High Rollers

The most frequent advice given to ASL players is "roll low". Good advice, but difficult to implement. Those of us still perfecting our wrist motion are sometimes forced to answer the question of "Uh oh, what did that roll just do?"

In the volume 30, number 5 issue of *The General*, Perry Cocke published an excellent article entitled "When Bad Things Happen to Good Weapons" that has helped us High Rollers figure out precisely what happened while our opponents are busting their guts rolling on the floor.

Subsequent to that article, MMP published an erratum that says, in A19.131, line 10, replace "all B#" with "all SW Original B#/X# [EXC: DC]". I'm not certain if this was a clarification or a change, but the table below gives the current state of affairs (as I understand it). Before looking at the table, let me summarize three insights Perry gave:

   (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 "X#" and "B#" numbers may).
   (3) A Gun's "B(#)" is *never* lowered for any reason.

Armed with these facts and the new errata, look at the table below. Values shown in blue are Original DRs which cause a Low Ammo counter to be placed. Values in red are Original DRs which cause weapon Malfunction. Values in black are Original DRs which cause weapon removal.

The Usage Penalty rows indicate the cumulative usage penalty being applied. Some entries in the table do not correspond to existing weapons. I've left them in anyway--you never know when a new weapon might make an appearance.

Now if you're a non-Finnish Axis player under extreme weather Intensive Firing a captured B9-Low Ammo Counter Gun (your opponent having been under Ammunition Shortage) with a half squad, the result won't be shown on this table. Let me assure you, though, you probably haven't hit anything and you're unlikely to be firing that weapon again any time soon.

Armed with this table, you can now roll high with confidence.

Breakdown Numbers in ASL

Original DR Results	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, Russian Extreme Weather, SW use during Ammo Shortage.

-2 Usage Penalty = Sustained Fire, IF, Captured Use, Non-Qualified Use, non-Finnish Axis Extreme Weather.