



16. AXIS AMMUNITION SHORTAGE³²



16.1 AMMUNITION SHORTAGE LEVELS: Axis units suffer an increasing shortage of ammunition. The starting level of shortage is designated by SSR. Levels and penalties are shown in the following charts. These penalties apply only to Axis MMC and weapons. Ammunition Shortages have no effect on CC or Sniper attacks.

16.11 PERSONNEL IMMUNITY: SMCs, crews, unarmed, and broken units are not subject to Ammunition Shortage.

16.12 WEAPON IMMUNITY: Radios, field phones, DCs, PSKs, and FTs (both Infantry and Vehicular) are not subject to FB Ammunition Shortage penalties.

16.13 CAPTURED RUSSIAN EQUIPMENT: Axis units may use captured Russian equipment without Ammunition Shortage penalties.

16.14 CAPTURED AXIS EQUIPMENT: Russian use of captured Axis equipment is still subject to all FB Ammunition Shortage penalties and is cumulative with all Captured Equipment penalties ([A21.](#)) as applicable. In all scenarios and CGs, all captured Axis equipment is always at Ammunition Shortage Level 3 ([16.1](#)).

16.2 MMC UNIT REPLACEMENT: Each time a qualified Axis MMC rolls an Original DR (associated with its given Ammunition Shortage Level) on the IFT while using its Inherent FP, it suffers Unit Replacement ([A19.13](#), [15.1](#)) after the attack which caused it is resolved. Any MMC subject to, but incapable of, further quality loss is broken after resolution of the attack, unless Berserk ([A15.4](#)).

16.2 MMC AMMUNITION SHORTAGE CHART

Level	Original DR for Unit Replacement
1, 2	12
3,4	≥ 11
5	≥ 10

16.21 FIRE GROUPS: Not all members of an Axis FG are necessarily subject to Unit Replacement; determine the MMC(s) affected by Random Selection ([A.9](#)).

16.3 SW & VEHICLE INHERENT MG ARMAMENT: Axis SW [*EXC:* [16.12](#)] and vehicle Inherent MG Armament ([D1.8](#)), including vehicles with a MA MG ([D1.3](#)), are subject to an increased chance of malfunction at Ammunition Shortage Levels 2 through 5 (SW and vehicle Inherent MG Armament under Ammunition Shortage Level 1 suffer no additional chance of Malfunction [[A9.7](#)]; see [16.31](#)).

16.3 SUPPORT WEAPON & VEHICLE INHERENT MG ARMAMENT AMMUNITION SHORTAGE CHART

Level	Original DR	Effect*	Repair Effects
1	≥ B#	Malf	None
2	≥ B#	Elim	None
	1 < B#	Malf	
3	≥ B#	Elim	Repair dr ≥ 5 Elim
	1 < B#	Malf	
4†	≥ B#	Elim	Repair dr ≥ 5 Elim
	1 - 2 < B#	Malf	
	≥ B#	Elim	

5†	1 - 2 < B#	Malf	Repair dr ≥ 4 ElimElim
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* Malf = Malfunctioned; Elim = Eliminated ([A9.72](#)) or Disabled ([D3.7](#)).

† No Sustained Fire [*EXC: FPF*].

16.31 PERMANENT BREAKDOWN: Axis SW and vehicle Inherent MG Armament under Ammunition Shortage Levels 2 through 5 suffer Permanent Breakdown ([A.11](#)) when an Original IFT DR or To Hit DR equals or exceeds its Original B#. The Malfunction rules for SW and vehicle Inherent MG Armament under Ammunition Shortage Level 1 remain unchanged and Permanent Breakdown ([A.11](#)) is not affected.

16.32 INCREASED MALFUNCTION: Axis SW and vehicle Inherent MG Armament under Ammunition Shortage Levels 2 through 5 suffer an increased chance of malfunction. At Ammunition Shortage Levels 2 and 3, a SW and vehicle Inherent MG Armament will malfunction on an Original IFT DR or To Hit DR one less than its Original B#. At Ammunition Shortage Levels 4 and 5, a SW and vehicle Inherent MG Armament will malfunction on an Original IFT DR or To Hit DR one or two less than its Original B#.

16.33 REPAIR EFFECTS: Axis SW and vehicle Inherent MG Armament under Ammunition Shortage Levels 3 through 5 suffer an increased chance of Permanent Breakdown ([A.11](#)) or Disablement ([D3.7](#)) during a repair attempt. At Ammunition Shortage Levels 3 and 4 a Repair dr ≥ 5 Eliminates ([A.11](#)) or Disables ([D3.7](#)) a SW and vehicle Inherent MG Armament respectively. At Ammunition Shortage Level 5, a Repair dr ≥ 4 Eliminates ([A.11](#)) or Disables ([D3.7](#)) a SW and vehicle Inherent MG Armament respectively.

16.34 FIRE GROUPS: Not all SW and vehicle Inherent MG Armament of an Axis FG ([A7.5](#)) are necessarily subject to malfunction; determine the weapons affected by Random Selection ([A.9](#)).

16.4 GUNS: All Axis Guns are subject to additional malfunction penalties at Ammunition Shortage Levels 1 through 5.

16.4 GUN AMMUNITION SHORTAGE CHART

Level	Not Low Ammo	1st Effect*	Already Low Ammo	Subs. Effect*	Repair Effect
1	≥ B#	Malf & Low	1 ≤ B#	Malf	None
2	≥ B#	Elim	1 ≤ B#	Malf	None
	1 < B#	Low	1-2 < B#	Malf	None
3	≥ B#	Elim	≥ B#	Elim	NA
	1 < B#	Low	1-2 < B#	Malf	Repair dr ≤ 5 Elim
4†	≥ B#	Elim	≥ B#	Elim	NA
	1-2 < B#	Low	1-3 < B#	Malf	Repair dr ≥ 5 Elim
5†	≥ B#	Elim	≥ B#	Elim	NA
	1-2 < B#	Low	1-3 < B#	Malf	Repair dr ≥ 4 Elim

* Malf = Malfunctioned; Low = Mark with Low Ammo counter ([D3.71](#)) and lowered B#; Elim = Eliminated ([A9.72](#)) or Disabled ([D3.7](#)).

† No Intensive Fire [*EXC: OVR Prevention*].

16.41 PERMANENT BREAKDOWN: Axis Guns under Ammunition Shortage Levels 2 through 5 suffer Permanent Breakdown ([A.11](#)) whenever an Original IFT DR or To Hit DR equals or exceeds its Original B#. The Permanent Breakdown ([A.11](#)) rules for Guns under Ammunition Shortage Level 1 remain unchanged.

16.42 INCREASED MALFUNCTION & LOW AMMO B#: Axis Guns under Ammunition Shortage

Levels 1 through 5 suffer an increased chance of malfunction.

- At Ammunition Shortage Level 1, whenever a Gun not marked with a Low Ammo counter rolls an Original IFT DR or To Hit DR equal to its Original B#, in addition to malfunctioning it is marked with a Low Ammo counter and, if repaired, will malfunction on an Original IFT DR or To Hit DR one less than its Original B#.
- At Ammunition Shortage Levels 2 and 3, whenever a Gun not marked with a Low Ammo counter rolls an Original IFT DR or To Hit DR one less than its Original B#, it is marked with a Low Ammo counter and is now considered to have a circled B#. Any Gun marked with a Low Ammo counter that rolls an Original IFT DR or To Hit DR one or two less than its Original B# malfunctions.
- At Ammunition Shortage Levels 4 and 5, whenever a Gun not marked with a Low Ammo counter rolls an Original IFT DR or To Hit DR one or two less than its Original B#, it is marked with a Low Ammo counter and is now considered to have a circled B#. Any Gun marked with a Low Ammo counter that rolls an Original IFT DR or To Hit DR one, two, or three less than its Original B# malfunctions.

16.43 REPAIR: Axis Guns under Ammunition Shortage Levels 3 through 5 suffer an increased chance of Disablement ([D3.7](#)) during a repair attempt. At Ammunition Shortage Levels 3 and 4 a Repair dr ≥ 5 permanently Disables ([D3.7](#)) a Gun. At Ammunition Shortage Level 5 a Repair dr ≥ 4 permanently Disables ([D3.7](#)) a Gun.

16.5 FIRE EFFECTS: In addition to normal Ammunition Shortage ([A7.55](#), [A8.221](#), [A9.22](#)) restrictions, Axis SW/Vehicle-Armament/Guns suffer special penalties at increased levels of Ammunition Shortage.

16.51 SUSTAINED FIRE: Axis SW under Ammunition Shortage Levels 4 and 5 may not use Sustained Fire ([A9.3](#)) [*EXC: FPF [A8.31](#)*].

16.52 INTENSIVE FIRE: Axis Guns under Ammunition Shortage Levels 4 and 5 may not use Intensive Fire ([C5.6](#)) [*EXC: OVR Prevention [C5.64](#)*].

16.6 AVAILABILITY: Axis units suffer a decreased chance of having a number of capabilities available to them as defined below.

16.6 AVAILABILITY AMMUNITION SHORTAGE CHART (Placement/Check/Usage drms)

Level	Inf. SMOKE Grenades (A24.1)	Special Ammo (C8.9)*	PF (C13.31)	ATMM (C13.7)	Starshell/IR (E1.92/.93)
1	0	0	0	0	0
2	0	-1	0	0	0
3	0	-1	0	0	0
4	+1	-2	+1	+1	+1
5	+2	-2	+2	+2	+2

* Depletion Number reduced by indicated amount.

16.61 INFANTRY SMOKE GRENADE PLACEMENT: Axis Infantry squad SMOKE Placement drs ([A24.1](#)) receive an additional +1 drm at Ammunition Shortage Level 4 and a +2 drm at Ammunition Shortage Level 5. Axis Vehicular Smoke Grenade ([D13.35](#)) Placement is not affected by Ammunition Shortages.

16.62 SPECIAL AMMUNITION DEPLETION: Axis Guns/SWs capable of firing Special Ammunition (C8.) have their Depletion Numbers ([C8.9](#)) reduced by 1 at Ammunition Shortage Levels 2 and 3 and by 2 at Ammunition Shortage Levels 4 and 5.

16.63 PANZERFAUST (PF): Axis PF Check drs ([C13.31](#)) receive an additional +1 drm at Ammunition

Shortage Level 4 and a +2 drm at Ammunition Shortage Level 5.

16.64 ANTI-TANK MAGNETIC MINE (ATMM): Axis ATMM Check drs ([C13.7](#)) receive an additional +1 drm at Ammunition Shortage Level 4 and a +2 drm at Ammunition Shortage Level 5.

16.65 VEHICULAR SMOKE DISPENSERS: Axis Vehicular Smoke Dispensers ([D13.](#)) do not suffer from Ammunition Shortage effects.

16.66 STARSHELLS: Axis Starshell ([E1.92](#)) and Illumination Round ([E1.93](#)) Usage drs receive an additional +1 drm at Ammunition Shortage Level 4 and a +2 drm at Ammunition Shortage Level 5.

16. EX: Axis Ammunition Shortage



EX: A German 9-1 leader in AAA5 is stacked with German squad A (possessing a HMG) and German squad B (possessing a LMG). All German units are under Ammunition Shortage Level 4. During the German PFPh, both squads fire as a FG using their Inherent FP and their possessed SW, under leader direction, at Russian squad G in CCC6. On an Original IFT DR ≥ 11 , use Random Selection ([A.9](#)) to determine which MG will Malfunction. Then use Random Selection to determine which MMC is affected. If squad A is selected, it would be replaced by a SS 5-4-8. If squad B was selected, it would be broken. The 9-1 leader is not affected by Ammunition Shortage and is thus not eligible as part of the Random Selection drs. On an Original IFT DR = 10, neither MMC would be affected, but both MGs could potentially Malfunction; use Random Selection ([A.9](#)) to determine which MG will Malfunction. On an Original IFT DR ≤ 9 , no Ammunition Shortage penalties would apply. If Malfunctioned, the MGs would be Disabled on a Repair dr ≥ 5 . On an Original DR ≥ 11 , no Residual FP would be gained from the malfunctioned weapon(s) ([A8.221](#)) and on an Original IFT DR = 12, no Residual FP is gained from a Small-Arms-attack.

EX: During the PFPh, Hungarian squad E in AAA6, under Ammunition Shortage Level 4, attempts to fire a PF at the Russian T-34/85 in BBB6. As an Elite unit, squad E is eligible for a PF per the Hungarian Units ([13.6](#)) rules, but suffers an additional +1 drm to its PF Check dr. Squad E would obtain a PF on an Original dr = 1 (+1 [Hungarian ([13.6](#))] +1 [CX] +1 [Ammunition Shortage Level 4] -1 [1945]).

During the same PFPh, German squad C in AAA7 would need an Original dr ≤ 3 (+1 [Ammunition Shortage Level 4] -1 [1945]) in order to obtain a PF. During the ensuing APh, Hungarian squad E and German squad C attempt to advance into CC against the T-34/85 in BBB6. If successful, the Hungarian squad, because it is Elite ([13.7](#)) could theoretically attempt to generate an ATMM ([C13.7](#)), but has no chance to do so since it would need an Original dr ≤ 0 (+2 [Hungarian ([13.7](#))] +1 [CX] +2 [Ammunition Shortage Level 4]). The German squad would be able to secure an ATMM on an Original ATMM Check dr = 1 (+2 [Ammunition Shortage Level 4]).

EX: During the German PFPh, German 75L PaK 40 AT Gun D in CCC4, under Ammunition Shortage Level 4, fires at Russian T-34/85 tank H in BBB6. On an Original TH DR = 12, the Gun would become Disabled ([D3.7-71](#); [16.41](#)). On an Original TH DR = 10 or 11, the Gun is marked with a Low Ammo counter ([D3.71](#)). Once marked Low Ammo, Gun D would be Disabled on any subsequent TH DR = 12 or Malfunction ([D3.7-71](#); [16.42](#)) on any subsequent TH DR = 9-11 because its B# is now one lower per [D3.71](#), and [16.42](#). If Gun D Malfunctions, it would be Repaired on a dr = 1 and Disabled ([D3.7-71](#)) on a Repair dr ≥ 5 ([16.43](#)).