## Command Action Points (CAPs)

<table>
<thead>
<tr>
<th>Action Cost</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPENT CHANCE</td>
<td>20%</td>
<td>30%</td>
<td>50%</td>
<td>60%</td>
<td>80%</td>
<td>90%</td>
<td>100%</td>
<td></td>
</tr>
</tbody>
</table>

### 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 0 AP:
- 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)

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