

Platoon: Soviet Rifle Platoon
 Unit Name: Headquarters
 Ldr Name: _____



Stats		
	Unit	Ldr
G	R	R
A	R	R
M	1	1
E	3	3
R	3	3

Weapon	S	M	L	Pen	HtH
Rifle	12	24	48	1	0
Hand Grenade	1	2	4	--	--

Grenade uses small HE template

Platoon leader (rifle), assistant platoon leader (rifle), and messenger (rifle)

	Yes	No
	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Platoon: Soviet Rifle Platoon
 Unit Name: 1st Rifle Squad
 Ldr Name: _____



Stats		
	Unit	Ldr
G	R	R
A	R	R
M	1	1
E	3	3
R	3	4

Weapon	S	M	L	Pen	HtH
Rifle	12	24	48	1	0
SMG	3(2)	6(2)	12(1)	0	+2
Light Machinegun	12	24	48	1	-1
Grenades	1	2	4	--	--
Rifle Grenade	3	6	12	N/A	N/A

Squad leader (SMG), assistant squad leader (SMG), machine gunner (DP light machinegun and pistol), assistant (rifle), 2x submachine gunners (SMG), 4x riflemen (rifle)

	Yes	No
	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Hand to Hand Combat Procedure:

- Both players draw card to get initial melee value
- Cumulative modifiers:
 - -1 if you are stunned
 - -1 if you are wounded
 - +2 if you outnumber enemy
 - +3 if you are defending cover
- Best only modifiers:
 - + weapon HtH value
 - + Melee attribute value
- High result wins hand-to-hand
- Draw a card for damage to enemy (no cover applies)
- Loser is pushed back two inches
- If the result is a tie, both are pushed back two inches

COMBAT PATROL
 World War II Skirmish™

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

Hand to Hand Combat Procedure:

- Both players draw card to get initial melee value
- Cumulative modifiers:
 - -1 if you are stunned
 - -1 if you are wounded
 - +2 if you outnumber enemy
 - +3 if you are defending cover
- Best only modifiers:
 - + weapon HtH value
 - + Melee attribute value
- High result wins hand-to-hand
- Draw a card for damage to enemy (no cover applies)
- Loser is pushed back two inches
- If the result is a tie, both are pushed back two inches

COMBAT PATROL
 World War II Skirmish™

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

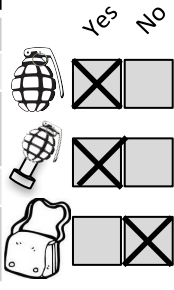
Stats		
	Unit	Ldr
G	R	R
A	R	R
M	1	1
E	3	3
R	3	4

Platoon: Soviet Rifle Platoon
 Unit Name: 2nd Rifle Squad
 Ldr Name: _____



Weapon	S	M	L	Pen	HtH
Rifle	12	24	48	1	0
SMG	3(2)	6(2)	12(1)	0	+2
Light	12	24	48	1	-1
Machinegun	(2)	(3)	(1)	1	-1
Grenades	1	2	4	--	--
Rifle				N/A	N/A
Grenade	3	6	12	N/A	N/A

Rifle	12	24	48	1	0		
SMG	3(2)	6(2)	12(1)	0	+2		<input checked="" type="checkbox"/> <input type="checkbox"/>
Light	12	24	48	1	-1		<input checked="" type="checkbox"/> <input type="checkbox"/>
Machinegun	(2)	(3)	(1)	1	-1		<input checked="" type="checkbox"/> <input type="checkbox"/>
Grenades	1	2	4	--	--		<input type="checkbox"/> <input checked="" type="checkbox"/>
Rifle				N/A	N/A		<input type="checkbox"/> <input checked="" type="checkbox"/>
Grenade	3	6	12	N/A	N/A		<input type="checkbox"/> <input checked="" type="checkbox"/>



Squad leader (SMG), assistant squad leader (SMG), machine gunner (DP light machinegun and pistol), assistant (rifle), 2x submachine gunners (SMG), 4x riflemen (rifle)

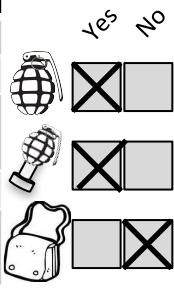
Stats		
	Unit	Ldr
G	R	R
A	R	R
M	1	1
E	3	3
R	3	4

Platoon: Soviet Rifle Platoon
 Unit Name: 3rd Rifle Squad
 Ldr Name: _____



Weapon	S	M	L	Pen	HtH
Rifle	12	24	48	1	0
SMG	3(2)	6(2)	12(1)	0	+2
Light	12	24	48	1	-1
Machinegun	(2)	(3)	(1)	1	-1
Grenades	1	2	4	--	--
Rifle				N/A	N/A
Grenade	3	6	12	N/A	N/A

Rifle	12	24	48	1	0		
SMG	3(2)	6(2)	12(1)	0	+2		<input checked="" type="checkbox"/> <input type="checkbox"/>
Light	12	24	48	1	-1		<input checked="" type="checkbox"/> <input type="checkbox"/>
Machinegun	(2)	(3)	(1)	1	-1		<input checked="" type="checkbox"/> <input type="checkbox"/>
Grenades	1	2	4	--	--		<input type="checkbox"/> <input checked="" type="checkbox"/>
Rifle				N/A	N/A		<input type="checkbox"/> <input checked="" type="checkbox"/>
Grenade	3	6	12	N/A	N/A		<input type="checkbox"/> <input checked="" type="checkbox"/>



Squad leader (SMG), assistant squad leader (SMG), machine gunner (DP light machinegun and pistol), assistant (rifle), 2x submachine gunners (SMG), 4x riflemen (rifle)

Hand to Hand Combat Procedure:

- Both players draw card to get initial melee value
- Cumulative modifiers:
 - -1 if you are stunned
 - -1 if you are wounded
 - +2 if you outnumber enemy
 - +3 if you are defending cover
- Best only modifiers:
 - + weapon HtH value
 - + Melee attribute value
- High result wins hand-to-hand
- Draw a card for damage to enemy (no cover applies)
- Loser is pushed back two inches
- If the result is a tie, both are pushed back two inches

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

World War II Skirmish

COMBAT PATROL

Hand to Hand Combat Procedure:

- Both players draw card to get initial melee value
- Cumulative modifiers:
 - -1 if you are stunned
 - -1 if you are wounded
 - +2 if you outnumber enemy
 - +3 if you are defending cover
- Best only modifiers:
 - + weapon HtH value
 - + Melee attribute value
- High result wins hand-to-hand
- Draw a card for damage to enemy (no cover applies)
- Loser is pushed back two inches
- If the result is a tie, both are pushed back two inches

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

World War II Skirmish

COMBAT PATROL

Platoon: Soviet Machine Pistol

Platoon, 1942-5



Unit Name: 1st Squad

Ldr Name: _____

Stats		
	Unit	Ldr
G	R	R
A	R	R
M	1	1
E	3	3
R	4	4

Weapon	S	M	L	Pen	HtH
SMG	3(2)	6(2)	12(1)	0	+2
Light	12	24	48	1	-1
Machinegun	(2)	(3)	(1)		
Grenades	1	2	4	--	--

Yes No

Squad leader (SMG), assistant squad leader (SMG), machine gunner (DP light machinegun and pistol), assistant (SMG), 6x submachine gunner (SMG)

Platoon: Soviet Rifle Company

1939-40



Unit Name: Anti-Tank Section

Ldr Name: _____

Stats		
	Unit	Ldr
G	R	R
A	R	R
M	1	1
E	3	3
R	3	3

Weapon	S	M	L	Pen	HtH
Pistol	2	4	8	0	+2
Rifle	12	24	48	1	0
Anti-tank Rifle	20	40	80	--	--
Grenades	[4]	[3]	[2]		
	1	2	4	--	--

Yes No

Section leader (rifle), 2x anti-tank gunners (pistol and ATR), assistant (rifle)

- Hand to Hand Combat Procedure:**
- Both players draw card to get initial melee value
 - Cumulative modifiers:
 - -1 if you are stunned
 - -1 if you are wounded
 - +2 if you outnumber enemy
 - +3 if you are defending cover
 - Best only modifiers:
 - + weapon HtH value
 - + Melee attribute value
 - High result wins hand-to-hand
 - Draw a card for damage to enemy (no cover applies)
 - Loser is pushed back two inches
 - If the result is a tie, both are pushed back two inches

COMBAT PATROL

World War II Skirmish

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

- Hand to Hand Combat Procedure:**
- Both players draw card to get initial melee value
 - Cumulative modifiers:
 - -1 if you are stunned
 - -1 if you are wounded
 - +2 if you outnumber enemy
 - +3 if you are defending cover
 - Best only modifiers:
 - + weapon HtH value
 - + Melee attribute value
 - High result wins hand-to-hand
 - Draw a card for damage to enemy (no cover applies)
 - Loser is pushed back two inches
 - If the result is a tie, both are pushed back two inches

COMBAT PATROL

World War II Skirmish

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

Vehicle Name: _____

Vehicle Type: JS-II



Vehicle Hit Resolution

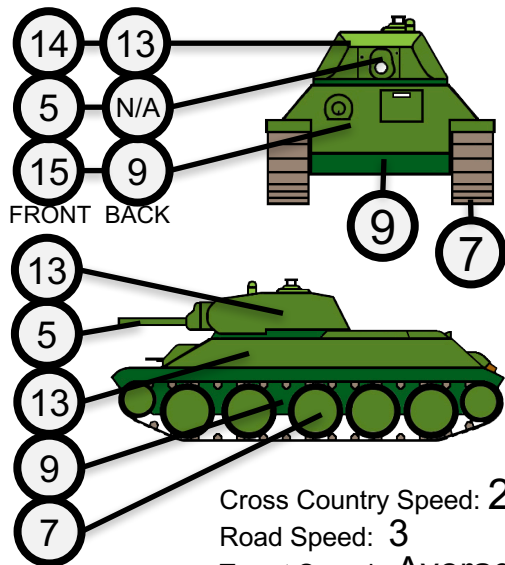
Draw a card to see if you hit

If hit, draw hit location card

Draw or roll to see if the hit penetrates

Draw to see if the vehicle "Brews Up?"

Weapon	S	M	L
122mm/L43	125 [14]	250 [12]	500 [10]
MMG (coax, bow, turret rear)	15 (3)	30 (3)	60 (3)



Cross Country Speed: 2
 Road Speed: 3
 Turret Speed: Average
 Max Climb: 2

Penetrating Hit	If	Vehicle is Destroyed Draw a card for <i>each</i> Crewman
	Yes	Crewman hit, draw for effect All survivors bail out, stunned
Else No	Else No	Look on hit location card for effects; <i>all</i> crew are stunned. Draw a card for <i>each</i> crewman
		Crewman hit, draw a card for effect
Non-Penetrating		Look on hit location card for effects Draw a card to see if you wound a <i>single</i> , random crewman
		Crewman hit, draw for effect

-2 to penetration roll if applicable.

- First roll to penetrate cover.
- If successful, subtract cover's armor value from penetration roll when rolling against vehicle.

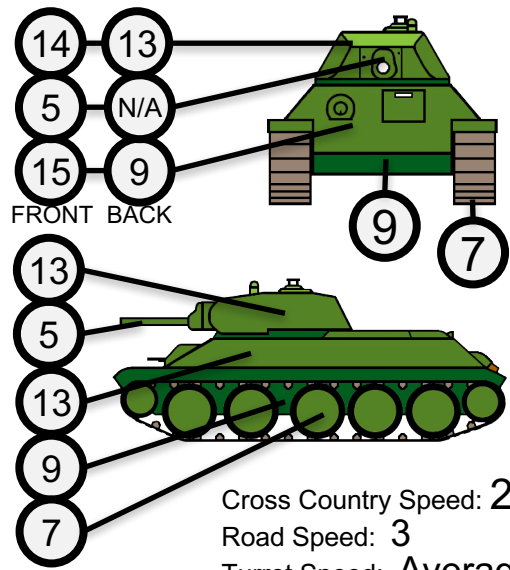
If hull-down, blocks hits on wheels, tracks, lower hull, and "yellow" hull.

Vehicle Name: _____
 Vehicle Type: JS-II



Vehicle Hit Resolution

Weapon	S	M	L
122mm/L43	125 [14]	250 [12]	500 [10]
MMG (coax, bow, turret rear)	15 (3)	30 (3)	60 (3)



Cross Country Speed: 2
 Road Speed: 3
 Turret Speed: Average
 Max Climb: 2

Draw a card to see if you hit	
If hit, draw hit location card	
Draw or roll to see if the hit penetrates	
Penetrating Hit	Draw to see if the vehicle "Brews Up?"
	If Vehicle is Destroyed
	Draw a card for <i>each</i> Crewman
	Crewman hit, draw for effect
Else No	All survivors bail out, stunned
	Look on hit location card for effects; <i>all</i> crew are stunned.
	Draw a card for <i>each</i> crewman
Non-Penetrating	Crewman hit, draw for effect
	Look on hit location card for effects
	Draw a card to see if you wound a <i>single</i> , random crewman
Crewman hit, draw for effect	
<ul style="list-style-type: none"> -2 to penetration roll if applicable. First roll to penetrate cover. If successful, subtract cover's armor value from penetration roll when rolling against vehicle. <p>If hull-down, blocks hits on wheels, tracks, lower hull, and "yellow" hull.</p>	

Platoon: Volksgrenadier Rifle Platoon
 Unit Name: 1st Rifle Squad
 Ldr Name: _____

Stats			Weapon						S		M		L		Pen		HtH	
Unit	Ldr																	
G	G	G	Rifle	12	24	48	1	0										
			SMG	3(2)	6(2)	12	0	+1										
A	R	R	MG-42 (LMG)	12(2)	24(3)	48(2)	1	-2										
			MG-42 (MMG)	15(3)	30(3)	60(3)	2	-2										
M	1	1	StG-44	9(2)	18(1)	36(1)	1	1										
			Panzerfaust	3	6	12												
E	3	3	60	[20]	[20]	[20]												
			Grenades	1	2	4	--	--										

Squad leader, assistant squad leader, machine gunner, loader, ammo bearer, 3 riflemen, 1 submachine gunner. Panzerfaust uses small HE template.

Platoon: Hitler Youth
 Unit Name: Squad
 Ldr Name: _____

Stats			Weapon						S		M		L		Pen		HtH	
Unit	Ldr																	
G	G	G	SMG	3(2)	6(2)	12	0	+1										
A	R	R	Panzerfaust	3	6	12												
			60	[20]	[20]	[20]												
M	1	1	Grenades	1	2	4	--	--										
E	2	3																
R	3	3																

Squad leader, 4 Hitler youth, all armed with SMGs. Panzerfaust uses small HE template.

Hand to Hand Combat Procedure:

- Both players draw card to get initial melee value
- Cumulative modifiers:
- -1 if you are stunned
- -1 if you are wounded
- +2 if you outnumber enemy
- +3 if you are defending cover
- Best only modifiers:
- + weapon HtH value
- + Melee attribute value
- High result wins hand-to-hand
- Draw a card for damage to enemy (no cover applies)
- Loser is pushed back two inches
- If the result is a tie, both are pushed back two inches

COMBAT PATROL
 World War II Skirmish

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

Hand to Hand Combat Procedure:

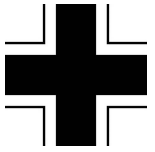
- Both players draw card to get initial melee value
- Cumulative modifiers:
- -1 if you are stunned
- -1 if you are wounded
- +2 if you outnumber enemy
- +3 if you are defending cover
- Best only modifiers:
- + weapon HtH value
- + Melee attribute value
- High result wins hand-to-hand
- Draw a card for damage to enemy (no cover applies)
- Loser is pushed back two inches
- If the result is a tie, both are pushed back two inches

COMBAT PATROL
 World War II Skirmish

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

Platoon: Panzergrenadier Platoon
 Unit Name: 1st Rifle Squad
 Ldr Name: _____



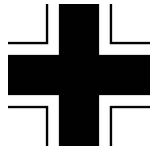
Stats		
	Unit	Ldr
G	R	E
A	R	R
M	1	1
E	3	3
R	3	3

Weapon	S	M	L	Pen	HtH
Rifle	12	24	48	1	0
SMG	3(2)	6(2)	12	0	+1
MG-42 (LMG)	12(2)	24(3)	48(2)	1	-2
MG-42 (MMG)	15(3)	30(3)	60(3)	2	-2
Panzerfaust 60	3 [20]	6 [20]	12 [20]	∅	N/A
Grenades	1	2	4	--	--

Yes No

- Squad leader, assistant squad leader, 2x machine gunner, 2x loader, 2x ammo bearer, 2 or 3 riflemen.
- Panzerfaust uses small HE template.

Platoon: Panzergrenadier Platoon
 Unit Name: Platoon HQ
 Ldr Name: _____



Stats		
	Unit	Ldr
G	R	E
A	R	R
M	1	1
E	3	3
R	3	4

Weapon	S	M	L	Pen	HtH
Rifle	12	24	48	1	0
SMG	3 (2)	6 (2)	12	0	+1
Pistol	2	4	8	0	+1
Grenades	1	2	4	--	--

Yes No

- Platoon Leader (with rifle or SMG), 2x messengers (with rifles), 1x messenger (with sniper rifle), and 1x medic (with a pistol)

Hand to Hand Combat Procedure:

- Both players draw card to get initial melee value
- Cumulative modifiers:
- -1 if you are stunned
- -1 if you are wounded
- +2 if you outnumber enemy
- +3 if you are defending cover
- Best only modifiers:
- + weapon HtH value
- + Melee attribute value
- High result wins hand-to-hand
- Draw a card for damage to enemy (no cover applies)
- Loser is pushed back two inches
- If the result is a tie, both are pushed back two inches

COMBAT PATROL
 World War II Skirmish

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

Hand to Hand Combat Procedure:

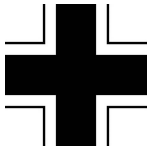
- Both players draw card to get initial melee value
- Cumulative modifiers:
- -1 if you are stunned
- -1 if you are wounded
- +2 if you outnumber enemy
- +3 if you are defending cover
- Best only modifiers:
- + weapon HtH value
- + Melee attribute value
- High result wins hand-to-hand
- Draw a card for damage to enemy (no cover applies)
- Loser is pushed back two inches
- If the result is a tie, both are pushed back two inches

COMBAT PATROL
 World War II Skirmish

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

Platoon: SS Panzergrenadier Platoon
 Unit Name: 1st Rifle Squad
 Ldr Name: _____



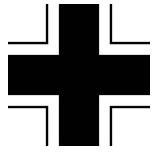
Stats		
	Unit	Ldr
G	E	E
A	R	R
M	1	1
E	3	3
R	3	3

Weapon	S	M	L	Pen	HtH
Rifle	12	24	48	1	0
SMG	3(2)	6(2)	12	0	+1
MG-42 (LMG)	12(2)	24(3)	48(2)	1	-2
MG-42 (MMG)	15(3)	30(3)	60(3)	2	-2
Panzerfaust 60	3 [20]	6 [20]	12 [20]	∅	N/A
Grenades	1	2	4	--	--

Yes No

- Squad leader, assistant squad leader, 2x machine gunner, 2x loader, 2x ammo bearer, 2 or 3 riflemen.
- Panzerfaust uses small HE template.

Platoon: SS Panzergrenadier Platoon
 Unit Name: Platoon HQ
 Ldr Name: _____



Stats		
	Unit	Ldr
G	E	E
A	R	R
M	1	1
E	3	3
R	3	4

Weapon	S	M	L	Pen	HtH
Rifle	12	24	48	1	0
SMG	3 (2)	6 (2)	12	0	+1
Pistol	2	4	8	0	+1
Grenades	1	2	4	--	--

Yes No

- Platoon Leader (with rifle or SMG), 2x messengers (with rifles), 1x messenger (with sniper rifle), and 1x medic (with a pistol)

Hand to Hand Combat Procedure:

- Both players draw card to get initial melee value
- Cumulative modifiers:
 - -1 if you are stunned
 - -1 if you are wounded
 - +2 if you outnumber enemy
 - +3 if you are defending cover
- Best only modifiers:
 - + weapon HtH value
 - + Melee attribute value
- High result wins hand-to-hand
- Draw a card for damage to enemy (no cover applies)
- Loser is pushed back two inches
- If the result is a tie, both are pushed back two inches

COMBAT PATROL
 World War II Skirmish
 TM

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

Hand to Hand Combat Procedure:

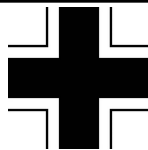
- Both players draw card to get initial melee value
- Cumulative modifiers:
 - -1 if you are stunned
 - -1 if you are wounded
 - +2 if you outnumber enemy
 - +3 if you are defending cover
- Best only modifiers:
 - + weapon HtH value
 - + Melee attribute value
- High result wins hand-to-hand
- Draw a card for damage to enemy (no cover applies)
- Loser is pushed back two inches
- If the result is a tie, both are pushed back two inches

COMBAT PATROL
 World War II Skirmish
 TM

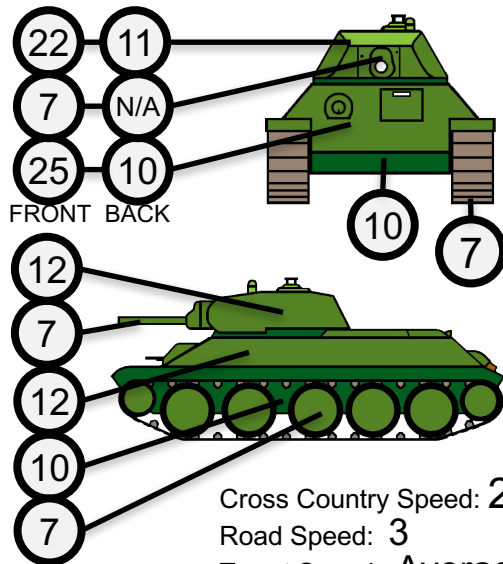
Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

Vehicle Name: _____
 Vehicle Type: King Tiger



Weapon	S	M	L
88mm/L71	125 [18]	250 [16]	500 [13]
MMG (coax, bow, AA)	15 (3)	30 (3)	60 (3)



Cross Country Speed: 2
 Road Speed: 3
 Turret Speed: Average
 Max Climb: 2

Vehicle Hit Resolution

Draw a card to see if you hit

If hit, draw hit location card

Draw or roll to see if the hit penetrates

Draw to see if the vehicle "Brews Up?"

Penetrating Hit	If	Vehicle is Destroyed Draw a card for <i>each</i> Crewman
	Yes	Crewman hit, draw for effect All survivors bail out, stunned
Else No	Else No	Look on hit location card for effects; <i>all</i> crew are stunned. Draw a card for <i>each</i> crewman
		Crewman hit, draw a card for effect

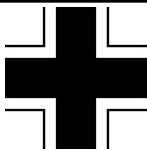
Non-Penetrating		Look on hit location card for effects Draw a card to see if you wound a <i>single</i> , random crewman
		Crewman hit, draw for effect

-2 to penetration roll if applicable.

- First roll to penetrate cover.
- If successful, subtract cover's armor value from penetration roll when rolling against vehicle.

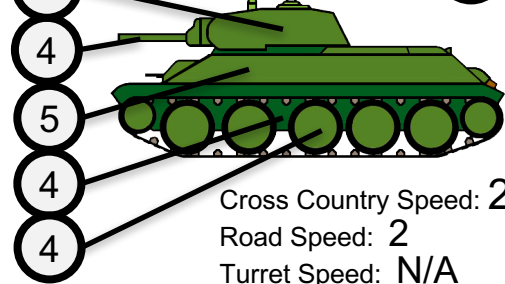
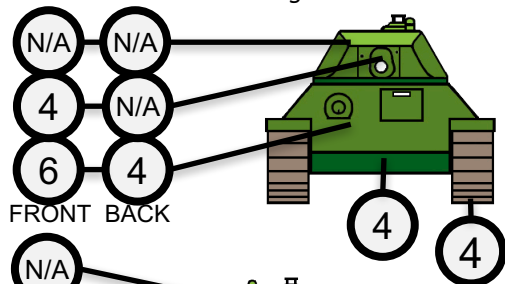
If hull-down, blocks hits on wheels, tracks, lower hull, and "yellow" hull.

Vehicle Name: _____
 Vehicle Type: Borgward
 Wanze



Weapon	S	M	L
6x Panzerschreck	12 [22]	24 [22]	48 [22]

- Panzerschreck uses small HE template.
- All six Panzerschecks must fire at the same time at the same target.



Cross Country Speed: 2
 Road Speed: 2
 Turret Speed: N/A
 Max Climb: 2

Vehicle Hit Resolution

Draw a card to see if you hit

If hit, draw hit location card

Draw or roll to see if the hit penetrates

Draw to see if the vehicle "Brews Up?"

Penetrating Hit

If Vehicle is **Destroyed**

Draw a card for *each* Crewman

Crewman hit, draw for effect

Yes All survivors bail out, stunned

Else Look on hit location card for effects; *all* crew are stunned.

No Draw a card for *each* crewman

Crewman hit, draw a card for effect

Non-Penetrating

Look on hit location card for effects

Draw a card to see if you wound a *single*, random crewman

Crewman hit, draw for effect



-2 to penetration roll if applicable.

• First roll to penetrate cover.



• If successful, subtract cover's



armor value from penetration roll when rolling against vehicle.



If hull-down, blocks hits on wheels, tracks, lower hull, and "yellow" hull.