

High Rollers

Common advice given to ASL players is "roll low"--but admit it, wouldn't you rather be known as a high roller? Sure you would. After all, anyone can win when they roll nothing but snake eyes--but only a true grognard can cobble together a victory out of a trainload of boxcars. Yet before you can go embracing all those double-sixes and yo-levens, you've first got to learn what these pip-riddled dice are doing to your precious Guns and Support Weapons.

Fortunately there's help to be found. In volume 30#5 of *The General*, in the article *When Bad Things Happen to Good Weapons*, Perry Cocke gave an excellent tutorial on how high dice rolls affect our weapons. With this instruction and with the help of some Perry Sez's, I've ginned together two tables to help all of us high rollers. The first table gives examples of what happens to representative weapons under various conditions. The second table gives a more-thorough listing of results.

The first of the two tables should be self-explanatory. The second, though, is keyed to four pieces of information . . .

- (1) The type of breakdown number printed on your counter--it'll be a B#, a X#, or a B(#). (If nothing is printed on your counter, then it has an inherent "B12" number.)
- (2) The ammunition situation your weapon is facing: its ammo supplies may be normal, or it may have a Low Ammo counter or be operating under an Ammunition Shortage.

These two pieces of information--type of breakdown number and ammunition situation--will lead you to the proper **gray-bordered** section of the table as labeled in the **bold green font**.

- (3) Next you have to figure out how bad of a Usage Penalty your weapon is facing. Do this by referencing the listing at the bottom of the table. (Don't lose heart: the worse the penalty, the greater the glory in actually hitting anything!) Your total usage penalty tells you which row to reference in your section of the table.
- (4) Finally, locate the appropriate column in your section of the table by referencing the breakdown number actually printed on your counter (a "12" if it has no printed B# or X#).








Now that you have the correct cell in the table, you simply check it to see what color(s) your Original DR is printed in:

- If your Original DR isn't listed in that cell, you're golden.
- If your Original DR is listed in **blue**, your shot went off just fine, but you'll now have to tip-ple a Low Ammo counter onto your weapon.
- If your Original DR is listed in **red**, you get to show your opponent what the underside of your counter looks like.
- If your Original DR is listed in **black**, you can smile 'cause you won't be troubled by that chancy weapon and its confounding breakdown numbers any longer.
- And if your Original DR is written in both **blue** and **red**--happy you--you get to apply *both* results.

Don't think however that this table shows every possibility. If you're a non-Finnish Axis player under extreme weather using an Inexperienced half-squad crew to Intensive-Fire a captured B(9)-Low Ammo Gun (your opponent having been under Ammunition Shortage), you'll have to wing it. But odds are--even if you manage to hit anything--that no one'll be firing that frigid hunk of frostbite again.

And so now, armed with your clunky weapon and these razzle-dazzle tables, you can go out there and roll high with confidence!

Breakdown Numbers ver 2

Breakdown Numbers			Special Situation					
			None		Ammunition Shortage†		Low Ammo Counter*	
Weapon Type	Breakdown Number on Counter	Penalty	0	P	0	P	0	P
SW	Inherent B12	Formula	B12	B(12-P) X12	B11 X12	B(11-P) X12		
			B12	<i>Inexperienced Use</i> B11 X12	B11 X12	<i>Sustained Fire</i> B9 X12		
	B#	Formula	B#	B(#-P) X#	B(#-1) X#	B(#-1-P) X#		
			B11	<i>Sustained Fire, Captured Use</i> B7 X11	B10 X11	<i>Sustained Fire</i> B8 X11		
	X#	Formula	X#	X(#-P)	X(#-1)	X(#-1-P)		
			X10	<i>Non-Elite Use</i> X8	X9	<i>Non-Elite Use</i> X7		
Gun	Inherent B12	Formula	B12	B(12-P) X12	LA(11) B12	LA(11) B(12-P)	B10 X11	B(10-P) X11
			B12	<i>Intensive Fire</i> B10 X12	LA(11) B12	<i>Intensive Fire</i> LA(11) B10 X12	B10 X11	<i>Intensive Fire</i> B8 X11
	B#	Formula	B#	B(#-P) X#	LA(#-1) B#	LA(#-1) B(#-P)	B(#-2) X(#-1)	B(#-2-P) X(#-1)
			B11	<i>Non-Qualified, Captured Use</i> B7 X11	LA(10) B11	<i>Non-Qualified Use</i> LA(10) B9 X11	B9 X10	<i>Non-Qualified, Captured Use</i> B5 X10
	Circled B#	Formula	LA(# to 11) B12	LA(# to 11) B(12-P) X12	Get Low Ammo Counter	Get Low Ammo Counter	B(#-1) X(#)	B(#-1-P) X(#)
			LA(11) B12	<i>Intensive Fire</i> LA(11) B10 X12	Low Ammo B# - 1 before firing	Low Ammo B# - 1 before firing	B10 X11	<i>Intensive Fire</i> B8 X11
			LA(10 to 11) B12	<i>Intensive Fire</i> LA(10 to 11) B10 X12	Low Ammo B# - 1 before firing	Low Ammo B# - 1 before firing	B9 X10	<i>Intensive Fire</i> B7 X10

* - Ammunition Depletion Numbers are also lowered by 1.

† - Ammunition Shortage does not apply to Captured Use (A21.11).

LA(#) = a Low Ammo counter is placed on this weapon when the Original DR equals this #, or is within the specified range.

-1 Usage Penalty = Inexperienced SW Use (A19.32), Russian Extreme Winter (E3.741), SW Ammunition Shortage† (A19.131).

-2 Usage Penalty = MG Sustained Fire (A9.3), Intensive Fire (C5.62), Captured Use† (A21.11), Non-Qualified Use (A21.13), non-Finnish Axis Extreme Winter (E3.741).

If a Gun rolls its LA(#) and > ammo depletion #, the Gun is considered not to have fired, but it gets a Low Ammo counter.

Non-MA Vehicular MGs are not affected by Ammunition Shortage or Low Ammo counters.

Weapon Breakdown Numbers				
Original DR Results:		Place Low-Ammo counter : Malfunction : Disable		
Original X#	12	11	10	9
Normal Usage	12	11-12	10-12	9-12
-1 Usage Penalty	11-12	10-12	9-12	8-12
-2 Usage Penalty	10-12	9-12	8-12	7-12
-3 Usage Penalty	9-12	8-12	7-12	6-12
-4 Usage Penalty	8-12	7-12	6-12	5-12
Original B#	12	11	10	9
Normal Usage	12	11-12	10-12	9-12
-1 Usage Penalty	11:12	10:11-12	9:10-12	8:9-12
-2 Usage Penalty	10-11:12	9-10:11-12	8-9:10-12	7-8:9-12
-3 Usage Penalty	9-11:12	8-10:11-12	7-9:10-12	6-8:9-12
-4 Usage Penalty	8-11:12	7-10:11-12	6-9:10-12	5-8:9-12
Gun Original B# Ammo Shortage	12	11	10	9
Normal Usage	11: 12	10:11-12	9:10-12	8:9-12
-1 Usage Penalty	11:11-12	10:10-12	9: 9-12	8:8-12
-2 Usage Penalty	11:10-12	10: 9-12	9: 8-12	8:7-12
-3 Usage Penalty	11: 9-12	10: 8-12	9: 7-12	8:6-12
-4 Usage Penalty	11: 8-12	10: 7-12	9: 6-12	8:5-12
Gun Original B# Low Ammo counter	12	11	10	9
Normal Usage	10:11-12	9:10-12	8:9-12	7:8-12
-1 Usage Penalty	9-10:11-12	8-9:10-12	7-8:9-12	6-7:8-12
-2 Usage Penalty	8-10:11-12	7-9:10-12	6-8:9-12	5-7:8-12
-3 Usage Penalty	7-10:11-12	6-9:10-12	5-8:9-12	4-7:8-12
-4 Usage Penalty	6-10:11-12	5-9:10-12	4-8:9-12	3-7:8-12
Gun Original B(#)	12	11	10	9
Normal Usage	12	11: 12	10-11: 12	9-11: 12
-1 Usage Penalty	11:12	11: 11:12	10-11: 11:12	9-11: 11:12
-2 Usage Penalty	10-11:12	11: 10-11:12	10-11: 10-11:12	9-11: 10-11:12
-3 Usage Penalty	9-11:12	11: 9-11:12	10-11: 9-11:12	9-11: 9-11:12
-4 Usage Penalty	8-11:12	11: 8-11:12	10-11: 8-11:12	9-11: 8-11:12
Gun Original B(#) Low Ammo counter	12	11	10	9
Normal Usage	11:12	10:11-12	9:10-12	8:9-12
-1 Usage Penalty	10-11:12	9-10:11-12	8-9:10-12	7-8:9-12
-2 Usage Penalty	9-11:12	8-10:11-12	7-9:10-12	6-8:9-12
-3 Usage Penalty	8-11:12	7-10:11-12	6-9:10-12	5-8:9-12
-4 Usage Penalty	7-11:12	6-10:11-12	5-9:10-12	4-8:9-12
-1 Usage Penalty = Inexperienced SW Use (A19.32), Russian Extreme Winter (E3.741), SW Ammunition Shortage (A19.131).				
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