Limitations of Orders Table:

Orders	Movement	Fire	.+1 to hit	.+1 to Incoming Fire	Snap Fire	Pop Up	Notes
First Fire	x	✓	✓	✓	✓	x	
First Fire (Skimmers)	x	✓	x	x	✓	✓	
Advance	✓	✓	x	x	✓	x	**Standard Move Rate**
Charge	✓	x	x	x	x	x	**Double Standard Move Rate**
No Orders	x	✓	x	x	x	x	
Fall Back	✓	x	x	x	x	x	**Double Standard Move Rate in retreat**

Notes:

1) Using Snap Fire always incurs a -1 penalty on rolls to hit enemy units.
2) To hit roll modifiers are cumulative along with terrain modifiers; e.g. A Land Raider on First Fire orders fires at infantry in a building which have already revealed they are on First Fire. Land Raiders have a standard roll of 5+. This would be modified as follows: +1 for firing on First Fire, +1 to incoming fire against the unit which has revealed its First Fire counter = 3+ to hit BUT this is modified by -2 for the unit being in cover in the building. The final roll to hit is 5+.