

**Table of Support/Gun Breakdown Modifiers**

Description	Modif.	Original B#			
		12	11	10	9
Sustained Fire A9.3	-2	B10/X12	B9/X11	B8/X10	B7/X9
Intensive Fire C.6	-2	B10/X12	B9/X11	B8/X10	B7/X9
Captured A21	-2	B10/X12	B9/X11	B8/X10	B7/X9
Non-Qualified A21.13 <span style="color: red;">δ</span>	-2	B10/X12	B9/X11	B8/X10	B7/X9
Extreme Winter E3.741 Axis MMC/SMC (EXC: Finnish, DC)	-2	B10/X12	B9/X11	B8/X10	B7/X9
Extreme Winter E3.741 Russian MMC/SMC (EXC: DC)	-1	B11/X12	B10/X11	B9/X10	B8/X9
Inexperienced A19.32 <span style="color: red;">ε</span>	-1	B11/X12	B10/X11	B9/X10	B8/X9
X-Heavy Dust F11.732	-1	B11/X12	B10/X11	B9/X10	B8/X9
Circled B# D3.71 <span style="color: red;">β</span>		LA12/B12	LA11/B12	LA10/B12	LA9/B12
Example	-2	LA12/B10 /X12	LA11/B10 /X12	LA10/B10 /X12	LA9/B10 /X12
Low Ammo D3.71 <span style="color: red;">χ</span>	-1	B11/X12	B10/X11	B9/X10	B8/X9
Ammunition Shortage A19.131 [A.11] <span style="color: red;">α</span>					
SW <span style="color: red;">β</span>	-1	B11/X12	B10/X11	B9/X10	B8/X9
Gun (B# NOT circled), considered to have a circled B# <span style="color: red;">β</span>	-1	LA11/X12	LA10/X11	LA9/X10	LA8/X9
Gun (B# NOT circled) with Low Ammo counter D3.71 <span style="color: red;">β</span>	-1	B10/X11	B9/X10	B8/X9	B7/X8
Gun (B# IS circled, starts play with Low Ammo counter D3.71) <span style="color: red;">β</span>	-1	B11/X12	B10/X11	B9/X10	B8/X9

Notes :-

Roll >= X# (eliminated), B# (breakdown) or LA# (place a Low Ammo counter) to take effect.

An X# always takes precedence.

Both B# & LA# can apply together so a weapon can breakdown and have a Low Ammo counter placed.

If the counter specifies X# on the counter then, in the table above, ignore the X# and instead treat the B# in the table as an X#.

Modifiers apply to the B# (or X# if like flamethrowers the counter can't be repaired). The original B# is transformed into a X# (A.11) and a new B# is found by subtracting the modifier(s).

α Ammunition Shortage A19.131 - Treat Guns as Circled with B# one lower than printed (i.e. B12 becomes Circled B11), if already has a circled B# then place a Low Ammo counter.

β If suffering any further penalty (i.e. Captured) then the penalty is applied to the **B#** not the X#

χ Low Ammo D3.71 - Changes a Circled B# to an X#, and creates a new B# 1 less than the original.

δ Non-qualified A21.13:-

Non-Crew firing a Gun or Japanese non-crew firing a Japanese MMG/HMG.

Non-Elite MMC firing a Flamethrower or using a Demolition Charge.

ε Conscript(Unarmed) regardless of Leader presence or Green with no Leader present.

#### Permanent Breakdown A.11

When a weapon fires that increases its Breakdown frequency the weapons Original B# is transformed into an X#.

#### Captured Equipment A21

Not only are the B#/X# reduced when firing captured weapons but once malfunctioned they cannot be repaired (A9.72) except by the side that originally owned it.

### Examples

An MMG with B11; Sustained Fire then X11/B9.

Japanese Squad firing an American MMG (B12) is X12/B8 (Unqualified and Captured)

A Flamethrower with X10 is normally eliminated on a DR  $\geq 10$  after resolving the attack A22.5; a Captured Flamethrower in the possession of an Elite MMC is eliminated on a DR  $\geq 8$  after resolving the attack; a Captured Flamethrower in the possession of an Unqualified MMC is eliminated on a DR  $\geq 6$  after resolving the attack; a Captured Flamethrower in the possession of an Inexperienced (and therefore Unqualified) MMC is eliminated on a DR  $\geq 5$  **after resolving the attack.**

### Ammunition Shortage

Captured equipment doesn't suffer from Ammunition Shortage (even if it had before!) A21.11.

Ammunition Depletion numbers, when specified, are reduced by 1 (A19.131), if there is no ammunition depletion number then it is always available (C8.9).

Consider a Gun having B12 but with Ammunition Shortage in effect.

The Gun is X12 as per A.11 and is treated as having Circled B11.

It suffers Low Ammo on an original DR = 11 and is eliminated if the original DR = 12

The Gun has rolled an original DR 11 and a Low Ammo counter has been placed, this changes the circled B# to an X# and sets a new B# one less as per D3.71. The Gun is now X11 and B10 as a result.

### Captured Use

Ammunition Shortage penalties do not apply to a captured Gun/SW A21.11. A Gun subject to Ammunition Shortage is not affected by it when captured by the opposition but the B# is 2 less and its original B# becomes an X#.