

COMMAND ACTION POINTS (CAPs)



REDUCE ACTION COST:

Before rolling a Spent Check, spend ANY number of CAPs. For each CAP spent, lower the Action Cost by 1.

If the Action Cost is reduced to 0AP:

- No Spent Check is made.
- Spent Units may take the Action.

MODIFY d6 DIE ROLL CHECK:

Spend up to 2CAPs to increase or reduce the success number for any d6 die roll check by 1 for each CAP spent. (ex: Attack, Spent Check, Rally Check)

SPENT CHECK

Reference Table

This table displays the probability of a Spent Check failure for a given Action Cost.

ACTION COST	1	2	3	4	5	6	7
SPENT CHANCE	20%	30%	50%	60%	80%	90%	100%

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