



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 |
| 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 |