

Table 12b: Effects on Malfunction, Disablement and Low Ammunition number values on SWs, Guns and/or Vehicular MA due to various factors and combinations of these factors.*1

Rules Sections: A.11, 9.3, 19.131, 19.2-3, 19.32, 21.11, 21.13, C5.62, 5.8, 8.9, D3.7-71 & "When Bad Things Happen to Good Weapons" by Perry Cocke from the General Magazine, Volume 30 - Number 5.

Support Weapons Only, No Ammunition Shortage

SW Starts as: →	B10	B11	B12	X10	X11
Inexp. Only	B9, X10	B10, X11	B11, X12	X9	X10
One of: Sus.Fire or Capt. or Non.Qual.	B8, X10	B9, X11	B10, X12	X8	X9
Inexp. and one of: [Sus.Fire / Capt. / Non.Qual.]	B7, X10	B8, X11	B9, X12	X7	X8
Any two of: [Sus.Fire / Capt. / Non.Qual.]	B6, X10	B7, X11	B8, X12	X6	X7
Inexp. and any two of: [Sus.Fire / Capt. / Non.Qual.]	B5, X10	B6, X11	B7, X12	X5	X6
All three of: [Sus.Fire / Capt. / Non.Qual.]	B4, X10	B5, X11	B6, X12	X4	X5
All four of: [Inexp. / Sus.Fire / Capt. / Non.Qual.]	B3, X10	B4, X11	B5, X12	X3	X4

Support Weapons Only, Ammunition Shortage in Effect*3

SW Starts as: →	B10	B11	B12	X10	X11
A.S. Only	B9, X10	B10, X11	B11, X12	X9	X10
A.S. + Inexp. Only	B8, X10	B9, X11	B10, X12	X8	X9
A.S. + one of: Sus.Fire or Non.Qual.	B7, X10	B8, X11	B9, X12	X7	X8
A.S. + Inexp. and one of: [Sus.Fire or Non.Qual.]	B6, X10	B7, X11	B8, X12	X6	X7
A.S. + Any both of: [Sus.Fire and Non.Qual.]	B5, X10	B6, X11	B7, X12	X5	X6
A.S. + Inexp. and all three of: [Inexp. / Sus.Fire / Non.Qual.]	B4, X10	B5, X11	B6, X12	X4	X5

Abbreviations:

Inexperienced = **Inexp.**
 Non-Qualified Use = **Non.Qual.**
 Captured Use = **Capt.**
 Sustained Fire = **Sus.Fire**
 Ammunition Shortage = **A.S.**

Vehicular MA or Gun, No Ammunition Shortage*4

Vehicular MA or Gun Starts as: →				No LA Counter Placed*2			LA Counter Placed		
	B10	B11	B12	B(9)	B(10)	B(11)	B(9)	B(10)	B(11)
No other conditions	B10, X ^{n/a}	B11, X ^{n/a}	B12, X ^{n/a}	LA9,B12,X ^{n/a}	LA10,B12,X ^{n/a}	LA11,B12,X ^{n/a}	B8, X9	B9, X10	B10, X11
Intensive Fire or Captured Use or Non-Qualified Use	B8, X10	B9, X11	B10, X12	LA9,B10,X12	LA10,B10,X12	LA11,B10,X12	B6, X9	B7, X10	B8, X11
Any two of the three conditions above	B6, X10	B7, X11	B8, X12	LA9,B8,X12	LA10,B8,X12	LA11,B8,X12	B4, X9	B5, X10	B6, X11
All three of the above conditions	B4, X10	B5, X11	B6, X12	LA9,B6,X12	LA10,B6,X12	LA11,B6,X12	B2, X9	B3, X10	B4, X11

Vehicular MA or Gun, Ammunition Shortage in Effect*3, *4

Vehicular MA or Gun Starts as →							LA Counter Placed		
	B10	B11	B12				B(9)	B(10)	B(11)
No other conditions	LA9,B10,X ^{n/a}	LA10,B11,X ^{n/a}	LA11,B12,X ^{n/a}				Utilize B(9) column above.	Utilize B(10) column above.	Utilize B(11) column above.
Intensive Fire or Non-Qualified Use	LA9,B8,X10	LA10,B9,X11	LA11,B10,X12						
Both Intensive Fire and Non-Qualified Use	LA9,B6,X10	LA10,B7,X11	LA11,B8,X12						

*1: Vehicular MG/FT are exempt from the effects listed here. Effects of Extreme Winter (E3.741) are to be applied in addition to the information shown in these tables. Ammo Shortage precludes MG Fire Lanes and causes MMC unit Replacement on an IFT DR = 12 and causes Ammo Depletion #s to be one less.

*2: Areas shown in yellow are situations when the B# is ≤ LA# in which case a TH DR ≥ to the LA# will cause the placement of a LA Counter and a Malfunction to occur. When firing Special Ammo with a Depletion # (e.g. S9), a TH DR ≥ Depletion # and ≥ LA# causes placement of a LA counter and depletion of that ammo type.

*3: Ammo Shortage does not apply to Captured SW/Guns.

*4: Inexperienced Use has no additional adverse effect when Firing a Gun; but see D3.45 for Inexperienced Crews.