

High Rollers

Common advice given to ASL players is "roll low"--but admit it, wouldn't you rather be known as a "high roller"? After all, anyone can win if they roll enough snake eyes--but only a true master can triumph under a trainload of boxcars.

Now I know you're the type of person who's up for a challenge--you do, after all, play ASL. But before you can embrace those double-sixes and yo-levens, you have to learn what these pip-riddled dice are doing to your Guns and Support Weapons.

Fortunately there's help to be found in volume 30#5 of *The General* in an article entitled "When Bad Things Happen to Good Weapons". Perry Cocke's short gem of a piece gives us three critical insights about high rolls and weapons:

- (1) A weapon's "original X#", "original B#" and "original B(#)" are *distinct* parameters.
- (2) A weapon's "original X#", "original B#" and "original B(#)" *never* change.
(Although its "X#" and "B#" numbers may.)
- (3) A Gun's "B(#)" is *never* lowered for any reason.

These choice nuggets helped me construct the table below. To use that table, you merely need to know what type of breakdown number is printed on your counter: it'll be a B#, a X#, or a B(#). [The "(#)" stands for "a circled number".] If your weapon has a B(#), it may also be under Low Ammo or Ammo Shortage, or (heaven forbid!) both. The type of breakdown number tells you which section of the table to use.

Next you have to figure out how bad of a Usage Penalty you're facing. (The worse it is, the more glory there'll be in actually hitting anything!)

Then you choose the appropriate column by referencing the breakdown number printed on your counter.

And finally, having the correct cell of the chart located, you simply see what color(s) your Original DR is printed in:

- If your Original DR isn't listed at all, then you're golden.
- If your Original DR is **blue**, then your shot went off just fine, but you'll now have to tipple a Low Ammo counter onto your weapon.
- If your Original DR is **red**, then you get to show your opponent what the underside of your counter looks like.
- If your Original DR is **black**, then 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 two colors--happy you--you get to apply *both* results.

Don't start thinking, though, that this table shows *every* possibility. For instance 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), well then you'll have to wing it. (But you can bet--even if you managed to hit something--that neither you nor your opponent will be firing that frigid hunk of frostbite again any time soon.)

Armed with your clunky weapon and this razzle-dazzle table--and great deal of pluck--you can now go out there and roll high with confidence!

Weapon Breakdown Numbers

Original DR Results:					Place Low-Ammo counter : Malfunction : Disable
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	
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: 12	11-12: 12	10-12: 12	9-12: 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	12	11	10	9	
Normal Usage	11:12	10:11-12	9:10-12	8:9-12	
-1 Penalty	10-11:12	9-10:11-12	8-9:10-12	7-8:9-12	
-2 Penalty	9-11:12	8-10:11-12	7-9:10-12	6-8:9-12	
-3 Penalty	8-11:12	7-10:11-12	6-9:10-12	5-8:9-12	
-4 Penalty	7-11:12	6-10:11-12	5-9:10-12	4-8:9-12	
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(#): Ammo Shortage and Low Ammo:	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	
-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).					