terrain
	Moving through difficult area terrain (large models)	No penalty	Half pace	Halt and cannot move into or through terrain	Halt and cannot move into or through terrain and 1 pin
	Special munitions – Grip – agility test	No penalty	Half pace	No movement	No movement and 1 pin
Shooting	Roll to hit	Lucky hit	Hit	Miss	Dud shot, cannot reroll
	Roll to resist	Always a success			Always a fail
Assaults	Roll to hit	Lucky hit	Hit	Miss	Dud blow, cannot reroll and triggers hazardous
	Roll to resist	Always a success			Always a fail
Break tests	Defeated in hand-to-hand	Always a pass and lose 1 pin	Pass	Fail and unit is broken	Always a fail and unit broken
	More than half casualties	Always a pass and lose 1 pin	Pass	Fail and unit is broken	Always a fail and unit broken
	Up to half casualties	Always a pass and lose 1 pin	Pass	Fail and unit forced down (add 1 pin if already down)	Always a fail and unit broken
Reactions	Reaction test	Always a pass and lose 1 pin	Pass	Fail and receive 1 pin	Fail and receive 2 pins
Turn end	Recovery Test	Remove 2 pins, add dice to bag	Remove 1 pin, add dice to bag	Remove 1 pin, unit stays down	Unit stays down



Special weapons

		Pass on a 1	Pass	Fail	Fail on a 10
Shooting	Roll to hit – Overhead fire	Lucky hit (shooter places the first hit)	Hit	Off target	Dud shot (no effect), cannot reroll
	Roll to hit – Overhead blind fire	Off target	Dud shot, can reroll	Dud shot, can reroll	Dud shot, cannot reroll
	Roll to hit – Special munitions – overload ammo	Lucky hit	Hit	Miss	Dud shot, cannot reroll, cannot use overload ammo again
	Roll to hit – Intel stave nano drone boost	Lucky hit	Hit	Miss	Dud shot, cannot reroll, exhausted
	Roll to hit – Lugger gun	Lucky hit	Hit	Miss	Dud shot, cannot reroll, limited ammo
	Roll to hit – Plasma cannon / Fractal cannon / Compression cannon / Plasma bombard / Compression bombard	Lucky hit	Hit	Miss	Dud shot, cannot reroll, change order to down
	Roll to hit – Ghar (and Ghar heavy) disruptor bomber without bomb loaders	Lucky hit	Hit	Miss	Dud shot, cannot reroll, limited ammo
Assaults	Roll to hit – intel stave nano drone boost	Lucky hit	Hit	Miss	Dud blow, cannot reroll, exhausted