

Table 12a: Effects on Malfunction, Disablement, ROF, and TH DRMs on SWs, Guns and/or Vehicular MA due to Sustained Fire, Intensive Fire, Inexperienced Use, Non-Qualified Use, and/or as Captured Equipment.*1

Rules Sections: A.11, 9.3, 19.131, 19.2-.3, 19.32, 21.11, 21.13,22.3, 23.2, C2.1, C5.62, 5.8, G1.611

<u>Support Weapons</u>	----- Effects On -----		
	B#/X#^{*5}	TH DRM	ROF
Sustained Fire	-2	N/A	N/A
Captured ^{*6}	-2	+2	-1
Inexperienced ^{*2}	-1	NE	NE
Non-Qualified Use ^{*3} (FT/DC: see below)	-2	+2	-1
Japanese MMG/HMG/ATR (when used by a non-crew Japanese MMC) ^{*4}	-1	NE	-1
FT/DC (when used by a non-elite Personnel)	-2	NE	NE

<u>Vehicular MA or Guns^{*2}</u>	----- Effects On -----		
	B#/X#^{*5}	TH DRM	ROF
Intensive Fire	-2	+2	N/A
Non-Qualified Use ^{*3}	-2	+2	-1
Captured ^{*6}	-2	+2	-1

Notes:

*1: All of these effects are cumulative. For a more detailed overview on B#/X# exclusively, including the effects of Ammo Shortage on both SW and Guns, see Table 12b.

*2: **Inexperienced** = Green MMCs (unless stacked with an unbroken Leader), Conscript MMCs or Unarmed units. Note that Inexperienced Use has no adverse effect when firing a Gun; but see D3.45 for Inexperienced Crews.

*3: **Non-Qualified** = Any non-Crew unit that fires an Ordnance weapon that normally requires a Crew to man it. Two or more SMC may fire a Crew served weapon as an MMC as may a single Heroic SMC. Note that it is relatively rare to have a **SW** which requires a Crew to man it. Examples include MOL-P (C13.5), ½" RCL (C12.2) and ½" INF SWs.

*4: Japanese MMG/HMG/ATR are not considered Crewed weapons for Captured Use purposes per G1.611.

*5: Any effect that causes the B# to drop, also causes the X# to become equal to the original B# for that shot per A.11; see Table 12b.

*6: Captured weapons must also use the **Red** TH numbers for any TH attempt.